Hogwarts Battle – New Rules

Objective

Cooperatively as the Heroes, you win the game if you defeat all the Villains before they gain control of all the Locations, thereby securing the safety of HOGWARTS–for now...
However, if the Villains manage to gain control of all of the Locations, you have lost the game!

SETUP

Location cards
Retrieve cards from recommended from the scenario, place In order face up.

Dark Arts cards & Dark Potion cards
Retrieve cards from recommended from the scenario, shuffle all together

Encounters & Horcuxes
Stack in order face up in the centre of the game board.

Villains & Creatures
Shuffle recommended and random villains and creatures listed for the scenario. It's important to include Villains/Creatures listed on encounter cards being played. Place the final LORD VOLDEMORT face up on the bottom of the stack. Reveal 1/2/3 Villain cards as specified for the game.
VARIATION 1: You can play the cards as suggested in order, if provided from easier to hard list.
VARIATION 2: It is recommended that you identify the hardest 5 and shuffle them separately and place at the end, to keep the scenario random but fair.

HOGWARTS card
Shuffle all recommended HOGWARTS cards. Reveal the top 6 cards. (remove the ally character cards of used hero characters in this game).
Detention cards are separated from the rest of the cards.
Variations: To balance the Hogwarts deck, there are several variations that can be recommended, please see the 'additional rules' section for a summary

Expert Hero cards (proficiencies, Patronus, charms)
 Select your hero, as well as proficiency, Patronus and charms (if the game allows them).
VARIATION: If the scenario allows you to have multiple hero cards or multiple proficiency/Patronus, then pick one to be active.

Potions cards
If game allows it, Shuffle the cards and place them face down on the top of the Potions board. Reveal the top two in the spaces below. Select potion shelf requirement, place side A or B face up. Add tokens to the shelf spaces randomly

GAMEPLAY

Each turn consists of 5 steps.
STEP 1. Reveal and resolve Dark Arts/ dark potion events.
STEP 2. Resolve Villain and event/horcrux abilities.
STEP 3. Play HOGWARTS cards & take Hero actions (charms, proficiencies and Patronus).
STEP 4. Gather Potion Ingredients.
STEP 5. End your turn.

STEP 1. Reveal & resolve Dark Arts/Dark Potions

Start with revealing 1 dark art/potion card (It will increase over time). One at a time, reveal and resolve Dark Arts events, placing the cards in a discard pile beside the stack. If the Dark Arts stack runs out, shuffle the resolved cards to form a new stack.
VARIATION: If a dark art card requests 'another card is revealed', and that card also has the same reference, you may ignore that second reveal.

STEP 2. Resolve Villain/creature abilities & event/horcux.

Resolve horcrux/event first.
Then each Villain has an ability. Some will happen each turn, and others will be triggered by Dark Arts events or other Villains. Resolve them from left to right.

STEP 3. Play HOGWARTS cards and take Hero actions.

As the active Hero, you may do all of the following in any order you choose.
• Play cards to gain resources (attack & influence tokens) and generate effects.
As you play out cards, set them to the side to indicate that they have been played. Tokens you gain are collected on your player board. Cards and resources cannot be saved from one turn to the next, so it is advisable to use everything each turn.
• Assign (Attack) or (influence) to Villains. When the number of attack tokens assigned to a Villain equals its Health, the Villain is defeated! One influence per villain can be assigned
• Use (Influence) to acquire new cards. The six face up HOGWARTS cards are available to acquire and build a more powerful deck. You can acquire multiple cards as long as you have enough (Influence). IMMEDIATELY place any newly acquired cards in your Discard Pile (not in your hand) unless otherwise noted. Typically, you will not play new cards on the same turn you acquire them. When your deck runs out of cards, you will shuffle your Discard Pile to form a new deck including these newly acquired cards.
•Use active hero actions, charms and active Patronus/proficiencies (if they are available)
•*VARIATION If you have more than one Patronus/proficiency or one hero card, you may only use one of each during your turn, not both.*

NOTE: you should consider cards that have been played to be in a "play area." This means they are neither in your hand nor in the discard pile
NOTE: a card count as played even if a villain card blocks its effects e.g. the Basilisk prevents card draw while Lumos allows all heroes to draw a card. You could play Lumos with no effect and it would still count as one of the four cards needed to trigger Hermione's hero ability.

STEP 4. GATHER POTION INGREDIENTS

If available for the game.

Everything on the Potions board is designed to flow from the top to the bottom. At the top of the board are the deck of Potions cards and the Ingredients that have yet to be revealed. The center section is where you will gather ingredients from. Each turn you are allowed to take one ingredient from each shelf if you meet the requirement. Check the requirements starting at the top shelf and moving down. Ingredients gathered can be used in either of the face up potions that need them. Place the Ingredient in one of the spaces below the card. Ingredients may also be discarded when gathered to make space for new Ingredients.

Potions do not need to be completed in one turn. Leave any Ingredients gathered and the next Hero can continue to brew an incomplete Potion. Once an Ingredient is added to a Potion, it cannot be moved to another Potion.

A completed Potion can be played immediately for its banish ability. Otherwise the completed potion is placed in your discard pile. When it cycles back into your hand you have the choice of the first effect in which it will continue to stay in your deck, or to banish the card for the second effect.

Before refilling the shelves on the Potions board, first slide Ingredients down each column to fill any open spaces. Then add new Ingredient tokens in the empty spots on the top shelves. Used and discarded potion Ingredients should remain face up at the bottom of the Potion board until there are no longer any tokens left to draw. Then flip the tokens over and move them back to the top of the Potions board.

STEP 5. END YOUR TURN.

After playing cards, taking actions, and using tokens, do the following at the end of your turn.

1. Check if the Villains have the required (control tokens) to Control the Location. If they Control it, remove the (control tokens) and discard the Location, revealing the next one in the stack.
2. If you assigned enough (attack tokens) to defeat a Villain this turn, replace it with the next one from the Villains stack.
3. Refill empty spaces for HOGWARTS cards
4. Place all cards played this turn in your discard pile. You cannot save cards for your next turn.
5. Discard any unused (attack) and (influence) tokens. If you played cards that allow other Heroes to gain tokens, they DO get to keep them to use on their turn.
6. Draw a new hand of five cards. ONLY shuffle your Discard pile to form a fresh Draw Deck when you need to draw or reveal cards and your deck is empty.

THE NEXT HERO'S TURN

Game play will continue clockwise, with the next player, as the active Hero, taking the same 5 steps on their turn.

END OF GAME

The game can end in one of two ways:

The Heroes defeat ALL the Villains

The Villains control ALL the Locations

ADDITIONAL RULES

Defeating a Villain / creature

When the (attack) and (influence) tokens assigned to a Villain / creature equal its (Health), the Villain is defeated! You immediately gain the reward listed on the Villain card and place it in the discard space in the center of the board. Return the (attack) tokens assigned to the Villain back to the pile. At the end of your turn, replace the defeated Villain with the next Villain card from the top of the stack.

Encounters

Many of the Encounters require playing or acquiring cards to complete.
If you meet the requirement, you may collect the card at the end of your turn (which is different from horcrux). Only one encounter may be claimed per turn.
On subsequent turns you will be able to use the reward.
Note: Even if the reward says "Once per game...," you may still only use the reward on your turn.

Location Control

Some Dark Arts events and Villain abilities increase the amount of control the Villains have over the Location. When the Villains gain the required (location tokens) to control the Location, the Heroes have until the end of that turn to remove a (location tokens) either by playing a card or defeating a Villain.
If at the end of the turn, the Location still has the required (location tokens), the Villains gain control of it. Discard the controlled Location as the battle moves on to the next one in the stack. If the Villains gain control of ALL the Locations, the Heroes lose the game!
If you need to add more (location tokens) on a Location than there are spaces, you get a reprieve, ignoring any additional (location tokens) that would be added this turn.

General Timing Rules

As a general rule if there is a question about timing, cards or effects should be resolved in the following order:
1. Stunning - If anything stuns a hero, the stun interrupts all game effects and happens immediately. In some cases, this can even occur in the middle of executing a card.
2. Dark Arts Cards
3. The currently active Horcrux (if any)
4. Voldemort
5. Villain Cards, from left to right. (Including rewards for defeating a villain)
6. Discard effects of Hogwart's Cards.
7. Hogwarts Cards played by Heroes
8. Hero Abilities
9. Proficiencies
10. Abilities earned from destroyed Horcruxes

Be aware that the printed text on the card always supersede these rules.
Item six is particularly important because most timing questions revolve around discards. If something "bad" is causing a player to discard, the bad things complete before the discard effect triggers. In contrast, if the player herself does something to cause a discard, the discard effect interrupts the player immediately, and then the player continues their action.

Hero Health

Some Dark Arts events and Villain abilities cause your Hero to lose (Health) and some HOGWARTS cards allow you to gain (Health). This is indicated by moving your Health Tracker up or down on your Player Board. If you lose all your (Health), you are stunned and the following occurs. Note: It is possible to get Stunned on another Hero's turn. If more than one Hero is Stunned at the same time, each one does the following:

1. You cannot lose (or gain) any more (Health) this turn.
2. Discard any (influence tokens) or (attack) tokens you may have saved on your Player Board from other Heroes' turns.
3. Discard half the cards in your hand, rounded down. For example, if you have five cards, choose two to discard. If a card has an effect generated by being discarded you DO still get that effect.
4. Add one (control token) to the Location.
5. If it is your turn, you may still play cards and take actions with whatever you have remaining after being Stunned.
6. At the end of the active Hero's turn you have recovered. Reset your Hero's (Health) to its maximum value (10).

Hogwarts Dice

There are four color-coded HOGWARTS House dice, one for each of the four Houses. Some HOGWARTS cards allow you to roll a specific die, as indicated by their House crest on the card. There is also one creature die. Your dice roll generates one of four effects that benefits ALL Heroes as follows:

: All heroes gain 1 influence token : All heroes gain 1 attack token

: all heroes gain 1 health   : all heroes gain 2 health

: All heroes draw a card   : All heroes draw 2 cards

: remove 1 location from the location

Horcrux cards

Destroying a Horcrux. To destroy Horcruxes, you must acquire and play cards that let you roll the House dice. The first few Horcruxes only require rolling a single symbol, but later Horcruxes require a combination of symbols. Use the four Horcrux tokens to remind you which symbols have been rolled. When a die roll is assigned to the Horcrux, Heroes may not also claim the effect.
Once all the symbols required to destroy a Horcrux are rolled, the active Hero collects the card immediately. You gain an ability that you may use for the rest of the game (including the turn you collected the card). Note: Horcrux cards are stacked face up in order. As soon as one is destroyed, the next Horcrux becomes active immediately.

Banishing

Sometimes the reward for defeating a Villain includes the ability to banish a card. In ALL instances, from rewards or playing HOGWARTS cards, banishing a card is optional. If a Hero would prefer not to banish a card, they do not have to. The exception to this is Cornelius Fudge. When his ability triggers, ALL Heroes must banish the top card of their deck whether they want to or not.

Charm ability

Most Charms have a trigger that allows a Hero to use its effect, either discarding a card or playing a certain combination of cards. Once the trigger has been met, a Hero still has the option of when to use the ability. Since a Charm ability is tied to a Hero's health, it is important to declare which ability you are activating. For example, once you play an Item, the Summoning Charm has an effect you can use each time you play an Ally. If you choose the effect that gives health for each Ally and use it to heal yourself, you do not get to play another Ally and change the effect to gaining Attack. Once the effect is chosen it is in effect for the rest of that turn, but you can choose another effect on your next turn.

Detention

Occasionally the heroes may acquire Detention! Cards. Like starting cards, Detention! Cards have no value. These cards have no effect when in your hand. However if you discard Detention! To a dark arts event, villain or Creature ability or even a Hogwarts card, immediately lose two health. Banishing a detention card will not cause you to lose 2 hearts, nor will placing the unplayed cards in your discard pile at the end of your turn.

Hogwarts cards

Once per game, any one hero may forgo acquairing cards to place ALL six cards on the bottom of the Hogwarts stack. Replace them with six new cards. This is helpful if you find you are stuck on an encounter or cannot acquire cards that are too expensive.

VARIATIONS: many consider the hogwarts card shop too random, so one or two of the variations below are recommended

1. *You can pay half the influence (rounded up) to dismiss the card instead of purchasing it.*
2. *when you select the cards, you pickup two cards, and select one two be in the shop, the other is put on the bottom of the deck*
3. *Same cards in shop may stack on top of themselves, and not take up one of the spaces*
4. *Split all recommended HOGWARTS cards into 1-3 and 4+ groups, shuffle the two groups. Reveal the top 3 cards of each. (remove character cards of used hero characters).*
5. *add 'Hogwarts: a history', a banish spell, a location control card and a Hogwarts card reshuffle spell to the top of the Hogwarts deck*
6. *Flafrante (pack 3, gain 2 influence or discard all Hogwarts cards) is the first card to appear in the Hogwarts shop every game*

Villains and Creatures

At the top of the cards in this game will be the identifier of either Villain or Villain-Creature, this affects the abilities on certain cards. Harry's Firebolt which states "If you defeat a Villain gain 1 (influence token)", will not give the reward if he defeats a Creature. Conversely, the Death Eaters will not cause the Heroes to lose 1 (heart token) if a Creature is revealed.

Dark Arts Potion Cards

Dark Arts Potions have an ongoing effect. If you draw one, place it face up in front of you. Until the Potion is brewed, by adding gathered Ingredients to it, the Hero that drew it is restricted on what they can do on their turn. Any Hero, not just the one who drew the card, may add Ingredients to the Potion. Dark potion cards count as dark art cards based on other cards text

Increase in Dark arts/dark potions Cards

VARIATION: When you kill your first villain/creature, add an (attack) token to the location card, this represents an additional event card is to be revealed and resolved. When the final villain/creature is revealed, add another (attack) token and reveal and resolve another additional dark art/potion card.

Campaign Structure

EASY: Keep your Hogwarts cards for each level. Level 1 only draw 1 dark arts card, level 2-7 draw 2, battle for Hogwarts draw 3. Banished detentions return every level too.

NORMAL: Years 1-BfH Can be done in order. At the end of each level, you may add a card you purchased to your own personal shop that is has an influence value equal to the next level you will attempt. If this structure is implemented, then all games start with a control token to the location.
The personal shop is accessible to you from your first level, but you can only purchase from your own shop, and only one card a round.