

# Meek Heroes: Victory

## PDF Rulebook

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Agents of the principalities have unleashed their henchmen throughout the city. The city is under demonic oppression. Meek Heroes have been called into action to build strength, redeem henchmen, battle for the souls of agents, and banish the principalities that are terrorizing the city. Prepare for spiritual warfare!

Meek Heroes: Victory is a 2-4 player strength deck-building competitive game. Each Player will move their hero throughout the city to collect resources, purchase upgrades, and charge their mech. when your hero is equipped, you will battle bosses starting with the henchmen and work your way up through the agents and finally to the principalities. Players can call on allies for support and continue to upgrade as they press through the battles. Be mindful of your enemies as they will grow stronger. The first player to redeem 3 henchmen, redeem 2 agents, and banish 2 principalities is the winner.

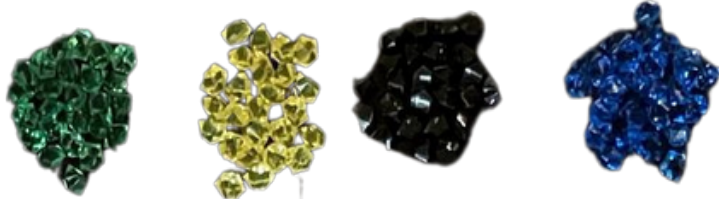
It's a race so go, fight, win!

## **Setup**

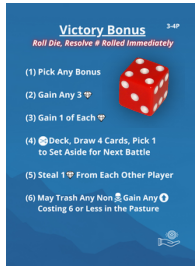
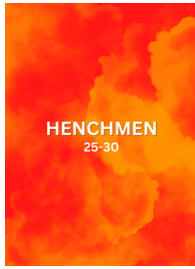
- 1. The Heroes: Provide each player with the following;**
  - **1 random player mat**
  - **Matching character deck**
  - **Matching mech card with "charge mech" side face up**
  - **5 matching color discs**
  - **1 matching color pawn, placed to the side of the board**
  - **1 reference card**
- 2. Pasture: Shuffle the upgrade deck and fill 2 rows of 4 cards per row face up.**
- 3. Allies: Shuffle Ally deck and fill 1 row of 4 cards face up above the pasture.**
- 4. Bosses: Shuffle each of the following decks and place them left to right above the Allies.**
  - **Reserve Auto Loss**
  - **Henchmen**
  - **Agents**
  - **Principalities**
- 5. Place the boss reward card and die near the row of boss decks.**
- 6. Place the resources in piles above the row of boss decks (each resource type is limited to 25 each).**
- 7. The player to most recently volunteer in their community is the first player.**

***See Set-Up Image on the Next Page***

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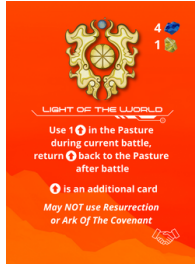
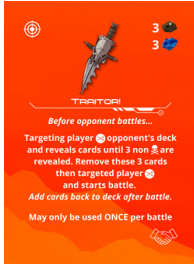
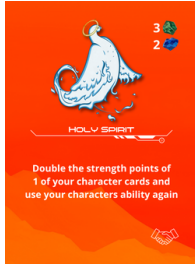


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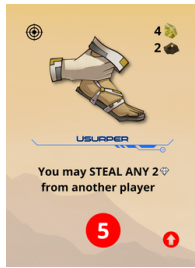
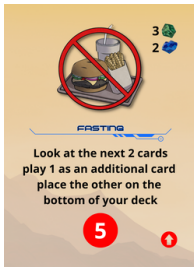
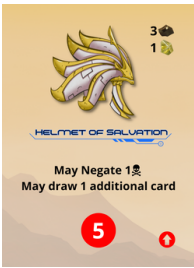
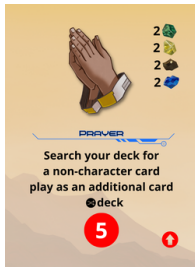
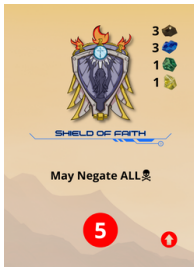
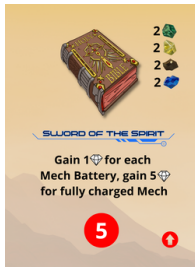


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**Iconography**

- Upgrade Card(s)
- Ally
- Victory Bonus
- Automatic Loss Card
- Buy a Card
- Shuffle
- Five Cards
- Exchange
- Resource(s)
- Charge Mech
- Targeted Attack

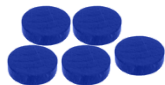
**Turn Sequence**

1. Move to a new location
2. Collect resources / battle a boss
3. May perform actions
4. Play proceeds clockwise

**Note:** Jasper & Onyx Spares: May trade 2 of the same for any 1



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**Complete In Order**

- Redeem 3 Henchmen Gain
- Redeem 2 Agents Gain
- Banish 2 Principalities First to Win

**2 Cor 5:17**

**Battle A Boss**

Pay 2 Add +1 SP Per Mech Battery

**3 Emeralds**

+1 Any / Trash Any Non Card

**3 Jasper**

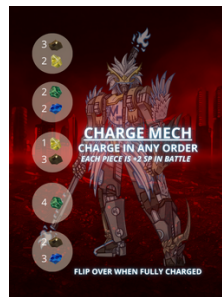
May Trade 2 SAME For Any 1

**2 Onyx**

Draw Up To 5

**2 Sapphire**

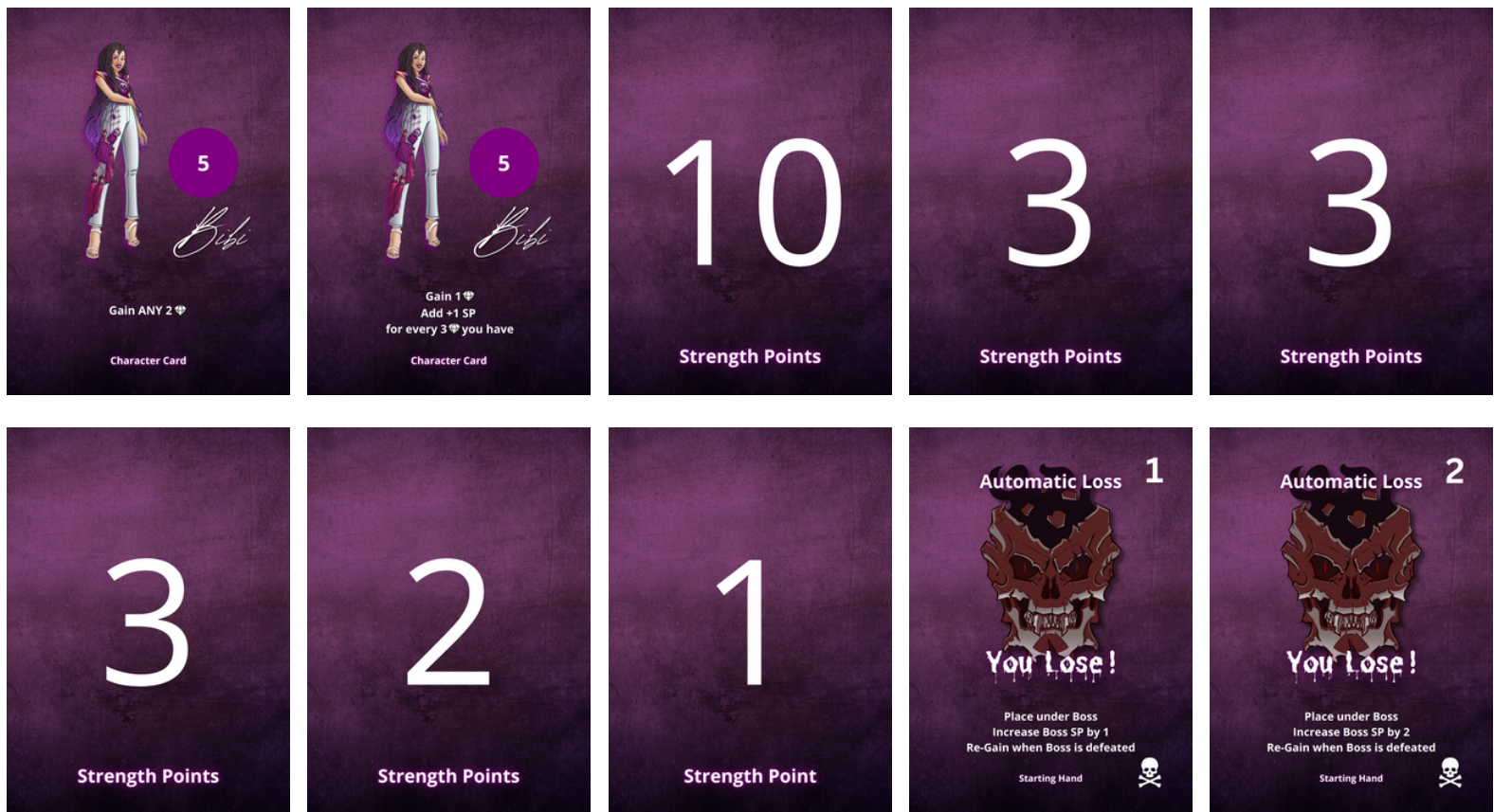
Pay 2 of Each To an



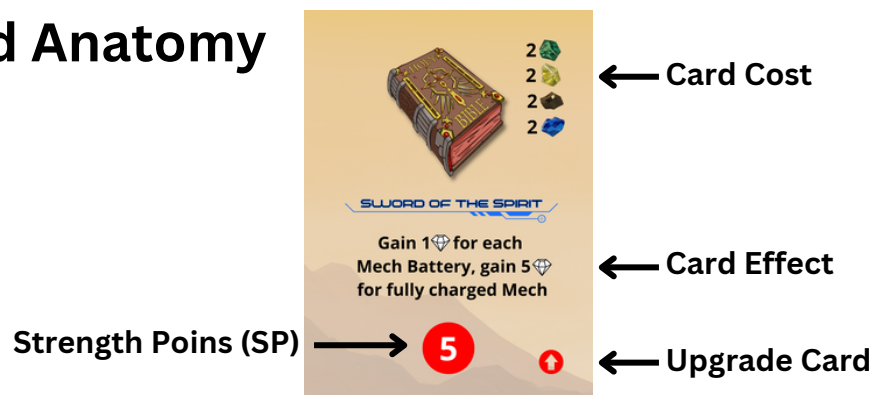
## Character Deck

Each player begins the game with the following cards in their deck: Character (x2), SP 10, SP 1, SP 2, SP 3 (x3), and Auto Loss (x2).

A player may look at the cards in their deck at any time (except during a battle unless a card action allows). For example, when purchasing upgrades, you may want to confirm the cards you already have. Players **MUST** always shuffle their deck before they begin a battle.



## Upgrade Card Anatomy





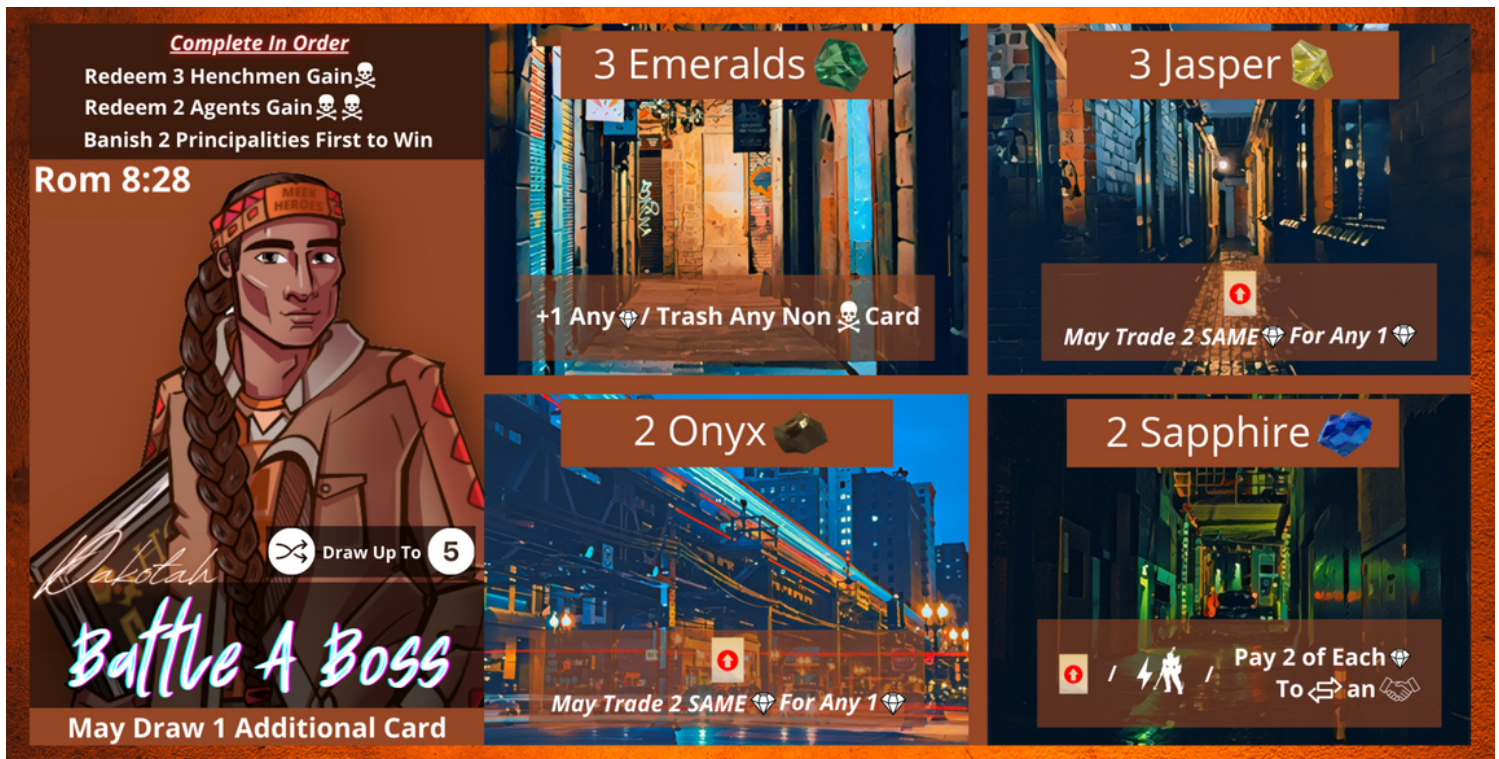
## Game Play

The game proceeds clockwise following the first player's turn. All of your city board spaces are available for your first turn. A turn consists of the following:

1. Move your pawn to any city space. The pawn cannot remain in the current space. There are 4 Resource spaces and 1 Battle A Boss space.
2. May perform the actions listed on the space.

## Resource Spaces

These city spaces provide players the opportunity to collect resources, purchase upgrade cards for their decks, and charge their mechs. After selecting a resource space, the player collects the resources listed and may also perform the actions available.



*See full breakdown of spaces on the next page*

## **Emerald Space**

- 1. Collect 3 emerald resources.**
- 2. May perform ONE of the following actions.**
  - a. Gain 1 of any resource.**
  - b. Trash any non-auto loss card from your deck. A trashed card is removed from the game.**

## **Jasper Space**

- 1. Collect 3 jasper resources**
- 2. May perform ONE or BOTH of the following actions in any order.**
  - a. Trade 2 of the same resource for 1 of any resource.  
(*may only do this once per turn*)**
  - b. Purchase one upgrade card from the pasture. Pay the required resources listed on the upgrade card and add the card to your deck.**

## **Onyx Space**

- 1. Collect 2 Onyx resources.**
- 2. May perform ONE or BOTH of the following actions in any order.**
  - a. Trade 2 of the same resource for 1 of any resource.  
(*may only do this once per turn*)**
  - b. Purchase one upgrade card from the pasture. Pay the required resources listed on the upgrade card and add the card to your deck.**

***Continued on the next page***

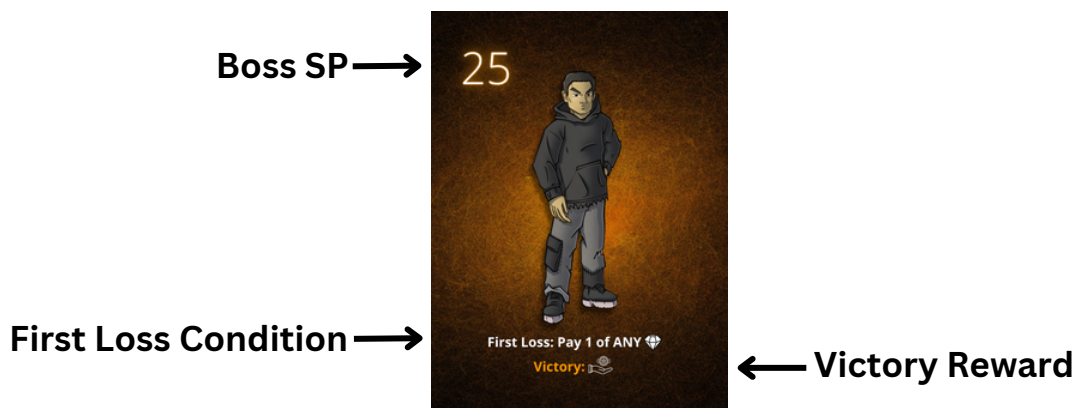
## Sapphire Space

1. Collect 2 sapphire resources.
2. May perform ONE of the following actions.
  - a. Purchase one upgrade card from the pasture. Pay the required resources listed on the upgrade card and add the card to your deck.
  - b. Charge your mech. Pay the resource requirement for any one battery on the card, then cover the battery slot with a disc.
  - c. Pay 2 of each resource and exchange one ally. Remove one ally from the row, select one ally from the deck, add the selected ally to the row, and shuffle the removed ally into the ally deck.

*If a card is purchased from the Pasture, immediately replace it from the draw pile.*

## Now, Let's Talk About Battling!!

First, draw a boss card from the appropriate boss level and place it in front of you. You will battle this boss until they are redeemed/banished.



## Battle Boss Space

To battle a boss, a player uses their deck to play cards adding up strength points (SP). This is similar to a game of war against a target number. Begin with shuffling the deck then draw and play the top card of the deck, one at a time, and up to five cards (unless a card or battle effect adds additional draws). If the total SP is greater than or equal to the strength value of the boss at any time in battle, the player wins. If a player draws an Auto Loss card and the card cannot be negated, the player loses the battle immediately. Place the auto loss under the boss and add the SP in the top right corner to the boss SP for the next battle. After the battle is complete (win or lose) all other cards played and negated are returned to the players deck. Negated auto loss cards DO NOT COUNT as one of your card draws. After victory, if a boss has an auto loss attached to it, return that auto loss to your deck. Cards are played in order revealed so in order to negate an auto loss, a card with that ability would need to be played before an auto loss was drawn. *If victorious in the Henchmen & Agent levels, you may roll the Victory Bonus and gain the reward. This does not happen in the Principalities level.* During a battle players may use the ability on their player mat ONCE anytime during the battle. Players may also use allies that provide benefits before or during the battle. After a player wins the battle, the player may continue to play cards (Press Your Luck). Some card and board abilities allow an Additional Draw so the player may play another card after they have played five cards.



## Press Your Luck

After a player wins their battle, the player may continue to play cards if they still have additional draws available. A player may want to do this in an attempt to draw a card that may gain them resources or attack another player. This can be very advantageous, however, the player may want to have a way to negate automatic losses because if they press their luck and draw an automatic loss, they lose the battle.

## The Mechs

Each disc on the mech provides 2 Strength Points (SP) during battle. These SP are in addition to the SP from your cards played during battle. When all five slots have been charged, remove the discs and flip the mech card to the other side. The mech is now fully charged. A fully charged mech provides 10 SP and negates one automatic loss during battle.

## Allies

Four allies are always in play. Allies can be activated by paying the resource cost on the card and performing the ability on the ally card. Most allies are used during battle, but some can be used anytime (Yo! Take A Break!) & some happen before other players battle (Traitor). A player may activate allies as many times as they are able unless indicated otherwise on the card. *Allies are never purchased, they are only activated and always remain in the Allies row for all players to access.*

## Levels

A player must complete a level of bosses before proceeding to the next level. All players begin at the henchmen level. After a player redeems three henchmen, the player gains one automatic loss and can now only battle agents. After a player redeems two agents, the player gains two automatic loss cards, and can now only battle principalities. The first player to banish two principalities is the winner.

*When you redeem or banish a boss simply place it face down next to your player mat to indicate your progress.*

### *\*Important Note Concerning Card Effects*

*When you draw a card with an effect in battle you perform the effect immediately unless otherwise stated on the card.*

*There are few exceptions:*

1st: If you have a card that awards an additional draw, this would happen after you have drawn your 5 cards.

2nd: With Fire From Heaven you may choose to pay the resources at a later time in the battle.

3rd: If you draw the New Covenant, you can reduce the cost of an Ally at any time.

4th: If you draw a card that negates an auto-loss, you may negate any 1 auto-loss that comes out subsequently at any time during the battle. Negated Auto-Losses DO NOT COUNT AS ONE OF YOUR CARD DRAWS.

IT'S TIME TO RISE UP! CALLING ALL MEEK HEROES!

If you have any questions visit [meekheroes.com](http://meekheroes.com)

or email us at [meekheroes@gmail.com](mailto:meekheroes@gmail.com)

# Glossary

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**Additional Card:** The player may play one more card after playing the max of five cards during a battle.

**Automatic Loss:** If this card is played and cannot be negated, the player loses the battle. The Automatic Loss card is placed under the boss and the amount of SP found in the top right corner of the Automatic Loss is added to the boss' SP total. Once you have redeemed/banished (defeated) the boss, the Automatic Loss card(s) return to your deck.

**Negate:** Negated Automatic Loss cards do not count toward your draw total of five cards. When an Auto Loss card is negated, set it aside until the battle is complete, then add it/them back to your deck.

**Pasture:** The Pasture is where the upgrade cards reside and wait to be purchased. When a card is purchased, immediately replace it with a card from the draw pile.

**Character Deck:** A player may look at the cards in their deck at any time (except during a battle). For example, when purchasing upgrades, you may want to confirm the cards you already have. Players must always shuffle their deck before they begin a battle.

**Target(ed)(ing):** Targeting is when you attack another player. The targeted player must resolve the attack unless they have the Hedge of Protection card in play in which case you are unable to target them as they are protected.

**Strength Points (SP):** The values on cards used to redeem or banish bosses. The total SP played in a battle is compared to the strength points on the boss card.

**First Loss:** When battling a boss you may lose (either due to an Automatic Loss card or not gaining enough SP). If a loss occurs you must complete the first loss condition immediately. If you are unable to meet the requirement you have escaped unscathed, however, you better start getting your resources up! As the phrase First Loss indicates, you only have to pay the negative consequence after the first loss, you do not have to pay for subsequent losses.

**This card reference guide is designed for additional information. We understand that not all cards are created equal and some may require additional explanation. If you have any further questions that aren't addressed here please email: [meekheroes@gmail.com](mailto:meekheroes@gmail.com)**

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## **Upgrades**

**The Gospel of Peace:** The automatic loss can be drawn anytime in battle after The Gospel of Peace has been played to become an automatic win. The battle ends immediately, the player is not able to press their luck.

**Fire From Heaven (FFH):** The first time you play FFH, you may pay resources to the supply to increase the cards SP (up to 10 additional SP). If you have both FFH's in your deck and the second one is drawn you may steal one resource of your choice from each other player. ***With Fire From Heaven you may choose to pay the resources at a later time in the battle.***

**The Hedge of Protection** does NOT protect a player from the #5 victory bonus (3-4P), only Upgrade & Ally cards. Also, if you were to gain the Hedge of Protection through a victory bonus, you may NOT immediately use it as you may only use it immediately after purchase. When the Hedge returns to your hand before you battle, you are protected until the end of that battle. (See FAQ for more information).

**New Covenant:** You may reduce the cost of an Ally at any time during current battle, you do not need to resolve this effect immediately.

**Sword of the Spirit:** The SOTS awards players 1 of any resource per charged Mech Battery. The maximum resources a player may receive is 5 and this would be the result of having a fully charged Mech. You will also see this card effect on one of Dexter's character cards and the rules are the same.

## **Allies**

**Oil Lantern:** The card that is set aside for the next battle is NOT an additional card but rather is considered 1 of your 5 card draws.



**Yo! Take A Break!:** This is one of the most powerful cards in the game. Anyone can play this at any time so long as they aren't skipping a player twice in a row and that it is used prior to some ones turn. If you have been told to take a break, you may NOT use this Ally or any other Ally until you have been restored to service (your next turn) ***When taking a break, simply put your character pawn on it's side indicating that you have been skipped.***

**Mech Card:** When your Mech is fully charged, simply flip it over. Your Mech is now worth 10 SP total at the start of battles and you may negate 1 automatic-loss card.

**Victory Bonus Card:** The card from victory bonus #4 is NOT an additional card but rather is considered 1 of your 5 card draws in your next battle.

**Have any other questions about how a card works? Please email us at [meekheroes@gmail.com](mailto:meekheroes@gmail.com) or use our contact form. Thank you for playing!**