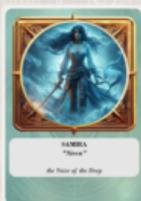


HONOR BOUND



Components:

6 Honorbound Character Cards



6 Honorbound Skill Decks



Game Setting:

In a world torn by war and ambition, the **Crucible of Legends** stands as the ultimate trial. Held in the legendary **Crimson Colosseum**—an ancient arena where the echoes of past warriors still linger—only the fiercest combatants dare enter.

But the tournament is more than bloodshed; it is a sacred oath. A proving ground where warriors test their might, skill, and conviction in the pursuit of glory.

Each **Honorbound** enters for their own reasons: vengeance, redemption, legacy, or the thrill of combat. Bound by honor, they fight not only for victory—but to carve their names into legend in a world where strength is law.

6 Honorbound
Movers



JASPAR



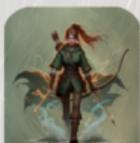
KAEL



MISTY



DALTON



ARIA



SAMIRA

1 Battleground



3 Special Tiles



(*JASPAR's BOX*)



(*MISTY's FUME*)



(*ARIA's TRAP*)



2 Victory Point Movers



12 Negative
Condition Cards



3 Player Aid Cards



16 Energy Tokens

Game Overview:

Each player commands **2-3 Honorbound**. Players take turns moving across the battleground, strategically using unique skills to outmaneuver thier opponents. Adapt to the shifting terrain of the **Crimson Colosseum**, master positioning, and unleash powerful abilities to claim ultimate honor and triumph!

Objective:

Be the player who claims the most **Victory Points** by the end of **4-5 rounds** to emerge victorious.

Setup:

1

Choose Your Battleground:

Select 2 Battle Sectors of 4 x 10 tiles to form your arena.

(for a 3 vs. 3 Honorbound battle, use 3 Battle Sectors for a total size of 12 x 10 tiles.)



Used Energy Pile



Shuffled Skill Cards/
Discard Pile



2

Choose Your Honorbound:

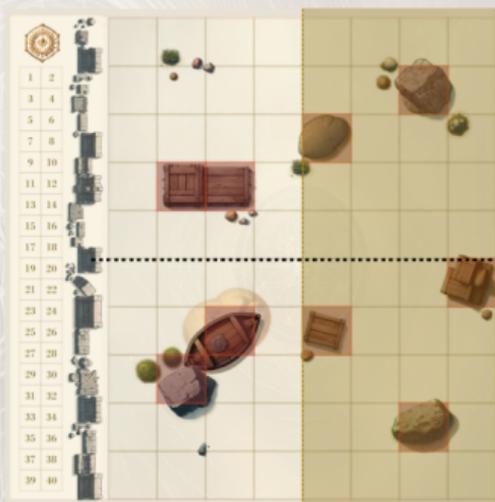
Each player selects 2

Honorbound characters.

(or 3 each in a 3 vs. 3 battle.)

Place your **Honorbound Character Cards** face up in front of you, and shuffle all of their **Skill Cards** together to form your **Skill Deck**.

Leave space nearby for a **Discard Pile** and a **Used Energy Pile**.



3

Each player takes turns placing one **Honorbound Mover** on their own half of the battleground (the first 5 tiles).

4

Each player draws a hand of 5 **Skill Cards** and takes 6 **Energy** tokens.

(Draw 6 **Skill Cards** and take 9 **Energy** tokens in a 3 vs. 3 battle.)



Energy Tokens



Character Cards

The player who placed the first **Honorbound Mover** on the battleground takes the first turn.

On Your Turn:

1

Taking a Turn:

Choose one of your **Honorbound Characters** to activate this turn.



Character Cards



Energy Tokens

You may **move**, **play Skill Cards**, or **do both**.

You can play as many of that character's Skill Cards as you can afford, before and/or after moving.

Basic Movement:

An Honorbound's basic movement is **0–3 tiles**.

Movement is always **orthogonal** (not diagonal), and you **cannot move through obstacles or other Honorbound characters**.

Basic movement can only be used **once per turn**.

Playing Skill Cards:

Each Skill Card has an **Energy cost**. To play a Skill Card, you must pay its cost using your available Energy tokens.

You **cannot** play a Skill Card you cannot afford.

When a Skill Card is played, **follow the instructions on the card**.



Shuffled Skill Cards/
Discard Pile



Used Energy
Pile

2

When you have finished using your **Honorbound**, **turn its Character Card face down**.

It cannot be used again until the end of the round.

End of Round:

When all **Honorbound** are face down, the round ends.

Return each player's **Energy tokens**.

Each player draws 1 **Skill Card** (*2 Skill Cards if 3 vs. 3*).

All **Honorbound Character Cards** are turned face up.

The player who ended the last round **takes the first turn** in the next round.

End of Game:

At the end of a round, if a player has more than **20 Victory Points** (*35 VP in a 3 vs. 3 battle*), the game ends.

The player with the **most Victory Points** wins the game.

The player with the most Victory Points wins the game.

Skill Cards:

Honorbound
Character

Card Name

Victory Points

Cinder Grenade

Description

Energy Cost

Obstacle
Interaction

Skill Movement

Skill
Total Range



Victory points (VP):

You gain victory points as indicated on the Skill Card if you fulfill the criteria, mainly by hitting a foe. When you gain victory points, collect the corresponding victory token.

Be aware that some cards can award you multiple VP if you hit several targets at once.

Energy:

It costs energy to play a Skill Card. You must pay the amount of energy stated on the card. If you do not have enough energy to play the card, you must wait until the next round.

Movement:

Some skill cards allow your Honorbound to move extra tiles. This movement does not hinder basic movement. If the movement is listed first in the card description, you must move your Honorbound before performing the rest of the skill. If it is listed last, you must move after the skill is performed.

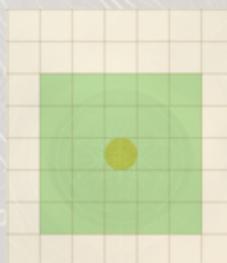
Travel: Some cards mention "travel." Travel refers to moving a total of one tile during the movement phase, starting from 0 and ending with the number specified in the card description.

Range:

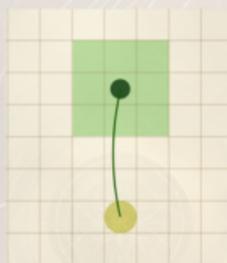
The range listed on the card represents the total range of the skill, including movement.

In the skill description, the range of the hit on a foe (your opponent's Honorbound) is given as a radius, e.g., R2, meaning you can hit a target up to 2 tiles away from you in any direction.

Blast: Some skills create a blast. The skill targets a tile (the "impact point") within a given range (e.g., R4), then hits foes within a set distance from that point (e.g., R1).



Range R2



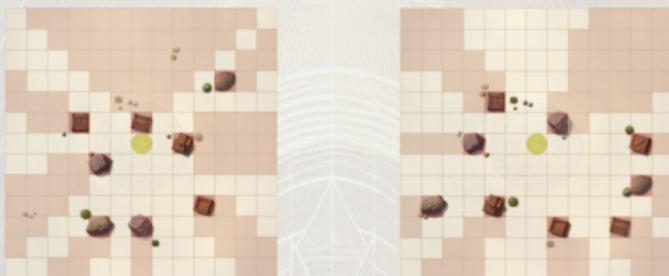
Blast R4, hit R1

Obstacle interaction:

The Crimson Colosseum is filled with obstacles on the battleground. Some characters can even place obstacles on the battleground for one or more rounds.

The Skill Card specifies how your skill interacts with obstacles on the battleground.

0. No special interaction: This means that a foe covered by an obstacle cannot be hit. A foe is considered "covered" if it is not in clear line of sight.



Obstacle Coverage

II. Ignores obstacles placed on tiles directly next to your Honorbound.

E. Ignores obstacles placed on tiles directly next to a foe.

A. Ignores all obstacles on the battleground.



Examples of hits.

Some skills allow your Honorbound to move while ignoring obstacles, either ahead of them (on tiles directly next to them) or all obstacles in general.

Negative Conditions:

Some Skills inflict negative conditions on foes. These can include Crippled, Dazed or Stunned. Each negative condition takes effect on the foe's next turn. To keep track on when a negative condition is applied, do the following:

- Place it face up on the Honorbound, when it is hit.
- Remove the negative condition the same turn as the Honorbound is turned face down.

Negative conditions do not stack. For example, if a foe is hit with **Crippled** twice before the Honorbound's turn, it still just counts as **1 Crippled**.

It is possible to be under all 3 conditions (Crippled, Dazed and Stunned) at the same time.

Crippled:

“Your Honorbound's movement is reduced by 2 until the end of its next turn.”

This reduction applies to both basic movement and any movement granted by Skill Cards.

Dazed:

“Your Honorbound's range is reduced by 2 until the end of its next turn.”

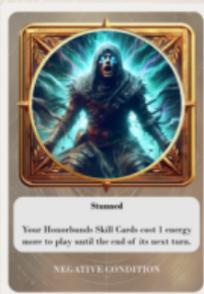
Range is reduced by 2 (eg. R4 → R2). The range cannot be reduced to less than 1 tile. The range of a Blast is not reduced.

Stunned:

“Your Honorbound's Skill Cards cost one more energy to play until the end of its next turn.”

Each Skill Card's cost increases by 1 energy, regardless of how many cards are played.

Some Skill Cards can ignore negative conditions like **Stunned** and remove all negative conditions from themselves and their allies.



Play Example:

The following is an example of one round of play, demonstrating some of the core mechanics of the game.

Player 1 has chosen to play with **Jaspar** and **Kael**. Player 2 has chosen **Aria** and **Samira**. They have placed their Honorbound movers, drawn 5 cards, and are now ready to begin. Player 1 starts the round.

- 1 Player 1 chooses to activate **Jaspar** this turn and begins by playing the Skill Card "**Ember Bulwark**", spending 1 energy to do so. The Skill Card allows Jaspar to move up to 2 tiles and place **Jaspar's Box** within a radius of 1 tile. The card also awards Player 1 **1 Victory Point**.

(Jaspar's Box)



- 2 Player 1 then chooses to play "**Cinder Grenade**" for 3 energy. This Skill Card allows Jaspar to create a **Blast** within a radius of 3 tiles, ignoring the obstacle directly in front of him. The blast hits all foes within a radius of 2 tiles from the impact point, successfully striking both **Aria** and **Samira**.

The Skill Card awards Player 1 **2 Victory Points per hit**, for a total of **4 Victory Points**. Additionally, the card inflicts the **Crippled** condition on all hit foes. **Crippled** cards are placed on **Aria** and **Samira**, reducing their movement on their next turn.



- 3 Player 1 now chooses to use **Jaspar's basic movement**, moving him **3 tiles** across the battleground.
- 4 Player 1 ends the turn by flipping **Jaspar's Honorbound Character Card** face down.

During their turn, **Player 1** played **2 Skill Cards**, spent **4 energy**, gained a total of **5 Victory Points**, **Crippled** both opposing Honorbound, and moved **3 tiles** using basic movement.

It is now **Player 2's** turn.

- 1 **Player 2** chooses to activate **Aria** this turn and begins by playing the Skill Card "**Warden's Trap**", spending 1 energy. The Skill Card allows **Aria** to move up to 4 tiles, but due to the **Crippled** condition, her movement is reduced by 2. As a result, she moves 2 tiles.

During **Aria's** movement (from tile 0 to tile 2), **Aria's Trap** can be placed on the board within a radius of 1 tile. The Skill Card immediately grants **1 Victory Point** and will award **1 additional Victory Point** if a foe enters the trap later.



(Aria's Trap)



- 2 **Player 2** now chooses to use **Aria's basic movement**. Due to the **Crippled** condition, she can only move **1 tile** this turn.

- 3 **Player 2** then chooses to play "**Thunderpiercer**" for 4 energy. The Skill Card hits a foe within a radius of 4 tiles, while ignoring the obstacle directly ahead of the foe—**Jaspar** in this case. The Skill Card awards **4 Victory Points** to **Player 2** and also **Dazes** the foe. A **Dazed** card is placed on **Jaspar**, reducing his range by 2 on his next turn.



Lastly, the Skill Card enables **Aria** to move 2 tiles. However, since **Aria** is **Crippled** and her movement is reduced by 2, her movement effectively cancels out, leaving her in place.

- 4 **Player 2** ends the turn by flipping **Aria's Honorbound Character Card** face down and removing the **Crippled** card. **Aria** is no longer **Crippled**.

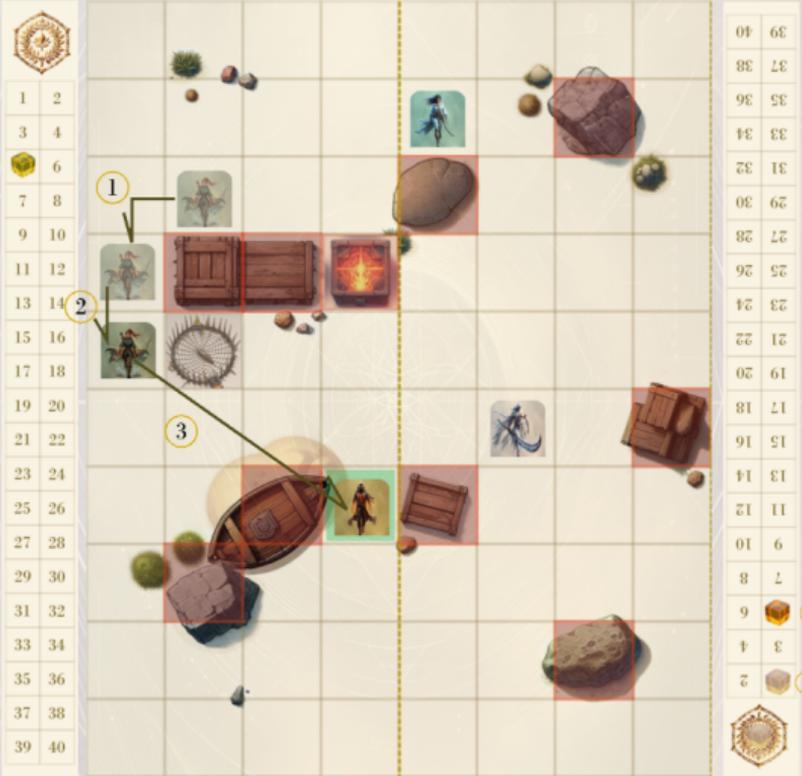
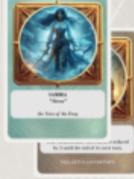
During their turn, **Player 2** played 2 Skill Cards, spent 5 energy, gained a total of 5 Victory Points, **Dazed** a foe (**Jaspar**), and moved 1 tile through basic movement.

It is now **Player 1's** turn.

PLAYER 2



4



3



PLAYER 1

1

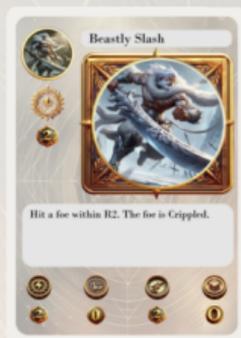
Player 1 has already used **Jaspar** this round and must use **Kael** this turn.

Player 1 chooses to use **Kael's basic movement** and moves **Kael 3 tiles**.

2

Player 1 then chooses to spend the last 2 energy on the Skill Card "**Beastly Slash**".

The Skill Card hits a foe within a radius of 2 tiles, in this case, **Samira**. The Skill Card awards **2 Victory Points** to Player 1.



The Skill Card also **Cripples** the foe.

However, since **Samira** is already **Crippled**, the effect has no additional impact, as negative conditions of the same type do not stack.

*(It is possible to be affected by all three different negative conditions—**Stunned**, **Crippled**, and **Dazed**—at the same time.)*

3

Player 1 ends the turn by flipping **Kael's Honorbound Character Card** face down.

During their turn, Player 1 played **1 Skill Card**, spent **2 energy**, gained a total of **2 Victory Points**, and moved **3 tiles** through basic movement.

It is now **Player 2's** turn.

A

Player 2 must use **Samira** this turn. Since all of Player 2's available Skill Cards cost more energy than they have left, Player 2 can only use Samira's **basic movement** this turn.

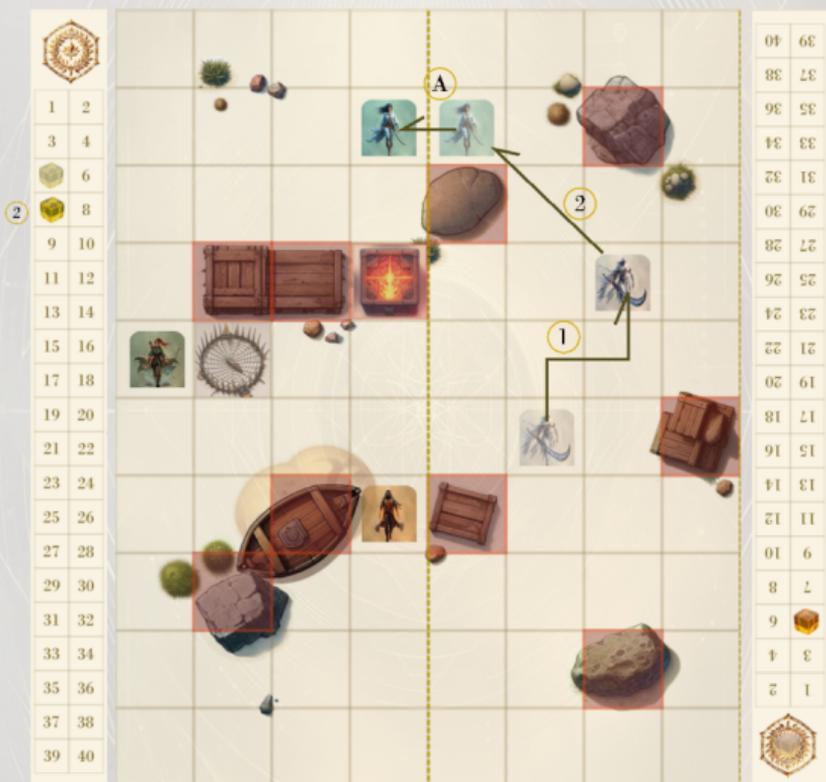
Samira is **Crippled**, which reduces her movement by 2, leaving her with only **1 tile** of movement. **Samira** moves **1 tile**.

B

Player 2 ends the turn by flipping Samira's **Honorbound Character Card** face down and removing the **Crippled** card. **Samira** is no longer **Crippled**.

During the turn Player 2, moved **1 tile** through basic movement.

All **Honorbound Character Cards** are now **faced down** and the round ends. Both players **retrieve their used Energy Tokens** and **draw a Skill Card**. All **Honorbound Character Cards** are flipped **face up** and a new round starts. Player 2 starts ended last round and thereby start this round.



PLAYER 1



JASPAR, Pyrocrafter - the Infernal Arms Dealer

Jaspar is a genius craftsman who turns fire into a weapon of artistry and destruction. As a Moldwright, he can craft reality, molding raw potential.

Once a battlefield engineer, he now roams as a mercenary-forge master, designing and wielding weapons of controlled chaos. He views combat as a test of ingenuity, constantly modifying his arsenal for maximum devastation. His creations are unpredictable, much like himself—bold, daring, and unrelenting in the heat of battle.

“No Boom huh!? I’ll make it go Boom”



No.1 - Ember Bulwark

Move up to 2. Place Jasper's Box ahead of him. Gain 1 VP. The obstacle stays in play for the rest of the game.



1



1



2



1



0



No.2 - Shotgun Surprise

Move up to 2. Ignore obstacles ahead of Jasper. Hit a foe within R3. The foe is Dazed.



3



2



2



3



0



No.3 - Cinder Grenade

Make a Blast within R3. Ignore obstacles ahead of Jasper. Hit all foes within R2 of the impact point. Gain 2 VP per foe hit. Hit foes are Crippled.



2



3



0



3



H



No.4 - Hellfire Rifle

Hit a foe within R5. Ignore obstacles ahead of Jasper.



4



4



0



5



H



No.5 - Inferno Maw

Move up to 2. During Travel hit all foes within R2. Gain 3 VP per foe hit.



3



5



2



2



0



KAEL, White Tiger - the Apex Predator

Kael is a warrior bound to the spirit of the White Tiger. A Primalist embodied with the immense power of his animal spirit, a guardian of both the natural world and those who honor its primal laws. Raised in the heart of the wilderness, he speaks more fluently to beasts than to men. He fights not for conquest, but for balance, ensuring that only the worthy endure the trials of nature. To stand against him is to challenge the will of the wild itself.

“Bow before the beast or become its prey.”



No.1 - Bangali Roar

Remove negative conditions from Kael and all allies within R3. Gain 1 VP per condition removed.

(Ignore increased cost if Stunned.)



1



1



0



3



0



No.2 - Beastly Slash

Hit a foe within R2. The foe is Crippled.



2



2



0



2



0



No.3 - Predator's Chase

Move up to 4. Hit a foe within R1. The foe is Stunned.



3



3



4



1



0



No.4 - Hurricane Fangs

Hit all foes within R3. Gain 3 VP per foe hit.



3



4



0



3



0



No.5 - White Tiger's Pounce

Move up to 3 ignoring all obstacles. Hit all foes within R2 from the new position. Gain 3 VP per foe hit. Hit foes are Dazed.



3



5



3



2



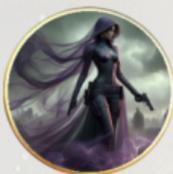
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MISTY, Toxin Vapor - the Fogbound Assassin

Misty is a shadowy enigma, her past veiled in the same toxic mist that follows her every step. Once a healer betrayed by her own kin, she now wields the very poisons meant to silence her. She is now an Evoker, who manipulates raw elemental power to her will. She thrives in deception, striking from the haze with lethal precision, leaving only sickness and whispers in her wake. Some say she is a specter of vengeance, others a cruel experiment gone rogue. But when the mist rises, none can deny the deadly beauty of the Toxin Vapor.

“Take a breather, it’ll be your last.”



No.1 - Lethal Dose

Hit a foe within R4. Ignore obstacles ahead of Misty.



2



1



0



4



H



No.2 - Lurking Miasma

Move up to 2. Hit a foe within R1. The foe is Stunned.



2



2



2



1



0



No.3 - Veilbreaker

Move up to 3. Hit a foe within R3. Move the foe up to 2 tiles.



3



3



3



3



0



No.4 - Ethereal Fumes

Hit all foes within R2. Gain 3 VP per foe hit. Hit foes are Dazed. Exchange Misty's Fume until the start of the next round.



3



4



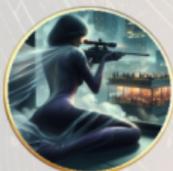
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2



0



No.5 - Sniper's Consolation

Hit a foe within R6. Ignore obstacles ahead of Misty. The foe is Crippled.



3



5



0



6



0



DALTON, Drifter - the Reluctant Legend

A lone wanderer shaped by the harsh frontier, Dalton fights with a quiet resolve, his past a mystery etched into the scars on his hands. Once a man of law, now a ghost of vengeance, he walks the land seeking justice where none remains. He likes few, trusts noone. As a Primekin, the most refined version of humankind enhanced beyond natural limits, the battle always ends in his favor. In silence as he pleases.

“It's not that I won't forgive you, I just don't know how”



No.1 - Devil's Reach

Hit a foe within R2. Ignore obstacles ahead of foe.



2



No.2 - The Last Bullet

Hit a foe within R3. The foe is Stunned.



2



No.3 - Hangman's Grip

Hit a foe within R3. Move the foe to a tile ahead of Dalton. The foe is Crippled



3



No.4 - Phantom's Draw

Move up to 2. Hit all foes within R2. Gain 3 VP per foe hit.



3



No.5 - Unforgiving Rider

Move up to 5. During Travel hit a foe within R4.



4

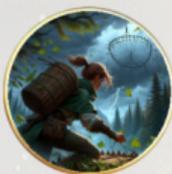




ARIA - Skywrecker, the Stormborne Huntress

Aria is a free-spirited Wildheart, a warden of the wild, bonded to the core essence of the untamed nature and the storm. Raised in the Ancient Woodlands, she was taught to wield the winds and defend the balance of nature. After the brutal raid that destroyed her village, Aria roams the world alone, ensuring that nature's harmony is never disturbed. Fierce in battle but calm at heart, she is driven by duty, protecting the innocent and ensuring the forces of mother earth remain undisturbed. Her arrows, as swift and sharp as lightning, bringing both vengeance and justice.

"If I don't catch you, the storm will"



No.1 - Warden's Trap

Move up to 4. During Travel place Aria's trap within R1. Gain 1 VP.

If a foe enters the trap during the game, gain 1 VP and remove the trap.



1



1



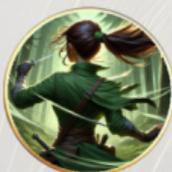
4



1



0



No.2 - Zephyr's Dagger

Move up to 2. During Travel hit a foe within R1. The foe is Crippled.



2



2



2



1



0



No.3 - Stormcaller's Barrage

Make a blast within R4. Ignore obstacles ahead of foes. Hit all foes within R2 of the impact point. Gain 2 VP per foe hit.



2



3



0



6



F



No.4 - Thunderpiercer

Hit a foe within R4. Ignore obstacles ahead of foe. The foe is Dazed. Move up to 2.



4



4



2



4



0



No.5 - Skywrecker's Judgement

Hit a foe within R6. Ignore all obstacles..



5



5



0



6



A



SAMIRA, Siren - the Voice of the Deep

Samira is a wandering soul bound to the ocean's mysteries through the spirit in her amulet, a siren both cursed and empowered by the depths. An

Echo, a mortal vessel who resonates with the legendary spirit. Once a pirate captain betrayed and cast into the sea, she returned not as a mere ghost but as an avenger of the forgotten. Her voice carries sorrow and wrath in equal measure, a song both beautiful and terrifying. She is drawn to those who tempt fate upon the waves, whether to warn them—or to drag them under.

"Just a fair warning. Don't make me cry"



No.1 - Weil of the Drowned

Remove all negative conditions from Samira and allies within R2. Hit all foes within R2. Gain 1 VP per foe hit.
(Ignore increased cost if Stunned.)



1



1



0



2



0



No.2 - Tidal Vengeance

Hit a foe within R2.



2



2



0



2



0



No.3 - A Siren's Cry

Hit all foes within R2. Gain 2 VP per foe hit.
Hit foes are Stunned.



2



3



0



2



0



No.4 - Blackpowder Toll

Hit a foe within R4. Ignore obstacles ahead of foe. The foe is Dazed.



4



4



0



4



F



No.5 - Ocean's Requiem

Make a Blast within R6. Ignore obstacles ahead of foes. Hit all foes within R2 of the impact point. Gain 3 VP per foe hit.



3



5



0



8



F

HONOR BOUND



Simon Frausing Hansen (c)