

Hidden Leaders - Print & Play

About the print & play

The print & play is optimized for lower color black/white printing. Printing in color makes the faction icons more easy to read.

The design is a simple prototype to test and experience the game. You can get an idea of the real design by following us on social media and hidden-leaders.com

Instructions for the print & play

1. Print the "hidden_leader_print_and_play.pdf" once
2. Cut out all cards and the board
3. Add 2 markers (e.g. wooden cubes, pawns) for the power track (ideally one in red and one in green)
4. Print/Read the [rules](#)
5. Play the game
6. Play it again :)
7. Give us feedback & share your experience on social media - Thank you!

You can easily contact us to ask any questions or share your feedback by addressing [@boardgamegoblin](#) on Twitter, [@hiddenleaders_bffgames](#) on Instagram or email us at info@bffgames.org

A colored version of the print & play will be provided to all Kickstarter backers. With the official start of our Kickstarter campaign we will select a random person using the hashtag **#HiddenLeadersBG** on Instagram, Facebook or Twitter. The winner will win one official Hidden Leaders game and receive it before anyone else.

>> If you are looking for the rules, check them out [here](#) <<

SPIRITED SHAMAN



-1

Kill a

PROTECTOR OF THE TRIBE



-2 & **-1**

SWORD SORCERESS



+2 if you have
no card on your hand.
(Otherwise +0)

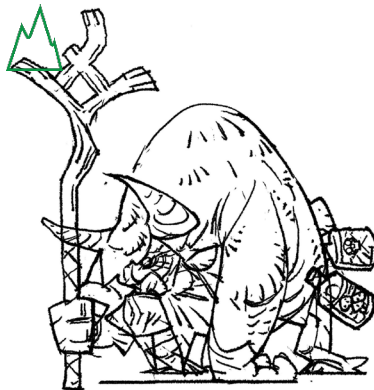
HANGRY BARBARIAN



+1

+2, if is behind

DEPRESSED DRUID



+1

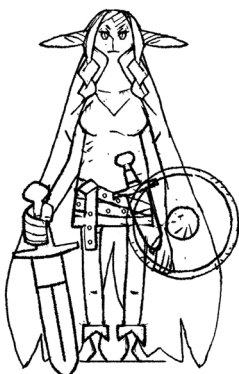
Flip a to or vice versa

SABRE TOOTH TROLL



Take a from another .
into your hand.
This decides **+/-2**

RESTLESS RANGER



-X

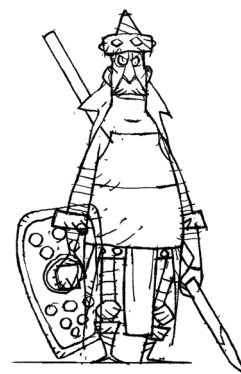
Choose a . X is the number
of in this party.

JOYLESS CHIEF



+2 if you have another
 in your party.
(Otherwise +0)

GRUMPY GUARD



+1

You may draw 3 cards
from

CAVE KEEPER

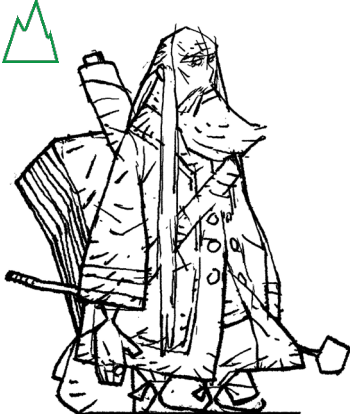


+1 or -1

Kill a

+

DREAMY HERMIT



+1 for each hero
in the who is not

+

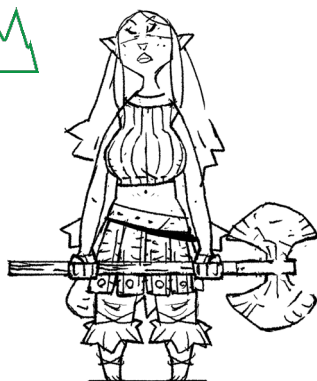
SHORT-SIGHTED SOLDIER



+1 & -1

+

CHASTE BATTLE MAID



+1

Draw 2 from . Play one in
your party , the other in

+

CURIOUS CAT LOVER



+1

Play one additional
hand card .

+

DOUBTFUL PRIEST



to your left decides +/-2
You may play another card
that is not

+

CURIOUS TROLL



+1 & -1

+

FURIOUS PIGMAN



+1 or -1

You may look at one

+

ACE FIGHTER



+1

Flip a to or vice versa

+

WELL-AGED WARRIOR



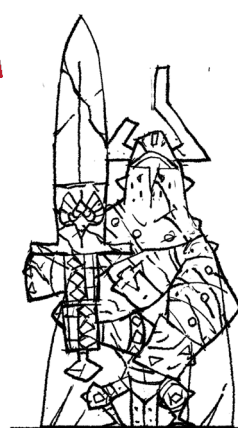
-1 & **-2**

GROGGY PREACHER



+2 if you have
no card on your hand.
(Otherwise +0)

CANNED CRUSADER



+1 for each hero
in the who is not

HEART BENDING BARD



+1

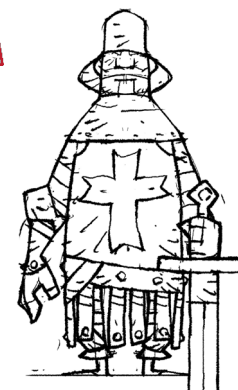
You may draw 3 cards
from

ASPIRING SQUIRE



+1
+2, if is behind

UNDERPAID MERCENARY



+1

Draw 2 from . Play one in
your party , the other in

FLAILING KNIGHT



-1

Kill a

ALMOST-EVIL SCHOLAR



+2 if you have another
 in your party.
(Otherwise +0)

QUEER QUARTERMASTER



-X

Choose a . X is the number
of in this party.

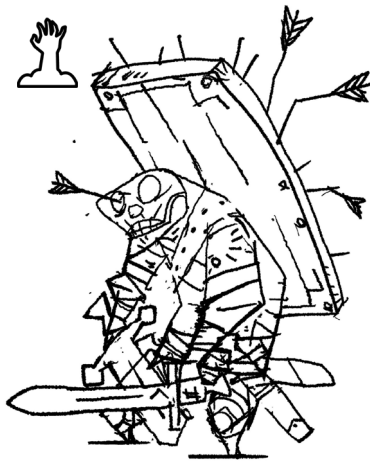
ANGRY PRIESTESS



+1

Play one additional
hand card .

PERFORATED BONEHEAD



+2 and / or +2

GHASTLY GRANNY



Perform the ability imprinted
on a in your party.

ANDROGYNOUS ASSASSIN



+1 or -1

Guess a colour. Flip a .
Kill it if you guessed right.

SARCASTIC SPECTRE



+1 & +1

Exchange a from
with a in another party.

RESURRECTED RAM



+2 or +2

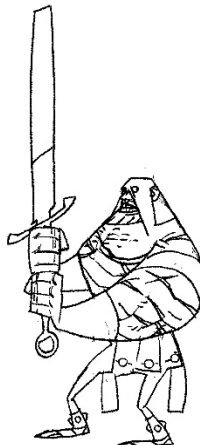
MODEST MONSTERSLAYER



+1 or -1

You may look at one .

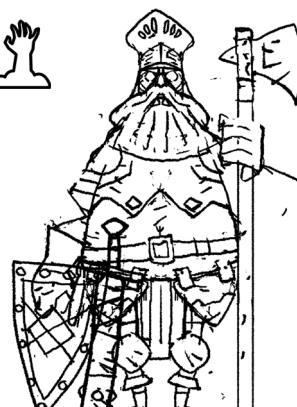
UNCONFIDENT EXECUTIONER



+2 & +2

Kill a

NIGHTMARISH NORTHMAN




+2 or +2

Kill a in your and a in
another party.

HALF-EATEN BULL






+1  & +1 

Kill a  

FADING SKELETON



+2  & +2 


Choose a ,
kill a randomly selected 

MUMMY MYSTIC



+2  & +2 



Take the top 2  from .

Put one in your party .

The other in .

RAVEN WHISPERER




Kill a  in  and then
perform their ability.

WELL INSTRUCTED MUMMY






+2  & +2 

Exchange your hand cards
with the top 3 cards on .

DECOMPOSING CONJUROR



+1  or +1 

Exchange your hand with a 

This player shall not draw to 3 cards
before the end of their turn.

HALF-HEADED WIZARD







+2  & +2 

Exchange a  from 
with a  in your party.

INSIDIOUS IMPALER




+1  & +1 

Exchange the top of 
with a  in your party.

UNKEMPT GORGON



+X  & +X 

where X is the number
of cards in 

(maximum +3 each)

FEARSOME FISHMAN



-1 or **-1**

Draw 3 cards from .
Put one in your party .
The other card in .

TENTACLED ORACLE



Reveal 2 cards in .
-3 & **-3** if one
of them is a hero
Then put the cards back

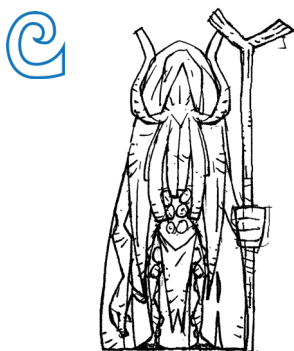
DROWNED DESERTER



-1 leading color
or
+2 color behind

If there's a tie, nothing happens

MULTI-LIMBED SAGE



-1 or **-1**

Take 2 cards from .
Put one in your party.
The other card in .

DEEP SEA SQUIRE



-1 or **-1**

Put one of a in .

CLAMPED KRILL GUARD



-X or **-X**

Choose a . X is the number
of in this party.

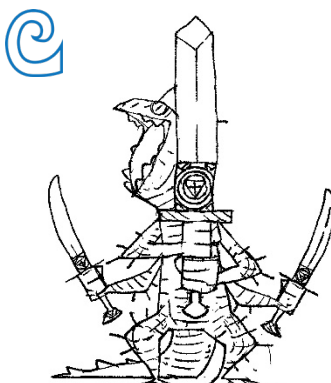
FURIOUS FROG



-1 or **-2**

Exchange you hand cards
with the cards in .

TRIPLE SWORD LIZARD



-1 or **-3**

leading color.

If there's a tie, nothing happens.

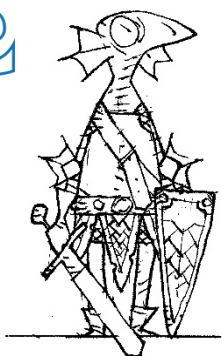
LEERY LIZARD



-1 or **-2**

You may take one of your
 or back on your hand.

HOPEFUL SALAMANDER

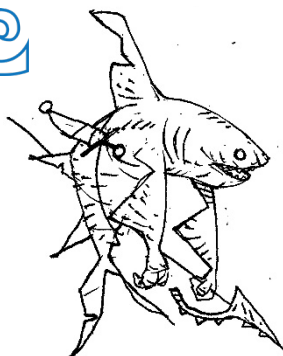


-1 & **-1**

Put a from the in your party .

Without executing their ability.

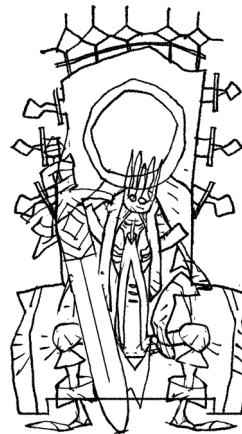
VEGETARIAN SHARKGUARD



-1 leading color & **+1** color behind

Both executed at the same time.
If there's a tie, nothing happens.

DECEASED EMPEROR



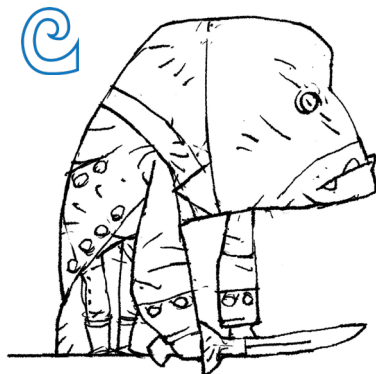
The "deceased emperor" counts as +1 hero for all 4 colors

APATHETIC WATERPRIEST



-2 and / or **-2**

PESSIMISTIC WHALEMAN



-1 & **-1**

Flip a and execute it as if you just had played it.

2 PLAYERS

8

Heroes

Turn-Summary

1. You may play 1 hand card and execute its ability
2. Discard 1 hand card to
3. Draw until you have 3 hand cards from or
4. Fill-up to 3 cards

MINOR FISHGUARD



-1 or **-1**

You may look at one

DOUBLE SHIELDED TURTLE



-X & **-X**

where X is half the number of in all parties.
Rounded down. (maximum -3)

3 PLAYERS

7

Heroes

Turn-Summary





1. You may play 1 hand card and execute its ability
2. Discard 1 hand card to
3. Draw until you have 3 hand cards from or
4. Fill-up to 3 cards

4 & 5 PLAYERS

6

□ Heroes

Turn-Summary


1. You may play 1 hand card and execute its ability
2. Discard 1 hand card to 
3. Draw until you have 3 hand cards from  or 
4. Fill-up  to 3 cards

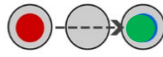
THE HILL TRIBES



With order falling apart, they started an uprising against the crumbling Empire.






Victory:

Minimum 2 steps further advanced than 



Min. +1

ICON OVERVIEW





- face-down (hero)
- face-up (hero)
-  draw pile
-  discard pile
-  tavern (to draw cards)
-  graveyard (killed heroes)
-  player

6 PLAYERS

5

□ Heroes

Turn-Summary





1. You may play 1 hand card and execute its ability
2. Discard 1 hand card to 
3. Draw until you have 3 hand cards from  or 
4. Fill-up  to 3 cards

THE WATER PEOPLE



With the death of the Emperor they desperately try to restore peace on the island.

Victory:

- 1)  &  are next to one another
- 2)  &  are on the same spot




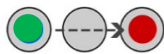
THE IMPERIAL ARMY



They served the Emperor with devotion, yet without a clear leader they have forgotten the language of peace.

Victory:

Minimum 2 steps further advanced than 




Min. +1

THE UNDEAD



As the enemies of all life, they worship destruction and chaos and try to escalate the war wherever they can.

Victory:

 &  are both in the  area



ENNED - THE CHILD



Enned is the youngest child of the Emperor. Before her father's death she pursued an education as a water priest, yet the war forced her to act sooner. Enned tries to maintain peace at any cost. Due to her young age, she is easily manipulated.

LEMRON - THE WORRIED



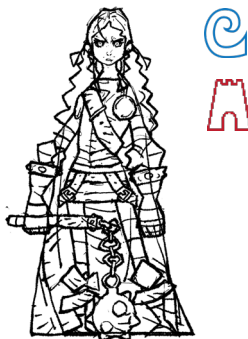
Lemron always had strong sympathies for the tribes and spent most years of her long life with the Hill Tribes. She has seen the many wrongdoings of her father and the empire. She wants justice for the tribes and peace for the land.

PAVYR - THE OPPORTUNIST



Pavyr left his family early and spent most years of his life abroad as a mercenary. Hearing of the death of his father, he finally returned to claim his place. His ties within the country are weak, thus he will ally with anyone for power.

CYRA - THE RIGHTFUL HEIR



Cyra is the rightful heir to the throne of the empire. Following the example of her father, she wants to restore order in the Empire. She is a determined ruler and leader of many knights.

MYRAD - THE BANISHED



Never on good terms with his father, Myrad challenged the Emperor many years ago. Afterwards he fled to the hills. Since then, he gathered an army for revenge. With the death of this father, he is determined to destroy the Empire.

XIADUL - THE BASTARD



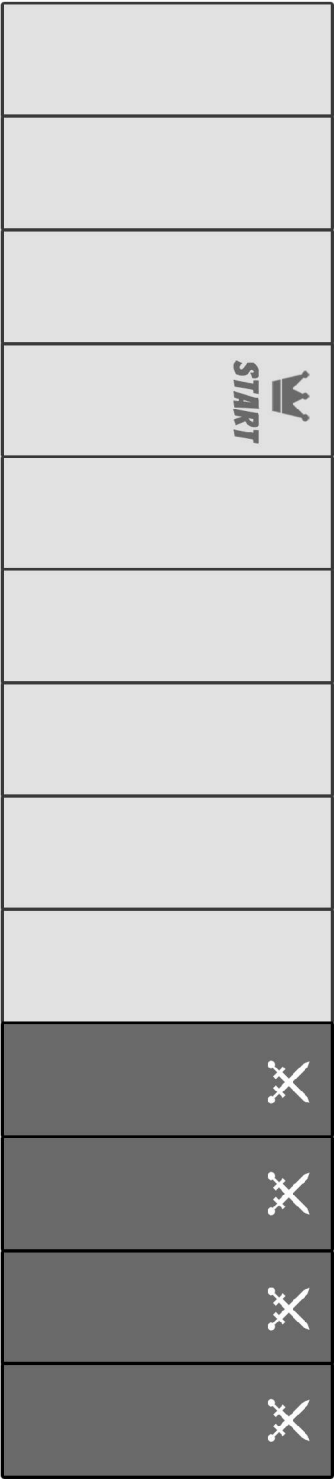
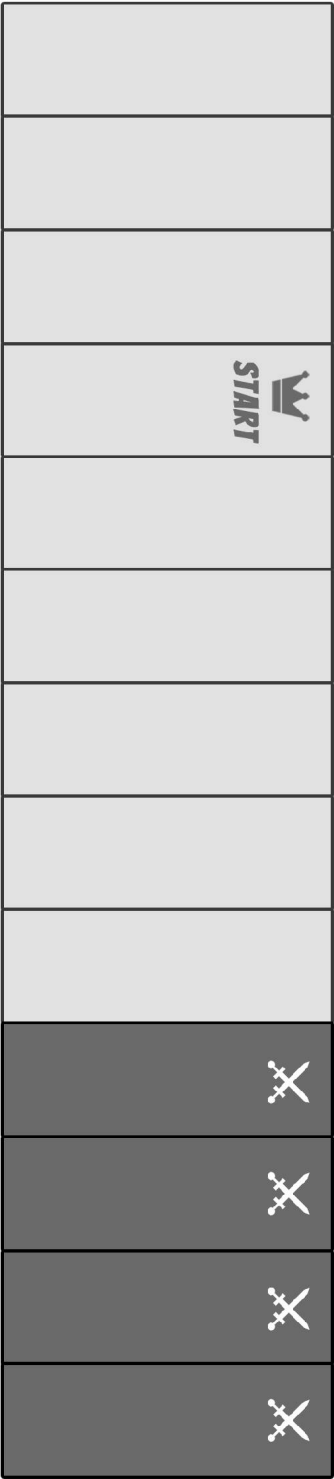
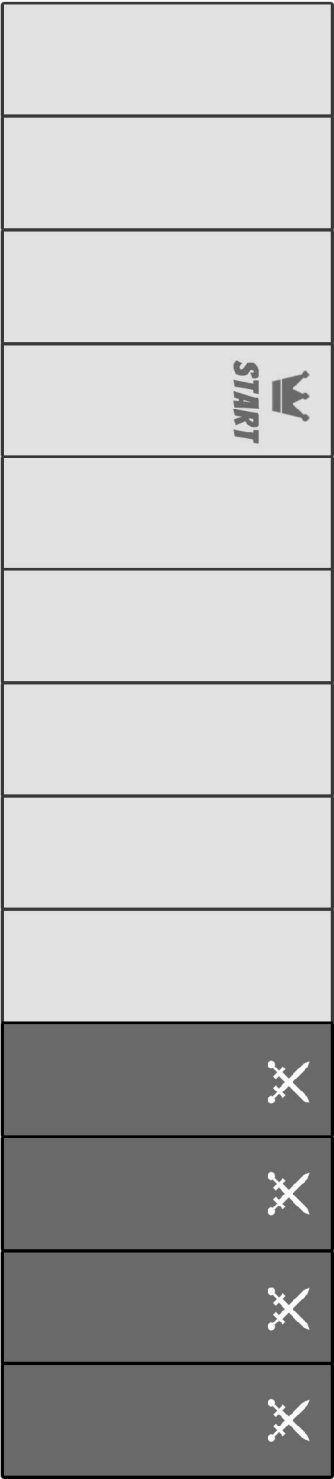
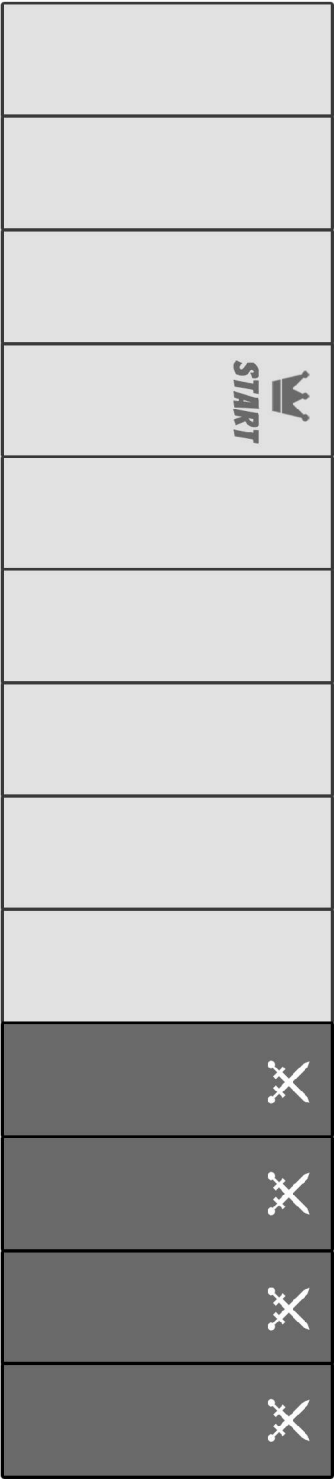
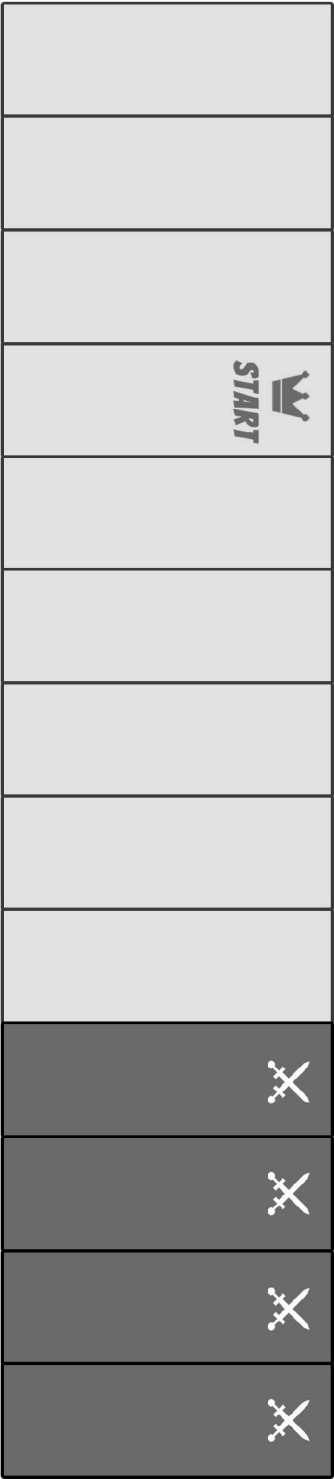
As a Bastard Xiadul has no right to the throne, still he is determined to follow in his father's footsteps, no matter the cost.



DECK



OUTSKIRTS

[illegible]

GRAVEYARD 