

HEROES III

OF MIGHT AND MAGIC®

THE BOARD GAME

A detailed illustration of a dragon breathing a powerful stream of fire. The dragon has a dark, scaly body with shades of blue and purple, and its head is adorned with sharp, spiky horns and a crest. Its mouth is wide open, and a bright, orange-yellow stream of fire erupts from it, illuminating the surrounding area. The background is dark and smoky, suggesting a volcanic or cavernous environment.

RULE BOOK REWRITE

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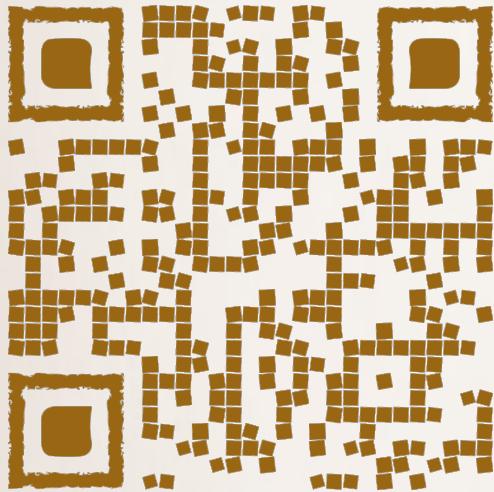
The Rewrite

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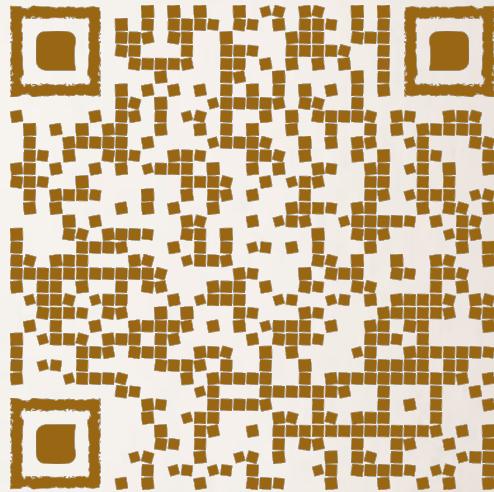
April 10, 2024

This is an unreleased version built on GitHub from commit 58c729f. To download the latest official release, please go to [GitHub release page](#) or [BoardGameGeek files section](#).

This is a community-driven project, which has a [GitHub repository](#). Everyone is welcome to contribute, make changes, and fix errors. If you simply want to leave feedback, please do so in the original [BoardGameGeek thread](#).



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INTRODUCTION

Heroes of Might and Magic III: The Board Game is a tactical strategy RPG board game for 1-3 players using the core box set. The continent of Antagarich is at war as several different Factions, led by their Heroes, battle for supremacy. Choose your Faction and Hero and banish your unruly enemies from these lands!

Notice: In this rule book, game and component terms are Capitalized. **Bold text** is used to draw attention to important rules. *Italicization* is used for gameplay examples. Brown colored hyperlinks will take you to other parts of the rule book.

Exceptions and notes with amber colored hyperlinks are explained in boxes like this one.

Conflicting rule changes on components follow this priority: Player Cards, Unit Cards, Town Boards, Mission Book, this rule book.





Each game of Heroes III is played using a Scenario from the Mission Book. There are four types of Scenarios:

Clash

A fully competitive mode for 2-3 players.

Campaign

A single player mode of interconnected Scenarios against an enemy AI. For rules unique to Solo Mode, see [the AI rules](#) (p. 34). Further rules changes are detailed in the Campaign Mission Books.

Alliance

A 2 vs. 2 team-based mode. You will need an expansion pack to play a 4-player game.

Cooperative

A Cooperative mode for 2-3 players where everyone shares the same goal.





This section will guide you through the process of setting up a Scenario from the Mission Book.

1. Select a Scenario from the Mission Book. For your first game, we recommend choosing the "Brave New World" Scenario (see page 7 in the Mission Book).
2. Choose your Faction from those available.
3. Choose one of your Faction's Heroes as your Main Hero. Each Faction has at least one double-sided Hero Card, with each side depicting a different Hero.
4. Take the following components belonging to your Faction:
 - a) 1 × Double-sided Hero Card (on the side of the chosen Hero)
 - b) 2 × Hero model
 - c) 7 × Town Building Tile
 - d) 1 × Town Board
 - e) 7 × Double-sided Unit Card
 - f) 3 × Hero-specific Specialty Card (of the chosen Hero)
 - g) 1 × Hero-specific Ability Card (of the chosen Hero)
 - h) 20 × Faction Cube
 - i) 1 × Build Token
 - j) 1 × Population Token
 - k) 1 × Spell Book Token
 - l) 3 × Movement Tokens
5. Place one of your Faction Cubes on the first space of the Level Tracker found on the Hero Card (Represented by a "1"). Your hero is now Level 1.
6. Set up the Map Tiles and other Scenario-specific components as shown in the Mission Book.
7. Place the Town Board of your chosen Faction in front of you and set the Town Building Tiles next to it. Check which Buildings are already built in the Scenario you are about to play, and place the respective Building Tiles on the Town Board. Resolve any immediate effects from already built Buildings at the end of the setup.
8. Set your starting income as indicated by the Scenario by placing your Faction Cubes on the income trackers on your Town Board. Place the Population, Build, and Spell Book Tokens in their respective slots on the Town Board.
9. Group the Resource Tokens into separate piles located within reach of all players. Take the starting Resources determined by the Scenario you are playing and place them next to your Town Board. This is your Resource pool.
10. Separate the remaining Tokens into their respective piles.
11. Sort the Statistic Cards into four piles: Attack, Defense, Power, and Knowledge. Refer to the Statistics on your **Hero Card** and take the corresponding number of Cards from each pile.
12. If your Main Hero is a Hero of Might , add 1 copy of the Magic Arrow Spell to Your Deck, and if they're a Hero of Magic , add 2 of these Spells to Your Deck.
13. Add your Hero's **Ability** (p. 16) and

Level 1 Specialty Cards to your Starting Deck.

14. Shuffle your Starting Deck and place it face down next to your Hero Card. This Deck is your Main Hero's **Deck of Might & Magic**, and is now ready. In this rule book, this is shortened to **Your Deck**.
15. Sort the Ability, Artifact, and Spell Cards into 3 face down Decks (including any unused Magic Arrow Spells) and shuffle them. From each of these Decks, take the top Card and place it face up next to its Deck, creating 3 separate Discard Piles.
16. Choose the Scenario's **Difficulty** (p. 38) and take the corresponding Starting Bonus(es).
17. Sort the Neutral Units into 4 Decks according to their tier (★☆☆☆). Shuffle these Decks and leave enough room for their Discard Piles.
18. Place the Combat Board within reach of the players. Check the Scenario for which starting Units you receive and place them into a pile near your Town Board, separate from the rest of your Faction's Units.
19. Place the Round Tracker next to the game map and place a Black Cube on the "1" space.
20. Shuffle the Astrologers Proclaim Cards and place them face down next to the Round Tracker.
21. Orientate your Starting Tile to your liking. Choose which Hero model represents your Main Hero in this game and place the chosen model on the center Field of your Starting Tile.
22. Choose a starting player. The starting player never changes during the game.







ROUND STRUCTURE

The game is structured into Rounds, during which each player will take their own Turn in a clockwise order starting with the starting player. During their Turns, players will move their **Heroes** on the Game Map, construct new Buildings in their **Town**, and Recruit **Units** in an attempt to fulfill the Scenario's victory condition.

Perform the following steps **at the start of every Round** except the first one:

- Flip any previously used Build, Population and/or Spell Book Tokens back to their active side.
- Flip any previously used Movement Point (MP) Tokens back to their active, green side.
- Regain uses for Expert Effects .

Then, depending on the current Round number, players either gain Resources or resolve an Astrologers Proclaim Card:

- Odd-numbered Rounds are **Resource Rounds**. All players gain income from the **Buildings**, **Settlements**, and **Mines** they control. Skip this step during the first Round.
- Even-numbered Rounds are **Astrologers' Rounds**. Draw an Astrologers Proclaim Card and resolve its effects.
- If the Scenario has timed Events marked on the Round Tracker that have now been reached, resolve them.

After the start of the Round, players take Turns in a clockwise order as described in the next section. After all players have played their Turn, move the Black Cube on the Round Tracker one space forward and perform the start of Round again. Keep playing

new Rounds until any of the Scenario's ending conditions have been met.





At the start of your Turn, refresh your hand of Cards following these steps:

- Discard any number of Cards from your hand. If your current hand exceeds your Hand Limit , you must discard down to match the Limit.
- You may then draw Cards up to your Hand Limit.
- Resolve any "at the beginning of your turn" abilities after drawing.

Your current Hand Limit depends on your Main Hero's Level (p. 14). The beginning of your Turn is the only time your Hand Limit is checked.

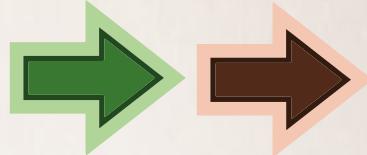
There are three types of Actions players may take: **Movement**, **Town**, and **Morale**. Once all players have spent all their Movement Points and do not wish to use any further Town or Morale Actions, the current Round is over.

Movement Actions

Movement Actions are performed by spending Movement Points. A player can use Movement Actions **only during their own Turn**.

For every 1 MP spent, you can perform one of the following Actions:

- Move a Hero 1 Field in any direction.
- Revisit a Field where your Hero is in.
- Continue **Combat** against Neutral Units for 1 additional Combat Round.
- Discover a face down Map Tile if your Hero is on a Field next to that Tile.
- Place a new Map Tile from your pool of Far (II–III) Map Tiles.



An active and an inactive Movement Token.

Mark the amount of MP you have used by flipping your Movement Tokens over to their brown, inactive side. If a player has both a Main and a Secondary Hero, track their MPs separately. Heroes can spend MP in any order.

Allied Heroes can move through each other but cannot stop their movement in the same Field. When you move through a Field with an allied Hero, do not **Visit** the Field that the allied Hero is standing on.

Whenever you are instructed to gain (additional) MP, sometimes represented by the symbol , that MP persists for **only the Turn it was gained on**. In the unlikely situation that two allied Heroes are forced onto the same Field, you must use your next MP to move one of them away from that Field.



Town Actions

You can perform each of the Town Actions listed below **once per Round**. These Actions can be performed at any point during any player's Turn, except during Combat or when your Town Action would interrupt another Action. For example, you cannot draw Spell cards simultaneously with the Spell Book Token.

When a player announces that they are about to start Combat, you may react to it with any number of Town Actions before performing any of the steps of **setting up Combat**. (p. 28)

After performing a Town Action, flip the respective Token on its inactive side on your Town Board. You cannot use that Action again until the start of the next Round, when the Tokens are refreshed.

-  Build Token, used to expand your **Town**.
-  Population Token, used to Recruit and Reinforce **Units** or to Recruit a **Secondary Hero**.
-  Spell Book Token, used to purchase **Spells**. Requires the Mage Guild Town building to use.

Morale Actions

Players can gain or lose Morale through various game effects. When you gain Morale, take a Positive Morale Token . You may only have one such Token. If you are about to gain a second Token, you may immediately spend the first one before gaining the second. A Positive Morale Token may be spent to perform any of the following Actions at any time:

- Draw a Card from your Deck.
- Discard any number of Cards, then draw that many Cards.
- Reroll any Die you have thrown.

If you lose Morale, discard a Positive Morale Token  if you have one, otherwise gain a Negative Morale Token . Inversely, gaining Positive Morale while you have a Negative Morale Token discards the Token. If you would gain a second Negative Morale Token, you must instead **discard your hand of Cards** the next time you end your Turn.

The Necropolis  Faction ignores any Morale effects. They cannot ever gain or lose Morale for any reason.



Example Turn

*Alice, who is playing the Hero Catherine the Knight, begins her Turn. She has 3 cards in her hand from the previous round, and decides to discard 2 of them before drawing cards from her Deck up to her Hand Limit . The current limit is 5, since her Main Hero is Level 3, so she draws 4 cards after discarding (see **Level Effects** (p. 14)).*

She then spends her Build Token to construct the  Dwelling, and then her Population To-

ken to **Recruit** the ★ Unit Champions. She can do this, as she had previously built the prerequisite lower Level Dwellings (★ and ☆) and has enough **Resources** to both Build the Dwelling and to Recruit the Champions.

Now prepared for a upcoming battle, she spends a Movement Point to move her Main Hero to an adjacent Field currently occupied by Sandro the Necromancer, an enemy Main Hero controlled by Bob. As Alice announces her intent to start Combat, both players still have an opportunity to perform Town Actions.





Players always control a Main Hero and may additionally also recruit a Secondary Hero. A “player’s Hero” may refer to either of them. Heroes are used to perform Movement Actions on the game board and to start Combats against enemies in order to reach a Scenario victory condition.

Main Hero

The Main Hero is represented by its chosen model, Hero Card, and Your Deck. Each Faction’s Main Hero has 3 Movement Points. Only the Main Hero can use Your Deck.

Each Main Hero starts the game at Level 1 and can advance up to Level 7 by gaining Experience. Experience is gained from winning Combat (p. 32), Visiting certain Locations and the Treasure Die . Gaining 1 Experience is represented by the symbol .

Secondary Heroes

If you control a Town or a Settlement, a Secondary Hero can be Hired by flipping your Population Token and paying 10 Gold .

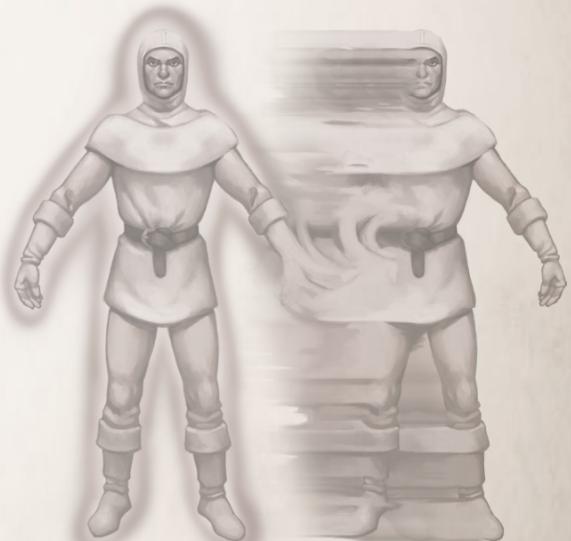
Units **cannot** be Recruited or Reinforced while using the Population Token to recruit a Secondary Hero.

Your Secondary Hero uses the remaining Hero model of your Faction. You may wish to mark this model with a token such as a Faction Cube to differentiate it from the Main Hero. After Hiring a Secondary Hero, place the model in a Town or Settlement you control. **You can only have one Secondary Hero at a time.**

Secondary Heroes have **2 Movement**

Points; when you gain a Secondary Hero, take an additional set of 2 Movement Tokens to represent their MP. They do not have their own Hero Card, **cannot gain Experience**, and **cannot use Cards from Your Deck** for any reason. If a Secondary Hero gains any Cards, place them into your hand as normal (see **Deck-building** (p. 15)). Secondary Heroes are considered to have the same Level as the Main Hero for the purposes of resolving **Quick Combat** (p. 32).

If your Secondary Hero is attacked by an enemy Hero, you can choose to have that Hero be **instantly defeated instead of fighting a Combat** (p. 31). When a Secondary Hero is defeated, remove them from the game. They can be Recruited again with another use of the Population Token.



Hero Card Anatomy

1. **Name** – The Hero's name. Used for identification. Has no gameplay effect.
2. **Class** – The Hero's class. Has no game-play effect.
3. **Type** – The Hero's type (Might  or Magic ). Determines the amount of Magic Arrow Spells in your Starting Deck (1 or 2 respectively).
4. **Faction Color** – Reminder for the color of the Faction's cubes and miniatures.
5. **Attack** – Number of Attack Cards in your Starting Deck.
6. **Defense** – Number of Defense Cards in your Starting Deck.
7. **Power** – Number of Power Cards in your Starting Deck.
8. **Knowledge** – Number of Knowledge Cards in your Starting Deck.
9. **Starting Ability** – Reminder for the unique Ability Card the Hero starts with.
10. **Hero Specialty** – Reminder for the Specialty Cards the Hero adds to their deck at the start of the game and after specific Level ups. Each hero has three Specialty Cards.
11. **Level Tracker** – Whenever a Main Hero gains 1 or more Experience , move the cube that number of steps on this track. When the cube reaches the next slot on the upper row, the hero gains a Level.



Hero Card

- | | |
|------------------|---------------------|
| 1. Name | 7. Power |
| 2. Class | 8. Knowledge |
| 3. Type | 9. Starting Ability |
| 4. Faction Color | 10. Specialty |
| 5. Attack | 11. Level Tracker |
| 6. Defense | |



Level Effects

Main Heroes always start each Scenario at Level 1 and may Level up by gaining Experience . The most common sources of gaining Experience are the **Treasure Die**  and **Combat** (p. 32). Each new Level up requires **2 Experience**. When a Main Hero reaches a new Level, resolve the effects of the Level up immediately. Gaining Experience at Level 7 has no effect.

The Level Tracker on your Hero Card shows the following information:

- Your Main Hero's current Level and amount of Experience gained, shown by the cube's position.
- Your current Hand Limit .
- The number of **Expert Effects** (p. 16)  you may use during a Round.
- At which Levels your Main Hero must **Search** (p. 15) for a new **Ability Card** (p. 16) or gain a **Specialty Card**. Level numbers written in gold on the Level Tracker (,  and ) give you a Specialty Card, while silver Levels (2, 3, 5, 7) give you an Ability Card.

List of all effects:

- **Level 1** – Your Hand Limit is 4. Add your first Specialty Card to Your Deck.
- **Level 2** – Search (2) the Ability Deck. You may play 1 Card for its Expert Effect per Round.
- **Level 3** – Your Hand Limit is 5. Search (2) the Ability Deck.
- **Level 4** – Gain your second Specialty Card. You may play 2 Cards for their Expert Effect per Round.
- **Level 5** – Your Hand Limit is 6. Search (2) the Ability Deck.
- **Level 6** – Gain your third Specialty Card. You may play 3 cards for their Expert Effect per Round.
- **Level 7** – Your Hand Limit is 7. Search (2) the Ability Deck.





Player Decks

All players have a unique Deck which represents their Main Hero's Abilities and Equipment. Decks may contain Statistic, Ability, Spell, Artifact and the Main Hero's Specialty Cards. Each player's Deck starts with 9 cards, built during the game's setup.

General Card Rules

1. Cards can be played **only on your Turn**, or in a **Combat** (p. 28) involving your **Main Hero**.
2. After a Card is used, discard it. Each player has their own separate Discard Pile.
3. If Your Deck is empty when you need to draw a Card, **shuffle your Discard Pile** into a new Deck to draw from.
4. Whenever your Hero gains a Card for any reason, put it **directly into your hand** unless otherwise stated.
5. Whenever you are instructed to **Search** (X) the Ability, Artifact, or Spell Deck, you may either look at the top (X) Cards from the specified Deck, take one of them to your hand, and discard the others, **OR** instead of looking at the top (X) Cards, gain the top Card from that Deck's Discard Pile.
6. The Ability, Artifact, and Spell Decks each have their own Discard Piles, created during the setup, which help you identify these Decks. If a Deck ever runs out of Cards, reshuffle it and discard its top Card to form a new Discard Pile. Whenever one of these Discard Piles is empty, **refill it** with that Deck's top Card.

7. Cards have the following types of effects:

- **Instant** ↗ Effects are resolved immediately.
- **Activation** ➔ Effects must be played when Activating your own Unit in Combat.
- **Map** ♀ Effects cannot be used during Combat.
- **Ongoing** ⚡ Effects last until they are used up or until the player who played them starts their next Turn (whichever happens first).
- **Permanent** ∞ Cards stay in play until discarded or replaced. **You may only have one permanent Card at a time**; playing another discards the first.

Instant ↗ Cards which modify a **Unit's** statistics or deal damage ↘ cannot be used outside of Combat.



Ability and Statistic Cards

All Ability and Statistic cards have a **Basic Effect** and a stronger **Expert ♕ Effect**, which is shown below the Basic Effect. Whenever you play an Ability or Statistic card, you must choose which effect you are using. The number of ♕ Effects you can use each Round is limited by your Main Hero's **Level** (p. 14). Track the number of uses you have in any suitable manner, such as by moving Black Cubes on and off your Hero Card.



Ability Card



Statistic Card

1. Name
2. Basic effect
3. Expert effect
4. Faction-specific card*

Certain cards are limited to the Necropolis Faction ♀. When a non-Necropolis player draws a Necropolis Card from the Ability Deck, they may either discard it and draw a new Card as a replacement or gain it. Non-Necropolis players **cannot** use Faction Specific Cards from their hand in any way besides for effects that discard them.

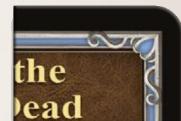
Artifact Cards

Artifact Cards have a top and bottom effect. When you play one, you must **choose which effect** you are using. They are divided into 3 Levels: Minor, Major, and Relic. These Levels relate to the overall Power of the Card and may be referenced when resolving certain effects or during Scenario setup. Otherwise, all Artifact Cards are normally shuffled together to form the Artifact Deck regardless of their Level. They are gained through map exploration.

Artifacts can be **traded** (p. 37) in Alliance and Cooperative Scenarios.



Minor Artifact



Relic Artifact

Major Artifact Card

1. Name
2. Effect
3. Fluff



Spell Cards

Spell Cards have three possible primary effects. Using the topmost, basic version of the Spell has no additional costs. To access the other effects, you may **Empower** a Spell by paying the indicated cost (3) to get a more powerful outcome (4). You may pay this cost by playing other cards for their Empower  effect before casting the Spell. All Spell Cards also have an alternative bottom (5)  effect.



Spell Card

- | | |
|--------------------|-----------------------|
| 1. Spell Name | 4. Spell Effect |
| 2. School of Magic | 5. Alternative Effect |
| 3. Cost to Empower | |

Spells can be gained by Building the Mage Guild. Building it also enables you to use the Spell Book Token for buying additional Spells. The Token cannot be used during the **same Round** when the Guild is constructed.

Spells can be **traded** (p. 37) in Alliance and Cooperative Scenarios.

Hero Specialty Cards

Hero Specialty Cards are gained from **Level ups** (p. 14). Each Main Hero has an unique set of Specialty Cards. While many of these Cards have effects which resemble Spell Cards, Specialty Cards are their **own unique category of cards**.



A Level 4 Specialty Card, belonging to Catherine the Knight.

During Combat, **only one Spell Card** may be played by each player **per Combat Round**.

When you use an effect which lets you cast a Spell from somewhere other than your hand (such as directly from the Spell Deck), place that Spell into your Discard Pile after casting it.

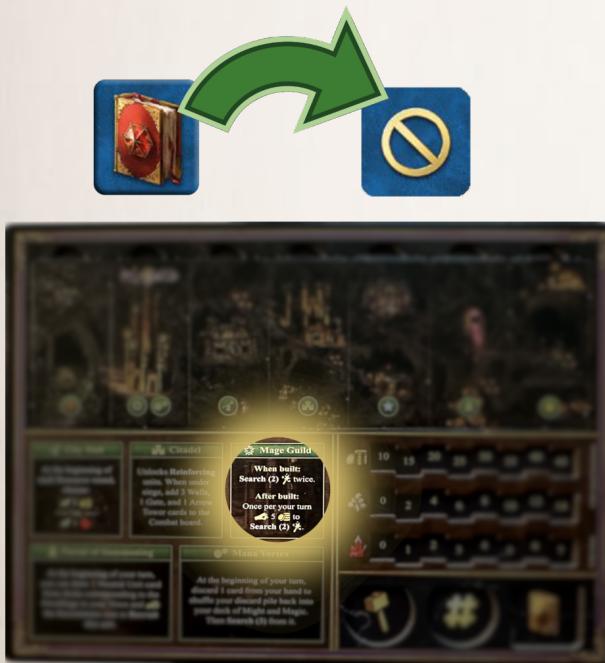


Searching Example

Bob, playing as Deemer the Warlock, has built a Mage Guild during the previous Game Round, enabling him to now use his Spell Book Token to purchase additional Spells.



He spends the token and pays the cost of 5 indicated on his Town Board, allowing him to **Search (2)** the Spell Deck.



He now has the choice of either gaining the top Card of the Spell Card Discard Pile, or drawing the top two Cards of the Spell Deck and gaining one of them. He is not interested in gaining the Spell Curse, which is on top of the Discard Pile, and instead decides to draw two Cards – a Magic Arrow and a Fireball.



He decides to keep the Fireball, placing it into his hand and discarding the Magic Arrow into the Spell Discard Pile.





There are three types of Resources in the game: Gold

Resources are spent during the game to expand your Town, to Recruit Units, and to purchase Spells. You can gain Resources from the Settlements and Mines that you have Flagged, and also by playing Cards and rolling Resource Dice

Whenever a player's Resource Production is increased or decreased, move that Resource's cube on its production track the appropriate number of spaces.



Gold



Building Materials



Valuables

Players start each Scenario with the number of Resources indicated in that Scenario's setup. Resources can also be traded (p. 37). There's no limit to the amount of Resources you can have.



Resource Production Tracker

Possible Resource Die

-
- 2 x Building Materials
-
- 4 x Building Materials
-
- 1 x Valuables
-
- 2 x Valuables
-
- 3 x Gold
-
- 6 x Gold





TOWN

Each Faction has their own Town, located in the center of their Starting Tile. The Town is your most important location, as many Scenarios **may end** (p. 36) if it's Flagged by an enemy Hero.

The contents of your Town and overall Faction status are represented by the Town Board. It shows your currently built Buildings, Resource costs for future Buildings, your Resource incomes, and status of Town Action Tokens.

All Factions are able to Build the following Buildings in their Town:

- **City Hall** – Provides Resource income or a Faction-Specific Ability.
- **Citadel** – Allows you to Reinforce Units when using the Population Token. Also **protects your Town** (p. 30) when it is attacked.
- **Unit Dwellings** – Allows you to Recruit Units. Dwellings have three Levels that unlock new Units, which must be Built in the following order: ★★★
- **Mage Guild** - gains you **Spells**.
- **Faction Building** - a Faction-Specific Building with a unique effect.

One Building may be Built each Round by using the Build Token. When you build a Building, pay its cost in Resources, flip the Build Token to its inactive side, and place the new Building's Cardboard Piece into its proper slot on the Town Board. If the Building has any immediate effects upon Building it, resolve them now.

Built Buildings are always represented by a symbol within a circle. Buildings that can be built in the future are represented by a rectangle that contains the Building's cost in

Resources. Some Building Tiles are double-sided, and may later be upgraded and flipped to represent two different buildings at the same time. Such upgrades must be **Built in order**.





Each Scenario is built using four types of Map Tiles. Players start on their Faction-Specific Starting (I) Tile. Other tiles may be placed and discovered as described on the next page. During the game's setup, all face-down tiles should be selected randomly from the pool of possible Tiles as described by the Scenario and shuffled, keeping them face-down.

The **roman numeral** on each tile describes the overall **difficulty of Neutral Units** on that tile, as well as the number of rewards players can expect to find on that Tile. Starting (I) Tiles are the easiest while Center (VI–VII) Tiles are the most difficult.



Map Tile Anatomy

Each Map Tile is divided into 7 separate **Fields** that your Heroes can **Visit**. When your Hero moves to a Field, they must immediately Visit it, or first start a **Combat** (p. 28) against the enemies guarding it before Visiting. Empty Fields do nothing when Visited. Solid yellow lines on a Field's edge cannot be passed through. **Roman numerals** (p. 38) written on a Field indicate that the Field is guarded by Neutral enemies that must be fought to Visit it.



1. Starting Map tiles: I
2. Far Map tiles: II-III
3. Near Map tiles: IV-V
4. Center Map tiles: VI-VII



- | | |
|--------------------|---------------------|
| 1. Empty field | 4. Blocked field |
| 2. Location | 5. Border line |
| 3. Artifact Symbol | 6. Field Difficulty |

Location Categories

Visiting Fields provides Heroes with benefits, such as gaining Resources or Cards (see [All Map Locations](#)). There are three categories of Fields:

- **Visitable** – Once you Visit this field, place a Black Cube on it. Treat it as an Empty Field as long as it has a Black Cube.
- **Flaggable** – These Fields can be captured by players and provide passive benefits. When you Visit one, place your Faction Cube on it. Enemy Heroes who Visit your Flagged Fields will replace your Cube with theirs to **steal** the Field's effects. Allied Heroes treat Flagged Fields **as if they were empty**.
- **Revisitable** – You can Visit this Field multiple times. Do not place any Cubes when you Visit it. You may pay 1 MP to Visit this Field again.

Placing and Discovering New Tiles

Heroes may spend 1 MP to either reveal an adjacent face-down Tile, or to place a Far (II–III) Map Tile from their own supply of Tiles. All face-down Tiles should be kept **hidden from all players** until they are about to be placed or revealed. New tiles must be placed adjacent to the Hero who spends the MP, and connected to at least two other existing Tiles. New Tiles must also be positioned so that there is a valid path that eventually connects them with all other Tiles. You may always rotate Map Tiles when placing or revealing them.

When you Visit a Visitable field, **you must** place a black cube on that Field even if you cannot or choose not to use that Field's effects.



Example Turn

Alice wants to capture an adjacent **Mine** by Flagging it with her Main Hero, Sandro the Necromancer. She spends 1 MP to move onto the Mine, which begins **Combat** (p. 28) against Neutral Units, since the Field has a **Difficulty Rating** (p. 38) and has not been previously Flagged by any player.



The Mine turns out to be guarded by Troglodytes, which have 3 HP . Alice's current hand consists of a Power Card, a Lightning Bolt, Haste, and a Town Portal. During the Combat, she casts the Lightning Bolt, and Empowers it with Haste's alternative (bottom) effect, which makes the Lightning Bolt deal 3 damage , killing the Troglodytes and winning the Combat.



The Combat lasted for only one Round, so Alice would not have been able to cast both Lightning Bolt and Haste, since players are limited to playing only one Spell Card per Combat Round.

Alice now Flags the Mine by placing one of her Faction Cubes on it. Flagging this particular Mine increases her Building Materials production by 2, and she also immediately gains the Mine's production value of 2 as she was the first player to Flag it.

Afterwards, Alice wants to go back to defend a previously Flagged Settlement by casting the Town Portal still left in her hand. Her Hero is Level 2, so she can empower it with the Power Card's Expert Effect , which grants her an additional Movement Point after casting it.





UNITS

In addition to their Hero and its associated deck, players also have **a deck of Unit Cards** which represent the armies moving with their Heroes. Every Faction has access to **7 different Units**, each with unique stats and abilities. Units are necessary for winning Combat and fulfilling Scenario goals. Each Scenario's setup instructions indicate which Unit Cards should be included in your initial Unit Deck. This Deck should be kept clearly separated from the rest of your Faction's Units.

Each Faction Unit is double-sided, with a weaker "Few" side, and a stronger "Pack" side. "Few" units may be upgraded to "Packs" by **Reinforcing** them, while taking damage can subsequently reduce a Unit back to its "Few" side. Units should be always kept on their correct side when moved or inspected.

A player's Unit Deck may have any number of Units, but **only up to 5 Units** can be selected to fight during **Combat Setup** (p. 28). If a Unit is defeated in Combat, **discard it** from your Unit Deck.

Units may be Recruited and Reinforced by flipping the Population Token and paying the Unit's Recruitment  or Reinforcement  cost. When you do so, you can instantly Recruit and Reinforce **any number** of times, provided you have enough Resources and the prerequisite Buildings to do so.

Recruiting a Unit requires that your Town has a Dwelling of that Unit's Level (  ).

Reinforcing requires that your Town has a Citadel in addition to a Dwelling of that Unit's Level.

Any effects which instruct you to Reinforce **do not** require spending your Population Token nor owning a Citadel or any Dwellings.

If all Units in your Unit Deck are defeated, **immediately** replace your Unit Deck with the starting Units of the Scenario. Defeated Faction Units can always be Recruited again with another use of the Population Token.



Unit Card Anatomy



Attack – The amount of damage this Unit deals when it attacks.



Defense - The amount by which this Unit reduces oncoming Attack damage. Does not apply to damage received from Spells or other non-attack effects.



HP - The maximum amount of damage a Unit can sustain before it is defeated. "Few" Units are discarded from Combat and their owner's Unit Deck when defeated. "Pack" Units are turned back to "Few" Units, with any excess damage placed on their "Few" side. Units retain their "Few" or "Pack" status between Combats. All damage is healed from all Units at the end of Combat.



Initiative - Determines when the Unit Activates during Combat. Units with a higher Initiative Activate first.



Unit Card (Few)



Unit Card (Pack)

1. Name
2. Tier
3. Type
4. Attack
5. Defense
6. HP
7. Initiative
8. Recruitment cost
9. Reinforcement Cost
10. Pack symbol
11. Special ability

Most Units have a **special ability**:

- **Activation** ➔ resolves when the Unit is Activated.
- **Attack** ⚔ resolves when the Unit attacks during its Activation. In case of multiple attacks, resolve the effect for **the first attack only**.
- **Other** Ⓜ may be resolved instead of the Unit's normal Activation. It replaces all movement and/or attacking.
- **Passive** ♪ resolves whenever its condition is met.
- **Retaliate** ⚡ resolves when the Unit retaliates.
- In any other cases without one of the above icons, the Unit's ability is used according to its text. Units may also use **these** (p. 15) symbols.

Unit Types

There are three types of Units:

- **Ground** ✕ Units may move up to 3 spaces and then attack an adjacent enemy.
- **Flying** ✂ Units may move up to 3 spaces, **ignoring Combat Obstacles**, and then attack an adjacent enemy.
- **Ranged** ☰ Units may attack **any Unit anywhere** and then move up to 1 space OR move up to 1 space without attacking.

If a ☰ Unit is next to an enemy Unit, its attack target **must be** that adjacent enemy. When attacking an adjacent enemy in this way, the ☰ Unit suffers a Combat penalty: throw two Attack Dice (instead of one) and **apply the smaller result**.

This penalty is also applied if the ☰ Unit attacks from its own Backline into the enemy's Backline. Walls and Gates may also **reduce** (p. 30) the damage from ☰ attacks.

Neutral Units

Neutral Units guard the various locations on the Game Map. Starting and winning Combat against them is necessary to Visit most Locations. Neutral Units are spread into four

different tiers, each with their own Deck. In addition to ★, ☆ and ⭐, there are also Azure ⚪ Neutral Units which are the strongest in the game.

Each of these Decks should always be kept separate from each other and shuffled during setup. If a Neutral Unit Deck ever runs out of Cards, reshuffle the discard into a new Deck. When a Combat against Neutral Units starts, draw **the appropriate number** (p. 38) of Units from each tier to take part in that Combat.

It is possible for players to gain Neutral Units to their Unit Deck through various effects, such as Scenario-Specific Rules or the Diplomacy Ability Card. **Neutral Units cannot be Reinforced**, as they are single sided. Whenever a Neutral Unit is defeated from anywhere, place it into the appropriate Neutral Discard Pile.



Town Building	Castle	Dungeon	Necropolis
Bronze Units ★	Tier 1 Dwelling	Halberdiers, Marksmen, Griffins	Troglodytes, Harpies, Evil Eyes
Silver Units ☆	Tier 2 Dwelling	Crusaders, Zealots	Medusas, Minotaurs
Gold Units ⭐	Tier 3 Dwelling	Champions, Archangels	Manticores, Black Dragons
			Dread Knights, Ghost Dragons



Gameplay Example

Bob, playing as Alamar the Warlock, casts a Magic Arrow against Alice's pack of Skeletons, Empowering the Spell by 2 with the Expert Effect of a Power Card.



The Skeletons take 3 damage from the Spell. Their Defense of 1 does not reduce the damage, because it only applies against attacks. The Skeletons have a HP of only 2, so they are now turned to their "Few" side and 1 leftover damage is placed on them.





Combat with **Neutral Units** starts when a Hero moves to an unvisited Field with a roman numeral, signifying the **type and number** (p. 38) of Neutral Units guarding that Field.

Combat with **another player** can start in two ways:

- You move into any Field containing one of their Heroes.
- You move into a Town or Settlement owned by them.

Players are able to start multiple Combats during their Turn.

Combat Setup

Combat is resolved on the 4 x 5 Combat board, which consists of two Backlines and two Frontlines on opposite ends, and a middle row. Follow these steps when Combat begins against **Neutral Units**:

- Choose one of the Combat Board's sides as your own. Place up to 5 of your Unit cards freely onto the Back and Frontlines of that side.
- Check the **Difficulty Table** (p. 38) and draw the corresponding number of Neutral Unit cards from their Decks.
- The Neutral Units are placed differently depending on the Game Mode:
 - In **Clash** or **Alliance** Scenarios, the enemy player sitting to your right controls the Neutral Units and decides their placement. ♀ Units must be placed in the Backline if possible.
 - In **Campaign** or **Cooperative** scenarios, Neutral Units are placed from left to right from the player's perspec-

tive. First, place any ♀ Units in the Backline. Then, place any ⚔ or ⚜ Units in the Frontline. If there's not enough room to place a Unit in its correct line, place them in the other one. Units must be placed in **descending** Initiative order. If there's a tie, place higher tier Units first. If there's still a tie, the players decide the order.

Unit setup when fighting **other players**:

- The attacking player places up to 5 Units on their chosen side of the Combat Board, followed by the defender.
- If the Combat takes place in a Town with a Citadel, the defender adds the **Wall**, **Gate** and **Arrow Tower** (p. 30) cards after placing their Units.



If your Town or Settlement is attacked by an enemy Hero and your Hero is not on that Field, you may immediately **pay** 8 ⚒ to fight a defending Combat **using only your Units**. You cannot use your Deck during that Combat as your Main Hero is not present. Paying this Gold represents the cost of transporting the army there.

Combat Terminology

The following terms are used to describe effects and elements during Combat:

Attacking Player – The player who started the Combat.

Defending Player – The player whom Combat was started against.

Activation – A Unit Activates when it is next in the Initiative order.

Adjacent Unit – A Unit is directly adjacent to another if it is one space away in a cardinal direction (nondiagonal).

Combat Round – A full cycle of all Units of each player being Activated.

Combat Obstacles – Every card on the Combat Board is a Combat Obstacle. They block the movement of all non-flying Units.

Attack Die – A red Die whose results range from -1 to +1. Roll the Die **whenever a Unit attacks** and add the result to the Unit's Attack value.

Retaliation Attack – If a Unit survives an attack by an adjacent Unit, it performs an attack back at that Unit. Each Unit can perform **only 1** Retaliation Attack per Combat Round. Retaliation Attacks function identically to normal attacks, but they cannot cause another Retaliation Attack. Mark Units which have performed a Retaliation Attack this Round with a black cube.

Paralysis – Some effects place a Paralysis Token on Units. That Unit **must skip its next Activation**. Remove the Token instead of activating it. If the Unit **attacked or takes any damage** before that time, **remove the Token**. The Token does not prevent Units from performing Retaliation Attacks.

Defend – Units may choose to gain a Defense Token instead of attacking. When a Unit with a Defense Token is attacked, make another roll with the attack Die after the initial attack roll. If you roll a "+1", the de-

fending Unit gains an extra 1 Defense for this attack. If a Unit has a Defense Token at the start of its activation, discard it. The Unit cannot take another Defense Action during that activation.

Using Cards During Combat

You may only use **one Spell per Combat Round**. Ongoing **⟳** and **➔** Activate effects can be used only **when Activating one of your Units and before it attacks**. Ongoing effects last until end of Combat or if the effect on the card is used up.

Instant **↗** Cards may be played **at any time** except between rolling the Combat Die and resolving damage unless otherwise stated. Instant Cards which increase a Unit's **X** or **🛡**, such as the Attack and Defense Statistic cards, **must** be played after an attack has been announced and persist only for the duration of that attack.

Combat Time Limits

Combats against Neutral Units have a time limit of **one Combat Round**. If you cannot win the Combat before the end of the current Combat Round, you must either **Retreat** (p. 31) or spend 1 MP from the Hero that started the Combat in order to play another Round.

Combats against Azure **★** Units, other players, or **AI Heroes** (p. 34) have no time limit.



Defending a Town With a Citadel

When a Town with a Citadel is attacked, the defender adds the 3 Wall and 1 Gate Obstacles in any order to the Middle Row of the Combat Board after placing their Units. The Gate Card is **not an Obstacle to the defending player**. The Wall and Gate cards can be destroyed by any adjacent or Unit's attack.

Defending Units standing on their own side and **in the same column** as a Wall or a Gate gain protection from attacks. If they are targeted by a attack performed from the opponent's side of the Combat Board, **reduce the attack's damage by 1**.



*When the Halberdiers are behind a non-destroyed Gate, they **are protected** when attacked from behind the Wall line. The attack damage of Evil Eyes is **reduced by 1**.*



The defender also gains the Arrow Tower Unit Card which is placed next to the Combat Board.



*Because the Halberdiers are not behind a non-destroyed Wall, **protection doesn't work**. Evil Eyes attack **without penalty**.*

Combat Round Structure

Combat is divided into Rounds, during which all of the Units participating in that Combat **Activate once** in Initiative order. After each Unit has Activated, a new Combat Round begins. Combat lasts until all Units on one side are eliminated, a player has to **Retreat** when fighting Neutral Units, or a player **Surrenders** to another player.

Structure of a Combat Round:

- Players Activate their Units in descending order of Unit **Initiative**. If there's a tie, alternate between attackers and defenders starting with an attacker.
- When a Unit Activates, place a Faction Cube on it to indicate it has been Activated this Combat Round.
- Activated Units may move and attack according to their **type**. Neutral Units controlled by an opposing player must always attack if possible.
- Instead of attacking, a Unit may **defend** (p. 29). In Neutral Combat, the Neutral enemy Units cannot defend, even when controlled by another player.
- Before a Unit attacks, both players may **play Cards** (p. 29). Cards are resolved in the order in which players decide to play them.
- After a Unit's attack has been declared and all cards have been played, roll the Combat Die. Modify the attacking Unit's attack by the Die's result, then reduce it by the defending Unit's Defense, and finally deal the rest as **damage** to the defending Unit.
- If the defending Unit was adjacent to the attacker, it **retaliates** if it hasn't done so this Round.
- Keep activating Units until they've all been Activated once. After the last Unit's activation, the Combat Round ends.

End of Combat

Combat ends immediately if all units on one side are defeated. The side with any surviving units is the winner. In Combat against **Neutral Units**, if you **run out of time** or your Units are defeated, you must **Retreat**; move any surviving Units back to your Unit Deck and move the Hero that started the Combat back to the Field they **last Visited**. There are no other negative consequences to Retreating.

Important exception: If all of your Units from your **Unit Deck** were defeated during Neutral Combat, your Main Hero must be moved to a friendly Town or Settlement. Secondary Heroes are removed from the game until Recruited again.

If you defeat all Units during Combat against **another player's Main Hero**, the defeated player **loses Morale** and has to **pay the winner** 5 . Do not lose Morale or pay if a **Secondary Hero** is defeated. In both cases, the defeated player also **gives the winner** one of their **Faction Cubes** (p. 36). Defeated Main Heroes **have to move** to a friendly Town or Settlement, while Secondary Heroes are removed from the game until Recruited again. Defeating a Main Hero may cause **Player Elimination** (p. 36).

You may **Surrender** to another player by paying them 10 when activating a Unit. Move your Main Hero or remove your Secondary Hero from the game as if you were defeated by losing your Units. There are no other direct consequences to Surrendering; the winner does not gain a Faction Cube.

You cannot surrender when defending a Town.

When a Secondary Hero is attacked, they may also choose to be **instantly defeated**

instead of fighting a Combat in order to preserve their Units. When this happens, the attacker still receives a Faction Cube from the defeated Hero.

When Combat ends, all damage is healed from all surviving Units. Move any player owned Units back to their Unit Deck and discard any leftover enemy Neutral Units. After winning Combat, Heroes **must** Visit the Field where the Combat took place.

Combat Experience

Winning Combat with your Main Hero usually grants them Experience. If either the Difficulty of the Neutral Field or the Level of a defeated enemy Main Hero was **equal** to your Level, gain 1 ★. If they were **higher** than your Level, gain 2 ★. Winning a Neutral Combat against a Neutral Azure ★ Unit grants your Hero Level 7 **immediately**. If you ever gain multiple Levels at the same time, resolve their effects in order. Level ups

must be resolved before Visiting the Field where the Combat happened.

Secondary Heroes cannot ever gain Experience. You also do not gain Experience from **defeating** a Secondary Hero, or if an enemy Hero **Surrenders** to you.

Quick Combat

If your Hero's Level is higher than a Field's Difficulty when Combat against Neutral Units would begin, **no Combat** takes place. The player is considered to have beaten the Neutral Units by default and gains no rewards from the Combat.

Campaign and Cooperative Combat

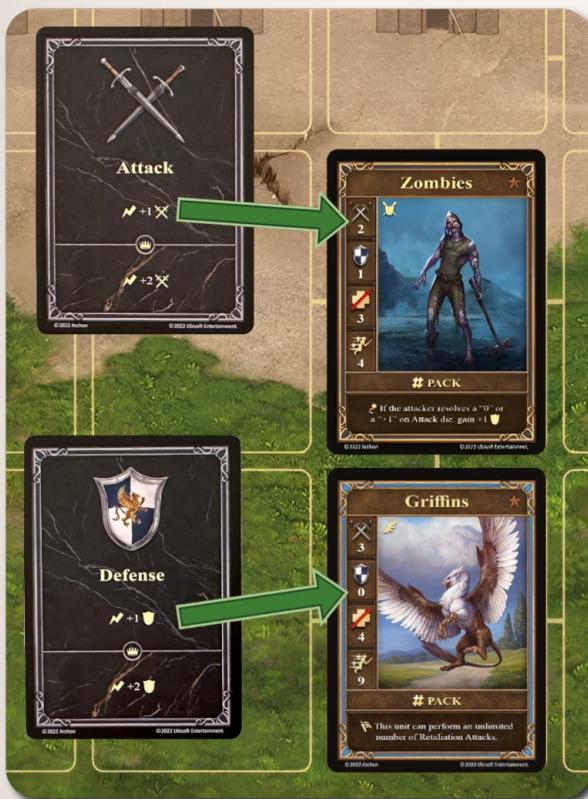
During these game modes, all enemy Units activate according to the rules in **the next section** (p. 34).



Combat Example

Bob's Zombies are about to attack Alice's Griffins. As Bob announces the attack, both players now have a chance to modify the Attack or Defense of their own Unit by playing any number of **↗** cards that increase an attacking Unit's **X** or a defending Unit's **█**.

Bob decides to play a +1 Attack Card, increasing the Zombies' attack from 2 to 3. Alice responds by playing a +1 Defense Card, increasing the Griffins' Defense from 0 to 1. They would both be permitted to play any number of additional cards in any order, but they decide to stop after playing these cards.



After all cards for the attack have been played, the Attack Die is thrown to further modify the amount of damage the attacking Unit deals. Bob throws a +1. This increases the Zombies' attack from 3 to 4, which is then reduced by the Griffins' Defense of 1. Therefore, 3 damage **↗** is placed on the Griffins. Since they have a HP **█** of 4, they are not flipped over to their "Few" side.

The Griffins do not have a black cube on

them, therefore they now start a Retaliation Attack. The cube would now normally be placed on them, however their Special **❖** Ability indicates that they may Retaliate any number of times so the cube is not placed.

Both players are allowed to modify the Statistics of their Units again during the Retaliation Attack. The previously played Attack and Defense cards no longer have any effect.





AI Hero Turn

AI Heroes are used in the Campaigns. They start in their Town, and have 3 MP, always spending them to perform the following Actions in descending priority:

- If a player's Hero is on the same Tile as the AI, spend all MP to move towards them in an attempt to start Combat.
- If there are any Mines or Settlements the AI could Flag on the same Tile, move towards the closest one.
- Otherwise, move toward the player's Town. Repeat this sequence until all MPs are used up. AI Heroes take their turn after the player.

AI Heroes always **automatically win Combat** against any Neutral Units, while simultaneously **Flagging or Visiting all Fields** they happen to move through. They gain no benefits from any Fields.

AI Heroes must discover face down Map Tiles as normal by spending 1 MP before moving onto them. The player chooses that Tile's orientation.

AI Heroes cannot Surrender and you cannot Surrender to them; they will always fight until they run out of Units. Winning Combat against an AI Hero does not grant any rewards unless stated by the Scenario. AI Heroes do not have a Town Board, Resources, or a Hero Card. Their Units are static and defined by the Scenario's setup or other rules.

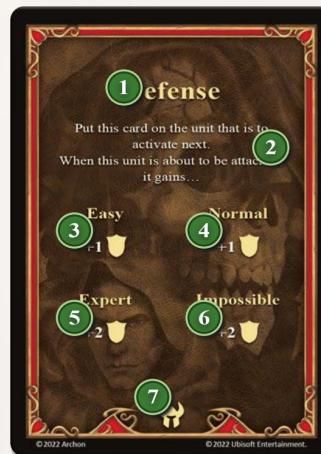
Any differences to the above will be described in any given Scenario's own rules.

AI Decks

AI Heroes use two automated Decks during Combat: the **AI Deck**, and the **Spell Deck**. The AI Deck is built using three types of AI cards: Might , Magic , and Skill .

Each Campaign scenario lists the number of each type of Card included in the AI Deck. Might and Skill Cards have two variations. Choose these cards **randomly** when building the Deck. If Skill Cards are included, search for and set aside the Ability Card related to it. Build the AI's **Spell Deck** by separating the indicated Spells from the regular Spell Deck. Shuffle the AI and Spell Decks during setup after building them.

When an AI Hero **Activates** a Unit, draw an AI Card and follow its instructions before the Unit moves and/or attacks. The effect of each AI card depends of the game's **Difficulty** (p. 38). The AI Spell Deck is used whenever a Magic Card is drawn. If an AI Hero is instructed to draw a card, they will draw and resolve **another card** from the AI Deck.



1. Name
2. Description
3. Easy Modifier
4. Normal Modifier
5. Expert Modifier
6. Impossible Modifier
7. Card Type

AI Card

Combat against AI

These rules apply during Combat in **Solo** and **Cooperative** Scenarios. When Neutral enemies or AI Heroes activate a unit, they follow a set of automatic instructions:

Enemy Ground  and Flying  Units prioritize attacking Units of the same tier. If this is impossible, they attack the closest Unit, prioritizing the lowest tier one.

Ranged  Units prioritize attacking other Ranged  Units of the same tier, then lower tier, and finally higher tier. If there are no Ranged  Units for them to target, they prioritize Ground  and Flying  Units in the same tier order. If there's more than one valid target, they attack the closest one.

If there's ever a tie between equally valid targets for any Units, the player chooses which Unit is attacked. Enemy units cannot **Defend** (p. 29) unless instructed to.





All Scenarios have their victory conditions described in the Scenario Book. In addition, it is always possible to be **Eliminated** from any Scenario in the following ways:

- Play 3 full Rounds without controlling a Town or a Settlement. Count the number of Rounds left using any suitable component.
- Lose Combat with your **Main Hero** when you have no Towns or Settlements left, including when defending your last Town or Settlement.

Eliminated players are immediately removed from the game. Discard their Faction Cubes and Hero models from the Game Map. Treat the cards in their Deck as being Removed from the game for the rest of the Scenario. If you are Eliminated, you may still participate in the game by controlling Neutral Units.

If you Eliminate all enemy Factions, you immediately win the Scenario.

In **Clash** Scenarios with three or more players, collecting a **Faction Cube** from every enemy player immediately wins you the game. Other Scenario specific rules may also modify the outcome of collecting Faction Cubes.





Trading

The **Trading Post Field** (p. 44) and other effects allow you to trade Resources with the game in accordance to the table below. You may also **Remove cards** from your hand at the trading post to gain 1 per card.

Specialty, Statistic, Starting Ability and Magic Arrows **cannot be removed** in the Trading Post.

In **Alliance** and **Cooperative** Scenarios, players are allowed to trade Resources and cards following these rules:

- In Alliance Scenarios, allies may trade Resources freely at any time on their Turns except during Combat.
- In Cooperative Scenarios, Resources may be given to other players when Visiting a Trading Post.

- In both Scenario types, allies may trade **Spell** and **Artifact** cards in any mix if they have heroes on adjacent Fields. Only **cards from their hands** may be traded and you must give and receive an equal amount of cards.



Trade Table			
Sells/gets	...to purchase	...to purchase	...to purchase
I am selling ...	-	6 for 1	2 for 1
I am selling ...	1 for 3	-	1 for 2
I am selling ...	1 for 1	3 for 1	-

Difficulty

During setup, players must choose the game's Difficulty. There are four different Difficulties, each with a different starting bonus that players receive during step 16 of the setup:

- **Easy** – Roll 2  and receive Resources from both – OR – **Search** (2) the Artifact Deck, twice.
- **Normal** – Roll 2  and receive the Resources from one of them – OR – **Search** (2) the artifact Deck.
- **Hard** – Roll 1  and receive the Resources on it – OR – reveal cards from the top of the Artifact Deck until you find 1 Minor Artifact and add it to your hand.
- **Impossible** – No starting bonus.

Campaign missions have unique bonuses that replace the regular starting bonus.

All **Artifacts** received from a starting bonus should be placed into your **hand** and not shuffled into your Starting Deck. If you searched for any Artifacts, shuffle the Artifact Deck and its Discard Pile together afterwards, and then discard one Artifact from the top to form the Artifact Discard Pile again.

The chosen difficulty also determines the number and type of neutral enemies that are encountered during Neutral Combat according to the table below.



Field Difficulty Level Table

Difficulty	Easy	Normal	Hard	Impossible
Level I	1 × 	1 × 	2 × 	3 × 
Level II	2 × 	2 × 	3 × 	2 ×  , 1 × 
Level III	1 ×  , 1 × 	2 ×  , 1 × 	1 ×  , 2 × 	3 × 
Level IV	2 ×  , 1 × 	1 ×  , 2 × 	3 × 	2 ×  , 1 × 
Level V	2 ×  , 1 ×  , 1 × 	1 ×  , 2 ×  , 1 × 	2 ×  , 2 × 	1 ×  , 3 × 
Level VI	2 ×  , 2 ×  , 1 × 	1 ×  , 2 ×  , 2 × 	2 ×  , 3 × 	1 ×  , 4 × 
Level VII	1 × 	2 × 	2 ×  , 1 × 	2 ×  , 2 × 



EXPANSION CONTENT

Schools of Magic

Most expansions have effects which refer to Schools of Magic. All Spell Cards belong to one School: either Air, Fire, Earth or Water. When casting the **Magic Arrow Spell**, you must select which School it belongs to. **Hero specialty cards are not Spells** even though some of them have a School of Magic. Spells with one School symbol on them are **Basic Spells**, while Spells with four identical symbols are **Expert Spells**. Certain game effects may affect only one of these types.



School of Fire

School of Water



School of Air

School of Earth

Permanent cards

Added by the stretch goals and Rampart expansions, explained in **Player Decks** (p. 15).

War Machines

Added by the Rampart expansion. War Machines are permanent Cards that can be bought at either a **Trading Post** (p. 44) or a **War Machine Factory** (p. 44). If you buy one at the Trading Post, **you cannot use** any of the other normal functions of that Field during that Visit. War machines are also more expensive at the Trading Post.

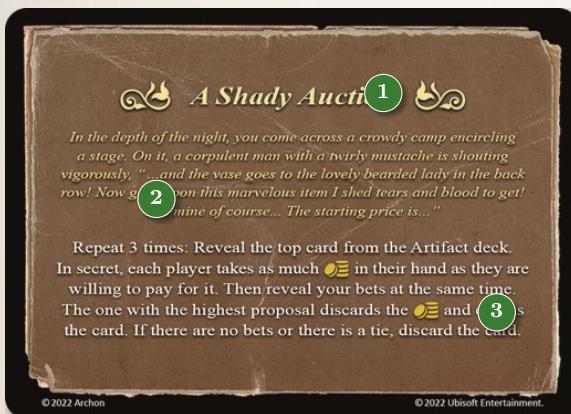


War Machine Card

1. Name
2. Effect
3. War Machine Factory cost
4. Trading Post cost

Events

Added by the Fortress expansion. Event cards may be used in games with more than one player. Shuffle the Event Deck during setup. At the start of each Resource Round (except the first Round), draw and read the next Event Card after receiving Resources. The first Event is drawn by the starting player. **Change the player who draws the Event in a clockwise order** every time a new Event is drawn. Resolve any effects in clockwise order starting with the player who drew the Card. Any cards which were revealed as a part of resolving an Event should be shuffled back into their respective Decks afterwards.



Event Card

1. Name
2. Fluff
3. Effect

Summoning

Some cards from the Inferno expansion may Summon Units during Combat. Place the summoned Unit adjacent to the summoning Unit. Summoned Units Activate in the Round they were summoned if their Initiative is lower or equal to the Initiative of the currently Activated Unit. Otherwise, treat them as if they already activated this Combat Round. After Combat, unless stated otherwise, the Summoned Units are added to your Unit Deck.

Empowered Statistic Cards

Added by the Inferno expansion. These cards are more powerful versions of the normal Statistics cards. They have only one effect which is identical to the normal Statistic's Expert Effect, but does not require using your .



Empowered Statistic Card

1. Name
2. Basic Effect
3. Expert Effect

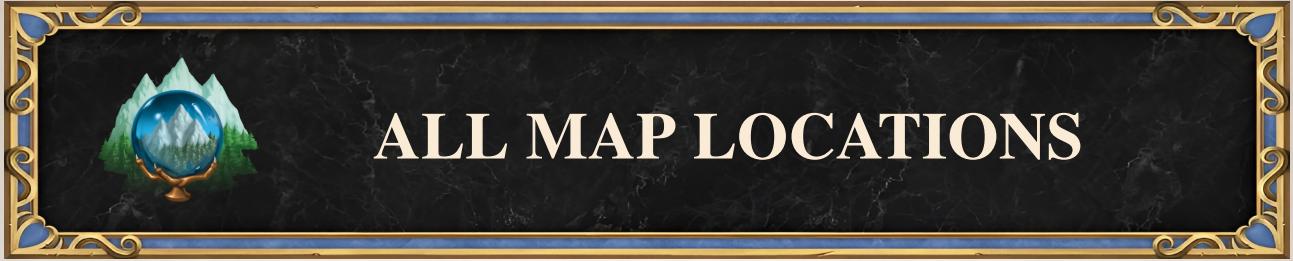


Statistic Card

Random Town

Added by the Inferno expansion. See it in **All Map Locations** (p. 47).





Symbols on the Map

- I-VII** Field Difficulty corresponding to the level of Neutral Units.
- Roll a Treasure Die and gain the indicated bonus.
- Roll a Resource Die and gain the indicated Resources.
- Gain one Experience Point.
- Search (2) the Spell Deck.
- Search (2) the Artifact Deck.
- Gain Positive Morale.
- Gain Negative Morale.
- Gain 1 Movement Point.
- Special effect, see **Revisitble** or **Other** fields.
- // — Immediately gain the indicated Resource.
- // — Increase the production of the indicated Resource. If it is **Flagged** for the first time, you also gain it immediately.
- // — The Player needs to pay the indicated Resource to gain something.
- 2 X** — Perform the **X** action twice.
- 2 📦/2 🔨 ➔ 1** — Roll 2 Treasure or Resource Dice and choose one to be resolved.

The effects of the following **Visitable** fields are explained by the symbols on the left:

Artifact



Resource



Treasure



Fountain of Youth



Windmill



Water Wheel



Warrior's Tomb



Temple



Mystical Garden



Pandora's Box



Learning Stone



Shrine of Magic Gesture/Incantation



The effects of Fields that allow you to **Search** for Spells or Artifacts, or where you must spend resources to use the Field's effect, are **always optional**. You must always place a Black Cube on such Visitable Fields even if you choose not to use that Field's effect.

Towns, Mines and Settlements

Towns are always located in the center of a Starting (I) Tile. Flagging an enemy Town prevents their Secondary Heroes from spawning there and Main Heroes from moving there if defeated. Flagging a Town can cause **Player Elimination** (p. 36), and Scenarios typically have special rewards for Flagging them. Flagging a Town also gives you a **Faction Cube** from its original owner. Otherwise, Flagging a Town does not affect its original owner in any way. They do not lose access to their Town board or its functions. You also do not gain access to their Town board or Faction Units, unlike in the video game.



Towns from the core game.

Mines are Flaggable Fields which increase a specific resource's income when Flagged. If you are the first one to Flag a mine, it also immediately provides you with its income. All mines have the symbol and a picture of the Resource they produce next to it.



A mine that produces , guarded by Level 3 Neutral Units. The first player to Flag this Field would immediately gain one in addition to increasing their income.

Settlements act as a spawn point for Secondary Heroes, and as a place for Main Heroes to move to when defeated. When you Flag a Settlement, choose whether to increase your , , or income by one space. As with Mines, if you are the first player to Flag a Settlement, you **immediately** gain Resources equal to that increase in production. Mark the Settlement with an appropriate Resource Token to show which Resource it produces. When you Flag an enemy Settlement, you may change this Resource.

Additionally, **instead of increasing Resource Production**, you may choose to **Reinforce** one of your or Units immediately for half the normal cost, rounded up. If you were the first player to Flag the Settlement, Reinforce that Unit **for free** instead. Do not place any Resource Tokens on the Settlement if you choose to Reinforce.



All possible Settlements. Each is styled after a different Faction. They all work identically.

Revisitable Fields

Library



Category: Revisitable

You may 3 to Remove 1 Statistic Card from your hand or Discard Pile and replace it with any other Statistic Card. You may do this twice per Visit.

Black Market



Category: Revisitable

Look at the top 4 cards from the Artifact Discard Pile. You may buy one of them for:

- 5 if it is a **Minor** Artifact
- 7 if it is a **Major** Artifact
- 10 if it is a **Relic** Artifact

Sanctuary



Category: Revisitable

Heroes on this Field cannot be attacked by other Heroes. Friendly Heroes can move through enemy Heroes on this Field but cannot stop here.

Tavern



Category: Revisitable

You can 7 to gain a Secondary Hero. Place their model on this Field. Then, choose one enemy player to discard 1 random card from their hand.

Trading Post



Category: Revisitable

Choose one: Trade (p. 37) resources and Remove cards OR buy a War Machine.

War Machine Factory



Category: Revisitable

Buy a War Machine.

Stables



Category: Revisitable

Gain 1 MP 🏡. It lasts for only one Turn. See Movement Actions (p. 9).



Other Fields

Tree of Knowledge



Category: Visitable

You may 🏡 3 🌺 or 10 💎 to gain 2 🏡.

Redwood Observatory



Category: Visitable

Discover a face down Tile adjacent to this one.

Grail



Category: Visitable

Gain a Grail Token. Only one Grail Token can exist in the game, do not gain another if this Field's Black Cube is removed or if there are multiple Grail Fields. The Token's effects are described in the Scenario's description.

Market of Time



Category: Visitable

Remove one card from your hand. Then Search (2) the Ability, Spell, or Artifact Deck.

Hill Fort



Prison



Category: Visitable

You may immediately Reinforce one of your ★ or ☆ Units. The Reinforcement cost is reduced by 3 ⚡ to a minimum of 0.

Magic Spring



Category: Visitable

You may look at the top 3 Cards of your Discard Pile and return one of them to your Hand. Return the remaining cards to the top of your Discard Pile in any order.

Obelisk



Category: Flaggable

The Obelisk's effects depend on the Scenario. When you Flag this Field, do not remove any enemy Faction Cubes; multiple players may have a Faction Cube on this Field.

Witch Hut



Category: Visitable

Choose one: Remove an Ability card from your hand OR look at the top card of the Ability Deck and put that card into your hand or into the Ability Deck Discard Pile.

Scholar



Category: Visitable

Roll 1 Attack Die. Depending on the result, do the following:

- +1 - Gain a Statistic Card of your choice or Remove a Statistic Card from your hand.
- 0 - Draw 2 Cards from the Ability Deck, gain one of them and discard the other.
- 1 - Draw 2 Cards from the Spell Deck, gain one of them and discard the other.

Dragon Utopia



Category: **Flaggable**

Effects depend on the Scenario.

University



Category: **Visitable**

↙ 6 Ⓛ to **Search (4)** the Ability Discard Pile.

Star Axis

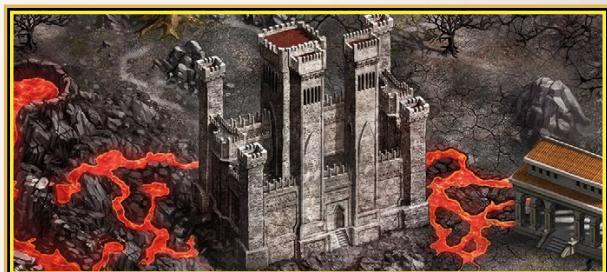


Category: **Flaggable**

You may Remove one of your Statistic cards from your hand and replace it with an **Empowered** one of the same type. When you Flag this Field, do not remove any enemy Faction Cubes; multiple players may have a Faction Cube on this Field.



Random Town



Category: **Flaggable**

When revealed, all players roll 2 ↗. The highest roller chooses an unused Faction. The random Town is defended by Units from that Faction. They have a "Pack" of ★, two "Packs" of ☆, and two "Fews" of ▲ Units. The ★ Unit is chosen by the player who controls the Units during that Combat. Flagging it increases Ⓛ production by 10, which is also gained immediately if you are the first to Flag it.



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