

HEROES III

OF MIGHT AND MAGIC®

THE BOARD GAME

REGELWERK NEUGESTALTET

HEROES III OF MIGHT AND MAGIC® THE BOARD GAME

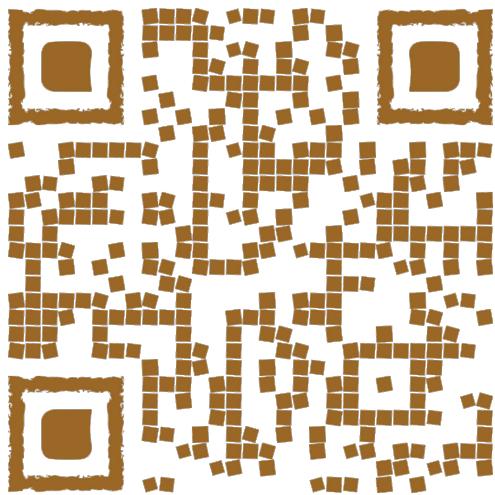
Neufassung

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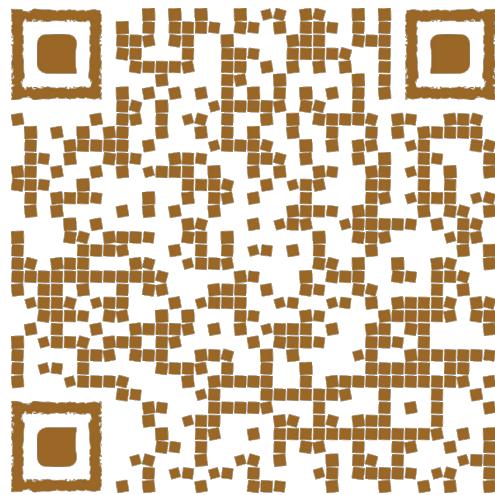
24. Oktober 2024

Dies ist eine unveröffentlichte Version auf GitHub [d2df577](#).

Dies ist ein Gemeinschaft-Projekt, erreichbar über [GitHub repository](#). Jeder ist dazu eingeladen sich zu beteiligen, Veränderungen vorzunehmen und Fehler zu korrigieren. Wenn du ein Feedback hinterlassen möchtest, kannst du dies gern hier tun: [BoardGameGeek thread](#).



Link zum **GitHub** Verzeichnis.



Link zum **BoardGameGeek** Forum.



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EINLEITUNG

Auf dem Kontinent Antagarich herrscht Krieg. Unterschiedliche Fraktionen, angeführt durch Ihre Helden, kämpfen um die Vorherrschaft. Wähle auch du eine Fraktion und Held, um deine Gegner aus diesen Landen zu verbannen!

Heroes of Might and Magic III: The Board Game ist ein strategisches Brettspiel. Das Grundspiel ist für 1–3 Spieler, durch Erweiterungen wird die Anzahl erhöht.

Anmerkung: In diesem Regelwerk werden Spiel- und Zubehörbegriffe in Großbuchstaben geschrieben. **Fettschrift** wird genutzt, um die Aufmerksamkeit auf wichtige Regel zu lenken. *Kursivschrift* wird für Beispiele verwendet. Ein Brauner Hyperlink (S. 4) führt dich zu einem bestimmten Abschnitt im Regelwerk.

Ausnahmen und Anmerkungen mit **bersteinfarbenden Links** (S. 4) werden in Boxen wie dieser erklärt.

Bei Konflikten zwischen Regeln gilt folgende Reihenfolge: Spielerkarten, Einheitenkarten, Stadtkarten, Missionbuch, Regelwerk.





SPIELVARIANTEN

Jede Partie von Heroes 3 wird mit Hilfe eines Szenarios aus dem Missionsbuch gespielt. Es gibt vier Arten von Szenarien:

Konflikt

Ein wettbewerbsorientierter Spielmodus für 2–3 Spieler.

Kampagne

Ein Einzelspielermodus von fortlaufenden Szenarien gegen eine gegnerische KI. Die Regeln für den Einzelspielermodus findet man unter [KI Regeln](#) (S. ??) und [Szenarienende](#) (S. ??). Weitere Regeln werden im Missionsbuch erklärt.

Allianz

Ein 2 gegen 2 Teammodus. Für ein Spiel mit 4 Spielern, wird mindestens ein Erweiterungspaket benötigt.

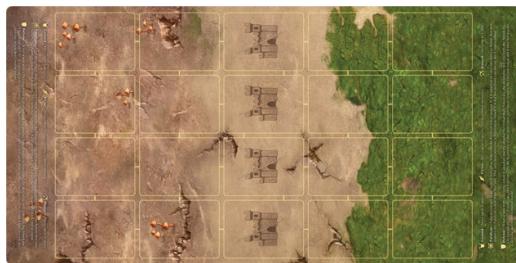
Kooperativ

Ein kooperativer Modus bei dem 2–3 Spieler das selbe Ziel verfolgen.





This guide provides a visual overview of all components included in every expansion. For detailed information, including exact quantities and images of each individual component, please refer to the Archon's official content guide.



Combat Board (S. 31)



Battlefield Board
(*Battlefield Expansion*)



Initiative Token
(*Battlefield Expansion*)



Map Tile (S. 24)



Hero Card (S. 16)



Town Board (S. 23)



Grail Token
(S. 50)



Gold Tokens
(S. 22)



Building Materials
(S. 22)



Valuables Token
(S. 22)



Build Token
(S. 13)



Population Token
(S. 13)



Spell Book Token
(S. 13)



Morale Token
(S. 13)



**Paralysis/
Defense** (S. 32)
Token



Damage Token
(S. 32)



Movement Tokens
(S. 12)



Faction Cubes



Black Cubes



Positive Morale Card
(*Battlefield Expansion*)



Negative Morale Card
(*Battlefield Expansion*)



Hero Miniatures



Event Card (S. 45)
(Fortress Expansion)



Astrologers Proclaim Card (S. 11)



AI Card (S. 38)



Adventure Card (S. 11)
(Battlefield Expansion)



Ability Card (S. 19)



Artifact Card (S. 19)



Artifact Card (S. 19)



Spell Card (S. 20)



War Machine Card (S. 44)
(Rampart Expansion)



Hero Specialty Card (S. 20)



Statistic Card (S. 19)



Empowered Statistic Card (S. 45)
(Inferno Expansion)



Neutral Unit Card (S. 29)



Faction Unit Card (S. 27)



Arrow Tower Card (S. 36)



Gate, Walls Cards (S. 36)



Attack Dice



Treasure Dice



Resource Dice



Round Tracker (S. 11)



Obstacles (Battlefield Expansion)



Dieser Abschnitt dient als Hilfestellung zur Vorbereitung und dem Aufbau eines Szenarios aus dem Missionsbuch

1. Wählen Sie ein Szenario. Zum Einstieg wird das Szenario "Schöne neue Welt" empfohlen (siehe Seite 7 im Missionsbuch).
2. Wähle eine verfügbare Fraktion.
3. Wähle einen deiner Fraktionshelden als deinen Haupthelden aus. Jede Fraktion besitzt mindestens eine doppelseitige Heldenkarte, wobei jede Seite einen unterschiedlichen Helden darstellt.
4. Nehme folgende deiner Fraktion zugehörigen Komponenten:
 - a) 1 x Doppelseitiges Heldentableau
(Der Hauptheld ist sichtbar)
 - b) 2 x Heldenfiguren
 - c) 7 x Gebäudeplättchen
 - d) 1 x Stadtt tableau
 - e) 7 x Doppelseitige Einheitenkarten
 - f) 3 x Helden spezifische Sonderfähigkeitenkarten (des gewählten Helden)
 - g) 1 x Helden spezifische Fähigkeitenkarte (des gewählten Helden)
 - h) 20 x Fraktionsmarker
 - i) 1 x Baumarker
 - j) 1 x Bevölkerungsmarker
 - k) 1 x Zauberbuchmarker
 - l) 3 x Bewegungsmarker
5. Lege einen Fraktionsmarker in das erste Quadrat der Levelleiste auf dem Heldentableau (Dargestellt durch eine "1"). Dein Held ist jetzt Level 1.

6. Legt nun die Gebietskarten und andere Szenario spezifische Komponenten dem Missionsbuch entsprechend bereit.
7. Legt das Stadtt tableau und die Gebäudeplättchen vor euch. Prüft welche Gebäude zu Beginn des Szenarios bereits verfügbar sind und legt diese auf euer Stadtt tableau. Handelt nach der Vorbereitungsphase alle von Gebäuden austehenden Effekte direkt ab.
8. Stellt euer Starteinkommen wie im Szenario beschrieben ein. Hierzu platziert man die Fraktionmarker im Einkommensbereich des Stadtt tableau. Platziere nun den Bevölkerungs-, Zauberbuch- und Baumarker in den dafür vorgesehenen Plätzen auf dem Stadtt tableau.
9. Platziere die Ressourcenmarker in Reichweite eines jeden Mitspielers. Nehme nun die vom Szenario vorgeschriebene Anzahl an Ressourcen und platziere Sie neben deinem Stadtt tableau. Dies ist dein Ressourcenvorrat.
10. Lege die verbleibenden Marker und Würfel bereit.
11. Teilt die Statistikkarten in vier Stapel: Angriff, Verteidigung, Zauberkraft, Wissen. Prüft die Statuswerte auf dem **Heldentableau** (S. ??) und nehmt die entsprechende Anzahl von jedem Stapel.
12. Ist dein Hauptheld ein Held der Macht , füge 1 "Magischer Pfeil" Zauberkarte deinen Handkarten hinzu. Ist der Hauptheld ein Held der Magie , füge 2 "Magischer Pfeil" Zauberkarten deinen Handkarten hinzu.
13. Füge die **Fähigkeiten** (S. ??)- und Stufe 1 **Sonderfähigkeiten** (S. ??)karte deinen



Starthandkarten hinzu.

14. Mische deine Starthandkarten und lege diese verdeckt neben dein Heldenbleau. Diese Karten sind das **Deck of Might & Magic** des Haupthelden. In diesem Regelwerk wird dies ab sofort als **dein Deck** bezeichnet.
15. Sortiere die Fähigkeiten-, Artefakt- und Zauberkarten in 3 verdeckte Stapel und mische diese. Lege die oberste Karte jedes Stapels offen vor den verdeckten Stapel, dies ist der Abwurfstapel für diese 3 Kartentypen.
16. Wähle den **Schwierigkeitsgrad** (S. ??) des Szenarios und erhalte den entsprechenden Startbonus.
17. Sortiere die neutralen Einheitenkarten ihrem Rang entsprechend in 4 Stapel(★☆☆☆). Mische diese Stapel und lasse genug Platz für weitere Abwurfstapel.
18. Lege den Kampf-Spielplan, für jeden Spieler zugänglich, bereit. Prüfe die in dem Szenario entsprechenden Starteinheiten und lege diese neben deinem Stadttabelleau bereit. Trenne die verbleibenden Einheiten sichtbar ab.
19. Platziere die Rundenleiste neben dem Spielfeld und markiere das Quadrat mit der "1" durch einen schwarzen Marker.
20. Mische die Astrologenkarten und lege sie verdeckt neben die Rundenleiste.
21. Rotiere nun dein Startgebiet wie es dir beliebt. Wähle nun die Heldenfigur, welche deinen Haupthelden dieses Spiel repräsentiert und platziere sie in der Mitte des Startgebietes.
22. Wählt einen Startspieler. Der Startspieler wird während des Spiels nicht gewechselt.





RUNDENABLAUF

Das Spiel ist in Runden gegliedert, in denen die Spieler im Uhrzeigersinn, beginnend mit dem Startspieler, ihre Spielzüge ausführen. In ihren Zügen bewegen die Spieler ihre **Helden** (S. 15) über die Abenteuerkarte, bauen Gebäude in ihrer **Stadt** (S. 23) und rekrutieren **Einheiten** (S. 27) mit dem Ziel, die Siegbedingungen des Szenarios zu erfüllen.

Zu Beginn jeder Runde (außer der ersten) führe folgende Schritte durch:

- Drehe alle zuvor verwendeten Bau-, Bevölkerungs- oder Zauberbuchmarker zurück auf ihre aktive Seite.
- Drehe alle zuvor genutzten Bewegungsmarker zurück auf ihre aktive Seite.
- Stelle Kronen für genutzte Experteneffekte wieder her .

Dann erhalten die Spieler je nach aktueller Rundenzahl entweder Ressourcen oder handeln eine Astrologen-verkündern-Karte ab:

- Ungeradzahlige Runden sind **Ressourcenrunden**. Alle Spieler erhalten Einkommen aus **Gebäuden**, **Siedlungen** und **Minen** (S. 48), die sie kontrollieren. In Runde 1 entfällt dieser Schritt.
- Geradzahlige Runden sind **Astrologenrunden**. Ziehe eine Astrologen-verkündern-Karte und handle sie ab.
- Falls die aktuellen Runde Szenario-Ereignisse vorsieht, führe diese jetzt aus.

Anschließend handeln die Spieler im Uhrzeigersinn ihre Spielzüge ab (wie im nächsten Abschnitt beschrieben). Nach alle Spielerzügen wird der Statuswürfel auf dem Rundenanzeiger ein Feld vorgesetzt und die nächste Runde beginnt erneut mit dem Rundenbeginn. Dies setzt sich fort bis das Spiel auf-

grund einer der Endbedingungen des Szenarios endet.



Im Allianzmodus führen die Spieler verschiedener Teams ihre Spielzüge alternierend durch. Vor Spielbeginn entscheiden beide Teams, welche Spieler jeweils beginnen und welche nachziehen.



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** (S. 17). 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.

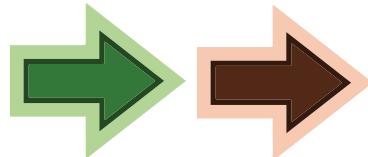
Movement Actions

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 (S. 25) a Field where your Hero is in.
- Continue Combat (S. 33) against Neutral Units for 1 additional Combat Round.
- Discover a face down Map Tile (S. 25) 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 (S. 15), 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** (S. 25) 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**. (S. 31)

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 (S. 23).

 Population Token, used to Recruit and Reinforce Units (S. 27) or to Recruit a Secondary Hero (S. 15).

 Spell Book Token, used to purchase Spells (S. 20). 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 4. The current limit is 5, since her Main Hero is Level 3, so she draws 4 cards after discarding (see Level Effects (S. 17)).

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

ken to Recruit (S. 27) the ★ Unit Champions. She can do this, as she had previously built the prerequisite lower Level Dwellings (★ and ☆) and has enough Resources (S. 22) to both Build the Dwelling and to Recruit the Champions.

Now prepared for an 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 . 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** (S. 34), Visiting certain **Locations** (S. 46) and the **Treasure Die** (S. 46). Gaining 1 Experience is represented by the symbol .

Secondary Heroes

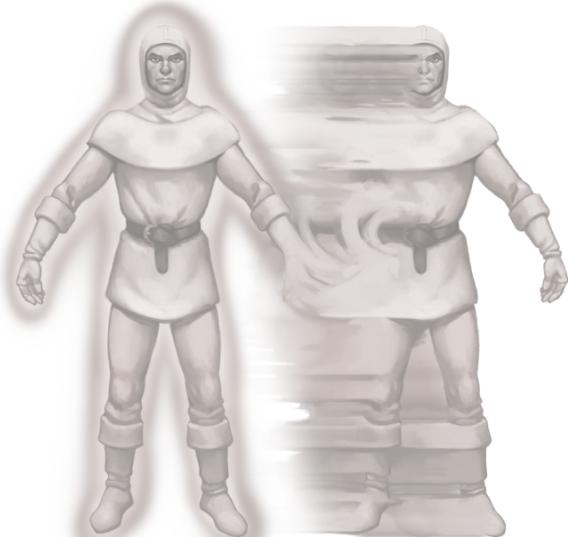
If you control a Town or a Settlement, a Secondary Hero can be Hired by flipping your **Population Token** and paying 10 .

Units **cannot** be Recruited or Reinforced (S. 27) 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 ; 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, cannot play Cards from Your Deck during Combat**, but use **the same Units** your Main Hero does. If a Secondary Hero gains any Cards, place them into your hand as normal (see **Deck-building** (S. 18)). Secondary Heroes are considered to have the same Level as the Main Hero for the purposes of resolving **Quick Combat** (S. 31).

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** (S. 33). When a Secondary Hero is defeated, remove them from the game. They can be Recruited again with another use of the Population Token.



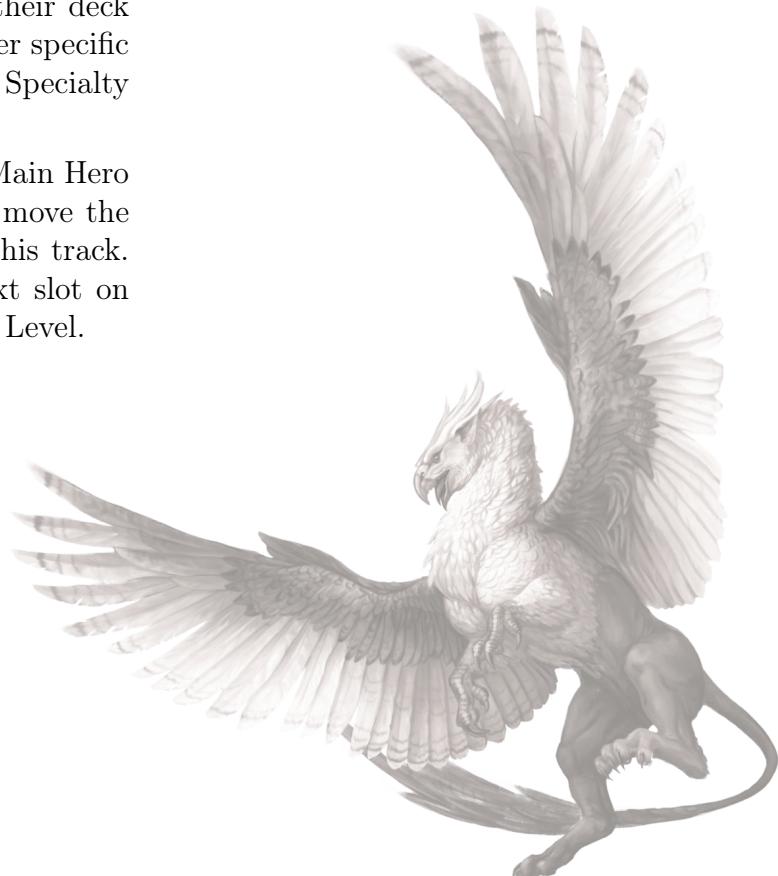
Hero Card Anatomy

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**  (S. 46) and **Combat** (S. 34). 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** (S. 19)  you may use during a Round.
- At which Levels your Main Hero must **Search** (S. 18) for a new **Ability Card** (S. 19) or gain a **Specialty Card** (S. 20). 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** (S. 31) 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.

8. Whenever you are instructed to **remove a Card**, remove it completely from the game.



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** (S. 17). Track the number of uses you have in any suitable manner, such as by moving Black Cubes on and off your Hero Card.

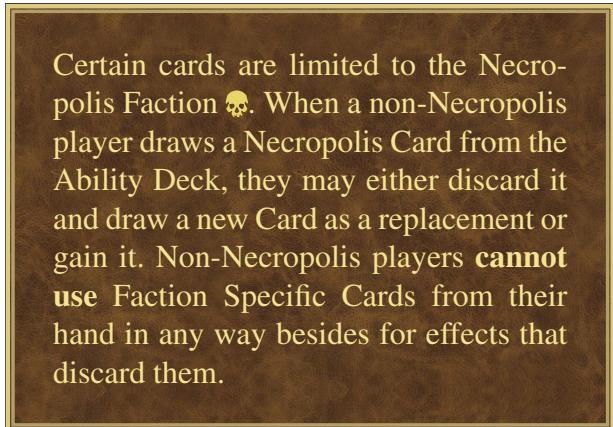


Ability Card



Statistic Card

1. Name
2. Basic Effect
3. Expert Effect
4. Faction-specific Card*



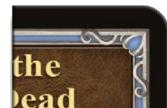
Artifact Cards

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 (S. 42) in Alliance and Cooperative Scenarios.



Major Artifact



Minor Artifact



Relic Artifact

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 (e.g. the Spell Power Statistic) before casting the Spell. All Spell Cards also have an alternative bottom (5)  effect. You cannot preserve the played : casting a Spell consumes all the  played so far, and if you stop playing cards, the power dissipates.



Spell Card

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

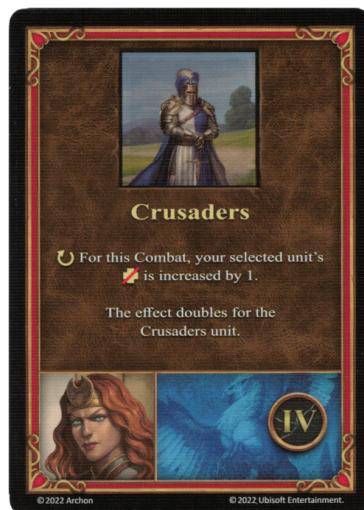
Spells can be gained by Building the Mage Guild. Building it also enables you to use the Spell Book Token for buying additional Spells. The Token cannot be used during the **same Round** when the Guild is constructed. Spells can also be **traded** (S. 42) in Alliance and Cooperative Scenarios.

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.

Hero Specialty Cards

Hero Specialty Cards are gained from **Level ups** (S. 17). Each Main Hero has a 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.



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.





RESSOURCEN

Es gibt drei Ressourcenarten im Spiel: Gold , Baumaterialien  und Minerale . Ressourcen werden genutzt, um deine Stadt (S. 23) auszubauen, um Einheiten (S. 27) zu rekrutieren und Zauber (S. 20) zu kaufen. Du erhältst Ressourcen aus Minen und Siedlungen (S. 48), die du kontrollierst (S. 25) oder durch das Abhandeln von Karten oder Ressourcenwürfeln . Wird die Ressourcenproduktion eines Spielers erhöht bzw. verringert, bewege den Fraktionswürfel dieser Ressource auf deiner Einkommensleiste die entsprechende Anzahl an Feldern vor bzw. zurück.



Gold



*Baumate-
rialien*



Minerale

Die Spieler starten jedes Szenario mit in den Szenarioregeln vorgegebenen Startressourcen. Ressourcen können außerdem gehandelt (S. 42) werden. Die Spieler können unbegrenzt Ressourcen besitzen.



Einkommensleisten

Ergebnisse des Ressourcenwürfels :

 — 2 × Baumaterialien

 — 4 × Baumaterialien

 — 1 × Minerale

 — 2 × Minerale

 — 3 × Gold

 — 6 × Gold





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** (S. 43) if it's **Flagged** (S. 25) 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** (S. 36) 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** (S. 20).
- **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**.





MAP ELEMENTS

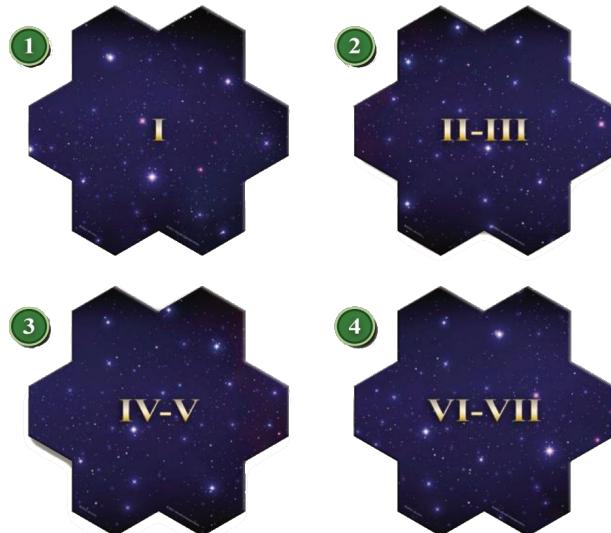
Each Scenario is built using four types of Map Tiles. Players start on their Faction-Specific Starting (I) Tile. Other tiles may be placed and discovered as described on the next page. During the game's setup, all face-down tiles should be selected randomly from the pool of possible Tiles as described 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** (S. 31) 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** (S. 40) 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



- | | |
|--|---|
| <ol style="list-style-type: none"> 1. Empty Field 2. Location 3. Artifact Symbol 4. Field Difficulty | <ol style="list-style-type: none"> 5. Border line 6. Blocked Field 7. Tile name like F2 or #N3 |
|--|---|

Blocked Field cannot be entered, but can be exited.

Location Categories

Visiting Fields provides Heroes with benefits, such as gaining Resources or Cards (see [All Map Locations](#) (S. 46)). 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* (S. 48) by Flagging it with her Main Hero, Sandro the Necromancer. She spends 1 MP to move onto the Mine, which begins *Combat* (S. 31) against Neutral Units, since the Field has a *Difficulty Rating* (S. 40) 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** (S. 31). 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 amount of damage required to defeat the Unit. “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 symbols representing **Card Effects** (S. 18).

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 enemy 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** (S. 36) 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** (S. 40) 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.

Having a ★ Dwelling built in your Town allows you to draw an ★★ Unit Card using the basic (top) effect of a Diplomacy Ability Card. This effect does not apply to Dungeon's Portal of Summoning.

	Town Building	Castle	Dungeon	Necropolis
★ Bronze Units	Tier 1 Dwelling	Halberdiers, Marksmen, Griffins	Troglodytes, Harpies, Evil Eyes	Skeletons, Zombies, Wraiths
☆ Silver Units	Tier 2 Dwelling	Crusaders, Zealots	Medusas, Minotaurs	Vampires, Liches
★★ 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** 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.

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 defend with only your Units**. You cannot use your Deck during this Combat, as your Main Hero is not present. Paying this Gold represents the cost of transporting the army there.

When a **Secondary Hero** (S. 15) is attacked, they **may choose** to be **instantly defeated** (S. 33) instead of engaging in Combat, which helps to preserve the Units.

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 itself before Visiting the Field.

Combat Setup

Combat is resolved on the 4×5 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** (on the back cover) 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 perspective. 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 (S. 36) cards after placing their Units.

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 **is 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 and end the Activation 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 defending 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.

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** (S. 28). **If there's a tie**, alternate between attackers and defenders starting with an attacker.
- When a Unit Activates, place a Factiion Cube on it to indicate it has been Activated this Combat Round.
- Activated Units may move and attack according to their **type** (S. 29). Neutral Units controlled by an opposing player must always attack if possible.
- Instead of attacking, a Unit may **defend** (S. 32). In Neutral Combat, the Neutral enemy Units cannot defend, even when controlled by another player.
- Before a Unit attacks, both players may **play Cards** (S. 33). 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 Attack 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** (S. 28) to the defending Unit.

- If the defending Unit was adjacent to the attacker, it **retaliates** (S. 32) 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.



Combat Time Limits

Combats against Neutral Units have a time limit of **one Combat Round**. At the end of every Combat Round you have an option to either **Retreat** or spend 1 MP from the Hero that started the Combat in order to play another Round. When you Retreat, **end the Combat**, and move the Hero that started the Combat back to the Field they **last Visited**. There are no other negative consequences to Retreating.

Combats against Azure Units, other players, or **AI Heroes** (S. 38) have no time limit, and you cannot Retreat from them.

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 Attack Die and resolving damage unless otherwise stated. Effects of increasing a Unit's (e.g. by the Statistics Cards), expire whenever the first attack performed by that unit resolves or the Activation ends, whichever comes first. The increased expires in a similar way.

End of Combat

If all units on one side are defeated, the combat ends immediately, and the side with any surviving units is the winner. 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.

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** (S. 43).

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** (S. 43). 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.

After winning Combat and getting the **Experience** (S. 34), 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.

Campaign and Cooperative Combat

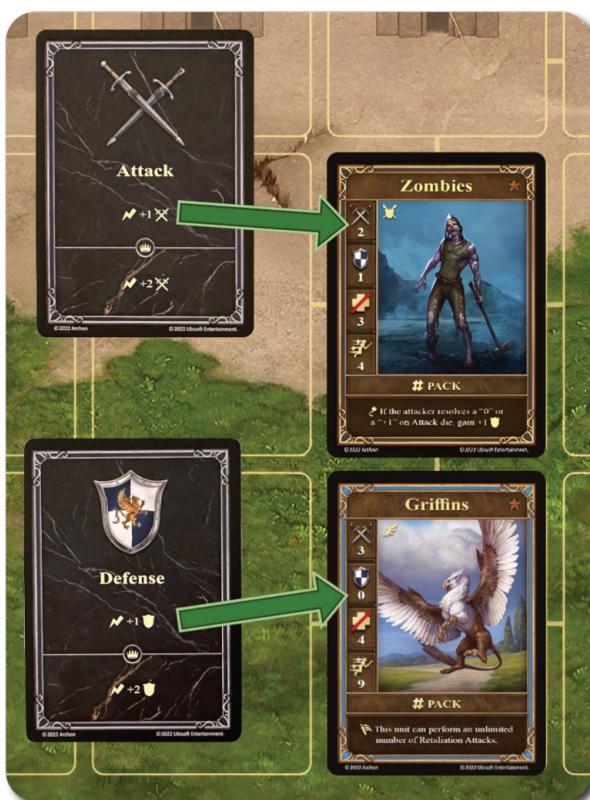
During these game modes, all enemy Units activate as described in the **AI Rules** section (S. 39).



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.



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. The attacker doesn't need to destroy it to win the Combat.



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



I'm doing this out of the love of learning games and wanting to understand their complexities.

— Heegu



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 Card

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

AI Heroes use two Decks during Combat: the **AI Deck**, and the **AI Spell Deck**. The AI Deck consists of three types of AI cards: Might , Magic and Skill . Each Campaign scenario lists the number and types of Cards to include during setup. 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 Spell Deck** by separating the indicated Spells from the regular Spell Deck. Shuffle these 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. If AI Deck is depleted during Combat, stop drawing from it. The effect of each AI card depends of the game's **Difficulty** (S. 40). The Might Card is attached to the unit until the first respective attack/defence happens. 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.

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 Unit of a lower tier (in tier **descending** order, down to bronze), and if that is also impossible, they attack the Unit of a higher tier (in tier **ascending** order).

Example:   has this priority:  -  -  - .

- Ranged  Units prioritize attacking other Ranged  Units of the same tier, then lower tier, and finally higher tier, using the same tier order as above. If there are no Ranged  Units for them to target, they prioritize Ground  and Flying  Units in the same tier order.

Example:   has this priority:   -   -   -   -   -   -  .

In both cases, if there's more than one valid target, they attack the closest one. If there's ever a tie between equally valid targets, the player chooses which Unit is attacked.

Enemy units cannot **Defend** (S. 32) unless instructed to.





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](#) at the back cover of the book.



Optional Rules Table

You may modify the rules to increase or decrease the game's difficulty.

Game Difficulty Levels	Change to the default rules
Increase	Towns do not produce resources when Flagged , but players may use the buildings of a captured Town.
Increase	You may not reroll your dice.
Increase	All Treasure and Resource dice only give 1 resource.
Increase	No starting bonus.
Decrease	You start the game with a Secondary Hero.
Decrease	Every unit deal at least 1 during an attack.
Decrease	All Mines and Settlements provide double income.
Decrease	You may exchange your resources at any time, the Trading Post becomes Visitable and draws you 1 card from the Artifact deck.
Decrease	Extending Combat no longer costs any MP.
Variant	The Attack Die no longer affects damage (but can still interact with abilities).
Variant	An Astrologers Proclaim card is also drawn at the start of the Resource rounds.
Variant	Astrologers Proclaim cards are no longer drawn.
Variant	Black cubes on all Visitable fields are removed on 4 th , 8 th , and 12 th rounds.
Variant	The cards that would normally go to your hand now go immediately to your discard pile instead.





Der Ort Handelsposten (S. 49) erlaubt dir genau einen der folgenden Effekte auszuführen:

- Handle beliebig viele Ressourcen gemäß der Handelskurse laut **Übersicht** auf dem rückseitigen Cover,
- Entferne genau eine Karte** aus deiner Hand und erhalte 1

Sonderfähigkeiten, Statistiken, die Startfähigkeit und Magische Pfeile können im Handelsposten **nicht entfernt werden**.

- Kaufe genau eine **Kriegsmaschine** (S. 44) (benötigt Schutzwall-Erweiterung).

In **Allianz-** und **kooperativen** Szenarien gelten erweiterte Handelsregeln:

- In Allianz-Szenarien dürfen verbündete Spieler jederzeit während ihrer Spielzüge (außer im Kampf) Ressourcen untereinander verschenken oder handeln.

- In kooperativen Szenarien dürfen Spieler beim Besuch eines Handelspostens (zusätzlich zum regulären Effekt dieses Ortes) Ressourcen beliebig an andere Spieler verschenken.
- In beiden Spielmodi dürfen verbündete Spieler, deren Helden auf benachbarten Feldern stehen, **Zauber** und **Artefakte** von ihrer **Hand** beliebig im Verhältnis 1:1 miteinander tauschen.





SCENARIO END

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.

After finishing a **Solo Campaign** scenario, reset your Hero's Experience Level to 1, and prepare the starting deck for the next scenario of the campaign. It will consist of:

- all the **Statistic** (S. 19) cards from your deck,
- the level 1 **Specialty** (S. 20) card,
- 5 other non-Specialty cards of your choice from your deck.

Skip steps 11–13 of Setup for the next scenario of the campaign.





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](#) (S. 18).

War Machines

Added by the Rampart expansion. War Machines are permanent Cards that can be bought at either a [Trading Post](#) (S. 49) or a [War Machine Factory](#) (S. 49). 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.

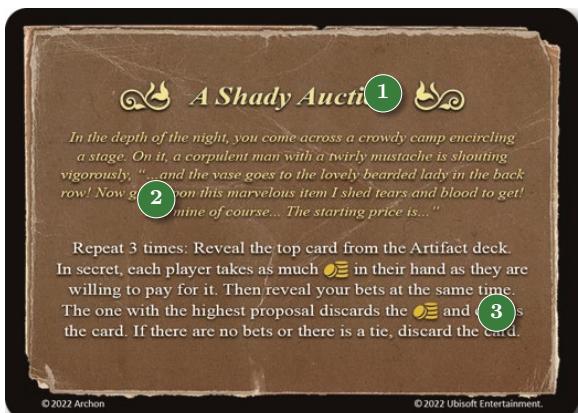


War Machine Card

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. This effect cannot Summon Units from the Neutral Units Deck. 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 (S. 52)**.





Symbole auf der Abenteuerkarte

I-VII Schwierigkeitsgrade neutraler Einheiten im Kampf.

Würfle einen Schatzwürfel und erhalte den Bonus: 1, 2, 3, oder 4.

Würfle einen Ressourcenwürfel (S. 22) und erhalte die Ressourcen.

Würfle 2 Ressourcenwürfel und handle einen davon ab.

Erhalten einen Erfahrungspunkt.

Durchsuche (2) das Artefakt-Deck.

Durchsuche (2) das Zauber-Deck.

Erhalte gute Moral.

Erhalte schlechte Moral.

Erhalte 1 Bewegungspunkt für diesen Zug.

Effekt siehe mehrfach besuchbare (S. 49)/ andere Orte (S. 50).

⊕ — Erhalte sofort die angezeigten Ressourcen.

⟳ — Erhöhe die Produktion um die angezeigten Ressourcen. Nur bei Erstbesuch erhalte zusätzlich sofort diese Ressourcen.

→ — Bezahl die angezeigten Ressourcen, um den Bonus zu erhalten.

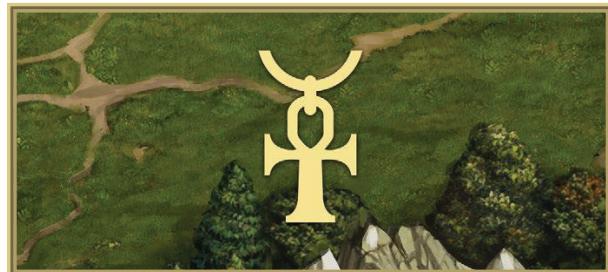
2 X — Führe die Aktion **X** doppelt aus.

2 **/ 2** **→ 1** — Würfle 2 Schatz- oder Ressourcenwürfel und handle einen davon ab.

Effekte von Orten, die das **Durchsuchen** von Zaubern oder Artefakten erlauben oder an denen man Ressourcen ausgeben muss, um den Effekt zu nutzen, sind **stets optional**. Trotzdem muss auf besuchbaren Orten immer ein Statuswürfel platziert werden, auch wenn der Effekt nicht genutzt wurde.

Effekte der folgenden **besuchbaren** Orte sind durch ihre Symbole erklärt:

Artefakt



Ressourcen



Schatz



Effekte der folgenden **besuchbaren** Orte sind durch ihre aufgedruckten Symbole erklärt:

Quelle der Jugend



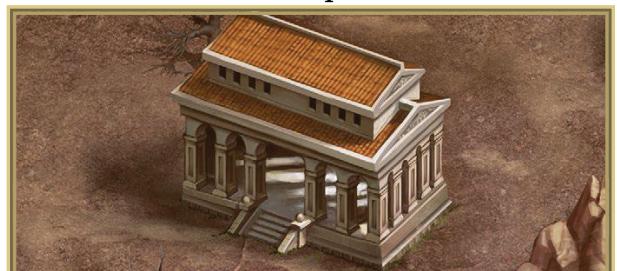
Wasserrad



Grab des Kriegers



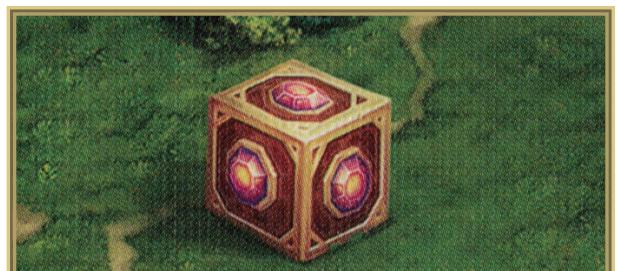
Tempel



Mystischer Garten



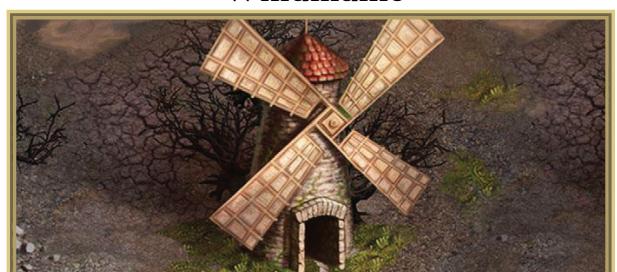
Pandoras Box



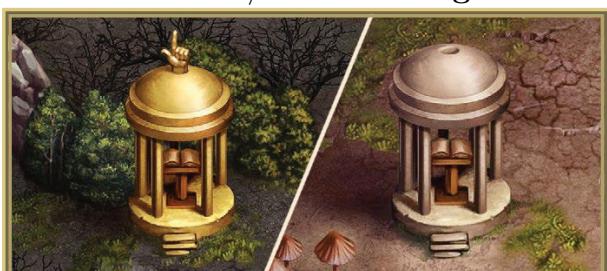
Stein des Lernens



Windmühle



Schrein der magischen
Gesten/Beschwörung



Achtung Druckfehler: Die Windmühle auf Gebiet #N3 hat ein ?. Es muss "+1 🍃" lauten.

Städte, Minen und Siedlungen

Städte befinden sich in der Mitte der Startgebiete (I). Eine Stadteroberung hat folgende Auswirkungen: Ein eigener Nebenhelden kann dort nicht rekrutiert werden; besiegte Haupthelden können sich dorthin nicht zurückziehen; der Eroberer erhält einen **Fraktionswürfel** und ggf. szenarioabhängige Belohnungen für Stadteroberungen. Weitere Auswirkungen gibt es nicht: Der ursprünglicher Besitzer behält Zugang zu allen Funktionen des Stadttaleaus. Der Eroberer erhält wiederum keinen Zugang zum Stadttaleau oder zu Fraktionseinheiten. Eine Stadteroberung kann zum **Spielsieg** (S. 43) des Szenarios führen (z.B. durch Spielereliminierung).



Städte aus dem Grundspiel.

Minen sind einnehmbare Orte, die das Einkommen einer speziellen Ressource erhöhen. Der erste Spieler, der eine Mine einnimmt, erhält sofort und einmalig das Einkommen der Mine als Bonus ausbezahlt. Alle Minen sind durch das **U**-Symbol und ein Ressourcen-Symbol gekennzeichnet.



Diese Mine produziert **◆**. Der erste Spieler, der diese Mine einnimmt, erhält 1 **◆** und erhöht zusätzlich sein **◆**-Einkommen.

In **Siedlungen** können Nebenhelden rekrutiert werden und besiegte Haupthelden können sich dorthin zurückziehen. Wer eine Siedlung einnimmt, wählt genau einen der folgenden Effekte:

(1) Erhöhe ein Einkommen deiner Wahl (**●**, **▲** oder **◆**) um eine Stufe. Erhalte wie bei Minen das gewählte Einkommen einmal **sofort** ausbezahlt, wenn du der erste Spieler bist, der die Siedlung einnimmt. Markiere die Siedlung mit einem Ressourcenmarker der gewählten Art, um die Art des Einkommens anzuzeigen. Eroberst du eine gegnerische Siedlung, darfst du die Ressourcenart auch wechseln.

(2) **Anstatt das Einkommen zu erhöhen**, kannst du eine deiner **★**- oder **☆**-Einheiten zu halben Kosten (aufgerundet) **verstärken**. Bist du der erste Spieler, der die Siedlung einnimmt, ist das Verstärken sogar **kostenlos**. Platziere keinen Ressourcenmarker auf dieser Siedlung.



Grafik-Stile aller Siedlungen im Spiel. Sie funktionieren identisch.

Mehrfach besuchbare Orte

Bibliothek



Kategorie: **mehrfach besuchbar**

Handlung: 3 Entferne 1 Statistikkarte von deiner Hand oder dem Ablagegestapel und ersetze sie durch eine andere Statistik deiner Wahl. Die neue Karte wird dort abgelegt, von wo die ursprüngliche entfernt wurde. Du darfst dies zweimal pro Besuch tun.

Schwarzmarkt



Kategorie: **mehrfach besuchbar**

Sieh dir die obersten 4 Karten des Artefakt-Ablagegestapels an. Du darfst eine zu folgende Preisen kaufen:

- 5 für ein **gewöhnliches Artefakt**
- 7 für ein **seltenes Artefakt**
- 10 für ein **Relikt-Artefakt**

Sanktuarium



Kategorie: **mehrfach besuchbar**

Helden an diesem Ort können nicht angegriffen werden. Helden können sich über gegnerische Helden an diesem Ort hinweg bewegen, aber ihre Bewegung hier nicht beenden.

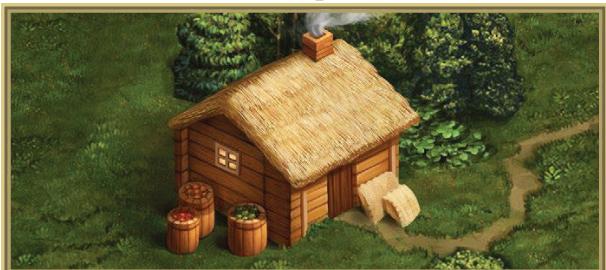
Taverne



Kategorie: **mehrfach besuchbar**

Handlung: 7 Erhalte einen Nebenhelden. Platziere den Helden auf diesem Feld. Wähle außerdem einen Gegenspieler, der eine zufällige Handkarte abwerfen muss.

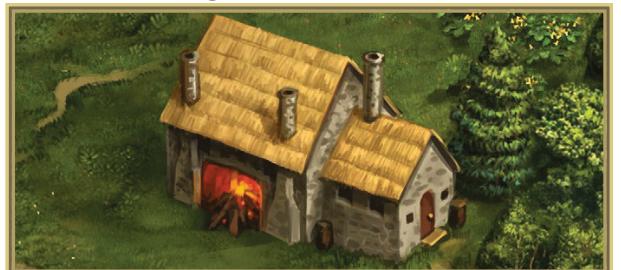
Handelposten



Kategorie: **mehrfach besuchbar**

Wähle eins: Handle Ressourcen (S. 42) ODER entferne eine Handkarte und erhalte 1 ODER kaufe eine **Kriegsmaschine** (S. 44) (zum höheren Preis).

Kriegsmaschinenfabrik



Kategorie: **mehrfach besuchbar**

Kaufe eine **Kriegsmaschine** (S. 44) (zum günstigeren Preis).

Ställe



Kategorie: **mehrfach besuchbar**

Der besuchende Held erhält 1 🐾. Dies gilt nur für den aktuellen Zug. Siehe **Bewegungsaktionen** (S. 12).



Andere Orte

Baum des Wissens



Kategorie: **besuchbar**

👉 3 🌺 oder 10 💎: Erhalte 2 ⭐.

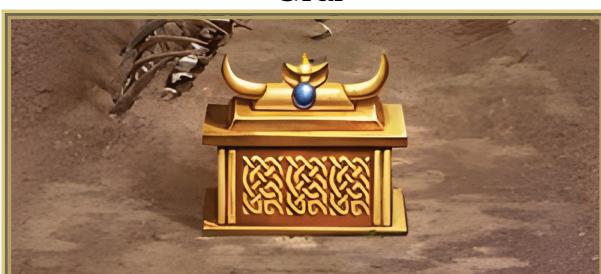
Mammutbaum-Observatorium



Kategorie: **besuchbar**

Entdecke ein angrenzendes Gebiet oder platziere ein neues Gebiet aus deinem Vorrat angrenzend.

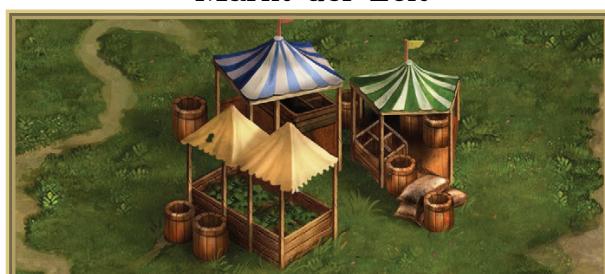
Gral



Kategorie: **besuchbar**

Erhalte den Gralmarker. Es kann nur ein Gralmarker im Spiel existieren. Erhalte keinen weiteren Gralmarker, falls der Statuswürfel von diesem Ort entfernt wurde oder es mehrere Gral-Orte gibt. Der Effekt des Gralmarkers ist vom Szenario abhängig.

Markt der Zeit



Kategorie: **besuchbar**

Entferne eine Karte aus deine Hand. Dann **Durchsuche (2)** das Fähigkeiten-, Zauber- oder Artefakt-Deck.

Hügelfestung



Kategorie: **besuchbar**

Du darfst sofort eine \star - oder \star -Einheit verstärken. Die Kosten sind um 3 reduziert (bis zu einem Minimum von 0).

Gefängnis



Kategorie: **besuchbar**

Erhalte einen Nebenhelden. Platziere ihn auf diesem Feld. Hast du bereits einen Nebenhelden, erhalte 3 stattdessen.

Magische Quelle



Kategorie: **besuchbar**

Du darfst die obersten 3 Karten deines Ablagestapels ansehen und eine davon auf die Hand nehmen. Lege die übrigen in beliebiger Reihenfolge oben auf den Ablagestapel zurück.

Hexenhütte



Kategorie: **besuchbar**

Wähle eins: Entferne eine Fähigkeitenkarte aus deine Hand ODER sieh die oberste Karte des Fähigkeiten-Decks an und nimm sie auf die Hand oder wirf sie auf den Fähigkeiten-Ablagestapel.

Obelisk



Kategorie: **einnehmbar**

Der Effekt des Obelisks ist vom Szenario abhängig. Entferne gegnerische Fraktionswürfel nicht, wenn du diesen Ort besuchst. Dieser Ort kann Fraktionswürfel mehrere Spieler enthalten.

Gelehrter



Kategorie: **besuchbar**

Würfle einen Angriffswürfel. Handle abhängig vom Ergebnis folgendes ab:

- +1 – Erhalte eine Statistikkarte deiner Wahl oder entferne eine Statisti aus deiner Hand.
- 0 – Ziehe 2 Karten vom Fähigkeiten-Deck. Behalte eine davon. Wurf die andere ab.
- 1 – Ziehe 2 Karten vom Zauber-Deck. Behalte eine davon. Wurf die andere ab.

Drachenutopia



Kategorie: **einnehmbar**

Der Effekt der Drachenutopia ist vom Szenario abhängig.

Universität



Kategorie: **besuchbar**

→ 6 ☰: Durchsuche (4) den Fähigkeiten-Ablagestapel.

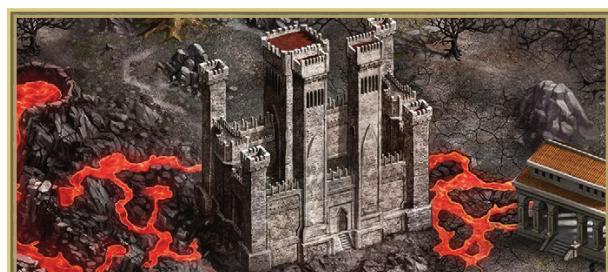
Sternenachse



Kategorie: **einnehmbar**

Du darfst eine Statistik von deiner Hand entfernen. Nimm dir dann eine **verstärkte Statistik** gleicher Art. Dieser Ort darf Fraktionswürfel mehrerer Spieler enthalten. Entferne gegnerische Fraktionswürfel nicht.

Zufällige Stadt



Kategorie: **einnehmbar**

Sobald entdeckt, lösen die Spieler eine nicht verwendete Fraktion (z.B. durch Würfeln von ☱). Im Kampf werden Mauern und folgende Fraktionseinheiten verwendet: 1x "Rudel" ★-, 2x "Rudel" ☆- und 2x "Wenige" ★-Einheiten. Die ★-Einheit wählt der Spieler, der die Einheiten im Kampf kontrolliert. Die Stadt erhöht das ☰-Einkommen um 10, welches dem ersten Spieler wie üblich auch ausbezahlt wird.





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NOTES

Übersicht Schwierigkeitsgrade neutraler Einheiten

	Leicht	Normal	Experte	Unmöglich
Stufe I	★	★	★★	★★★
Stufe II	★★	★★	★★★	★★★☆
Stufe III	★★★	★★★	★★★	★★★★
Stufe IV	★★★★	★★★★	★★★★	★★★★★
Stufe V	★★★★★	★★★★★	★★★★★	★★★★★
Stufe VI	★★★★★★	★★★★★★	★★★★★★	★★★★★★
Stufe VII	★	★	★	★

Übersicht Handelskurse

Verkaufe/ Erhalte	... und erhalte ⚡	... und erhalte 🌺	... und erhalte 🌸
Ich verkaufe ⚡ ...	-	6 ⚡ → 1 🌺	2 ⚡ → 1 🌸
Ich verkaufe 🌺 ...	1 🌺 → 3 ⚡	-	1 🌺 → 2 🌸
Ich verkaufe 🌸 ...	1 🌸 → 1 ⚡	3 🌸 → 1 🌺	-