

HEROES III

OF MIGHT AND MAGIC®

THE BOARD GAME



FAN-MADE
MISSION BOOK

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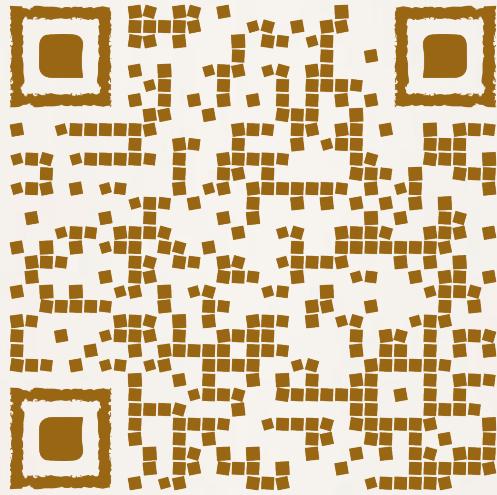
Fan-Made Mission Book

By The Community

October 23, 2024

This is an unreleased version built on GitHub from commit [8632495](#).

This is a community-driven project, which has a [GitHub repository](#). Everyone is welcome to contribute Scenarios, make changes, and fix errors.

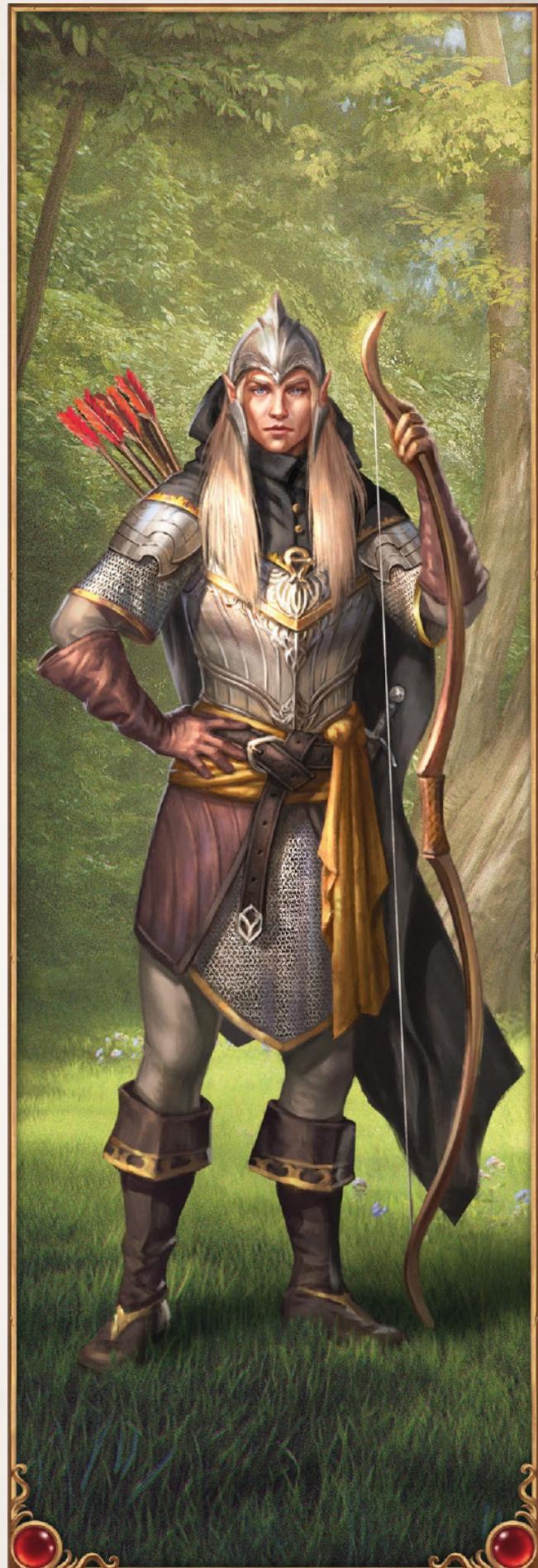


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Contents

What to Play	4
Cooperative Scenarios	5
Sentinels	6
Titans' Stronghold.....	9
Emerald Island	13
Clash Scenarios.....	15
Bloody Grail.....	16
The Hunt.....	20
Dragoncurse Castle	26
Force of Will.....	28
Campaigns	30
Dungeons and Devils	31
1. A Devilish Plan	31
2. Steadwick's Fall	34
3. Deal With the Devil	38
Recommendations	42
Credits	46
Notes	47





WHAT TO PLAY

Follow these suggestions if you're not sure which Scenario is best for you.

Cooperative Mode

If you're new to the game and want to try **learning the rules**, start with **Emerald Island**. For a big adventure for **up to 6 players** with an epic battle at the end, try **Titans' Stronghold**. For more tactical play for two players, try **Sentinels**.

Clash Mode

If you'd like to play a 2- or 4-player "capture the Grail" Scenario with interesting twists, try

Bloody Grail. For an exciting boss fight for 2-3 players, choose **The Hunt**. For an inevitable epic battle between two players with a possible siege, play **Dragoncurse Castle**.

Campaign

There is a 3-Scenario Inferno **Dungeons and Devils** Campaign at the end if you prefer solo play.

Recommendations

For information regarding your play time, strategizing, and custom rules, checkout out **Recommendations** at the end of this book.





COOPERATIVE SCENARIOS



Author: silence70011

Source: [Archon Studio Discord](#)

There is a world beyond ours, filled with beasts and monsters, barely contained by a formation of four sacred Obelisks. But the power of these stones is waning, and a breach is imminent. When it happens, only you and your ally will stand between the hordes and the total devastation of these lands.

SCENARIO LENGTH

This Scenario is played over 12 Rounds.

PLAYER SETUP

Player Count: 2

Starting Resources: 10 , 2 , 1

Starting Income: 10 , 2 , 1

Starting Units:

- A Pack of ★ Units with the *lowest* Recruitment cost
- A Few ★ Units with the *highest* Recruitment cost

Town Buildings: ★ Dwelling, Citadel

Map Tile Pool: Each player takes 1 random Near (IV–V) Map Tile and 1 random Far (II–III) Map Tile. These Tiles should not contain any Obelisks.

Additional Bonus: Search (2) the Artifact Deck

MAP SETUP

Take the following Map Tiles and arrange them as shown in the Scenario map layout:

2 × Starting (I) Map Tile

- Starting Tiles of your chosen Factions
- Ignore their yellow borders

4 × Far (II–III) Map Tile

4 × Near (IV–V) Map Tile

- All Near Map Tiles must have Obelisks

VICTORY CONDITIONS

Defeat all invading armies.

DEFEAT CONDITIONS

An undefeated enemy army remains at the end of Round 12.

One of your Towns is captured, or a Main Hero is defeated in a battle (retreat doesn't count).

TIMED EVENTS

6th Round:

- Remove all Black Cubes from every Windmill, Water Wheel, and Mystical Garden on the map.
- Spawn an enemy army following the rules outlined below.

7th and 8th Rounds:

- Spawn an enemy army following the rules outlined below.

9th Round:

- Repeat the Timed Events of Round 6.

10th Round:

- Repeat the Timed Events of Rounds 7 and 8.

ADDITIONAL RULES

- Players can trade resources when one of the active player's Heroes Visits a trading post or stands on a Field adjacent to an allied Hero.
- The Hero who defeats an enemy army gains 2 ★. The victorious player rolls two Treasure Dice and resolves one of them.
- Additionally, no player can:
 - ▷ Attack other Heroes.
 - ▷ Capture a Mine or Settlement that is already Flagged.

ENEMY SPAWNING AND MOVEMENT

- Enemy armies spawn on a random Obelisk Field (use Hero miniatures from Factions not in play).
- Determine which Obelisk Field by rolling 2 Attack Dice. Apply the results as follows (D1/D2), reroll any 0:
 - ▷ +1/+1 = North
 - ▷ +1/-1 = East
 - ▷ -1/+1 = West
 - ▷ -1/-1 = South
- For a more balanced distribution, in Rounds 7 and 9, only roll the second Attack Die (D2). For D1, take the opposite result from what was rolled in the previous Round. Rounds 8 and 10 are entirely random.
- If the Tile where an enemy is to spawn hasn't been discovered yet, flip it over and orient it as preferred.
- If there is a Hero on the Field where the enemy spawns, a fight starts immediately.
- Enemy armies move at the end of every Turn, starting with the Turn they spawned.
- Enemy armies have 3 MPs per Round.

- Enemy armies move as described in the rulebook (p. 33), but instead of capturing, they destroy everything in their path. Place Black Cubes on any Field they pass through, treating those Fields as empty from that point on.
- If an enemy's movement could go in different directions, the players decide which way they go.

COMBAT WITH ENEMY ARMIES

- Fighting enemy armies over more than one Combat Round does not cost Movement Points.
- During a battle with an enemy army, a Hero can retreat whenever a friendly Unit is about to Activate. A retreating Main Hero loses all remaining MPs and is returned to an allied Town or Settlement of their choice, keeping all remaining Units.
- Retreating Secondary Heroes are removed from the game, but their remaining Units are kept.
- Killed enemy Units do not respawn.

BOSS ARMY

- In Round 10, a Boss Army spawns. It is different from previous armies because it is Reinforced from a fixed pool of Neutral Units (Reinforcement pool = number in brackets in the table below).
- At the beginning of the 2nd Combat Round and every following Round, 2 Units Reinforce the remaining army from the shuffled reinforcement pool (up to a maximum of 5 Units) to continue the fight until either the player retreats or every Neutral Unit from the Reinforcement pool is killed. *If the number of enemy Units at the beginning of a Round is 1 or lower, draw up to a total of 4 Units (i.e., there are always 4 or 5 enemy Units on the*

Board after Reinforcing, if available).

- Place the Reinforcing Units on the enemy base line, starting from the left with the lowest Initiative (Q Units first). If necessary, continue on the next line in the same order.
- When a player retreats, the enemy army draws up to the “minimum” of 4 Units and takes these as starting Units to the next fight.



Strength of Enemy Armies			
	Rounds 6 + 7	Rounds 8 + 9	Round 10
Easy	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★ ★ (2★, 4★, 3★, 1★)
Normal	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★ (2★, 7★, 1★)
Hard	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★ (2★, 6★, 2★)
Impossible	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★ (7★, 3★)

* Always 1 Unit of Azure Dragons (starting Units of Boss Army). The rest is random.



Author: Invoceusse

Source: [Archon Studio Discord](#)

A long time ago, a mighty fortress was built to house the fantastic and murderous Titans. No one has ever entered and returned to tell the tale. Now, there are rumors about the death of the guardians and an incredible amount of treasures, potentially including the best bow in the world.

If this legend of the empty fort is true, it's time for excavation.

But for now, you and your allies need to find the keys spread across Antagarich to open the gate of the Titans' Stronghold.

SCENARIO LENGTH

This Scenario is played over 16 Rounds (15 on Impossible difficulty).

PLAYER SETUP

Player Count: 1 – 6

Starting Resources: 30 , 8 , 2

Starting Income: 10 , 2 , 1

Starting Units:

- A Pack of ★ Units of your choice
- A Few ★ Units of your choice

Town Buildings: None

Map Tile Pool: None

Additional Bonus: None

MAP SETUP

Take the following Map Tiles and arrange them as shown in the Scenario map layout (P stands for the number of players):

$P \times$ Starting (I) Map Tile

- Starting Tiles of your chosen Factions.
- Ignore their yellow borders.

$2P \times$ Far (II–III) Map Tile

$2P \times$ Near (IV–V) Map Tile

$(P + 1) \times$ Center (VI–VII) Map Tile

If you don't have enough VI–VII Tiles, you can use another Tile near Tile I. The center of this Tile is the Titans' Stronghold.

VICTORY CONDITIONS

Kill all Units in the Titans' Stronghold (the center of Tile VI–VII next to Tiles I).

DEFEAT CONDITIONS

There are undefeated Units left in the Titans' Stronghold at the end of Round 16 (15 on Impossible difficulty).

TIMED EVENTS

4th, 8th and 12th Rounds:

- Remove all Black Cubes from every Windmill, Water Wheel, and Mystical Garden on the map.

ADDITIONAL RULES

- Remember: the center of VI–VII Tile next to all I Tiles is the Titans' Stronghold.
- No one can enter the Titans' Stronghold until all other VII Fields are flagged by any player.
- After defeating a Level VII Neutral army, instead of resolving the Field, the player chooses an option three times from the following list (an option may be chosen multiple times):
 - ▷ Another player (your choice) gains 5 
 - ▷ Another player (your choice) gains 2 
 - ▷ Another player (your choice) gains 1 
- Then, flag the VII Field with a Faction Cube. (There is no bonus in solo play!)
- Ignore all yellow borders on Starting Tiles I.
- You can use your build Token to give your resources to another player.
- Two players can use their build Tokens to exchange Artifacts and/or Spells.
- Whenever a player Visits an Obelisk, that player rolls one treasure Die and one resource Die, and resolves one of them.
- When all VII Fields (excluding the Titans' Stronghold) are flagged, randomly draw and shuffle the specified number (see the next page) of Neutral Unit Cards from each of their corresponding Decks to create a separate Deck of Neutral Units for the Titans' Stronghold (the Deck of the Titans' Stronghold is sometimes split in two because certain Scenarios are otherwise impossible to implement with the Cards from certain expansions).
- Any time a Hero enters the Titans' Stronghold, they draw 5 Cards from the Titans' Stronghold Deck instead of from the Neutral Unit Card Decks. The Units

are placed on the Combat Board (see page 29, “Neutral Unit Setup” in the Core Rulebook). Players attempt to defeat the Units they find in the Titans’ Stronghold. Any Neutral Units defeated during Combat in the Titans’ Stronghold are returned to their respective Neutral Unit Decks instead of the Titans’ Stronghold Deck. Any Neutral Units surviving Combat in the Titans’ Stronghold are shuffled back into the Titans’ Stronghold Deck. If there are not enough Unit Cards in this Deck, draw as many Unit Cards as are available and place them on the Combat Board.

- Combat in the Titans’ Stronghold now costs 1 MP to extend per Combat Round, just like Combat against non-Azure tier Units.
- Additionally, no player can:
 - ▷ Attack other Heroes.
 - ▷ Capture a Mine or Settlement that is already controlled.



Strength of Titans' Stronghold Armies

	Easy	Normal	Hard	Impossible
1 player	3★2★1★1★1★	2★2★2★2★1★	2★2★2★2★2★	1★2★2★2★3★
2 players	5★5★3★1★1★	4★5★3★3★2★	2★5★5★3★3★	1★5★7★4★4★
3 players	8★7★4★2★2★	6★7★5★3★3★	2★3★4★3★3★ Then 2★4★3★2★	1★3★5★3★ Then 1★4★5★3★
4 players	10★10★6★2★2★	8★10★6★4★4★	2★5★5★3★ Then 2★5★5★3★	1★5★7★4★ Then 1★5★7★4★
5 players	6★6★4★1★ Then 7★6★3★2★	5★6★4★2★ Then 5★6★4★3★	3★6★6★4★ Then 3★6★6★4★	1★6★8★6★ Then 2★6★8★5★
6 players	8★8★4★1★ Then 7★7★5★2★	6★8★4★3★ Then 6★7★5★3★	3★8★7★5★ Then 3★7★8★4★	3★7★11★6★ Then 3★8★10★6★





1-PLAYER SCENARIO



2-PLAYER SCENARIO



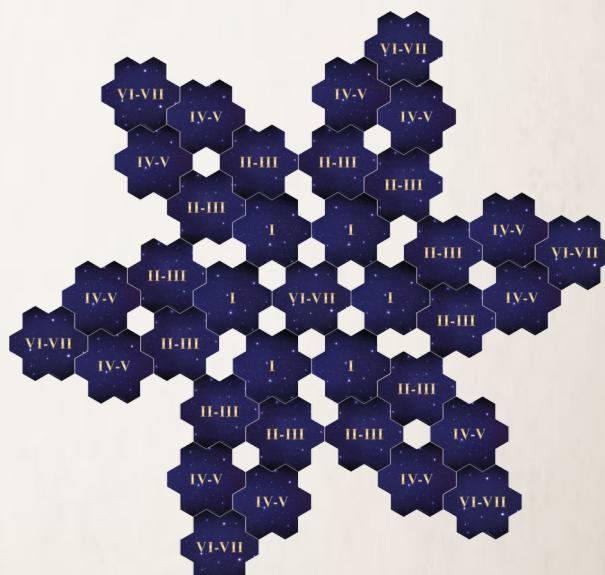
3-PLAYER SCENARIO



4-PLAYER SCENARIO



5-PLAYER SCENARIO



6-PLAYER SCENARIO



Author: Invoceusse

Source: [Archon Studio Discord](#)

Lord Markham has decided to organize a treasure hunt and you and your friends are going to take part. But hurry up! Other teams are also on the trail, and one of them is almost finished! And above all, beware: it seems that a creature identified as a dragon lurks on this island!

SCENARIO LENGTH

This Scenario is played over 8 Rounds.

PLAYER SETUP

Player Count: 1 – 4

Starting Resources: 5 , 2 , 1

Starting Income: 10 , 0 , 1

Starting Units:

- A Pack of ★ Units of your choice
- A Few ★ Units of your choice

Town Buildings: ★ Dwelling

Map Tile Pool: If you wish, you can distribute the II–III Tiles equally to each player rather than laying them out as proposed.

Additional Bonus: None

MAP SETUP

Take the following Map Tiles and arrange them as shown in the Scenario map layout (P stands for the number of players):

$P \times$ Starting (I) Map Tile

- Starting Tiles of your chosen Factions.
- Ignore any yellow lines between Tiles I

(but not between Tiles I and Tiles II–III)

$4P \times$ Far (II–III) Map Tile

VICTORY CONDITIONS

Flag all Mines and Settlements. (Don't forget the Building Materials Mine in Tile I. Each Tile II–III contains one Mine or Settlement with a Level III fight.)

DEFEAT CONDITIONS

There are unflagged Mines or Settlements left in map at the end of Round 8.

TIMED EVENTS

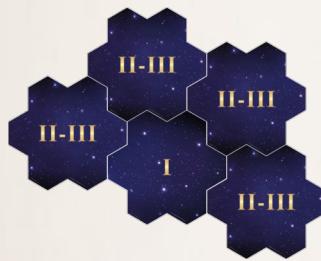
5th Round:

- Gain again the result of one Field with a Black Cube.

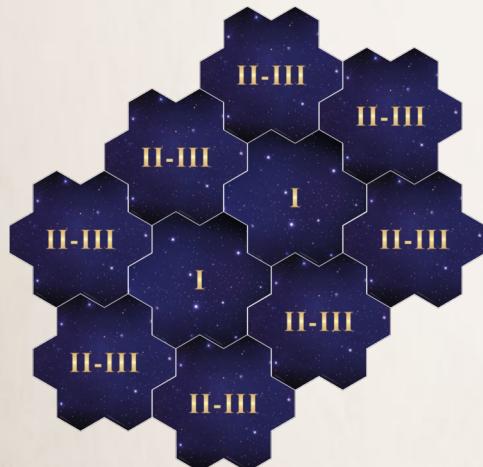
ADDITIONAL RULES

- You can't build a ★ Dwelling.
- You can give Units to another player, even outside your Turn, if one of your Heroes is:
 - ▷ On the same Map Tile as another player's Hero.
 - ▷ In another player's Town.
 - ▷ Next to another player's Hero.
- If you have no Units in your Unit Deck (after a battle or if you do not keep at least one Unit), return all your Units to your Faction's Unit pool (even if another player has one or more of your Units). This includes Units you've previously given to another player.

- When in another player's Town, you may Recruit or Reinforce their Units, either for them or for yourself. You need the other player's permission for it. Corresponding Dwellings or Citadel must be built to do so.
- For the last Mine/Settlement battle, add a ★ Neutral Unit. You have unlimited Turns for this battle. You can't use Expert Diplomacy to skip this battle!
- The first time you reach Level IV, gain your second specialty.
- When you reach Level IV, move your Token on the Level tracker to Level III.
- Additionally, no player can:
 - Attack other Heroes.
 - Capture a Mine or Settlement that is already Flagged.



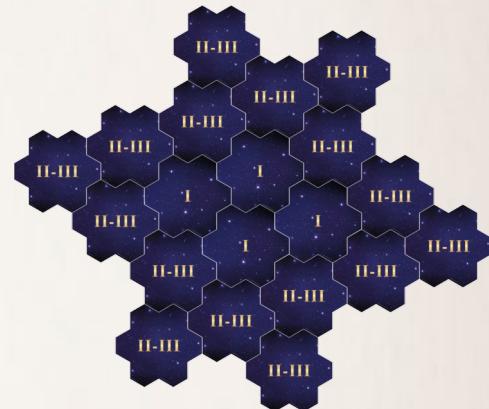
1-PLAYER SCENARIO



2-PLAYER SCENARIO



3-PLAYER SCENARIO



4-PLAYER SCENARIO



CLASH SCENARIOS



Author: Re4XN

Source: [Archon Studios Discord](#)

A lady clad in dark robes visits you in your dreams, offering you a golden chalice filled with blood-red wine. Waking up in a cold sweat, you decide to embark on a quest to find this unholy artifact.

SCENARIO LENGTH

This Scenario is played over 13 Rounds.

PLAYER SETUP

Player Count: 2 or 4

Starting Resources: 13 , 2 , 1

Starting Income: 10 , 0 , 0

Starting Units:

- A Few ★ Units with the *highest* Recruitment cost
- A Pack of ★ Units with the *lowest* Recruitment cost

Town Buildings: ★ Dwelling

Map Tile Pool: Each player takes 2 random Far (II–III) Map Tiles, one of which must contain a Settlement

Additional Bonus: None

MAP SETUP

Take the following Map Tiles and arrange them as shown in the Scenario map layout:

For a 2-player Scenario:

- 2 × Starting (I) Map Tile
- 4 × Near (IV–V) Map Tile, all of which

must contain an Obelisk

- 4 × Far (II–III) Map Tile, 2 of which must contain a Settlement
- 1 × Center (VI–VII) Map Tile, which must contain the Grail Field

For a 4-player Scenario:

- 4 × Starting (I) Map Tile
- 6 × Near (IV–V) Map Tile, 4 of which must contain an Obelisk
- 8 × Far (II–III) Map Tile, 4 of which must contain a Settlement
- 1 × Center (VI–VII) Map Tile, which must contain the Grail Field

NOTE: Before placing the Near Tiles, separate them into 2 piles (with and without an Obelisk). Place them alternately so that the Tiles with an Obelisk are not placed adjacent to each other.

VICTORY CONDITIONS

To win the Scenario, a Hero must obtain the Grail Token and bring it to their Faction Town.

DEFEAT CONDITIONS

If the Grail is not obtained at least once by the end of the 13th Round, the game ends, and all players lose the Scenario.

If the Grail Token has been obtained, the players gain additional time (until the end of the 16th Round) to bring the Grail to their Faction's Town. Otherwise, all players lose the Scenario.

TIMED EVENTS

6th, 9th and 12th Rounds:

- Remove all Black Cubes from every Water Wheel and Windmill on the map.
- All players possessing the title of “**Grail Knight**” gain .
- All players who do not possess a title gain 2 .

ADDITIONAL RULES

Before this Scenario:

- Split the Artifact Deck by rarity into 3 separate Decks (Minor, Major, and Relic). A player may gain only Minor Artifacts on Starting or Far Tiles, Minor or Major Artifacts on Near Tiles, and Major or Relic Artifacts on Center Tiles.

During this Scenario:

- When a player Visits an Obelisk, they *must* resolve one of the following effects:
 - [**Cleanse**] The player receives one of the following boons, depending on how many Obelisks they have Visited:
 - [**1st Obelisk**] Roll 2  and choose 1 to resolve; then, gain .
 - [**2nd Obelisk**] Increase your , , or  income by 1 step.
 - [**3rd Obelisk**] You gain a Secondary Hero. Place their model on this Field. If you already have a Secondary Hero, gain 3  instead. Then, choose one enemy player to discard 2 random Cards from their hand.
 - [**4th Obelisk**] Remove up to 4 Cards from your hand, except Statistic Cards; then, search each corresponding Deck for a Card of your choice and put it in your hand.
 - [**Sacrifice**] Remove a * Faction Unit Card from your Unit Deck in exchange for:
 - *: Gain 6 , 3 , and 1 .

ditionally, if the Unit Card was on the Pack side, **Search (4)** the Minor Artifact Deck.

- *: Gain 12 , 6 , and 2 .
- Additionally, if the Unit Card was on the Pack side, **Search (3)** the Major Artifact Deck.
- *: Gain 18 , 9 , and 3 .
- Additionally, **Search (2)** the Relic Card Deck. Finally, if the Unit Card was on the Pack side, **Search (2)** the  Unit Deck; you may Recruit one of these Units for half the cost (rounded down).
- A player that chooses **Sacrifice** at an Obelisk gains the title of “**Blood Knight**.” Place a red Faction Cube on their Hero portrait to mark this effect. A **Blood Knight** may never choose the **Cleanse** option when Visiting an Obelisk.
- A player that chooses **Cleanse** at an Obelisk gains the title of “**Grail Knight**.” Place a blue Faction Cube on their Hero portrait to mark this effect. A **Grail Knight** may never choose the **Sacrifice** option when Visiting an Obelisk.
- When a player chooses **Sacrifice** at an Obelisk, place a number of Faction Cubes on the sacrificed Unit Card and on the Obelisk Field equivalent to the number of times the player has chosen the **Sacrifice** option. For example, if the player is sacrificing for the second time, place 2 Faction Cubes on the Unit Card and 2 Faction Cubes on the Obelisk Field.
- A player who possesses the title of “**Grail Knight**” may, after Visiting an Obelisk, Recruit an enemy Unit sacrificed at that Obelisk for half the cost (rounded down); if a Pack was sacrificed, the player may choose to Recruit Few instead.
- If a Unit Recruited at an Obelisk is defeated, remove it.
- A player who possesses no title or the ti-

tle of “**Blood Knight**” may not use the Diplomacy Ability Card. If a player who possesses no title or the title of “**Blood Knight**” draws the Diplomacy Ability Card, they may show it to the other players, then discard it and draw a new Ability Card in its stead.

- A player who possesses the title of “**Grail Knight**” may not use the Diplomacy Ability Card to Recruit Neutral ★ Units.
- Whenever an Astrologers Proclaim or Event Card that allows you to Recruit Neutral Units is drawn, ignore it and draw a new Astrologers Proclaim or Event Card.
- Players can use their Deck of Might & Magic when paying gold to defend their Faction Town.
- Ignore Combat encounters on the Field with the Grail.
- Players may not Visit the Field with the Grail Token unless they have already Visited at least two Obelisks or the Grail Token has been taken by any Hero at least once.
- To obtain the Grail Token, a player’s Hero must spend 2 MPs on the Field with the Grail.
- If a player does not possess the title of “**Blood Knight**,” they must Remove a Faction Unit Card from their Unit Deck immediately after obtaining the Grail Token. This effect can only occur once per player.
- If another Hero defeats the Hero with the Grail Token, they also take the Grail Token.
- If a Hero with the Grail Token Surrenders, the Grail Token is placed on the hex where the Hero Surrendered.
- If a Neutral army defeats the Hero with the Grail Token, the Grail Token is placed on the Field where the Hero was defeated.

- If a Hero with the Grail Token casts Town Portal or uses the Inferno Faction Castle Gate building, the Grail Token is placed on the hex where the Spell was cast or the building used.
- The Grail Token behaves like a Permanent Card that does not count towards your hand limit and cannot be discarded; it grants the following effect when played: “∞ Once during each Combat, if the Hero is a **Blood Knight**, discard a Card to remove up to 2 ✘ from your Units and assign it to enemy Units.”
- A Hero with the Grail Token who possesses the title of “**Grail Knight**” may pay 10 ⚡ or 3 ⚪ at any Temple map location to cleanse the Grail. Place a blue Faction Cube on the Grail Token to mark this effect.
- Once cleansed, the Grail Token behaves like a Permanent Card that does not count towards your hand limit and cannot be discarded; it grants the following effect when played: “∞ Once during each Combat Round, if the Hero is a **Grail Knight**, discard a Card to remove up to 2 ✘ from your Units.”





2-PLAYER SCENARIO



4-PLAYER SCENARIO



Author: Mateusz “MATMOT” Motyka

Source: [BoardGameGeek](#)

The land quivers under the reign of the fearsome Dragon. The one who dares to slay this monstrous beast shall ascend to the throne, crowned as the rightful ruler of the shattered kingdom.

SCENARIO LENGTH

This Scenario is played over 14 Rounds.

PLAYER SETUP

Player Count: 2 or 3

Starting Resources: 15 ☰, 4 🏴, 2 🌺

Starting Income: 10 ☰, 2 🏴, 1 🌺

Starting Units:

- A Pack of ★ Units with the *lowest* Recruitment cost
- A Few ★ Units with the *highest* Recruitment cost

Town Buildings: ★ Dwelling, City Hall

Map Tile Pool: Each player takes 1 random Far (II–III) Map Tile

Additional Bonus: None

MAP SETUP

Take the following Map Tiles and arrange them as shown in the Scenario map layout.

For a 2-player Scenario:

- 2 × Starting (I) Map Tile
- 2 × Far (II–III) Map Tile
- 2 × Near (IV–V) Map Tile
- 1 × Center (VI–VII) Map Tile; place a Black Cube or a Miniature representing the Dragon in the center of the Tile

For a 3-player Scenario:

- 3 × Starting (I) Map Tile
- 3 × Far (II–III) Map Tile
- 3 × Near (IV–V) Map Tile
- 1 × Center (VI–VII) Map Tile; place a Black Cube or a Miniature representing the Dragon in the center of the Tile

VICTORY CONDITIONS

Slay the Dragon Boss with your Main Hero.

DEFEAT CONDITIONS

If the Dragon Boss still lives at the end of the 14th Round, all players lose the Scenario.

TIMED EVENTS

4th, 8th and 12th Rounds:

- Remove all Black Cubes from all the Water Wheels, Windmills and Mystical Gardens on the map.

ADDITIONAL RULES

Before the start of this Scenario:

- Select one of the Dragons from the boss list: Azure Dragon, Crystal Dragon, Rust

Dragon, or Faerie Dragon. You can choose randomly by picking one of the four shuffled Statistic Cards: *Attack* – Azure, *Defense* – Crystal, *Knowledge* – Rust, *Power* – Faerie.

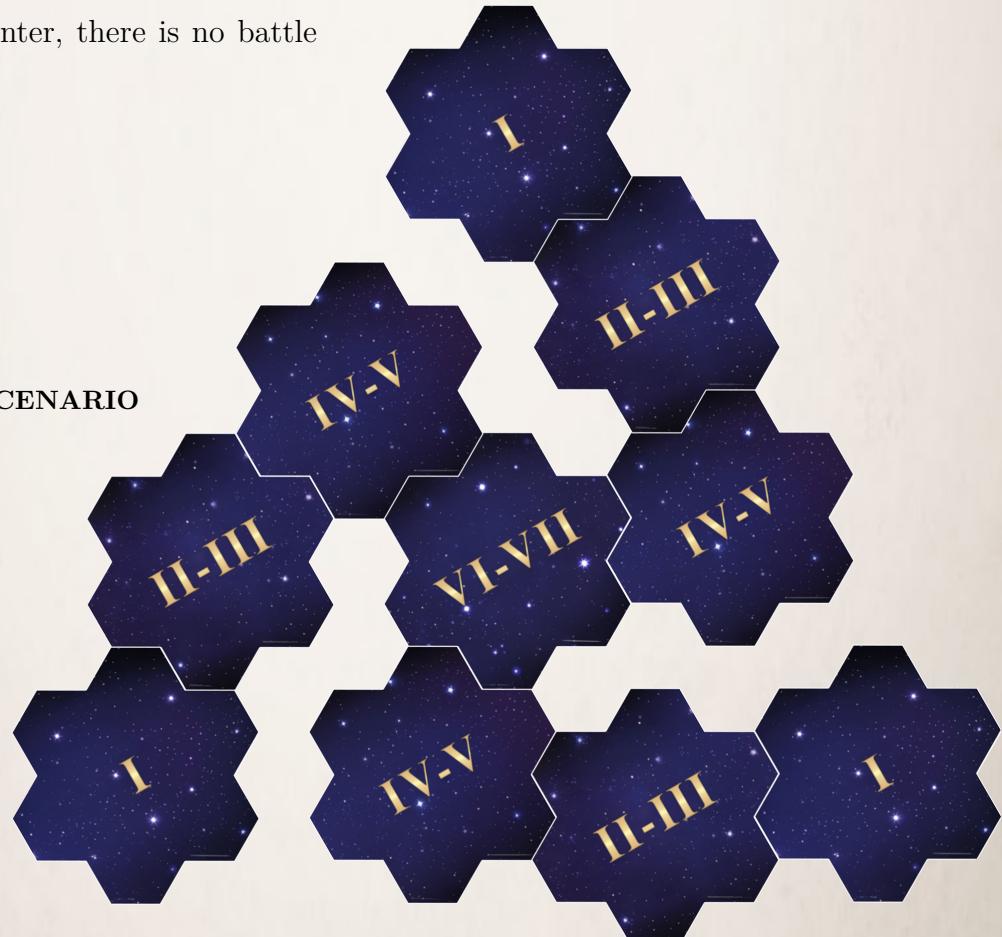
During this Scenario:

- Only a Main Hero can kill the Dragon.
- The final battle with the Dragon occurs at the center Field of the Center Map Tile. Please refer to the encounter rules specified in the rules of the selected Dragon Boss.
- While fighting a Dragon Boss, ignore Gordon's special ability.
- Heroes are unable to retreat from battles with the Dragon Boss.
- When each player Visits an Obelisk, they can choose to roll a Treasure Die or receive 1 ★.
- Players can Visit each Obelisk only once. Afterwards, they must place their Faction Cube on the Field.
- In the boss encounter, there is no battle Round limit.



2-PLAYER SCENARIO

3-PLAYER SCENARIO





BOSS: AZURE DRAGON

Little is known of the Azure Dragon. It is both rare and mighty, thus few have seen it, and fewer still have survived its attacks. This powerful creature is not much bigger than most dragons, but is said to be capable of enduring prolonged physical attack. It is said those standing face-to-face with an Azure Dragon tend to freeze from pure fear.

Fighting the Azure Dragon:

1. Place the Azure Dragon Miniature/Card on the battlefield. Ignore its ability.
2. Prepare a pile of discarded Artifacts and shuffle it.

Rules:

- *Hoarding Tendency:* At the start of each Turn, randomly choose a Card from the shuffled pile of discarded Artifacts. If the Artifact is:
 - ▷ A weapon: The Dragon gains one Breath attack that targets three creatures in a row. The Unit directly hit in the middle suffers full damage, while the Units on both sides suffer 3 less.
 - ▷ A piece of armor, shield, or clothing: The Dragon gains 3 , represented with spare Faction Cubes. Remove them after they have absorbed damage.
 - ▷ A trinket: The Azure Dragon roars and summons an ice storm, causing all creatures to freeze in fear. This results in every Unit moving only 1 Field per Round, while the Azure Dragon can fly to any Field on the Combat Board.
- The Azure Dragon is immune to all Spells cast against it.
- Buffs and enhancements cast on player's Units remain effective.

Easy	Normal	Hard	Impossible
No additional changes	22	30	40 +2 +2



BOSS: CRYSTAL DRAGON

Made entirely from red crystal and brought to life through magical means, the Crystal Dragon is literally semitransparent, lit from the center by its magical heart. Used frequently as a training tool for young dragon slayers, many wizards also create these creatures for the crystal they shed.

Fighting the Crystal Dragon:

1. Place the Crystal Dragon Miniature/Card on the battlefield. Ignore its ability.
2. Place two Gold Golems and two Diamond Golems on the battlefield.

Rules:

- At the start of every battle Round, check if any of the Golems were removed in the previous Round. If so, spawn one new Diamond or Gold Golem (chosen randomly) in the last row of the battlefield.
- *Golem Devour:* The Crystal Dragon can consume Golems to regain health. During its Turn, if the Crystal Dragon is adjacent to a Golem, it can choose to consume it, removing a certain amount of based on the type of Golem consumed:
 - ▷ Consuming a Gold Golem: Remove 2 .
 - ▷ Consuming a Diamond Golem: Remove 4 .
- **Note:** The Crystal Dragon can only consume one Golem per Turn.
- *Golem Abilities:* Gold and Diamond Golems do not possess any additional abilities beyond those specified on their Cards. They primarily serve as fodder for the Crystal Dragon's health regeneration.
- The Crystal Dragon *retaliates twice* per battle Round.

Easy	Normal	Hard	Impossible
No additional changes	22	26 +1 Retaliation	32 +1 Retaliation Remove additional 2 by consuming Golems



BOSS: RUST DRAGON REQUIRES FORTRESS EXPANSION

Rust Dragons are known to hunt Gorgons, and live and feed in sulfur mines. With this appetite, Rust Dragons spew a concentrated acid as their primary attack. This acid is capable of eating through the strongest armor, lowering the defense of its target while inflicting further damage.

Fighting the Rust Dragon:

1. Place the Rust Dragon Miniature/Card on the battlefield. Ignore its ability.
2. Prepare four spare M&M Deck Cards to mark pools of acid.

Rules:

- The Rust Dragon is immune to basic Spells.
- *Corrosive Vomit:* The Rust Dragon has a powerful crowd control ability that allows it to spew four pools of sulfuric acid onto the battlefield *at the beginning* of each Combat Round. Use M&M Deck Cards placed face down to mark their locations.
- The Rust Dragon cannot place pools on the same Fields as in the previous Round. Mark the Fields with spare Faction Cubes to indicate where the pools were located.
- The pools of sulfuric acid block battlefield Fields and impede movement for one Round only. They serve as Obstacles for both players and the Dragon.
- The Rust Dragon's passive ability, *Corrosion*, decreases an enemy Unit's armor by 2 with each attack. Place a spare Faction Cube on the Unit's Card to indicate this effect. Corrosion stacks up to -4 .

 Easy	 Normal	 Hard	 Impossible
No additional changes	 20	 32	 40 +1 to Corrosion armor decrease



BOSS: FAERIE DRAGON REQUIRES RAMPART EXPANSION

Faerie Dragons are deceptively cute, but in truth, are mischievous tricksters. Little is known about these notorious troublemakers. What is known is found more in storybooks than magical tomes. Some say they are invisible. Some say they can cast spells. Some say Magic Mirror is one of their natural defensive traits.

Fighting the Faerie Dragon:

1. Place 2 Faerie Dragon Cards on the battlefield. Ignore their abilities.
2. Place 1 Dendroid Card from the Neutral Units Deck onto the battlefield, and place 3 additional Cards face down to represent the other 3 Dendroids.

Rules:

- The Faerie Dragon is immune to basic Spells.
- The Faerie Dragon can cast up to two different Spells per battle Round.
- All Spells are displayed visibly next to the Combat Board:
 1. The first Spell is *Lightning*.
 2. The second Spell is *Cure*.
 3. For the third Spell, the Faerie Dragon randomly picks an expert Spell from the Spell Deck, excluding Map Spells. If a Map Spell is picked, draw another Spell.
- *Trickster:* In the first Round of the battle, the first targeted Faerie Dragon is a mere mirage. It inflicts damage, but disappears from the battlefield when hit by an enemy.
- Dendroids' Ability: Each Dendroid holds a key to the Faerie Dragon's power. After the second Dendroid dies, start removing one Spell from the Faerie Dragon's spellbook, beginning with the third Spell. Decrease the dragon's Spell Empowerment by one (starting from its maximum) upon vanquishing the 2nd, 3rd, and 4th Dendroids. When there are no Dendroids left, the dragon loses the ability to cast Spells.

Easy	Normal	Hard	Impossible
No additional changes	18	26	32 +1 Mirage



Author: profmamadu

Source: Archon Studios Discord

The majestic castle on the hill overlooks this rich province, and the local ruler is temporarily missing, leaving only his army to defend the castle walls. Both neighboring rulers suddenly decide that these lands are theirs by right and must be secured before the local ruler returns. However, legend speaks of a wild dragon bound to this land. Will you dismiss the curse as a mere distraction, or can the dragon be tamed to give you the necessary edge over your opponent?

SCENARIO LENGTH

This Scenario is played over a maximum of 11 Rounds.

PLAYER SETUP

Player Count: 2

Starting Resources: 20 , 4 , 2

Starting Income: 15 , 2 , 1

Starting Units:

- 2 × A Few ★ Units with the lowest Recruitment cost

Town Buildings: ★ Dwelling

Map Tile Pool: None

Additional Bonus: None

MAP SETUP

Take the following Map Tiles and arrange them as shown in the Scenario map layout:

- 2 × Starting (I) Map Tile

- 2 × Far (II-III) Map Tile
- 5 × Near (IV-V) Map Tile
- 2 × Center (VI-VII) Map Tiles, blindly choosing one with the Random Town Field and the other with a Dragon Utopia Field.

VICTORY CONDITIONS

When the Random Town is captured for the first time, players continue playing the current Round and then play **one additional final Round**. The player controlling the Random Town at the end of that final Round is the winner.

DEFEAT CONDITIONS

At the end of the 10th Round, if no player controls the Random Town, both players lose the game (*the local ruler returns to the castle and regains control of the province*). However, if the Random Town is first captured in the 10th Round, the game proceeds as normal to its additional final Round (in this case, the 11th Round).

TIMED EVENTS

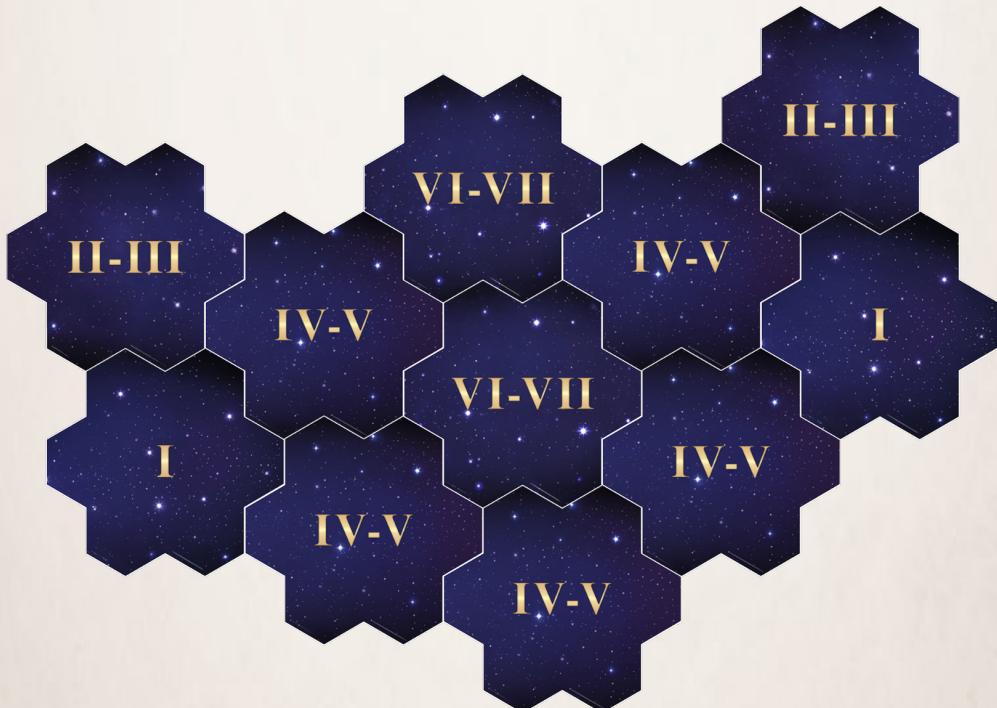
4th and 8th Round:

- Remove all Black Cubes from Water Wheels and Windmills on the map.
- All Heroes gain +1

ADDITIONAL RULES

During this Scenario:

- Whenever an Obelisk is Visited for the first time, the Visiting player rolls 2  and resolves both results.
- The Random Town is defended by Walls and a Gate when owned by a player, but it only has an Arrow Tower if that player already has a Citadel.
- Like any other Town, when the Random Town is owned by a player, it is a valid location for that player to:
 - ▷ Place a newly Recruited Secondary Hero.
 - ▷ Place the Main Hero when defeated.
 - ▷ Temporarily transport the army to, for 8 , when the Random Town is attacked.
- The first player to Visit the Dragon Utopia (after defeating the defending Azure Unit(s)) draws Cards from the Neutral Units  Deck until a Dragon not associated with any Faction is drawn. The player may immediately Recruit that Dragon for free.





Author: Shakajiub

Source: Archon Studios Discord

Wild Dragons are terrorizing the countryside. Farmers are unable to grow their crops in peace, caravans are scared to move their goods. You must strike at their core and defeat the beasts. If by nothing else, then by sheer force of will.

SCENARIO LENGTH

This Scenario is played over 12 Rounds.

PLAYER SETUP

Player Count: 2 or 3

Starting Resources: 15 , 2 , 1

Starting Income: 10 , 2 , 1

Starting Units:

- 2 × Few ★ Units with the *highest* Recruitment cost

Town Buildings: ★ Dwelling

Map Tile Pool: Each player takes 1 random Far (II–III) Map Tile

Additional Bonus: None

MAP SETUP

Take the following Map Tiles and arrange them as shown in the Scenario map layout:

For a 2-player Scenario:

- 2 × Starting (I) Map Tile
- 2 × Near (IV–V) Map Tile
- 4 × Far (II–III) Map Tile
- 1 × Center (VI–VII) Map Tile, which must contain the Dragon Utopia Field

For a 3-player Scenario:

- 3 × Starting (I) Map Tile
- 3 × Near (IV–V) Map Tile
- 6 × Far (II–III) Map Tile
- 1 × Center (VI–VII) Map Tile, which must contain the Dragon Utopia Field

VICTORY CONDITIONS

To win the Scenario, a Hero must Flag the Dragon Utopia Field.

DEFEAT CONDITIONS

At the end of the 12th Round, if there is no winner, all players lose the Scenario.

TIMED EVENTS

4th and 8th Rounds:

- Remove all Black Cubes from every Water Wheel and Windmill on the map.

5th and 9th Rounds (2-player Scenario only):

- The second player gains 1 .

ADDITIONAL RULES

During this Scenario:

- When a player Visits an Obelisk, they roll 2 and choose one to resolve.
- A player may not use the Diplomacy Card to skip Combat on the Dragon Utopia Field.
- When a Hero moves to the Dragon Utopia Field, they must fight, depending on cho-

sen difficulty, the following number of Neutral Units:

- ▷ **Easy:** 1 × ★, 2 × ☆, 1 × ▲
 - ▷ **Normal:** 1 × ★, 1 × ▲, 2 × ☆
 - ▷ **Hard:** 1 × ★, 3 × ▲
 - ▷ **Impossible:** 2 × ★, 2 × ▲
- Follow these steps when Combat begins against Neutral Units at the Dragon Utopia:
- ▷ Place up to 4 of your Unit Cards freely onto the center row of the Combat Board.
 - ▷ The enemy player controlling the Neutral Units places each Neutral Unit in each of the 4 corners of the Combat Board.



3-PLAYER SCENARIO



2-PLAYER SCENARIO

The background of the image is a soft-focus illustration of a winter scene. In the foreground, there's a stone wall made of large, irregular stones, partially covered in snow. To the left of the wall, a small, round, snow-covered object, possibly a lantern or a ball, sits on the ground. The middle ground shows a steep, snow-covered hillside. In the far distance, a large, dark castle with several tall, thin towers rises through the fog. Bare trees with intricate, tangled branches stand on the right side of the frame, their branches heavily laden with snow.

CAMPAIGNS



INFERNO CAMPAIGN – DUNGEONS AND DEVILS

1. A DEVILISH PLAN

Author: Tm335

Source: Archon Studios Discord

A large elvish population inhabits Erathia's southeastern coast. Green and gold dragons, native to the region, augment their military strength. Before we conquer this region and redirect our forces to Steadwick, we must annihilate these dragons. Our Kreegan allies from Eeofol have requested the honor of this mission. The Kreegans are fierce warriors; they will relish the slaughter.

SCENARIO LENGTH

This Scenario plays out over 13 Rounds.

PLAYER SETUP

Faction: Inferno

Faction Hero: Choose any

Starting Resources: 15 ☰, 3 🏴, 1 🏴

Starting Income: 10 ☰, 0 🏴, 0 🏴

Starting Units:

- A Pack of Familiars
- A Few Magogs

Town Buildings: ★ Dwelling, City Hall

Bonus: Choose one of the following options:

- Add a “Slayer” Spell to your hand
- Add the “Armor of Wonder” Artifact to your hand
- Reinforce Magogs and gain 1 🏴

* In Round 9, the Few Elves in Ivor's Army are Reinforced to a Pack of Elves.

† See page 35, “Field Difficulty Level Table” in the Core Rulebook, for further details on the number of Neutral Units you have to draw for this Neutral Army.

AI HERO SETUP

Faction: Rampart

Enemy Armies:

- **Gold Dragon Army:** A Pack of Gold Dragons, a Pack of Unicorns, a Pack of Dendroids, a Pack of Centaurs
- **Ivor's Army:** A Few Elves*, Neutral Army at the same Level as your Hero†

Ivor's Deck: 1 × Might Card, 2 × Magic Card, 1 × Skill Card

Ivor's Spell Deck: 1 × Precision Spell Card (it resolves on the first ♀ Unit able to make a ♀ attack), 1 × Magic Arrow Spell Card

Ivor's Skill: Archery Ability Card (it always resolves its Basic effect)

MAP SETUP

Take the following Map Tiles and arrange them as shown in the Scenario map layout:

2 × Starting (I) Map Tile

- 1 × Inferno (S6)
- 1 × Rampart (S4)

3 × Far (II–III) Map Tile

- 2 × Inferno (choose from: F16–F18, #F10)
- 1 × Rampart (choose from: F10–F12)

2 × Near (IV–V) Map Tile

- 2 × Rampart (N7, N8)

1 × Center (VI–VII) Map Tile

- 1 × Dragon Utopia Center Map Tile (C1)

HEROES PLACEMENT

The Enemy Hero is represented by one Rampart Faction Hero model of your choice and appears in the center Field of the S4 Starting Map Tile.

Place your Hero in the center Field of the Inferno Starting Map Tile.

VICTORY CONDITIONS

Defeat the Enemy Hero and the Gold Dragons Armies.

DEFEAT CONDITIONS

You lose one Combat encounter.

You fail to defeat the Enemy Hero and the Gold Dragon Armies by the end of the Round 13.

TIMED EVENTS

1st Round:

- Read: “Our underlings have done well. They have managed to raise a volcano and erect a fort in a sparsely populated forest just outside of Erathia’s border. While the Dungeon Overlords make their way underground toward the Erathian capitol, you must strike at their allies, the elves of AvLee.”

2nd Round:

- Read: “The Gold Dragon Queen is a powerful ally of AvLee. You must find her lair and see to her demise, as this will greatly weaken the elves and make them less of a threat to our plans to destroy Erathia. Go now, and make us proud!”

9th Round:

- The Few Elves of Ivor’s Army are Reinforced to a Pack of Elves. Ivor’s Army also gains an Ammo Cart.

10th Round:

- The Rampart Faction Town that Ivor’s Army resides in gains an Arrow Tower.

13th Round:

- At the end of the Round, if both the Enemy Hero and the Gold Dragon Armies are not defeated, all is lost – you lose!

When you complete the Scenario:

- Read: “Congratulations! You have completed your quest to kill the fearsome beast, and can claim victory!”

ADDITIONAL RULES

During this “Inferno” Campaign Scenario, the following rules apply:

- Your Hero does not gain Experience past Level 5.
- The Enemy Hero does not move and only waits in their Town. They start with Walls and a Gate on their side of the Combat Board.
- The N7 Map Tile cannot be entered until Ivor is defeated.
- At the Dragon Utopia location, your Hero fights the Gold Dragons Army.
- The “Castle Gate” cannot be built.
- If your Hero Visits an Obelisk, you may Search (2) the Ability Deck, the Artifact Deck, or the Spell Deck.







INFERNO CAMPAIGN – DUNGEONS AND DEVILS

2. STEADWICK'S FALL

Author: Tm335

Source: Archon Studios Discord

Catherine Ironfist has enlisted aid from Bracada and AvLee. She knows we are close to Steadwick. We must occupy Steadwick before she arrives. Once we own Erathia's capitol, not even Catherine Ironfist will wrench it from our hands.

SCENARIO LENGTH

This Scenario plays out over 16 Rounds.

PLAYER SETUP

Faction: Inferno

Faction Hero: Choose any

Starting Resources: 15 ⚡, 1 🏰, 1 🌺

Starting Income: 10 ⚡, 2 🏰 , 0 🌺

Starting Units:

- A Few Troglodytes
- A Few Evil Eyes
- A Pack of Familiars

Town Buildings: ★ Dwelling, ☆ Dwelling

Bonus: Choose one of the following options:

- Add a Pack of Harpies to your hand.
- Add a Pack of Magogs to your hand.
- Add an Ammo Cart to your hand.
- Search (4) the Spell Deck.

* For General Kendal, the Artillery Ability Card always resolves the Expert effect and the Ballista War Machine Activates every time the Artillery Ability Card is drawn, as well as at the beginning of a Combat Round.

† See page 35, “Field Difficulty Level Table” in the Core Rulebook, for further details on the number of Neutral Units you have to draw for this Neutral Army.

‡ All the Charging Heroes’ Enemies use the same AI and Spell Decks. Reset them after every Combat.

AI HERO SETUP

Faction: Castle

Enemies: General Kendal, Charging Heroes

General Kendal’s Army: A Pack of Archangels, a Pack of Champions, a Pack of Zealots, a Pack of Crusaders, a Pack of Griffins, a Balista War Machine

General Kendal’s Deck: 5 × Might Card, 1 × Magic Card, 3 × Skill Card

General Kendal’s Spell Deck: 2 × Haste Spell Card

General Kendal’s Skill: Artillery Ability Card*

Charging Heroes’ Factions: Rampart, Tower, Castle

Charging Heroes’ Armies: Neutral Army is one Level higher than your Hero Level (Max Level VI)†.

Charging Heroes’ Deck: 2 × Might Card, 2 × Magic Card

Charging Heroes’ Spell Deck: 2 × Slow Spell Card‡.

MAP SETUP

Take the following Map Tiles and set them up as shown in the Scenario map layout:

2 × Starting (I) Map Tile

- 1 × Inferno (S6)
- 1 × Castle (S3)

3 × Far (II–III) Map Tile

- 1 × Castle (F3)
- 1 × Rampart (F10)
- 1 × Dungeon (F2)
- 1 × Tower (#F1)
- 1 × Rampart (choose from: F11, F12)
- 1 × Necropolis (choose from: F4, #F6, F7)

2 × Near (IV–V) Map Tile

- 2 × Castle (N3, choose from: #N3, N6)
- 1 × Rampart (N8)
- 1 × Necropolis (N4)

HEROES PLACEMENT

The Enemy Hero General Kendal is represented by one Castle Faction Hero model and appears on the center Field of the S3 Starting Map Tile.

The Castle Charging Hero is represented by one Castle Faction Hero model and appears on (and owns) the Settlement of the F3 Map Tile.

The Rampart Charging Hero is represented by one Rampart Faction Hero model and appears on (and owns) the Settlement of the F10 Map Tile.

The Tower Charging Hero is represented by one Tower Faction Hero model and appears on (and owns) the Settlement of the #F1 Map Tile.

Place your Main Hero on the center Field of the Inferno Starting S6 Map Tile.

Place your Secondary Hero, represented by one Dungeon Faction Hero model of your choice, on the Settlement of the F2 Map Tile. This Settlement produces no resources.

VICTORY CONDITIONS

Defeat all 3 Enemy Controlled Settlements (F3, F10, #F1), and capture Steadwick (S3) before Queen Catherine Ironfist arrives at the end of the Round 16.

DEFEAT CONDITIONS

You lose one Combat encounter with your Main Hero (Surrendering costs 10 ⚔, and does not count as a defeat).

You lose your Faction Town on the S6 Map Tile.

You run out of time – you have time till the end of the Round 16.

TIMED EVENTS

1st Round:

- Read: “You are to be congratulated on your progress so far. You have laid waste to Eastern Erathia, and are now within striking distance of the Erathian capital of Steadwick. You must capture the capital quickly!”

2nd Round:

- Read: “Not only have Bracada and AvLee sent reinforcements, but we have received news that Queen Catherine Ironfist is marching a sizeable army from the south. We must control the capital and its garrisons before she arrives.

You have just received a report on the progress of Queen Catherine. Forces from Nighon and Eeofol are attempting to delay her march to Steadwick, but doubt that they can delay her more than two or three months.”

5th Round:

- Read: “You receive a report from the south. Queen Catherine’s forces have been sufficiently delayed, allowing you at least two months more to reach the capitol, but our own forces have suffered significant losses. Do not let their sacrifice go to waste.”

10th Round:

- For any Enemy Settlements (F3, F10, #F1) that have not been defeated, an additional Enemy Charging Hero of that Faction appears on each Settlement at the

beginning of this Round.

11th Round:

- Read: “You receive a report from the south. Our forces continue to throw themselves in the path of Queen Catherine’s armies, yet she continues to march northward. You have, at most, three or four weeks before she can reach the capital.”

13th Round:

- Warning: “Queen Catherine’s march continues – her forces are just two weeks away. If you do not hurry, we will not have time to secure the capital before her arrival.”

15th Round:

- Warning: “Your scouts report sighting Queen Catherine’s army seven days to the southwest. If she reaches the capitol before you, all is lost.”

16th Round:

- If Steadwick has not been taken, read: “This morning, a massive army lead by Queen Catherine Ironfist arrived at the Erathian capitol of Steadwick. We have no choice but to retreat our forces. You have failed us... miserably.”

When you complete the Scenario:

- Read: “Congratulations! You captured Steadwick and are victorious!”

ADDITIONAL RULES

During this “Inferno” Campaign Scenario, the following rules apply:

- The General Kendal Hero does not move and only waits in their Town. They start with Walls, a Gate, and an Arrow Tower on their side of the Combat Board.
- The difficulty Level of every Combat encounter on the map increases by one till the end of the Scenario (see page 35,

“Field Difficulty Level Table” in the Core Rulebook).

- The Enemy Charging Heroes have only 2 Movement Points, instead of 3. They ignore everything else (including Mines and Settlements if possible) and go straight for the player’s Faction Town (on Map Tile S6). They do not pursue the player directly, but if they happen to be on the same Map Tile, they will attack the player’s Main Hero (not Secondary).
- The Enemy Charging Heroes move after the player’s Turn ends.
- The borders on the Castle Starting Map Tile S3 cannot be crossed by any means until all Enemy Settlements (F3, F10, #F1) have been defeated.
- Defeating Enemy Charging Heroes provides 2 .
- Obelisks give you 1  and function as a “Castle Gate” location (only if you have the “Castle Gate” built in your Town).







INFERNO CAMPAIGN – DUNGEONS AND DEVILS

3. DEAL WITH THE DEVIL

Author: Tm335

Source: Archon Studios Discord

Queen Catherine has liberated Steadwick. A Kreegan envoy has been sent to the royal court asking for one million gold ransom in return for the captive we hold, King Roland Ironfist of Erathia. They were unwilling to pay. It appears they are going to attempt to rescue Roland. We are deep within Eeofol. We are Clan Krelah. They will never take our captive, and they will never take Kleesive. Prepare for battle!

SCENARIO LENGTH

This Scenario plays out over 14 Rounds.

PLAYER SETUP

Faction: Inferno

Faction Hero: Choose any

Starting Resources: 15 ☰, 3 ♣, 1 ♦

Starting Income: 10 ☰, 0 ♣, 0 ♦

Starting Units:

- A Few Magogs
- A Pack of Familiars
- A Pack of Cerebri

Town Buildings: ★ Dwelling, ☆ Dwelling, City Hall, Citadel

Bonus: Add a “war machine” of your choice to your hand.

AI HERO SETUP

Faction: Castle, Rampart

Rampart Charging Army #1: A Few Centaurs, a Pack of Dwarves, a Pack of Elves, a

Pack of Pegasi, a Few Unicorn

Castle Charging Army #1: A Pack of Marksmen, a Pack of Elves, a Few Griffins, a Pack of Zealots, a Few Champions

Rampart Charging Army #2: A Pack of Dwarves, a Pack of Elves, a Few Pegasi, a Pack of Droids, a Pack of Unicorns

Castle Charging Army #2: A Pack of Halberdiers, a Few Griffins, a Few Crusaders, a Pack of Zealots, a Pack of Champions

Charging Armies #1 and #2 Deck: 3 × Might Card, 2 × Skill Card

Charging Armies #1 and #2 Skill Deck: 1 × “Shield of the Damned” Artifact Card, 1 × “Sword of Hellfire” Artifact Card

Final Charging Army: A Pack of Griffins, a Pack of Zealots, a Pack of Champions, a Pack of Unicorns, a Few Archangels, a “Ballista” war machine

Final Charging Army Deck: 3 × Might Card, 3 × Skill Card

Final Charging Army Skill/Ability Deck: 1 × “Shield of the Damned” Artifact Card, 1 × “Sword of Hellfire” Artifact Card, 1 × “Ballistics” Ability Card (at Basic effect), 1 × “First Aid” Ability Card (at Expert effect)

Charging Armies #1 and #2 use the same AI Deck and Skill Deck. Reshuffle both Decks after Combat.

Both Artifact Cards of all Charging Armies are treated as Skills, and use the top “less powerful” effect on the Card. The “Sword of Hellfire” will be used in attacks and retaliation attacks. It is not used when attacking Walls or Gates, and remains in effect on the Unit. If “Shield of the Damned” is drawn, it takes effect when

any Charging Army Unit takes attack or retaliation damage. If the AI Skill Card advises “do it again”, the Artifact Cards are not played again immediately, but instead are played as soon as the next Unit is able to use them.

MAP SETUP

Take the following Map Tiles and set them up as shown in the Scenario map layout:

3 × Starting (I) Map Tile

- 1 × Inferno (S6)
- 1 × Castle (S3)
- 1 × Rampart (S4)

7 × Far (II–III) Map Tile

- 3 × Inferno (F16, F17, F18)
- 3 × Castle (F3, #F4, F6)
- 1 × Rampart (F12)

1 × Near (IV–V) Map Tile

- 1 × Inferno (N12)

HEROES PLACEMENT

The Enemy Charging Rampart Hero #1 starts on the center Field of the S4 Starting Map Tile.

The Enemy Charging Castle Hero #1 starts on the center Field of S3 Starting Map Tile.

Place your Hero on the center Field of the S6 Inferno Starting Map Tile.

You cannot Recruit a Secondary Hero.

VICTORY CONDITIONS

Defend your main fortress, Kleesive, from all Charging Enemy Heros, and from the Final Charging Army.

DEFEAT CONDITIONS

You lose one Combat encounter with your Main Hero. Surrender is not an option.

Clan Kreelah fails to defend Klessive against the Enemy Charging Heros attempting to rescue your captive King Roland.

TIMED EVENTS

1st Round:

- Read: “Queen Catherine Ironfist refuses our ransom demand, and they are amassing armies for a rescue operation. Clan Kreelah, prepare our defenses! Protect Kleesive at all costs. We have the advantage.”

2nd Round:

- Read: “Castle and AvLee armies will be at our gates soon. They must come through the volcanic corridor to our east. We cannot meet them in battle on the field, we must defend from within Kleesive, where their magic is diminished on this cursed ground.”

3rd Round:

- Read: “Our scouts have reported that the enemy has acquired 2 very powerful major artifacts with the help of local seers. They are fools to think these will help them overcome our Kreegan fortress.”

4th Round:

- The first armies will attack this Round and next Round. Prepare your defenses!

7th Round:

- The Enemy Castle Charging Hero #2 appears on the Settlement Field of the F3 Tile or on the center Field of S3 Starting Map Tile (your choice).

- The Enemy Rampart Charging Hero #2 appears on the center Field of the S4 Starting Map Tile.

10th Round:

- The second armies will attack this Round and next Round. Prepare your defenses!

12th Round:

- The Final Charging Enemy Army appears on the Settlement Field of the F3 Tile. This army has 4 MPs per Turn.

16th Round:

- The Final Charging Army will attack this Round. We must hold Kleesive at all costs!

When you complete the Scenario:

- Read: “Congratulations! You have defended Kleesive and are victorious!”

ADDITIONAL RULES

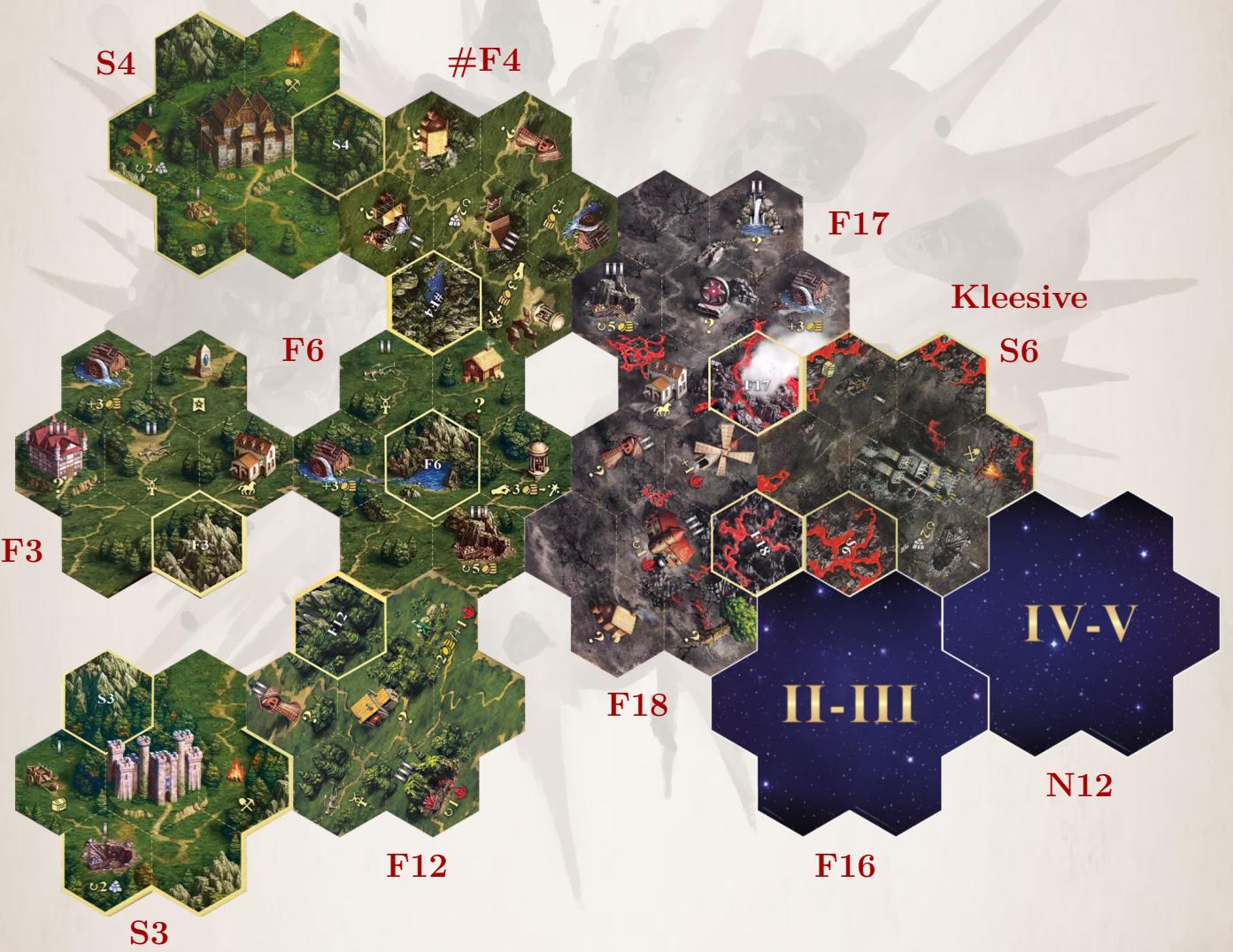
During this “Inferno” Campaign Scenario, the following rules apply:

- Your Main Hero can only travel in Inferno Map Tiles. You cannot enter any other Map Tile type.
- You cannot attack Enemy Charging Heroes. You can only defend against them while inside of Kleesive.
- Gain 3  when you defeat a Charging Hero’s Army.
- If an Enemy Charging Hero enters a Map Tile or Field that your Main Hero is on (exception is if you are in your Inferno city Kleesive), or if a charging Hero attacks Kleesive and you are not present in your city of Kleesive, you are immediately transported back to Kleesive, you lose any remaining Movement Points you have, lose 3 , gain , and randomly discard 1 Card from your hand.
- Enemy Charging Heroes move only 2 MPs. The Final Charging Army moves 4 MPs. They take the shortest route to Kleesive. If you own a Mine in a Map Tile they enter, they will capture the Mine (but will not “backtrack” to do so), and then continue along the shortest route to Kleesive. They ignore everything else. They also make use of Stables 1 MP bonus.

- Enemy Charging Heros always move amongst each to not “block” each other’s paths (thus slowing each other down). The Enemy Charging Hero that can get closest to Kleesive will move before any others.

- Castle and Rampart already have all Mines controlled in their territory (non-Inferno Map Tiles). Place enemy Cubes on all of their Mines.
- Your Walls, Gates, and Arrow Tower in Kleesive are completely rebuilt after each battle.
- Enemy  Units will fly over Walls and Gates to attack your Units whenever possible.
- Enemy  Units will always attack the Arrow Tower once there are no other  Units to attack.
- Enemy Units will always attack your Units if possible. Only when that is not possible, then the Gate, and then Walls will be attacked.







RECOMMENDATIONS

We've compiled some custom rules and best practices to enhance your gaming experience. Keep in mind that these are just the **opinions of the authors** of this book. Enjoy!

Play Time

You can estimate your **minimal** play time using the following formula:

$$\text{Play Time} = P \times R \times 5 \text{ [min]}$$

Where:

P – number of players

R – number of Rounds

For example, if you're playing a 3-player Scenario consisting of 12 Rounds, you can easily calculate that $3 \times 12 \times 5 = 180$. Your expected minimal play time would be around 3 hours.

To calculate the **upper bound** of your play time (more realistic if there are inexperienced players), simply double the result. In this case, that would be 6 hours.

Magic Arrows

Except for the Magic Arrow, each Spell appears exactly twice in the Spell Deck. After players prepare their starting M&M Decks, it is recommended to remove Magic Arrows from the Spell Deck until no more than two remain.

Guaranteed Settlement

When distributing Far Tiles (II–III) between players, each player's pool of Map Tiles must include one Settlement.





Round One Mulligan

At the start of the 1st Round, each player may reshuffle their hand of Cards back into their Deck of Might and Magic and draw a new starting hand of Cards once.

Tier V–VII Combat on Hard+ Difficulty

Treat Level V–VII Combats as one difficulty step lower when playing on Hard or Impossible. For example, a Level VII Combat on Hard will be against 2 × ★ Neutral Units.



Trading Post

Although rules as written state that you can remove only one Card from your hand while Visiting a Trading Post, it is recommended to allow removing as many as you like.

Victory Points

When playing with the optional Victory Points from the Tournament book, the following rules apply (unless overruled by the Scenario):

- Faction Towns grant 1 VP.
- Possessing the Grail at the end of the match grants 3 VPs. If the Grail was transported to that player's Faction Town, it grants 5 VPs instead.
- Capturing a Dragon Utopia grants 3 VPs.

Combat with Neutral Units

During Combat with Neutral Units in clash Scenarios, if a player decides to deploy their Units only on one half (left or right) of the battle Board, the player positioning the Neutral Units must do the same.

Placing Neutral Units far apart only makes the other player waste MPs, which slows the game down. The exception to this rule is when there are three Neutral  or  Units to position, as

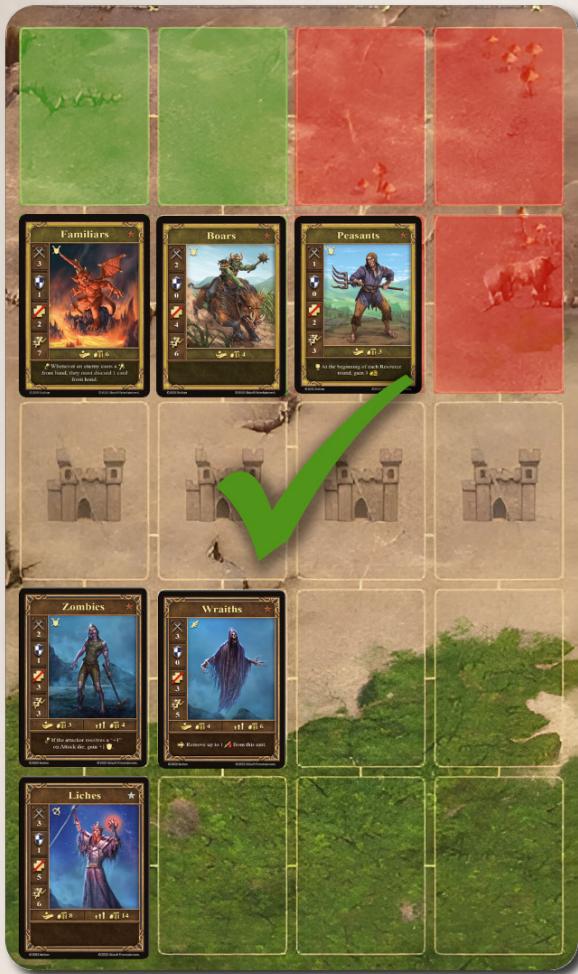
all of them must go to the front line. See examples that follow.



Neutral Units are positioned correctly.



This deployment is not allowed because the Necropolis player placed their Units on the left half of the Combat Board. The Peasants must also start the Combat on the left side.



Exception: Three non- Units must be positioned on the front line.

General Recommendations

The following are not custom rules, but rather recommendations to help you get the most out of your game:

- When deciding which building to construct in your Town, especially in the early game, it is *usually* best to prioritize Units over the City Hall, Citadel, Mage Guild, or other Faction-specific buildings.
- If you're unsure which Spell, Artifact, or Ability to choose, prioritize those that help you cycle through your Deck. This includes any Cards that allow you to draw Cards or retrieve Cards from your Discard Pile.

The Boars must occupy one of the green Fields.

- Try to avoid using your Main Hero's Movement Points for Actions that your Secondary Hero can handle, such as flipping the Map Tiles, Visiting Water Wheels, and so on.





CREDITS

This project shamelessly borrows best practices from the [Rule Book Rewrite Project](#), including L^AT_EX code, GitHub engineering, and translation framework. You should check it out if you haven't seen it yet.

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