



# HEROES III

OF MIGHT AND MAGIC®

## THE BOARD GAME

**RULE BOOK REWRITE**

COMPENDIUM

# HEROES III OF MIGHT AND MAGIC® III THE BOARD GAME

## The Rewrite

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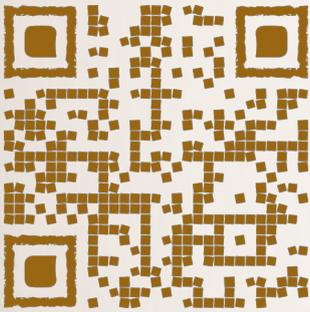
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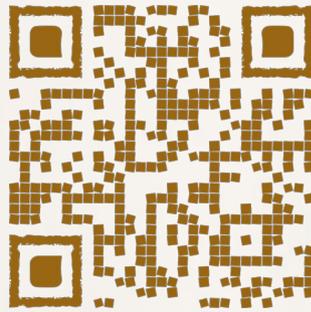
This is a community-driven project, which has a [GitHub repository](#). Everyone is welcome to contribute, make changes, and fix errors. If you simply want to leave feedback, please do so in the original [BoardGameGeek thread](#). You can also join the community [Discord server](#) to get in touch.

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

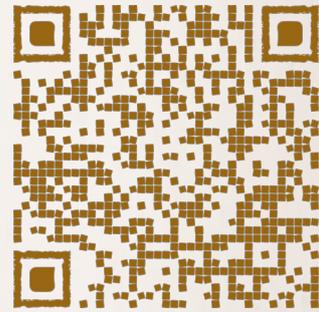
— Hermann “Heegu” Karpela



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The continent of Antagarich is at war as several different Factions, led by their Heroes, battle for supremacy. Choose your Faction and Hero and banish your unruly enemies from these lands!

**Castle:** Human armies rallied under the banners of Clerics and Knights, bolstered by the might of Griffins and protected by Angels.

**Dungeon:** Subterranean forces led by Warlocks and Overlords, wielding dark magic and bending fearsome creatures to their will.

**Necropolis:** Legions of the undead, commanded by Necromancers and Death Knights, who sap the strength of the living to fuel their own.

More Factions, Heroes, and their armies await in the expansions.

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# INTRODUCTION

**Heroes of Might and Magic III: The Board Game** is a tactical strategy RPG board game for 1–3 players using the core box set, or more when using expansions.

**Notice:** In this rule book, game and component terms are Capitalized. **Bold text** is used to draw attention to important rules. *Italicization* is used for gameplay examples. **Brown colored hyperlinks** (p. 6) will take you to other parts of the rule book. Names of specific cards have a ° appended to them, e.g., Magic Arrow.° You can find further information about them in the **Game Wiki** (p. 91). **Expansion Content** (p. 61) from different expansions is marked with colored bars on the left margin:

TOWER EXPANSION

RAMPART EXPANSION

FORTRESS EXPANSION

INFERNO EXPANSION

STRONGHOLD EXPANSION

CONFLUX EXPANSION

COVE EXPANSION

BATTLEFIELD EXPANSION

NAVAL BATTLES EXPANSION

STRETCH GOALS 2 EXPANSION

Exceptions and notes with **amber colored hyperlinks** (p. 6) are explained in boxes like this one.

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

Images with map locations from expansions are marked with a label below them:

## Mine: Sawmill



RAMPART EXPANSION ■



# GAME MODES

Each game of Heroes III is played using a **Scenario** from the Mission Book. The core game only allows you to choose Scenarios for 1-3 players. For 4 or more players, expansions are required.

In addition to the Scenario objectives, read the **general victory conditions** (p. 53) depending on the Scenario type.

There are several types of Scenarios:

## Clash

A fully competitive mode. Your opponents control Neutral Units in your Combat.

## Campaign

A single player mode of interconnected Scenarios against an enemy AI. For rules unique to Solo Mode, see **the Campaign rules** (p. 74). Further rules changes are detailed in the Campaign Mission Books.

## Alliance

Usually a 2 vs. 2 team-based mode with expanded opportunities to **trade** (p. 52) between allied players.

## Cooperative

A Cooperative mode where everyone shares the same goal. **The AI rules** (p. 47) and expanded **Trading rules** (p. 52) apply here.

## Tournament

A 1 vs. 1 mode with a different way of building Map and scoring. See **Tournament rules** (p. 54).

### BATTLEFIELD EXPANSION

**Battlefield Expansion** (p. 66) introduces two focused 1 vs. 1 modes without Scenarios.

## Adventure

The Map exploration is replaced with Adventure cards, culminating in a tactical combat on a large hexagonal battlefield, see **Adventure Mode** (p. 68) for details.

## Skirmish

Skip the exploration phase and engage directly in tactical combat, see **Skirmish Mode** (p. 70) for details.



# COMPONENTS

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.



Map Tile (p. 30)



Sea Map Tile (p. 33)

STRONGHOLD EXPANSION



Subterranean Map Tile (p. 33)



Movement Tokens (p. 18)

NAVAL BATTLES EXPANSION



Creature Bank Token (p. 34)

COVE EXPANSION



Whirlpool Token (p. 34)

CONFLUX EXPANSION



Monolith Token (p. 34)

STRONGHOLD EXPANSION



Subterranean Gate (p. 34)



Town Board (p. 29)



Building Tiles (p. 29)

STRETCH GOALS 2 EXPANSION



Town card (p. 64)



Gold Tokens (p. 28)



Building Materials (p. 28)



Valuables Token (p. 28)



Build Token (p. 19)



Population Token (p. 19)



Spell Book Token (p. 19)



Hero Board (p. 17)



Hero Miniatures



Astrologers Proclaim card (p. 15)



Event card (p. 62)



Adventure card (p. 69)



Pandora's Box card (p. 65)



Faction Cubes



Black Cubes



Grail Token (p. 81)

NAVAL BATTLES EXPANSION



Empowered Ability Token (p. 27)



Round Tracker (p. 15)



Attack Dice (p. 41)



Treasure Dice (p. 75)



Resource Dice (p. 28)



Unit Miniatures (p. 61)  
(Not included in the core game)



Spell card (p. 24)



Artifact card (p. 25)



Ability card (p. 23)



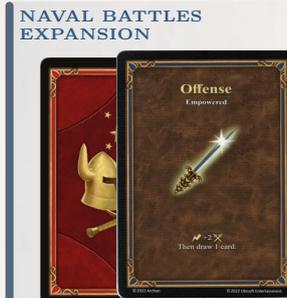
Statistic card (p. 23)



Hero Specialty card (p. 25)



Spell Scroll card (p. 26)



Empowered Ability card (p. 23)



Empowered Statistic card (p. 23)



Faction Unit card (p. 35)



Summoned Unit card (p. 90)



Creature Bank Unit card (p. 58)



War Machine card (p. 26)



Neutral Unit card (p. 37)



Arrow Tower card (p. 44)



Gate, Walls cards (p. 44)



AI card (p. 49)



Combat Board (p. 39)



Battlefield Board (p. 71)

Paralysis/  
Defense Token  
(p. 41)

Damage  
Token  
(p. 42)

NAVAL BATTLES EXPANSION

Stack Tokens (p. 59)

COVE EXPANSION

Weakness  
Token (p. 91)

STRONGHOLD EXPANSION

Attack  
Token (p. 91)

STRONGHOLD EXPANSION

Quicksand  
Token (p. 89)

COVE EXPANSION

Clone Tokens  
(p. 88)

STRETCH GOALS 2 EXPANSION

Land Mine  
Tokens (p. 89)

STRETCH GOALS 2 EXPANSION

Force Field  
Token (p. 89)

STRONGHOLD EXPANSION

Corrosion  
Token (p. 91)

BATTLEFIELD EXPANSION

Negative Morale  
card (p. 20)

BATTLEFIELD EXPANSION

Positive Morale  
card (p. 20)

CONFLUX EXPANSION

Summon Tokens  
(p. 90)

CONFLUX EXPANSION  
COVE EXPANSION  
STRONGHOLD EXPANSION

Time Token  
(p. 21)

Morale Token  
(p. 20)

CONFLUX EXPANSION

Luna's Firewall  
Token for  
Battlefield (p. 89)

BATTLEFIELD EXPANSION

Battlefield Obstacles (p. 71)

BATTLEFIELD EXPANSION

Initiative  
Token  
(p. 71)



# SETUP

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

1. Select a Scenario from the Mission Book. For your first game, we recommend choosing the “Brave New World” Scenario (see page 7 in the Mission Book).
2. Choose your Faction from those available.
3. Choose one of your Faction’s Heroes as your Main Hero. Each Faction has at least one double-sided Hero Board, with each side depicting a different Hero.
4. Take the following components belonging to your Faction:
  - a) 1 × Double-sided Hero Board (on the side of the chosen Hero)
  - b) 2 × Hero model
  - c) 7 × Town Building Tile
  - d) 1 × Town Board
  - e) 7 × Double-sided unit card
  - f) 3 × Hero-specific Specialty card (of the chosen Hero)
  - g) 1 × Hero-specific Ability card (of the chosen Hero)
  - h) 20 × Faction Cube
  - i) 1 × Build Token
  - j) 1 × Population Token
  - k) 1 × Spell Book Token
  - l) 3 × Movement Tokens
5. Place one of your Faction Cubes on the first space of the Level Tracker found on the Hero Board (Represented by )<sup>◦</sup>. Your Hero is now Level I.
6. Set up the Map Tiles and other Scenario-specific components as shown in the Mission Book.
7. Place the Town Board of your chosen Faction in front of you and set the Town Building Tiles next to it. Check which Buildings are already built in the Scenario you are about to play, and place the respective Building Tiles on the Town Board. Resolve any immediate effects from already built Buildings at the end of the setup.
8. Set your starting income as indicated by the Scenario by placing your Faction Cubes on the income trackers on your Town Board. Place the Population, Build, and Spell Book Tokens in their respective slots on the Town Board.
9. Group the Resource Tokens into separate piles located within reach of all players. Take the starting Resources determined by the Scenario you are playing and place them next to your Town Board. This is your Resource pool.
10. Separate the remaining Tokens into their respective piles.
11. Sort the Statistic cards into four piles: Attack,<sup>◦</sup> Defense,<sup>◦</sup> Power,<sup>◦</sup> and Knowledge.<sup>◦</sup> Refer to the Statistics on your **Hero Board** (p. 17) and take the corresponding number of cards from each pile.
12. If your Main Hero is a Hero of Might , add 1 copy of the Magic Arrow<sup>◦</sup> Spell to your Deck, and if they’re a Hero of Magic , add 2 of these Spells to your Deck.



13. Add your Hero's **Ability** (p. 23) and Level I **Specialty** (p. 25) cards to your Starting Deck.
14. Shuffle your Starting Deck and place it face down next to your Hero Board. This Deck is your Main Hero's **Deck of Might & Magic**, and is now ready. In this rule book, this is shortened to **your Deck**.
15. Sort the Ability, Artifact, and Spell cards into 3 face down Decks (including any unused Magic Arrow Spells) and shuffle them.
16. From each of these 3 Decks, take the top card and place it face up next to its Deck, creating 3 separate Discard Piles.
17. Choose the Scenario's **Difficulty** (p. 51) and take the corresponding Starting Bonus(es).
18. Sort the Neutral Units into 4 Decks according to their tier (★☆☆★). Shuffle these Decks and leave enough room for their Discard Piles.
19. Place the Combat Board within reach of the players. Check the Scenario for which starting units you receive and place them into a pile near your Town Board, separate from the rest of your Faction's units.
20. Place the Round Tracker next to the game map and place a Black Cube on the "1" space.
21. Shuffle the Astrologers Proclaim cards and place them face down next to the Round Tracker.
22. Orientate your Starting Tile to your liking. Choose which Hero model represents your Main Hero in this game and place the chosen model on the center Field of your Starting Tile.
23. Choose a starting player. The starting player never changes during the game.

If you're playing with expansions, additionally do the following:

**FORTRESS EXPANSION**

24. Shuffle the **Event cards** (p. 62) and place them face down next to the Round Tracker.

**NAVAL BATTLES EXPANSION**

25. Group Stack Tokens, Far- and Near Creature Bank Tokens into separate piles and shuffle them. Place **Creature Bank unit cards** (p. 58) near Neutral Unit Decks.

**CONFLUX EXPANSION**

26. Place **Summoned Elemental Unit cards** (p. 90) face up near Neutral Unit Decks.

**STRONGHOLD EXPANSION**

27. Shuffle 10 **Spell Scroll cards** (p. 26) into the Artifact Deck. Place the remaining 10 in a separate pile.

**INFERNO EXPANSION**

28. Place the **Empowered Statistic cards** (p. 23) face up in a separate pile.

**NAVAL BATTLES EXPANSION**

29. Place the **Empowered Ability cards** (p. 23) face up next to the Ability Deck.

**STRETCH GOALS 2 EXPANSION**

30. Shuffle **Pandora's Box cards** (p. 65).

**BATTLEFIELD EXPANSION**

31. Shuffle **Morale cards** (p. 20).

**RAMPART EXPANSION**

32. Place the **War Machine cards** (p. 26) face up in a separate pile.





# ROUND STRUCTURE

The game is structured into Rounds, during which each player will take their own Turn in a clockwise order starting with the starting player. During their Turns, players will move their **Heroes** (p. 16) on the Game Map, construct new Buildings in their **Town** (p. 29), and recruit **units** (p. 35) in an attempt to fulfill the Scenario's victory condition.

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

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

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

- Odd-numbered Rounds except the first one are **Resource Rounds**, in which:
  - ▷ All players gain income from the **Buildings, Settlements, and Mines** (p. 78) they control.

#### FORTRESS EXPANSION

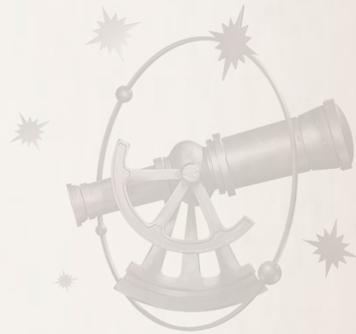
▷ Players draw next **Event** (p. 62).

- Even-numbered Rounds are **Astrologers' Rounds**. Draw an Astrologers Proclaim card and resolve its effects.
- If the Scenario has timed Events marked on the Round Tracker that have now been reached, resolve them.

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

form the start of Round again. Keep playing new Rounds until any of the Scenario's ending conditions have been met.

In the Alliance game, teams take turns alternately. At the start of your team's first turn of the Round, choose who goes first and last in that Round.



*Astrologers Proclaim card*



# HEROES

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 Board, 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 I and can advance up to Level VII by gaining Experience. Experience is gained from **winning Combat** (p. 43), Visiting certain **Locations** (p. 75) and the **Treasure Die**  (p. 75). Gaining 1 Experience is represented by the symbol .

## Secondary Hero

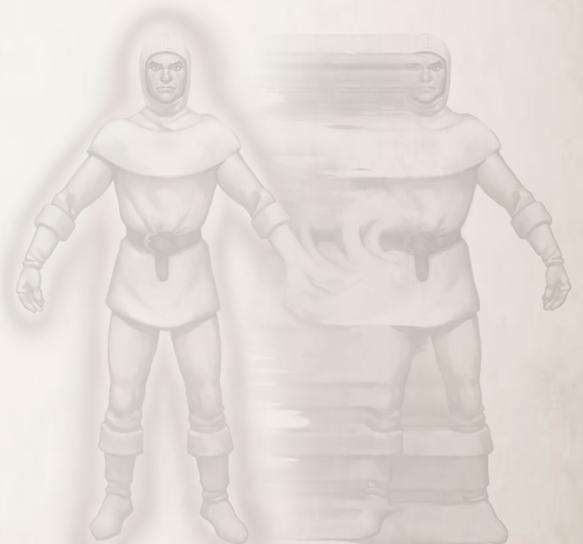
If you control a Town or a Settlement, a Secondary Hero can be Hired by flipping your **Population Token** and paying 10 .

Units **cannot** be **recruited or reinforced** (p. 35) 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 Board, **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**, p. 21). Secondary Heroes are considered to have the same Level as the Main Hero for the purposes of resolving **Quick Combat** (p. 39).

If your Secondary Hero is attacked by an enemy Hero, you can choose to have that Hero be **instantly defeated instead of fighting a Combat** (p. 43). When a Secondary Hero is defeated, remove them from the game. They can be recruited again with another use of the Population Token.



## HERO BOARD ANATOMY

- Name** – The Hero’s name. Used for identification. Has no gameplay effect.
- Class** – The Hero’s class. Has no gameplay effect.
- Type** – The Hero’s type (Might  or Magic ). Determines the amount of Magic Arrow<sup>o</sup> Spells in your Starting Deck (1 or 2 respectively).
- Faction Color** – Reminder for the color of the Faction’s Cubes and miniatures.
- Attack** – Number of Attack<sup>o</sup> cards in your Starting Deck.
- Defense** – Number of Defense<sup>o</sup> cards in your Starting Deck.
- Power** – Number of Power<sup>o</sup> cards in your Starting Deck.
- Knowledge** – Number of Knowledge<sup>o</sup> cards in your Starting Deck.
- Starting Ability** – Reminder for the unique Ability card the Hero starts with.
- 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.
- 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 Board*

- |                  |                     |
|------------------|---------------------|
| 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       |                     |



# PLAYER TURNS

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

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

Your current Hand Limit depends on your Main Hero’s **Level** (p. ??). 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.



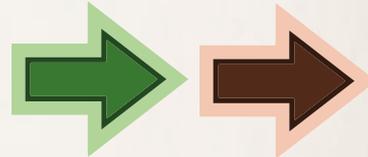
Whenever you are instructed to gain (additional) MP, sometimes represented by the symbol , that MP persists for **only the Turn it was gained on**. In the unlikely situation that two allied Heroes are forced onto the same Field, you must use your next MP to move one of them away from that Field.

## 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** (p. 31) a Field where your Hero is in.
- **Continue Combat** (p. 42) against Neutral Units for 1 additional Combat Round.
- **Discover a face down Map Tile** (p. 31) 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** (p. 16), 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** (p. 31) the Field that the allied Hero is standing on.

## 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, players cannot draw Spell cards simultaneously using the Spell Book Token.

When a player announces that they are about to start Combat, you may react to it with any number of Town Actions before performing any of the steps of **setting up Combat**. (p. 40)

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** (p. 29).
-  Population Token, used to recruit and reinforce **units** (p. 35) or to recruit a **Secondary Hero** (p. 16).
-  Spell Book Token, used to purchase **Spells** (p. 24). Requires the Mage Guild Town building to use.



## Example Player Turn

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

*She then spends her Build Token to construct the  Dwelling, and then her Population Token to **recruit** (p. 35) the  unit Champions. She can do this, as she had previously built the prerequisite lower Level Dwellings ( and ) and has enough **Resources** (p. 28) 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.*



## 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.

## Morale cards

You can use Morale cards **instead** of Tokens. During setup, remove all Morale cards with the Battlefield symbol, unless you're playing *Adventure* or *Skirmish* (p. 66). Then shuffle the Positive and Negative Morale cards separately and place them face down.



*Positive Morale card*



*Negative Morale card*

1. Name
2. Effect
3. Battlefield symbol  
(Use such cards only in *Adventure* and *Skirmish* (p. 66) games)

Every time you **gain** Morale, discard a Negative Morale card (if you have any); otherwise:

- In *Adventure* and *Skirmish* (p. 66): Search(2) Positive Morale card and put the unwanted card to the bottom of the Deck.
- In regular games: draw 1 Positive Morale card.

You may have **2 Positive Morale cards at a time**. Don't draw a third card.

Every time you **lose** Morale, discard a Positive Morale card (if you have any); otherwise draw 1 Negative Morale card (no Searching!). You may have an **unlimited number of Negative Morale cards**.

Place newly gained Morale cards face up near your Hero Board. Positive Morale cards may be used at any moment you wish. Negative Morale cards must be used the next time when the situation indicated by the card occurs. **Put used cards at the bottom of their respective Decks**. If you must draw a Morale card but the respective Morale Deck is empty, reshuffle its Discard Pile to form a new Deck.



# DECK-BUILDING

## Player Decks

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

## GENERAL CARD RULES

1. Cards can be played **only on your Turn**, or in a **Combat** (p. 39) 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).

**STRONGHOLD EXPANSION**  
**CONFLUX EXPANSION**  
**COVE EXPANSION**

You can use Time Tokens to track the duration of Ongoing Effects. 

  - **Permanent** ∞ cards stay in play until discarded or replaced. They are played the same way as ➡ and 🗺 cards. **You may only have one permanent card at a time**; playing another discards the first. While a Permanent card is in play, you may use either its Basic or Expert Effect, but not both simultaneously.
8. Whenever you are instructed to **remove a card**, remove it completely from the game.



## 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.



# STATISTIC AND ABILITY CARDS

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

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



*Statistic card*

## INFERNO EXPANSION



*Empowered Statistic card*

### Empowered Statistic cards

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

These cards can be gained via certain game effects, such as Visiting a **Star Axis** (p. 83).



*Ability card*

## NAVAL BATTLES EXPANSION



*Empowered Ability card*

### Empowered Ability cards

The Empowered Ability cards work very similarly to Empowered Statistic cards. Their only effect corresponds to the Expert effect of normal Ability cards, but without requiring you to use your .

These cards can be gained by spending **Empowered Ability Tokens** (p. 27), which are only available in certain Scenarios (e. g. "Island of Fire" from the Naval Battles Mission Book).

- |                 |                             |
|-----------------|-----------------------------|
| 1. Name         | 3. Expert Effect            |
| 2. Basic Effect | 4. Necropolis-specific card |

## SPELL CARDS

Spell cards have three possible primary effects. Using the topmost, basic version of the Spell usually 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 Power<sup>o</sup> Statistic card) 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. You may use a cheaper  effect than what you've paid for, though.



*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** (p. 52) in Alliance and Cooperative Scenarios.

During Combat, each player may play **only one Spell card 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.

Some complex Spell cards use keywords or require special components, see [Card Effect Keywords](#) (p. 88).



## Schools of Magic

All Spell cards belong to one School of Magic: either Air, Fire, Earth or Water. Spells with one School symbol on them are called **Basic Spells**, while Spells with four identical symbols are called **Expert Spells**. **Magic Arrow<sup>o</sup>** is a Basic Spell; when casting the **Magic Arrow**, you must select which School it belongs to. By default there's no difference, but certain game effects can refer to specific Schools and to Basic/Expert Spells.



*School of Fire*



*School of Water*



*School of Air*



*School of Earth*

# HERO SPECIALTY CARDS

Hero Specialty cards are gained from **Level ups** (p. ??). Each Main Hero has a unique set of Specialty cards. While some of these cards have effects which resemble Spell cards and even make use of , Specialty cards are their **own unique category of cards**. For example, the limit of 1 Spell per Combat Round doesn't apply to Specialty cards.



A Level IV Specialty card, belonging to Catherine the Knight.



A Level I Specialty card, belonging to Deemer the Warlock. It uses , but does NOT belong to any School of Magic, despite the imagery.

# 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, with different border color. These Levels relate to the overall Power of the card and may be referenced when resolving certain effects or during Scenario setup. Otherwise, all Artifact cards are normally shuffled together to form the Artifact Deck regardless of their Level. They are gained through map exploration.

Artifacts can be **traded** (p. 52) in Alliance and Cooperative Scenarios.



Major Artifact



Minor Artifact



Relic Artifact

1. Name
2. Effect
3. Level
4. Flavor text



## SPELL SCROLL CARDS

During setup shuffle 10 of the Spell Scroll cards into the Artifact Deck. Set the remaining 10 cards aside to form a Spell Scroll Deck. Some locations or Scenario effects may call for them later.



*Spell Scroll card*

When you gain a Spell Scroll, place it next to your Hero Board, take the 2 top cards from the Spell Deck and place them face-down on the Spell Scroll. You can look at these Spells at any time and they don't count toward your Hand Limit. You can only have 2 Spell Scrolls at a time. If you gain a third one, draw the new Spells normally and then decide whether to discard the newly gained Spell Scroll or replace one you already have (including all Spells on it).

You can play Spells from a Spell Scroll like any other Spell with the following exceptions:

- They don't count towards your Spell Limit. You can also play a Spell from your hand during this Combat Round.
- You may use the Spell's **lowest Power effect**, without needing to pay its cost (e.g. in case of Implosion the cost is 1). You can't Empower the Spell with **Power** from any source.

- They can't be used to increase the **Power** of another Spell.
- You can **sell Spell Scrolls** (p. 52) at a Trading Post for 2 **Gold** per each Spell on it. This works in addition to other effect of visiting the Trading Post.
- After using or selling those Spells, the Spell card is **removed**, not discarded.

If the last Spell on a Spell Scroll is used or sold, place the Spell Scroll back in its Deck.

Spell Scrolls are not part of your Deck, therefore they are not carried over between Scenarios in a Campaign.

## WAR MACHINE CARDS

War Machines are permanent cards that can be bought at either a **Trading Post** (p. 80) or a **War Machine Factory** (p. 80). 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. Cost in a War Machine Factory
4. Cost in a Trading Post

## EMPOWERED ABILITIES

These cards improve your Hero's Ability cards. You can gain them by spending **Empowered Ability Tokens**. You can use one of these Tokens at the moment you gain a new Ability card, regardless of how you obtain it. If you use such a Token, discard it, remove the just-gained normal Ability card from the game, and gain the corresponding Empowered Ability card in its stead. There's only 1 copy of each Empowered Ability card, so if one player takes a particular Empowered Ability card, they prevent other players from obtaining it. If an Empowered Ability card isn't available, you can't spend the Empowered Ability Token and must keep it for later turns.



You can gain Empowered Ability Tokens only in certain Scenarios (e. g. "Island of Fire" from the Naval Battles Mission Book).



### Gaining Empowered Ability Example

*Bob playing as Crag Hack reaches Level II. He performs the Search (2) action and draws two cards from the Ability Deck. The cards are Offense and Wisdom. He chooses Offense and places the other card on the discard pile.*



*Bob happens to have an Empowered Ability Token. He may either use it, or save the token for later. He decides to use it, so he removes the "Offense" Ability card and discards the Empowered Ability Token to take the Empowered "Offense" Ability card instead.*





# RESOURCES

There are three types of Resources in the game: Gold , Building Materials , and Valuables . Resources are spent during the game to expand your **Town** (p. 29), to recruit **units** (p. 35), and to purchase **Spells** (p. 24). You can gain Resources from the **Settlements and Mines** (p. 78) that you have **flagged** (p. 31), and also by playing Cards and rolling Resource Dice . Whenever a player's Resource Production is increased or decreased, move that Resource's Cube on its production track the appropriate number of spaces.



*Resource Production Tracker*

Possible Resource Die  results:

 — 2 × Building Materials

 — 4 × Building Materials

 — 1 × Valuables

 — 2 × Valuables

 — 3 × Gold

 — 6 × Gold



*Gold*



*Building Materials*



*Valuables*

Players start each Scenario with the number of Resources indicated in that Scenario's setup. Resources can also be **traded** (p. 52). There's no limit to the amount of Resources you can have.





# TOWN

Each Faction has their own Town, located in the center of their Starting Tile. The Town is your most important location, as many Scenarios **may end** (p. 53) if it's **flagged** (p. 31) by an enemy Hero.

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

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

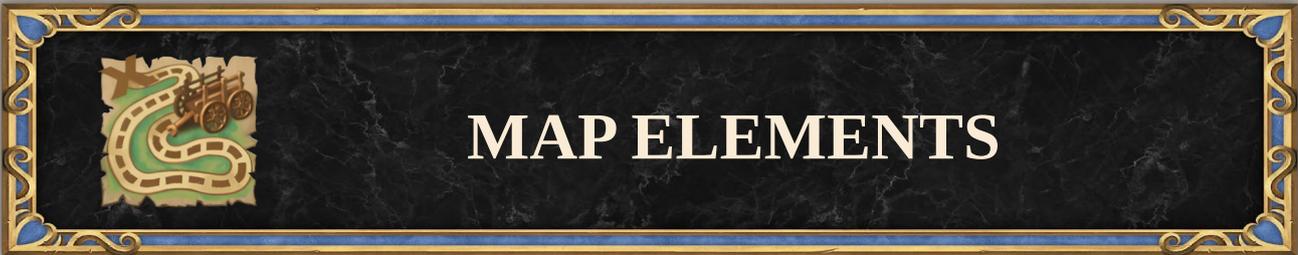
-  **City Hall** – Provides Resource income or a Faction-Specific Ability.
-  **Citadel** – Allows you to reinforce units when using the Population Token. Also **protects your Town** (p. 44) when it is attacked.
-  **Mage Guild** – gains you **Spells** (p. 24).
-  **Faction Buildings** – two Faction-Specific Buildings with unique effects.

-    **Unit Dwellings** – Allows you to recruit units of your Faction. Dwellings have three Levels that unlock new units, which must be Built in the following order:   

**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.



*Types of Map Tiles*

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



## 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 if unguarded, or first start a **Combat** (p. 39) against the enemies guarding it before Visiting. Empty Fields do nothing when Visited. Solid yellow lines on a Field's edge cannot be passed through. **Roman numerals** (p. 51) written on a Field indicate that the Field is guarded by Neutral enemies that must be fought to Visit it.

A Blocked Field cannot be entered, but can be exited.



*Map Tile Anatomy*

- |                     |                             |
|---------------------|-----------------------------|
| 1. Empty Field      | 5. Border line              |
| 2. Location         | 6. Blocked Field            |
| 3. Artifact Symbol  | 7. Tile name like F2 or #N3 |
| 4. Field Difficulty |                             |

## Location Categories

Visiting Fields provides Heroes with benefits, such as gaining Resources or cards (see *All Map Locations*, p. 75). 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 (scenario rules determine the Tiles in your own supply). 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 “FLAGGING A GUARDED MINE”

Alice wants to capture an adjacent *Mine* (p. 78) by flagging it with her Main Hero, Sandro the Necromancer. She spends 1 MP to move onto the Mine, which begins *Combat* (p. 39) against Neutral Units, since the Field has a *Difficulty Rating* (p. 51) 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 II, so she can empower it with the Power card's Expert Effect, which grants her an additional Movement Point after casting it.



## EXPANSION TILES

### COVE EXPANSION

#### Sea Map Tiles

Sea Map Tiles have a unique backside and during setup are placed as shown in the chosen Scenario Map layout. Discovering them works as with regular Tiles. Sea Map Tiles may contain both land and sea Fields. Movement from land to land, from sea to sea, or from sea to land works as normal. However, when your Hero **enters a sea Field from a land Field**, their movement for the Turn ends. You may use unspent MP for other Actions (for example, to **extend Combat** (p. 42) against Neutral Units), but you cannot move anymore that Turn, not even with the help of card effects.



*Sea Map Tile*

### CONFLUX EXPANSION

#### Elemental Map Tiles

Each of the Elemental Map Tiles is associated with one **School of Magic** (p. 24). When your Main Hero stands on such a Tile, all cast Spells from that School of Magic have their  increased by 1.



*Elemental Fire Tile*

*Elemental Water Tile*



*Elemental Air Tile*

*Elemental Earth Tile*

### STRONGHOLD EXPANSION

#### Subterranean Map Tiles

Subterranean Map Tiles have a unique backside and are placed during setup as shown in the chosen Scenario Map layout. They work similarly to regular Map Tiles, except that **you cannot move between a Surface and a Subterranean Tile without using a Subterranean Gate** (p. 34) in between or a Town Portal Spell. No other movement effects from cards can allow you to move from one to the other. You also may not discover a Subterranean Map Tile while standing on a Surface Map Tile and vice versa. Treat both Fields of the Subterranean Gate Token as **one Field**. When a Hero enters a Field with a Subterranean Gate, discover the Map Tile on the other side for free (if it is still not discovered). Otherwise treat a Subterranean Gate Token as an empty Field.

*Surface Map Tile*

*Subterranean Gate*



*Subterranean Map Tile*

# PLACING AND DISCOVERING LOCATION TOKENS

Location Tokens are added by several expansions to the game. They are placed either separately or on specific Fields of the Map Tile when a Hero discovers one with associated Token, and overwrite the original Location they are placed on. Tokens cannot be placed on other Location Tokens, Blocked Fields, or Fields containing Locations required to meet any of the Scenario's victory conditions. The effects of Visiting the Location Tokens are described in *All Map Locations* (p. 85).

## NAVAL BATTLES EXPANSION

### Creature Bank Tokens

As an **optional rule** you can decide to play with *Creature Banks* (p. 58). If you do, each time you discover a Far (II–III) or Near (IV–V) Map Tile, you may decide to draw a Creature Bank Token corresponding to the discovered Map Tile, and – contrary to the normal rules – you can place it **only on its Blocked Field**.

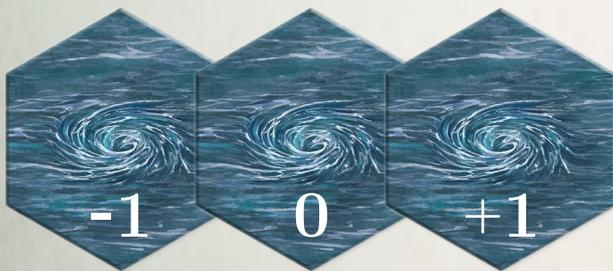


*Creature Bank Token*

## COVE EXPANSION

### Whirlpool Tokens

Discovering *Whirlpools* (p. 85) follows the same rules as discovering Monoliths.



*Whirlpool Tokens*

## STRONGHOLD EXPANSION

### Subterranean Gate Tokens

Subterranean Gates are also determined by a Scenario's Map Layout and connect both a Surface Map Tile and an adjacent Subterranean Map Tile. They cannot be placed outside the Map Tiles. After discovering one of the corresponding Map Tiles you may choose the position of the Subterranean Gate Token as long as it connects the two indicated Map Tiles without covering forbidden Fields. The Scenario Map layout only shows **which two Tiles are connected**, not the exact Fields the Token is placed on.



*Subterranean Gate Token*

## CONFLUX EXPANSION

### Monolith Tokens

The position of *Monoliths* (p. 85) is determined by Scenario Layout. If you discover a Tile with one of these Tokens on it, discover the Tile normally, and then place the Token on the Field indicated by the Scenario's Map layout, or a Field of your choosing if it's not specified.



*Monolith Token*



# UNITS

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

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

A player's Unit Deck may have any number of units, but **only up to 5 units** can be selected to fight during **Combat Setup** (p. 40). If a unit is defeated in Combat, **discard it** from your Unit Deck.

Units of your Faction 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    | 7. Initiative         |
| 2. Tier    | 8. Recruitment cost   |
| 3. Type    | 9. Reinforcement cost |
| 4. Attack  | 10. Pack symbol       |
| 5. Defense | 11. Special Ability   |
| 6. HP      |                       |

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** (p. 21).

Some complex unit abilities use keywords or require **special components** (p. 91).



# 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** (p. 44) the damage from 🏹 attacks.

## Neutral Units

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

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

Each of these Decks should always be kept separate from each other and shuffled during setup. If a Neutral Unit Deck ever runs out of cards, reshuffle the discard into a new Deck. When a Combat against Neutral Units starts, draw **the appropriate number** (p. 51) 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<sup>o</sup> 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<sup>o</sup> Ability card. This effect does not apply to other cases, like Dungeon's Portal of Summoning.



*Neutral Unit*



*Creature Bank Unit*  
See **Creature Banks** (p. 58).



*Summoned Elemental Unit*  
Summoned Elemental units don't have 🐾 nor 🏹. See **Summoning** (p. 90).

## EXAMPLE “PACK AND FEW”

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 damage turned to their “Few” side and 1 leftover damage  is placed on them.



# COMBAT

Combat with **Neutral Units** starts when a Hero moves to one of the **unvisited** Fields:

- A Field with a Roman numeral signifying the **type and number** of Neutral Units guarding that Field, or

## NAVAL BATTLES EXPANSION

- A **Creature Bank Location** (p. 86). In this case, follow the rules for **Combat against Creature Banks** (p. 58).

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, see **Siege Combat** (p. 44).

Players are able to start multiple Combats during their Turn.

When a **Secondary Hero** (p. 16) is attacked, they **may choose** to be **instantly defeated** (p. 43) 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. It can also be resolved on one of the **alternative Boards** (p. 59). 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. Check the **Combat against AI** (p. 47) section for detailed instructions.

Unit setup when fighting **other players**:

- The attacking player places up to 5 units on their chosen side of the Combat Board, followed by the defender.
- If the Combat takes place in a Town with a Citadel, the defender adds the **Wall, Gate and Arrow Tower** (p. 44) 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. If a unit would activate with a Paralysis Token on it, **skip its activation** and remove the Token instead. If the unit **is attacked or takes any damage** while having the Paralysis Token, remove it. The Token does not prevent units from performing Retaliation Attacks.



*Paralysis  
Token*

**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.



*Defense  
Token*

### CONFLUX EXPANSION

**Elemental Damage** – If units deal elemental damage, they attack normally, but the resulting damage works similarly to  dealt by Spells and ignores the unit's . Elemental damage does not count as damage from Spells.



## 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** (p. 36). **If there's a tie**, alternate between attackers and defenders starting with an attacker.
- When a unit activates, place a Faction Cube on it to indicate it has been activated this Combat Round.
- Activated units may move and attack according to their **type** (p. 37). Neutral Units controlled by an opposing player must always attack if possible.
- Instead of attacking, a unit may **defend** (p. 41). In Neutral Combat, the Neutral enemy units cannot defend, even when controlled by another player.
- Before a unit attacks, both players may **play cards** (p. 42). 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** (p. 36) to the defending unit.
- If the defending unit was adjacent to the attacker, it **retaliates** (p. 41) 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.

### Campaign and Cooperative Combat

During these game modes, all enemy units activate as described in the **AI Rules section** (p. 47).

### Using Cards During Combat

You may only use **one Spell per Combat Round**, unlike being able to play any number of other cards. Ongoing ♻️ and ➡️ activation 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. Increased 🛡️ expires in a similar way.

### 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 🐎 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**. Retreating has no other penalties.

Combats against Azure ★ Units, other players, or **AI Heroes** (p. 48) have no time limit, and you cannot Retreat from them.

## END OF COMBAT

Combat against Neutrals has three possible outcomes:

- **Victory:** All Neutral Units are defeated.
- **Retreat:** The player runs out of time or loses all combating units, but still has units in their unit Deck.
- **Defeat:** The player loses all combating units and doesn't have any units in their unit Deck.

Combat against another player's Hero has two possible outcomes:

- **Victory/Defeat:** If all units on one side are defeated, the side with any surviving units is the winner, the other side is defeated.
- **Surrender:** Instead of activating one of their units, a Hero can decide to surrender to the other player's Hero by paying them 10 🍀 to prevent their army from being defeated. In this case, Combat ends immediately without having a winning or defeated Hero.

When Combat ends, all damage is healed from all surviving units. Move any player-owned units back to their unit Deck and discard any leftover enemy Neutral Units. Depending on the type and result of the Combat, players must resolve the following consequences for themselves:

A **Winning Hero** gets **Experience** (p. 43), if it was the Main Hero. If it was the attacker, they must Visit the Field where the Combat took place.

A **Retreating Hero** from a Combat with Neutral Units has to move back to the last visited Field on the map (without Visiting that Field).

A **defeated Main Hero** has to move to a friendly Town or Settlement. If they were defeated by another player's Hero, they gain 1 🐉 and have to pay 5 🍀 to the winning Hero. Furthermore, they give a **Faction**

**Cube** (p. 53) to the winning player. Defeating a Main Hero may cause **Player Elimination** (p. 53).

A **defeated Secondary Hero** (even instantly defeated without combat) is removed from the map. If defeated by another player's Hero they also get a **Faction Cube**.

A **Surrendering Hero** doesn't count as defeated. Move a surrendering Main Hero to a town or settlement, or remove a Secondary Hero from the map as if they had been defeated. The other player neither gets Experience nor **Faction Cubes**.

Remember to receive the starting units of the chosen Scenario for free each time your unit Deck is empty after a Combat.

### 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 VII **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.



## SIEGE COMBAT

When an enemy Hero attacks your Town or Settlement and your Hero is not present 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 you defend a Town **without a Citadel**, resolve Combat normally on the standard Combat Board. Defending a Settlement follows the same rules as defending a Town without a Citadel.

**Note:** you cannot surrender when defending your Faction Town.

### Defending a Town with a Citadel

When you defend your Town and it has a Citadel, you add the 3 Wall and 1 Gate Obstacles in any order to the middle row of the Combat Board after placing your units. **Don't use Walls and Gate** if you defend an enemy Town, which you've conquered before, **not even** if it is a Town with a Citadel. The Gate Card is **not an Obstacle** to the defending player. Defending units may move through the Gate and may stop on it.

Walls **protect defending units behind them** (p. 45).

The Wall and Gate Cards can be destroyed by any adjacent  or  unit's attack, even by your own defending units. These attacks don't count as normal attacks: They are always successful and don't activate any of the attacking unit's  abilities, and you cannot play any cards or throw the Attack Die to affect the attack's result.



The defender also gains the Arrow Tower unit card which is placed next to the Combat Board. It acts like a Ranged  unit, except that it is not affected by anything related to its positioning. For example, it never gets ranged penalty against enemy units and vice versa. Only Ranged attacks and card effects can destroy the Arrow Tower, but it is instantly destroyed when all Walls and the Gate are destroyed. The attacker doesn't need to destroy it to win the Combat.

For Arrow Tower rules in Solo Scenarios, see [AI Siege](#) (p. 47).



## Protection from ☞ Attacks

Defending units standing on their own side and **in the same column** as a non-destroyed Wall or 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 the opponent's side of the Combat Board. The ☞ attack damage of Evil Eyes is **reduced by 1**.



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

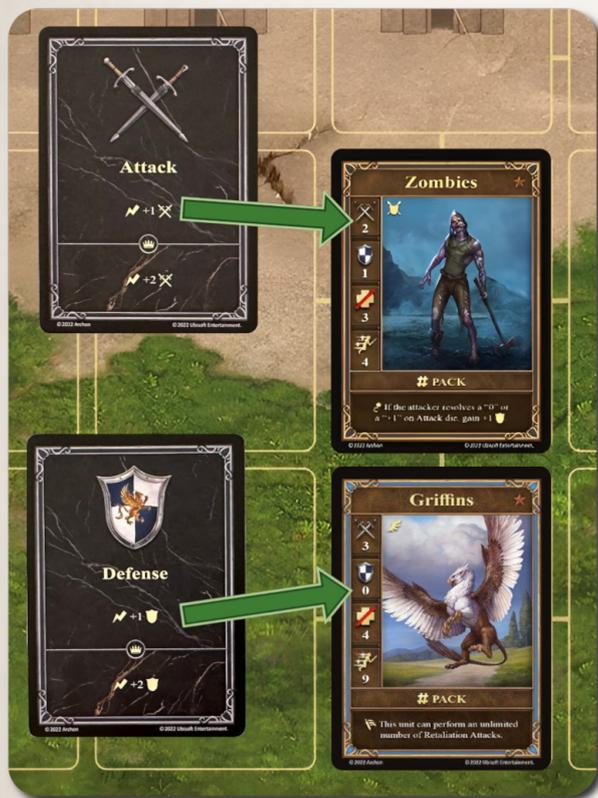
## COMBAT EXAMPLE

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  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.

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.



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.





# AI RULES

AI rules apply to Enemy Heroes and all Combat encounters, including those against Neutral Units, in **Solo Campaigns** and **Cooperative Scenarios**.

## COMBAT AGAINST AI

Foreword: these rules are intended to make fun challenging encounters, but still be simple enough to follow. You will likely find some loopholes which make the encounter too easy, but you may make AI behave more intelligently.

The rules for AI unit placement during setup are described in **Combat section** (p. 40).

When Neutral enemies or **AI Heroes** (p. 48) activate a unit, they follow a set of instructions:

- If it is an AI Hero, draw and resolve the next **AI card** (p. 49).
  - 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 is more than one valid target, they attack the closest one. If there is ever a tie between equally valid targets, the player chooses which unit is attacked.

Enemy units cannot **defend** (p. 41) unless instructed to.

## AI Siege

When the Walls and Gate are mentioned in Combat preparation but no additional information on how to arrange them is given, arrange them as a human player would: place the Gate in front of the 🐾 unit with the highest 🏹. By default, the units do not attack the Walls – they would rather fly over them to attack their target or move towards it through the Gate. If it is not possible, they take a **Defend** (p. 41) Action.

The **Arrow Tower** (p. 44) is treated like a Silver ☆🏹 unit. However, if it has multiple equally valid targets to attack, it will attack the one with the least health remaining (the smallest difference between 🏹 and current 🏹).



## AI HEROES

AI Heroes are used in Campaigns. AI Heroes do not have a Town Board, Resources, or a Hero Board. Their units are static and defined by the Scenario: locate the indicated unit cards during setup. If the unit indicates a unit tier (★, ☆, ★, or ★) instead of “Few” or “Pack”, it is a Neutral Unit.

During setup, if multiple AI Heroes use the same unit and you do not have enough copies of its card, the AI Heroes must share it: set up everything without that card, then add it to the AI Hero’s Army when you initiate Combat with them.

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 Hero Turns

Unless specified otherwise, AI Heroes start in their Town, take turns after the player, 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 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 DECKS



*AI card*

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 AI Deck. Before each Combat, shuffle the AI Deck and its discard pile together.

When an AI Hero **activates** a unit, draw an AI card and follow its instructions before the unit **moves and/or attacks** (p. 47). If the AI Deck is depleted during Combat, stop drawing from it. The effect of each AI card depends on the game's **Difficulty** (p. 51). If an AI Hero is instructed to draw a card, they will draw and resolve **another card** from the AI Deck.

### AI Magic cards and AI Spell Deck

During setup find the Spells indicated in the Scenario and build the **AI Spell Deck**. Before each Combat, shuffle the AI Spell Deck and its discard pile together.

Whenever an AI Magic  card is drawn, draw the next Spell from the AI Spell Deck and cast it. Discarded Spells go to its own AI Spell Discard Pile. If the AI Spell Deck empties before Combat ends, shuffle the AI Spell Discard Pile to form a new Spell Deck.

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

-  Might
-  Magic
-  Skill

The AI Spell Deck may contain more Spell cards than there are Magic cards in the AI Hero's Deck. This is intentional: not all Spells will be used during Combat. Some are included for the sake of variety.

If the AI Hero is assigned a Spell card that is unavailable because it is in your Hero's Deck, and you do not have another copy, substitute it with a Magic Arrow<sup>o</sup> card.

For certain Spells it can be unclear how the AI is supposed to cast them. See **Casting Complex Spells** (p. 50) for explanations.

### AI Skill cards

If Skill cards are included, search for and set aside the indicated card related to it (usually, an Ability). Whenever an AI Hero uses the AI Skill  card, use the Skill card assigned to them in the Setup, but do not discard it afterwards. Contrary to the regular rules, the AI Hero can use the skill again, when instructed to do so by the AI Deck. Discard the AI Skill  card as usual.

AI Skill cards cannot be replaced, so if Scenario rules assign the AI Hero a card that your Hero has and you do not have another copy, remove that card from your Deck and **Search (3)** the respective card's Deck to compensate your Hero for the loss.

### AI cards timing

After an AI card is resolved, discard it.

The Attack<sup>o</sup> Might  card says about "unit that is about to attack", so if the currently activated unit doesn't have a valid target to attack, the Attack will apply to the next unit who is able to attack. Note that multiple unresolved cards can stack over successive activations. The same applies to any AI card which is not useful at the moment of drawing it.

If an AI card increased a unit's , or triggered another card which increased it, the AI card stays attached to the unit until the first defense happens.

## AI Deck sharing

If there are multiple AI Enemy Armies in the Scenario, but the rules do not specify to which Enemy an AI Deck, an AI Spell Deck, or a Skill belongs, you should assume it is shared between them.

## CASTING COMPLEX SPELLS

In some Campaigns, enemies use Spells whose effects are not fully compatible with the standard use of AI Magic  cards. To fully use their effects, here are extended descriptions of how AI Heroes should use each of these Spells. Scenarios can override these instructions.

### Spells attacking multiple targets

*Examples: Fireball, Chain Lightning.*

When drawn, target any unit with one or two adjacent units from the player's army, prioritizing the groups where there are more higher-tier units. If there is more than one valid group, attack the one with the least health remaining (has the smallest difference between  and current ). If there is still more than one valid target, you can choose which unit is attacked. If there are no player units adjacent to one another, target units that are not adjacent to any of the AI units. If that is also not possible, do not use this Spell – instead, skip the AI  card that activated this effect and put it on the bottom of the AI Deck, then shuffle this Spell back to the AI Spell Deck.

### Instant Defense Spells

*Example: Stone Skin.*

When drawn, put this card on the side of the Combat Board, then put a Defense Token on the unit with the highest  to represent the card's effect – it stays there until the Defense is resolved. If that unit already has a Defense Token, place it on the unit with the

next highest  instead. In case of a tie in  value, give preference to the unit of the highest tier, then to the greatest value of .

## Healing Spells

*Example: Cure.*

When drawn, remove the  from the AI unit with the greatest value of  taken, starting with the highest tier available. If no AI unit has any , put the AI  card that triggered the Spell at the bottom of the AI Deck, then shuffle this Spell card back to the AI Spell Deck.

## Single-round buffs

*Example: Fire Shield.*

When drawn, check the tier of the unit on which you are about to cast the Spell and count how many units of the same or higher tier there are on the Board. If more than half of those units have already activated this Round, do not cast the Spell; instead, set it aside and cast it when the first AI unit activates next Round; skip drawing the AI card for that activation. Multiple delayed Spells may accumulate and be cast during the same activation.

## Attack-weakening Spells

*Example: Weakness.*

When drawn, if the AI's activated unit is about to perform an attack that will provoke a Retaliation, cast this Spell on the Retaliating enemy to lower their . If the AI's unit causes no Retaliation, do not cast this Spell; instead, ignore the AI  card that activated the Spell and put it at the bottom of the AI Deck, then shuffle the Spell card back to the AI Spell Deck.



# 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.





# TRADING

## Trading Post actions

When visiting a **Trading Post Field** (p. 80) allows you to either:

- trade multiple Resources with the game in accordance to the **table at the back cover**, or

**RAMPART EXPANSION**  
**COVE EXPANSION**

- buy a **War Machine** (p. 26), or
- **remove a single card** from your hand at the trading post to gain 1 .

Specialty, Statistic, Starting Ability and Magic Arrows<sup>o</sup> **cannot be removed** in the Trading Post.

In addition to the above, players can do following free actions an unlimited number of times during the same visit:

- In **Cooperative Scenarios**: Resources may be given to other players.

**STRONGHOLD EXPANSION**

- Spells from a **Spell Scroll** card (p. 26) can be sold for 2  each. Remove sold Spells from the game.

## Other Trading actions

Certain game modes and game effects also allow you to trade:

- In **Alliance Scenarios**, allies may trade Resources freely at any time on their Turns except during Combat.
- In **Alliance and Cooperative Scenarios**, allies may trade **Spell** and **Artifact** cards in any mix if they have Heroes on adjacent Fields. Only **cards from their hands** may be traded and you must give and receive an equal amount of cards.
- When other game effects allow you to **trade Resources** (e.g., **Marketplace Event**<sup>o</sup>), use the **trade table** as well.





# 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, see the **Campaign section** (p. 74) how to prepare for the next Scenario of the Campaign.





# TOURNAMENT MODE

The 1 vs. 1 Tournament Mode features rule changes to reduce randomness, allow more tactical decisions, and give players greater control.

**Note:** Tournament Mode is designed for the Core Game only. Rules for incorporating expansion content (e.g. [Sea Map Tiles](#), p. 33) are not provided.

## Changes during Setup

Before starting the game, do the following:

- Remove the Diplomacy<sup>o</sup> Ability card and the Hourglass of the Evil Hour<sup>o</sup> Artifact card from the game before building their respective Decks.
- Both players roll 2 . The player with the highest total chooses who starts.
- The second player gains at the start of the game.

## Building the Map

The Map in a Tournament Scenario is built by the players and is **completely revealed** at the start of the game. The Scenario's Map Layout only shows what the center of the Map should look like and which Tiles are needed to build the rest of the Map. The placement decisions of all other Map Tiles assigned to the Scenario are decided by both players.

Follow these rules to build the Map and **always place all Map Tiles face up**:

1. The starting player places the Map Tiles in the center of the map, matching them to the Scenario's Map Layout, and discovers and rotates them freely.

2. Starting with the second player, both players take turns adding the Scenario's Near Map Tiles to the Map, one at a time.

- If possible, Near Map Tiles must be placed next to a Center Map Tile.
- Every Scenario must have at least 2 Near Map Tiles with an Obelisk location on them.
- The pool of available Near Map Tiles is facedown. Players draw a random Tile, reveal it, and choose how to place it.

3. Once all Near Map Tiles have been placed, the first player must place their Starting Map Tile adjacent to at least one Near Map Tile. The other player must place their Starting Map Tile on the opposite side of the Map – at the farthest position away from the first player's Starting Map Tile (counted in Tiles).

4. Starting with the first player, both players take turns adding the Scenario's Far Map Tiles to the Map, one at a time.

- Every player's first Far Map Tile must be placed adjacent to their Starting Map Tile.
- The remaining Map Tiles must follow the [standard Tile Placement rules](#) (p. 31).
- The pool of available Far Map Tiles is facedown. Players draw a random Tile, reveal it, and choose how to place it.

## Additional rules during the game

The following rules apply to every tournament Scenario:

- **Round One Mulligan:** At the start of the 1<sup>st</sup> 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.
- All players can use Morale Tokens for a **new Morale Action:** During **any Search action**, discard all drawn cards and perform the Search action again.
- If you remove Artifact cards during the game, **keep them beside your Deck** until the end of the game, when these Artifact cards count toward your final Victory Points score.
- When Visiting a **Redwood Observatory**, use its **alternative effect** (p. 81).
- **Optional rule:** You can play with the **split Artifact and Spell Decks** (p. 57) variant to have more control over the cards you draw.



## SCORING VICTORY POINTS

When either the Scenario reaches its Round limit or any player completes the Scenario's victory condition, the game ends and both players count their Victory Points (VPs) according to the table below. The player with the most VPs wins the Scenario.

Victory Point scores	
VPs	Category
1	for every controlled Mine or Settlement
1	for every building in your Town
1	for every two Artifact cards in your Deck (including removed ones)
1	for every Level of your Main Hero
2	for every Secondary Hero defeated
4	for defeating the enemy's Main Hero (only once)
X	for any additional objectives specified in a given Scenario's description



# RULE VARIANTS

You may modify the rules to increase or decrease difficulty, change how the game flows, or adjust its pacing. These are suggestions from the game developers.

## CHAOS CARDS

Whenever you are about to discard a card, Remove that card instead. Then, take the top card from the corresponding Deck and place it in your discard pile.

**Note:** Statistic and Specialty cards are still discarded normally.

Even if you use a Knowledge card<sup>o</sup> to return a Spell to your hand, the Spell is still removed, and you receive a new one from the top of the Spell Deck instead.

## NEUTRAL ARMY

When you use a Population token to **recruit** units, instead of **recruiting** them normally, for every Dwelling you have, draw 2 corresponding Neutral Unit cards. You can **re-recruit** any number of these units if you  their  costs. Discard all units that were not recruited.

**Note:** This variant is recommended only when there are no Heroes with unit-oriented Special Abilities in the game.



## DRAFT START

This rule allows you to modify your starting Deck by drafting its contents during the game's setup. After choosing your Heroes, instead of creating their normal starting Decks, follow the steps below. For each chosen Hero, take their Starting Ability card from the Ability Deck and their Level I Specialty card, and set them aside.

Shuffle the Artifact, Ability, and Spell Decks separately. Each player draws the top 2 cards from each of these Decks and chooses one to keep. Then, each player passes the remaining 5 cards to the player on their left. Repeat this step until all of the cards have been taken.

When that happens, the players – once again – draw the top 2 cards from the three Decks, choose one to keep, and pass the remaining five to the next player, but this time to the one on their right. Repeat the step until every player has a Deck totaling 12 cards drafted this way.

Now, based on the icons shown on their Hero Board, each player adds the corresponding Statistic cards to their Deck. At this point, a Might Hero's Deck should consist of 18 cards, and a Magic Hero's Deck of 17 cards.

Each player selects 7 cards from their Deck (discarding the rest) and adds them to the two cards they set aside at the beginning. Now, every player has their drafted Deck of 9 cards ready.

**Note:** This variant is recommended for 3+ players.

## SPLIT ARTIFACT AND SPELL DECKS

**Note:** Split Decks are often used in **Tournament Mode** (p. 54).

During Setup, split Artifact cards by **their level** (p. 25) into 3 separate Decks: Minor, Major and Relic. Afterwards, split the Spell Deck into 2 separate Decks for **Basic and Expert Spells** (p. 24). Discard the top card of each of the five Decks to form their Discard Pile.

Each time you gain an Artifact card or a Spell card **from Visiting a Map Location**, perform a Search (X) action or draw a card from one of the available Decks depending on your Hero's position on the Map, according to the table below. If several Decks are available, choose one.

Deck availability		
Hero's Position	Artifact Decks	Spell Decks
Tiles I, II-III	Minor	Basic
Tiles IV-V	Minor Major	Basic Expert
Tiles VI-VII	Minor Major Relic	Basic Expert

If you gain an Artifact or a Spell **outside of a Map Location** (e.g. by buying a Spell in a Mage Guild), **only your Main Hero's position** is relevant for choosing from the available Decks.

## GOLD POOL

This alternative rule for building and managing your army changes the dynamics of multiplayer clash games, improving the experience, particularly in games with an odd number of players. By mitigating the impact of casualties, it gives early combatants a fair chance against players with fresh armies and denies them an easy win.

Your pool of resources is now called the Unspent Pool. When you use the Population token to **recruit** or **reinforce**, instead of placing the  and  from your Unspent Pool back in the box, place the resources in a separate pile near your Unit Deck – this will be your Reserved Pool. The resources from the Reserved Pool cannot be used.

The next time you use your Population token to expand your army, you will be able to freely change your recruited units, meaning that you can not only buy new units, but also sell the ones you have. When you sell a unit or when it perishes, simply return its costs – both in  and  – from your Reserved Pool to your Unspent Pool. You can **recruit** and **reinforce** as many units as you can afford.

Whenever your unit is flipped from the “Pack” side to the “Few” side, you regain the .

Whenever you use a card that reduces a unit's **recruitment** or **reinforcement** costs, keep it with the unit's card to remind you how much  and  you will regain when the unit perishes or when it is sold (or when it is flipped to the “Few” side, if you used the card to pay the ). When this happens, return the “discount card” to your hand.

## CREATURE BANKS

Playing with Creature Banks is an **optional rule**. If you decide to play with Creature Banks, the following rules apply.

### Setup

Separate the Creature Bank Tokens into two piles (for Near and Far Map Tiles) based on the numerals on their backs. Shuffle each pile and place them near the Map. Place the Creature Bank unit cards face up near the Neutral Unit Decks. There is no need to shuffle these cards. Shuffle all Stack Tokens and place them near the Creature Bank unit cards.



*Creature Bank (Near)*



*Stack Token*



*Creature Bank unit card*

### Placing Creature Bank Tokens

When you discover a Near or Far Map Tile, you may choose to draw a Creature Bank Token of the corresponding type, and place it on the Tile's Blocked Field.



### Visiting a Creature Bank Location

When you enter a Creature Bank Location, you must defeat the corresponding Creature Bank units defending it. If you win, resolve the Field's effect and mark it with a Black Cube. Because these Fields don't have any Difficulty Level, Quick Combat never happens, there is no Round limit, no need to spend MP to extend Combat, and you don't gain any . The defending units and all effects of all Creature Bank Locations are listed in *All Map Locations* (p. 86).

### Combat in a Creature Bank

When you start Combat at a Creature Bank, place up to 5 of your units in the player deployment zone. Depending on the Creature Bank you are visiting, take the corresponding units from the Creature Bank unit cards and place them randomly in the Neutral unit deployment zone.



*P – player deployment zone*  
*N – Neutral Units deployment zone*

Based on the Scenario's Difficulty Level, take a number of *Stack Tokens* (p. 59) and place them randomly on up to four different Creature Bank unit cards:

- **Easy:** 1 token
- **Normal:** 2 tokens
- **Hard:** 3 tokens
- **Impossible:** 4 tokens

#### NAVAL BATTLES EXPANSION

After Combat, return all Creature Bank units back to the Creature Bank units cards pile. If you win, you claim the Creature Bank's reward, as well as an additional reward for the Stacked units you defeated.

### Stack Tokens

Each Stack Token modifies a unit's statistic in the following way: +1 ⚔, +1 🛡, +1 🩹, or +2 🏃. Furthermore, each unit with a Stack Token is now a **Stacked unit**, which is similar to reinforced Faction units: when it takes damage equal to or greater than its 🩹, instead of removing the unit card from the Combat Board, discard the Stack Token from that unit and deal any leftover damage, deducting it from the new 🩹. Creature Bank units without a Stack Token are defeated normally.



### Gained Stacked Units

Some rewards allow you to gain a Stacked Creature Bank unit card. Track which of your units are Stacked by whatever means is comfortable, e.g. by remembering it or by placing a Token or Cube on it. Whenever your Stacked unit goes to a Combat, draw a random Stack Token and place it on that unit. After Combat, note whether the unit is still Stacked (for future Combats), then return the Stack Token to the pile.



## ALTERNATIVE COMBAT BOARDS

#### NAVAL BATTLES EXPANSION

As an **optional rule**, you can use the **Naval Battle Board** for combats at sea locations. This Board removes the two middle spaces, requiring Ground 🏃 units to navigate around them while Flying 🦋 units can move over them but cannot end their movement there.



#### BATTLEFIELD EXPANSION

As an **optional rule**, you can use the **Battlefield Board** for combats between players in regular games. You can also use it for Neutral Combats, though this is not recommended. Refer to the [Battlefield section \(p. 71\)](#) for the rule changes regarding this Combat type.



### 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 <b>flagged</b> , 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 deals 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 <b>Visitable</b> 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 <b>Visitable</b> Fields are removed on 4 <sup>th</sup> , 8 <sup>th</sup> , and 12 <sup>th</sup> Rounds.
Variant	The cards that would normally go to your hand now go immediately to your discard pile instead.





# EXPANSION CONTENT

Numerous expansions have been released for Heroes III: The Board Game, introducing new gameplay elements. Most expansion rules are integrated directly into the relevant sections of this rulebook where they belong. Below you'll find an overview of all expansion content.

**The following contents are added by many of the expansions:**

## Unit Miniatures

If you want to play your Combats with Miniatures, place and move them over the Combat Board instead of the cards. You can put Miniatures on top of the cards or keep the cards next to the Combat Board to form an initiative bar for better visualization of the order in which units activate.

If you play with Miniatures, there are a few rules to follow:

- If any of the following occur during Combat with Neutral Units, discard the Neutral Unit card and draw another card in its place:
  - ▷ if you draw the same Neutral Unit more than once,
  - ▷ if you draw any unit you already have in your army,
  - ▷ if you draw any unit from your Faction.
- While you recruit Neutral Units, you cannot recruit any units from a Faction that is controlled by a player or any units that are already in any player's army. Discard that unit card and draw another.



## New Map Locations

Each expansion adds new Map Locations to the game, which your Heroes can explore. They are explained in [All Map Locations](#) (p. 75).

## Permanent cards

Cards with a new type of effect which gives players permanent advantages, explained in [Player Decks](#) (p. 21).

## Schools of Magic

[Schools of Magic](#) (p. 24) gain more significance with the expansions, as there are now card effects which use them, e.g. your Heroes can specialize in certain Schools to make their Spells more powerful.

## Unique card effects with their own components

Several new cards from various expansions come with their own Token components and bring complex effects to the game. These are all explained in the separate section [Card Effect Keywords](#) (p. 88).

## More of the same

In addition to new gameplay mechanics, expansions also expand the variety of existing components: new Factions, new Scenarios, new Spells, new Heroes, and new Artifacts.

# FACTIONS EXPANSIONS

## Fortress Expansion

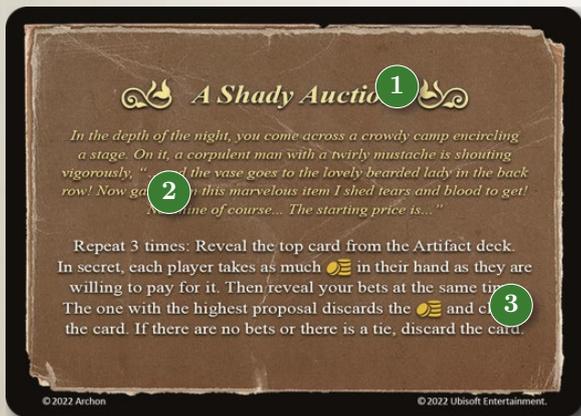


Contains the **Fortress Faction**: Poisonous swamp beasts under the command of Witches and Beastmasters.

New gameplay mechanics: The new storytelling card type described below.

## Events

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. Flavor text
3. Effect

## Rampart Expansion



Contains the **Rampart Faction**: Nature-oriented units under the lead of Druids and Rangers.

New gameplay mechanics: Various **War Machines** (p. 26), which support you with permanent effects in combat.

## Inferno Expansion



Contains the **Inferno Faction**: Demonic and fire-associated units under the command of Heretics and Demoniacs.

New gameplay mechanics: A new unit Ability to **Summon Demons** (p. 90) in combat; **Empowered Statistic cards** (p. 23) to make your Hero's Statistic cards more powerful, and the **Random Town** (p. 79) Map Location with unique combat rules.

## Conflux Expansion



Contains the **Conflux Faction**: Magical Creatures of all elements under the command of Elementals and Planeswalkers.

New gameplay mechanics: **Elemental Map Tiles** (p. 33) aligned with Schools of Magic; magical **Monoliths** (p. 34), which allow your Heroes to traverse long distances on the Map; a new **type of damage** (p. 41) which ignores Defense; and a unique Spell effect to **Summon Elemental units** (p. 90), which support you in combat.

## Stronghold Expansion



Contains the **Stronghold Faction**: Wild and orkish units under command of Barbarians and Battle Mages.

New gameplay mechanics:

**Subterranean Map Tiles** (p. 33), which open a new world to explore, and mystical **Spell Scrolls** (p. 26), which allow your Heroes to cast additional Spells even if they are not as familiar with magic.

## Cove Expansion



Contains the **Cove Faction**: Pirate units and Sea monsters under the command of Captains and Navigators.

New gameplay mechanics:

**Sea Map Tiles** (p. 33) with many new Sea Locations to discover; **Whirlpools** (p. 34) to travel quickly between distant Sea Tiles... but **at a cost** (p. 85); and the Cannon,<sup>o</sup> a new **War Machine** (p. 26).

## Tower Expansion



Contains the **Tower Faction**: Magic-oriented units under the lead of Wizards and Alchemists.

This expansion doesn't introduce any new gameplay mechanics, but it expands many existing components, e.g. it adds more **Heroes of other Factions**.



## GAMEPLAY AND GAME MODE EXPANSIONS

### Naval Battles Expansion



This expansion offers three new gameplay mechanics: The **Naval Battle Board** (p. 59) lets your Heroes fight Combat on ships, which is more challenging than on the normal Combat Board. The new **Creature Banks** (p. 58) Map Locations add challenging combats and **Stacked units** (p. 59). The **empowered Ability Tokens and Cards** (p. 27) make your Hero more powerful.

### Battlefield Expansion



The heart of this expansion is a large **Battlefield Board** (p. 71). Two new **game modes** (p. 66) are added around the use of this Battlefield Board. Furthermore, the expansion offers an alternative **Morale gameplay system** (p. 20), which you can use instead of the Morale Tokens.

## STRETCH GOAL CONTENT

Four boxes of stretch goal content have been released for the board game.

These expansions primarily contain aesthetic components, such as miniatures of Neutral Units, and Map Locations. They also expand the variety of existing components with additional Artifacts, Spells, and new Hero Boards for all Factions.

### STRETCH GOALS 2 EXPANSION

#### Town Cards

You can use Town Cards to randomly choose which player gets which Faction.



Here are some recommended options how to do that:

- Shuffle the Deck and deal 2 Town cards to each player. Each player then chooses their Faction from these cards. If you do not own enough Expansions, deal 1 card to each person instead.
- Shuffle the Deck and deal 2 Town cards to the first player. The first player chooses one card and passes the other one to the next player. The next player draws 1 more Town card from the Deck, selects one card from the two, and passes the other card to the next person. Repeat this until every player has chosen their Faction.

Skip the cards with Factions from Expansions which you don't have.



*1<sup>st</sup> crowdfunding campaign:  
Miniatures of the core game Faction Units*



*1<sup>st</sup> crowdfunding campaign:  
Miniatures of Towns, Neutral Units, and  
other components*



*2<sup>nd</sup> crowdfunding campaign:  
Miniatures*



*2<sup>nd</sup> crowdfunding campaign:  
gameplay components and Miniatures*

## Pandora's Box cards

Shuffle the Pandora's Box cards during setup. When visiting a **Pandora's Box** (p. 77), you may draw and resolve a Pandora's Box card instead of the location's regular effect. Mark the Map Field with a Black Cube regardless. Pandora's Box cards have their own discard pile.

**Note:** If you draw a Pandora's Box card with a Permanent  $\infty$  effect while having a **Permanent card** (p. 21) already in play, discard your current card and put Pandora's card in its place.



## Alternative Manticores Card

A second **Manticores** unit card with slightly different statistics is included in this expansion. When playing the Dungeon Faction, choose one of the two Manticores cards to use in the game.



## FAN-MADE CONTENT

Take a look at the **fan-made expansions and content** from the **HoMM3 BG Community**.

- The **Fan-Made Mission Book** contains many well-playtested Scenarios with unique rules for even more spice in your games:   
[github.com/qwrtln/Homm3BG-mission-book](https://github.com/qwrtln/Homm3BG-mission-book)
- The **Fan-Made Factory Expansion** introduces the missing Faction. Print it yourself and learn a new Faction to master:   
[github.com/piotrbruzda/Homm3BG-FactoryRulebook](https://github.com/piotrbruzda/Homm3BG-FactoryRulebook)



- Bring your creative ideas to life by building your own Scenarios with the help of the **Scenario Map Editor**:   
[zedero.github.io/homm3boardgame](https://zedero.github.io/homm3boardgame)
- Generate your own custom Heroes and their unique Specialties with the **Hero Creator** and let them make history:   
[k-adam.github.io/Homm3\\_hero\\_creator](https://k-adam.github.io/Homm3_hero_creator)



# BATTLEFIELD

BATTLEFIELD EXPANSION

## Overview

The Battlefield Expansion introduces the large **Battlefield Board** (p. 71) and two 1 vs. 1 game modes that focus on tactical combat on the Battlefield Board. Neither of these 2 modes uses the **Map** (p. 30). They differ in how players build their Unit and Player Decks:

- In **Adventure Mode**, players experience a card-driven Adventure Phase followed by a final Combat. The Adventure Phase replaces the Map exploration from regular games. During this phase, players use Adventure cards to gather Resources, expand their Town, and develop their Heroes, thereby deciding which units to recruit and which card types to include in their Deck.
- In **Skirmish Mode**, players receive pre-constructed Decks and armies, with minimal control over their composition. Players immediately engage in Combat.

You can also use the Battlefield Board instead of the Combat Board in other game modes.

## Victory Condition

Victory in Adventure and Skirmish is achieved by defeating all enemy units in the final Combat.



## Rule Ambiguity

**Note:** Both game modes were designed for the **Core Game only**. As a result, the official rules do not address many interactions, particularly those involving expansion content. Although these are not official rules, the game developers have provided guidance on these cases:

- The official rules remove only Diplomacy<sup>o</sup> and Logistics<sup>o</sup> Ability cards, but common sense applies: the developers also recommend removing other Ability cards which provide no benefit in Battlefield modes, like Ballistics<sup>o</sup> or Pathfinding<sup>o</sup>.
- In Skirmish Mode, when a card with no Combat value is drawn, both players may mutually agree to discard it and draw a replacement.
- All cards in the Adventure phase are single-use. Consequently, resource-generating Permanent  $\infty$  cards (e.g., Inexhaustible Cart of Ore<sup>o</sup>) are limited to their bottom  $\blackspade$  effect only. However, other Permanent  $\infty$  cards (Schools of Magic and War Machines) can be used in the final Combat phase only.
- Card effects, which instruct you to remove other cards (e.g., Expert Scholar<sup>o</sup>), may be played during the Adventure phase, applying their effect to your Deck.
- When a card has both Combat and non-Combat effects (e.g., Cape of Velocity<sup>o</sup>), you decide whether to use it in the Adventure phase or reserve it for the final Combat.

## ADVENTURE AND SKIRMISH SETUP

### Common Setup Steps C

1. Place the Battlefield Board in the middle of the table.
2. Each player chooses a Faction and a Hero of that Faction and takes the following components:
  - a) Hero Board
  - b) 3 Hero-specific Specialty cards and 1 Hero-specific Ability card
  - c) 7 unit cards and 7 unit miniatures
  - d) 20 Faction Cubes
3. Prepare the Artifact, Spell, and Ability Decks normally. Remove the following Ability cards from the play: Diplomacy, Logistics.
4. Prepare the Positive and Negative **Morale cards** (p. 20) (including all cards with the battlefield symbol).
5. Prepare the following Tokens near the Battlefield Board: Black Cubes, Damage Tokens, Defense/Paralysis Tokens, Obstacles, and the Initiative Token.
6. Prepare the Attack and Resource Dice.
7. Build your starting Deck as per **steps 11–13 of Setup** (p. 12).

### Additional Steps for Adventure Mode A

8. Prepare Resource Tokens and Treasure Dice.
9. Each player takes a Town Board with the following starting setup:
  - a) Set income tracks to 10 , 0 , and 0 .
  - b) No Town Buildings or units in the Unit Deck.
10. Starting resources: 15 , 3 , and 1 .
11. Shuffle the Adventure Deck and place it face down.
12. Place the Round Tracker and put a Black Cube on Round 1.
13. Set Hero Level to I.
14. Set your starting Deck aside for now; you will only need it for the final Combat.

### Start of the game

In both modes, both players roll 2 . The player with the highest total becomes the first player and takes the Initiative Token.



## ADVENTURE MODE

Adventure Mode is divided into two phases: the **Adventure Phase** and the **Final Combat**. The latter works identically to Skirmish Mode.

Before starting the game, both players choose a game length by setting the number of Rounds in the Adventure Phase:

- **Short** game: 9 Rounds.
- **Medium** game: 13 Rounds.
- **Large** game: 16 Rounds.

### Adventure Phase

The Adventure Phase lasts a certain number of Rounds, depending on the chosen game length. Follow these steps in order during each Round.

1. **Move the Round Tracker** – skip this step in the first Round. Depending on the type of Round, resolve the following effects:
  - In **Resource Rounds** both players gain income normally.
  - In **Astrologers Rounds** – instead of drawing Astrologers Proclaim cards, players increase one of their income tracks (☉, ☁, or 🌸) in one of the following ways:
    - ▷ Increase your preferred income track.
    - ▷ Determine it randomly by rolling a 🎲. If you do, gain the basic income of that resource immediately, which is 5 ☉, 2 ☁, or 1 🌸.
2. **Determine starting player** – in odd-numbered Rounds, it's the player **with** the Initiative Token, in even-numbered Rounds, it's the player **without** it.
3. **Draw Adventure Cards** – skip this step in the last Round. The starting player draws 3 Adventure cards and takes one of

them **into their hand**. Afterwards, they pass the remaining 2 to the other player, who takes 1 card into their hand and discards the other.

**Note:** Before choosing the card, the **starting player** may use 🐎 effects from **set aside cards from your Deck** (p. 69) to discard any number of the drawn Adventure cards and draw that many cards.

4. **Player Turns** – beginning with the starting player, both players take their turn by performing any of the following actions in any order:
  - **Resolve** (p. 69) an Adventure card from your hand. You may only resolve **one Adventure card per Round**.
  - Perform Town or Morale actions, or resolve your Hero's **level ups** (p. ??), in the same way as in regular games.
  - Use the effects of **set aside cards from your Deck** (p. 69), except for 🐎.

At the end of the turn, **discard your hand down to 1 Adventure card**. If you still have a **Magic Spring** Adventure card in hand, **discard it**.

At the end of the turn, **discard your hand down to 1 Adventure card**. If you still have a **Magic Spring** Adventure card in hand, **discard it**.

Use the effects of **set aside cards from your Deck** (p. 69), except for 🐎.

At the end of the turn, **discard your hand down to 1 Adventure card**. If you still have a **Magic Spring** Adventure card in hand, **discard it**.

In the last Round, players do not draw Adventure cards, but they may still resolve an Adventure card from their hand. After the last Round, the Adventure Phase ends and the final Combat begins.

### Starting the final Combat

Recover all spent 👑. Pick up your set-aside Deck, shuffle it, and draw cards up to your Hero's Hand 🗡️ Limit. Remove all 🐎 tokens from your units, take all your unit Miniatures, and begin the final Combat on the Battlefield Board following the **Battlefield Combat rules** (p. 71).

## Resolving Adventure Cards

There are two types of Adventure cards: Combat and Event.



*Adventure-Event card*

1. Name
2. Type
3. Effect



*Adventure-Combat card*

4. Combat Power Levels
5. Battle Reward
6. Basic Reward

To resolve an **Adventure-Event card**, follow its printed effect. To resolve an **Adventure-Combat card**, follow these steps:

1. **Declare a Combat Power Level:** Choose one of the three available Combat Power Levels. You must reach at least that value to gain the full reward.
2. **Determine your Combat Power:** Select 2 of your units and roll 1 Attack Die for each. If you have fewer than 2 units, select as many as you have. Sum all unit Attack values and all Attack Die results to determine your final Combat Power.
3. **Get the Reward:** If your Combat Power is equal to or higher than your declared Combat Power Level, take both the Basic Reward and the Battle Reward. Otherwise, take only the Basic Reward and place a token on one of your units that took part in this Combat. This unit is now stunned. If you choose a stunned unit for a future Combat, do not add its Attack value to your Combat Power; then remove the token from that unit.

After resolving an Adventure card, place it in **your own** pile of resolved cards. For example, the Adventure-Event card “Obelisk” grows stronger with each Obelisk card you have played previously.

## Managing Your Deck in Adventure Mode

Your Deck is not available during the Adventure Phase. Instead, the following rules apply:

- Place all cards of your starting Deck face down near your Hero Board. They will be used in the final Combat.
- Your limit applies to the entire Adventure Phase. Recover all spent at the start of the final Combat.
- Each time an effect instructs you to gain new cards (usually from leveling up or resolving Adventure cards), proceed as follows:
  - ▷ Cards that are **useful only in Combat** go directly into your Deck and remain there until the final Combat. You can't use these cards during Adventure Phase. Spells always go into your Deck, since their alternative effect (+1 ) is always useful in Combat.
  - ▷ Cards that **are not useful in Combat** because they provide Resources (e.g., Estates<sup>o</sup>) or , or provide discounts (e.g., Legs of Legion,<sup>o</sup> Wisdom<sup>o</sup>), are **set aside** next to your Hero Board. Each of these cards may be used **once, then removed** from the game. These cards do not go into your Deck.
  - ▷ If you are unsure how to categorize a card, note that clear rules do not exist for every individual case, and you may need to follow **game developers' clarifications** (p. 66), or agree on a house rule with your opponent.

## SKIRMISH MODE

Skirmish Mode has no Adventure Phase. Skip that phase, prepare your Deck, and proceed directly to the final Combat.

### Deck Preparation

Both players decide on a game length: **short**, **medium**, or **large**. Depending on the chosen game length, both players modify their Hero's Level, their Deck (by drawing additional cards), and their Unit Deck as shown in the table below.

### Starting the final Combat

After modifying your Deck, shuffle it and draw cards up to your Hand Limit. Then follow the rules for **Combat on the Battlefield Board** (p. 71).

	Short Game	Medium Game	Large Game
Hero Level	Level III	Level V	Level VII
Specialty cards	Level I Specialty card	Level I and Level IV Specialty cards	All Specialty cards
Ability cards	Draw 3 Ability cards and keep 2.	Draw 4 Ability cards and keep 3.	Draw 6 Ability cards and keep 4.
Artifact cards	Draw 2 Artifact cards and keep 1.	Draw 3 Artifact cards and keep 2.	Draw 4 Artifact cards and keep 3.
Spell cards	Draw 1 Spell card for a 🦋 Hero or 2 Spell cards for a 🦋 Hero.	Draw 2 Spell cards for a 🦋 Hero or 4 Spell cards for a 🦋 Hero.	Draw 3 Spell cards for a 🦋 Hero or 5 Spell cards for a 🦋 Hero.
Units	Use all ★ and ☆ units on the "Few" side.	Use all ★ and ☆ units on the "Pack" side.	Use all units (★, ☆, and ★) on the "Pack" side.



# BATTLEFIELD COMBAT

Playing on the Battlefield Board requires using Miniatures for Combat instead of unit cards.

## Obstacle Tokens

You can place three token types on the Battlefield Board: Effect, Obstacle and Wall/Gate. Unless otherwise stated, these Tokens count and work as **Combat Obstacles** (p. 41). To place Effect Obstacles on the Battlefield Board you'll need the card that creates the effect, such as the Fire Wall<sup>o</sup> Spell: use the Tokens and put the card beside the Battlefield as a reminder. Effect Obstacles may be entered by units, if the card text allows it.



*Effect*



*Obstacle*



*Wall/Gate*

All unit Miniatures also count as Obstacles.

## Combat Setup

Starting with the player with the **Initiative Token** (the attacker in a **non-Adventure/Skirmish** game, p. 73), both players take turns choosing and placing Obstacle Tokens on the Battlefield Board one-by-one until **all Obstacle Tokens (except Effects) are placed**. No Obstacle can be adjacent to another Obstacle or to any player's deployment zone.



*Initiative Token*



*Obstacles and Miniatures placed correctly are marked with the green border, and incorrectly – with the red one.*

The player with the Initiative Token chooses a deployment zone and places one of their units in it, then players take turns placing their units **one by one** each in their zone. The 5-unit limit does not apply in Adventure and Skirmish modes, and players may place all Faction units available to them. When the last unit is placed, the Combat begins.

## Battlefield Combat Rules

Follow the regular **Combat rules** (p. 42) with the following changes:

- **Unit Movement** – Each unit's Movement is equal to its Initiative value: a unit of Initiative 8 can move up to 8 hexes.
- **Ranged Movement** – Ranged ☒ units can either move or attack, not both.
- **Combat Penalty** – Ranged ☒ units suffer a Combat Penalty when attacking an adjacent unit or a unit that is **8 or more** hexes away from them.
- **Initiative Tie** – If two or more opposing units have the same Initiative value, the player with the **Initiative Token** activates one of their units first. Then, the players alternate in activating all of their units of that same Initiative value one by one. Once all units with that Initiative value were activated, pass the Initiative Token to the other player, who keeps it until an Initiative tie of opposing units happens again.
- **In Adventure and Skirmish** (p. 66) **only** – At the end of each Combat Round, **regain one used**  up to your Hero's Limit, and **draw 2 cards from your Deck**.



## BATTLEFIELD BOARD IN REGULAR GAMES

Although Battlefield is designed for **Adventure and Skirmish modes** (p. 66), it is possible to use the Battlefield Board in other game modes, though with minor rule modifications.

### Changes to Combat Rules

- The attacker receives the Initiative Token at the start of the Combat Setup.
- In player vs. player Combat, you may place up to 7 units. In Neutral Combat, the 5-unit limit still applies.
- Playing on the Battlefield Board requires using rules for **Miniatures** (p. 61).

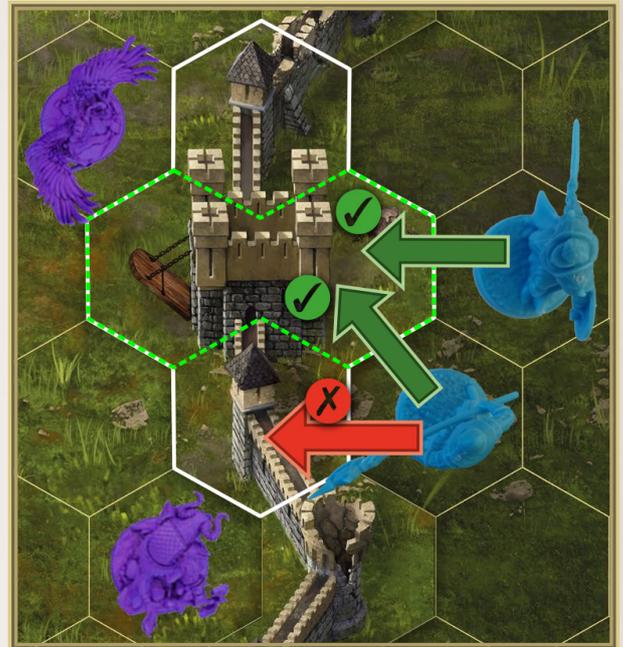
### Siege with Walls and Gate

During a Siege against a Town with a Citadel, Walls and Gate Obstacles are placed as shown below. Place no other Obstacles.



The red border marks incorrectly placed Obstacles.

During a Siege, defending units may enter the Gate Token **only through the two middle hexes** where the Gate is printed. Attacking the Gate Token is still possible on all four hexes.



*Example: Halberdier and Crusader (defenders) may enter the Gate Token only along the green arrows, but Minotaur and Harpy are still able to attack the Gate Token from any side.*

### Combat with Neutral Units

If you decide to use the Battlefield Board in Combats with Neutral Units, ignore the Round Limit: at the end of each Combat Round you may freely decide to Retreat or to start another Combat Round with no need to spend 🐎. Be aware, however, that this may significantly extend the playtime. It is recommended to use the Battlefield Board only for **Player vs. Player Combats**.



# SOLO CAMPAIGNS

A Campaign is a series of Scenarios designed for solo play.

## Starting a Scenario

At the start of each Campaign Scenario, set your income by placing your Faction Cubes on spaces 10 , 0 , 0  of the Resource Production Tracker on the Town Board. Special rules in each Scenario can change these values. Campaigns have unique bonuses that **replace** the regular starting bonus from the chosen **Difficulty** (p. 51).

Prepare AI Enemies: their **units** (p. 48) and their **AI Decks** (p. 49).

## Using different Heroes

Although each campaign has its own recommended Hero for whom it is balanced and who is also the protagonist of the story, you are free to play with any other Hero of the same Faction.

If you choose to change your Hero between the Scenarios or when you repeat the Scenario with a different Hero, replace all of the previous Hero's **Statistic** cards and the **Level I Specialty** card with all of the **Statistic** cards and the **Level I Specialty** card of your new Hero. If the previous Hero had **Empowered Statistics cards** (p. 23), you can remove **Statistic** cards of the same type from the new Hero's Deck, and replace them with **Empowered Statistics** cards of the corresponding type. You can replace any card in the "5 other non-Specialty cards" group with new Hero's starting **Ability** card (if you don't already have a copy of that **Ability**) and **Magic Arrow(s)**.<sup>o</sup> You cannot have more than 4 **Magic Arrow**<sup>o</sup> cards, even if the previous Hero had 5 of them.

## Combat

See **Combat against AI** (p. 47) section.

## Finishing a Scenario

After finishing a **Solo Campaign** Scenario, reset your Hero's Experience Level to I, and prepare the starting Deck for the next Scenario of the Campaign. It will consist of:

- all the **Statistic** (p. 23) cards from your Deck,
- **Level I Specialty** (p. 25) card,
- 5 other non-Specialty cards of your choice from your Deck.

Skip **steps 11–13 of Setup** (p. 12) for the next Scenario of the Campaign.

Note down the list of cards in your starting Deck. If you lose the Scenario, reset the Deck to the same list.

If your Hero is at some point given a **Spell**, **Artifact**, or **Ability** card that is unavailable, **Search (3)** the respective card's Deck to get another card in its stead.



# ALL MAP LOCATIONS

## SYMBOLS ON THE MAP

- I-VII Field Difficulty corresponding to the Level of Neutral Units.
-  Roll a Treasure Die and gain the indicated bonus (, , , or ).
-  Roll a Resource Die (p. 28) and gain the indicated Resources.
-  Roll 2 Resource Dice and choose the bonus from one of them.
-  Gain one Experience Point.
-  Search (2) the Artifact Deck.
-  Search (2) the Spell Deck.
-  Gain Positive Morale.
-  Gain Negative Morale.
-  Gain 1 Movement Point for this turn.
- ? Special effect, see Settlements (p. 79), Revisitable (p. 80) or Other (p. 81) Fields.
- + / /  — Immediately gain the indicated Resource.
-  / /  — Increase the production of the indicated Resource. If it is **flagged** for the first time, you also gain it immediately. See Mines (p. 78).
-  / /  ➔ — The Player needs to pay the indicated Resource to gain something.
- 2 X — Perform the X action twice.
- 2 / 2  ➔ 1 — Roll 2 Treasure or Resource Dice and resolve one, OR draw Pandora's Box card (p. 65).

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

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

Artifact



Resource



Treasure



The effects of the following **Visible** Fields are explained by the symbols on the previous page:

**Fountain of Youth**



**Water Wheel**



**Warrior's Tomb**



**Temple**



**Mystical Garden**



**Grave**



COVE EXPANSION 

**Learning Stone**



**Windmill**



**Shrine of Magic Gesture/Incantation**



Due to a misprint, the Windmill on the Tile #N3 has a ?. It should be “+1 

Pandora's Box



COVE EXPANSION

Flotsam



COVE EXPANSION

Mermaid



COVE EXPANSION

Sea Barrel



COVE EXPANSION

Derelict Ship



COVE EXPANSION

Shipwreck



COVE EXPANSION

Temple of the Sea



COVE EXPANSION

Buoy



COVE EXPANSION

Shrine of Magic Gesture/Incantation



COVE EXPANSION

Shipwreck Survivor



COVE EXPANSION

## TOWNS

**Towns** are always located in the center of a Starting (I) Tile. Flagging an enemy Town prevents their Secondary Heroes from spawning there and Main Heroes from moving there if defeated. Flagging a Town can cause **Player Elimination** (p. 53), and Scenarios typically have special rewards for flagging them. Flagging a Town also gives you a **Faction Cube** from its original owner. Otherwise, flagging a Town does not affect its original owner in any way. They do not lose access to their Town Board or its functions. You also do not gain access to their Town Board or Faction units, unlike in the video game.



*Towns from the core game:  
Necropolis, Castle, and Dungeon.*



*Various  mines.*



* and  mines.*

## MINES

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



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



*Towns from expansions:  
Conflux, Stronghold, Cove, Tower, Rampart, Fortress, and Inferno.*

# SETTLEMENTS

**Settlements** act as a spawn point for Secondary Heroes, and as a place for Main Heroes to move to when defeated. They also prevent **Player Elimination** (p. 53). When you flag a Settlement, choose one of the following options:

- Increase your ☰, ♣, or ♠ income by one space. As with Mines, if you are the first player to flag a Settlement, you **immediately** gain Resources equal to that increase in production. Mark the Settlement with an appropriate Resource Token to show which Resource it produces. When you flag an enemy Settlement, you may change this Resource. If your Settlement is lost, decrease its production.
- **Or reinforce** one of your ★ or ☆ units immediately for half the normal cost, rounded up. If you were the first player to flag the Settlement, reinforce that unit **for free** instead. Do not place any Resource Tokens on the Settlement if you choose to reinforce.

**Note:** all Settlements work identically.



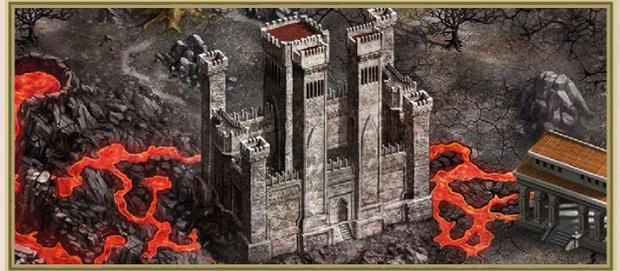
*Settlements from the core game.*



*Settlements from expansions.  
Each is styled after a different Faction.*

## INFERNO EXPANSION

### Random Town



When revealed, choose a Faction not in play. Either:

- All players roll 2 ♠. The highest roller chooses, OR

#### STRETCH GOALS 2 EXPANSION

- Draw a random unused **Town Card** (p. 64).

The Random Town is defended by units from that Faction:

- a “Pack” of ★ units, chosen by the player who controls the defense during this Combat,
- two “Packs” of ☆ units,
- two “Fews” of ★ units.

Add **Walls and the Gate** (p. 44) for this Combat, but not the Arrow Tower.

Flagging the Random Town increases ☰ production by 10, which is also gained immediately if you are the first to flag it. While you have the Random Town flagged, treat it as a Settlement.

# REVISITABLE FIELDS

**Stables**



Category: **Revisitable**  
Gain 1 🐎. It lasts for only one Turn. See **Movement Actions** (p. 18).

**Sanctuary**



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

**Trading Post**



Category: **Revisitable**  
**Choose one:** **Trade** (p. 52) resources OR remove one card and gain 1 🍷 OR buy a **War Machine** (p. 26) at a higher cost.

**War Machine Factory**



RAMPART EXPANSION ■

Category: **Revisitable**  
Buy a **War Machine** (p. 26) at a lower cost.

**Library of Enlightenment**



TOWER EXPANSION ■

Category: **Revisitable**  
You may 🖐️ 3 🍷 to remove 1 **Statistic** card from your hand or Discard Pile and replace it with any other **Statistic** card. You may do this twice per Visit.

**Black Market**



TOWER EXPANSION ■

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

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

## Tavern



TOWER EXPANSION

Category: **Revisitable**

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



## OTHER FIELDS

### Obelisk



Category: **Flaggable**

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

### Tree of Knowledge



Category: **Visitable**

You may 3 or 10 to gain 2 .

### Grail



Category: **Visitable**

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

### Redwood Observatory



Category: **Visitable**

Discover a Tile adjacent to this one, either a face down one, or a **new one** (p. 31) from your supply.

**Tournament Mode** (p. 54): Rotate an adjacent Tile not occupied by a Hero, but follow the **standard rules** (p. 31) for placing Tiles.

### Magic Spring



Category: **Visitable**

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

### Witch Hut



Category: **Visitable**

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

### Dragon Utopia



Category: **Flaggable**

Effects depend on the Scenario.

### University



TOWER EXPANSION

Category: **Visitable**

👉 6 📄 to **Search** (4) the Ability Discard Pile.

### Elemental Conflux



CONFLUX EXPANSION

Category: **Visitable**

For every Dwelling you have, draw from the corresponding Neutral Unit Decks until you find one “Elementals” unit from each (reshuffle if you run out of units before finding one). You can recruit one of those Elementals if you 👉 its recruitment cost. Shuffle the remaining units back into their respective Decks.

### Scholar



FORTRESS EXPANSION

Category: **Visitable**

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

- +1 – Gain a Statistic card of your choice or remove a Statistic card from your hand.
- 0 – Draw 2 cards from the Ability Deck, gain one of them and discard the other.
- 1 – Draw 2 cards from the Spell Deck, gain one of them and discard the other.

## Faerie Ring



CONFLUX EXPANSION

Category: **Visitable**

Remove one card from your hand, then Search (2) the card's Deck. You cannot remove Statistics, Starting Ability, or Specialty cards.

## Star Axis



INFERNO EXPANSION

Category: **Flaggable**

You may remove one of your Statistic cards from your hand and replace it with an **Empowered** (p. 23) one of the same type. When you flag this Field, do not remove any enemy Faction Cubes; multiple players may have a Faction Cube on this Field.

## Sea Chest



COVE EXPANSION

Category: **Visitable**

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

- +1 – Search (1) ♣.
- 0 – Gain 5 🍷.
- 1 – Gain nothing.

## Jetsam



COVE EXPANSION

Category: **Visitable**

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

- +1 – Roll and resolve 2 ♣.
- 0 – Roll and resolve 1 ♣.
- 1 – Gain nothing.

## Hill Fort



TOWER EXPANSION

Category: **Visitable**

You may immediately reinforce one of your ★ or ☆ units. The reinforcement cost is reduced by 3 🍷 to a minimum of 0.

## Prison



TOWER EXPANSION

Category: **Visitable**

Gain a Secondary Hero. Place their model on this Field. If you already have a Secondary Hero, gain 3 🍷 instead.

## Spell Scroll



STRONGHOLD EXPANSION

Category: **Visitable**

Take a Spell Scroll card from its Deck and place it next to your Hero Board. Draw two Spells and place them face-down at the Spell Scroll card. You can use these Spells **with some restrictions** (p. 26).

## Market of Time



TOWER EXPANSION

Category: **Visitable**

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

## Cyclops Stockpile



STRONGHOLD EXPANSION

Category: **Visitable**

When preparing the Neutral Army guarding this location, instead of drawing 1 ★ unit, find 2 ★ Cyclopes<sup>o</sup> and add them to the Neutral Army (look for them first in the ★ discard pile, and then in the ★ Neutral Unit Deck). If you win the Combat, roll and resolve 4 ♣. Any additional effects depend on the Scenario.



## LOCATION TOKENS

The following Fields are found on single-hex Location Tokens only, not on regular Map Tiles. The placement of the Location Tokens is described in [Map Elements](#) (p. 34).

### One-Way Entrance Monolith



CONFLUX EXPANSION

Category: **Revisitable**

Move your Hero to the corresponding Exit Monolith (see below).

### Two-Way Monolith



CONFLUX EXPANSION

Category: **Revisitable**

Move your Hero to the corresponding Two-Way Monolith.

### One-Way Exit Monolith



CONFLUX EXPANSION

Category: **Revisitable**

Treat it as an empty Field.

### Subterranean Gate



STRONGHOLD EXPANSION

Category: **Revisitable**

Connects a surface and a [Subterranean Map Tile](#) (p. 33). Treat both sides of the Gate as a single Field. Discover the connected Tile, if it wasn't discovered already.

### Whirlpool



COVE EXPANSION

Category: **Revisitable**

Move your Hero to another Whirlpool Token. If there are multiple valid targets, roll an Attack Die to determine where your Hero goes. Reroll any Die which shows the number of the Whirlpool your Hero is standing on. After each Whirlpool travel, lose 1 unit from your unit Deck.

### Creature Bank



NAVAL BATTLES EXPANSION

Category: **Visitable**

Start a [Creature Bank Combat](#) (p. 58) against the specified units (see the list on the next page). If you win, receive the reward and a bonus depending on the number of Stacked units. Creature Banks count as **land Fields** (even if designed as sea locations) and are NOT treated as other Fields of the same name.

### Creature Banks on Far Map Tiles (II–III)

Creature Bank	Units	Reward	Extra reward for X Stacked units
<b>Imp Cache</b> 	4 × Familiars <sup>o</sup>	3 	X 
<b>Crypt</b> 	1 × Skeletons <sup>o</sup> 1 × Zombies <sup>o</sup> 1 × Wraiths <sup>o</sup> 1 × Vampires <sup>o</sup>	6 	2 × X 
<b>Dwarven Treasury</b> 	4 × Dwarves <sup>o</sup>	7 	3 × X 
<b>Medusa Stores</b> 	4 × Medusas <sup>o</sup>	6  , 1 	3 × X  , X 
<b>Dragon Fly Hive</b> 	4 × Dragon Flies <sup>o</sup>	1 × Dragon Flies	Dragon Flies are Stacked, if there were at least 2 Stacked units.
<b>Shipwreck</b> 	4 × Wraiths <sup>o</sup>	 and 5 	2 × X  and Search (X) the Artifact Deck.

### Creature Banks on Near Map Tiles (IV–V)

Creature Bank	Units	Reward	Extra reward for X Stacked units
<p><b>Derelict Ship</b></p> 	<p>4 × Water Elementals<sup>o</sup></p>	<p> and 7 </p>	<p>2 × X  and Search (X) the Spell Deck.</p>
<p><b>Pyramid</b></p> 	<p>2 × Gold Golems<sup>o</sup> 2 × Diamond Golems<sup>o</sup></p>	<p>Search (5) the Spell Deck.</p>	<p>Up to X times: Remove 1 Spell, Ability, or Artifact card from your  or Discard Pile, then Search (5) the appropriate Deck</p>
<p><b>Griffin Conservatory</b></p> 	<p>4 × Griffins<sup>o</sup></p>	<p>1 × Griffins</p>	<p>Griffins are Stacked, if there were at least 2 Stacked units.</p>
<p><b>Naga Bank</b></p> 	<p>4 × Nagas<sup>o</sup></p>	<p>6 , 2 </p>	<p>6 × X , X </p>
<p><b>Cyclops Stockpile</b></p> 	<p>4 × Cyclopes<sup>o</sup></p>	<p>8 , 2 </p>	<p>2 × X , X </p>
<p><b>Dragon Utopia</b></p> 	<p>1 × Black Dragons<sup>o</sup> 1 × Gold Dragons<sup>o</sup> 1 × Faerie Dragons<sup>o</sup> 1 × Crystal Dragons<sup>o</sup></p>	<p>40  and Search (3) the Artifact Deck.</p>	<p>X times: Search (5) the Artifact or Spell Deck.</p>



# CARD EFFECT KEYWORDS

Most expansions add new cards to the game. Some of these cards use keywords with more elaborate rules and require specific game components. This section provides the rules for these keywords.

## SPELL CARD KEYWORDS

Some Spell cards allow you to place **Effects** or **Summoned Units** on the Combat Board. Use the corresponding Tokens to mark these spaces.

### COVE EXPANSION

#### Clone Token

When you cast the **Clone Spell**,<sup>o</sup> choose an allied unit (depending on the  used) and an adjacent empty space on the Combat Board. Place the small Clone Token on the chosen unit and the larger Token of the same color (blue or red) on the empty space. The larger Token on the empty space represents the Clone. The Clone functions identically to the original unit, copying everything printed on its card, but excluding any other effects played on the original unit. If the Clone takes at least 1  from any source, or is attacked (even if that attack inflicts 0 ) , inflict enough damage to set its  to 0. A Clone is removed from the Combat Board if its original unit is removed from the Combat Board.



*Clone Tokens*

#### Clone Example

One of Bob's units in Combat is "Few" Griffins with an Initiative value of 6. He casts the Clone Spell on them, placing the small Clone Token on the Griffins and the larger Token of the same color on an adjacent empty space. Later, he casts "Haste" with 0  on the original Griffins, increasing their Initiative by 1. The original Griffins' Initiative value is now 7, but the Clone's Initiative remains 6.



## Quicksand Token

While casting the **Quicksand Spell**,<sup>o</sup> depending on the  used, take 2, 4 or 6 **Quicksand Tokens** from the same set (blue or red). Half of them must be “empty” and half must have the Quicksand symbol. Shuffle the Tokens face down and place one on each chosen empty space on the Combat Board. If there are not enough empty spaces to place all of them, discard any leftover Tokens. Once placed, you may look at your Tokens at any time. When a unit enters a space with a Quicksand Token, reveal it. If it is empty, the unit continues its movement. If the Token shows the Quicksand icon, the unit’s movement and activation end immediately.

**Note:** Two Quicksand Tokens may occupy a single space only if they are placed by different players.



*Quicksand Token*



*Empty Quicksand Token*

## Firewall Token

The **Fire Wall Spell**<sup>o</sup> and **Luna’s Specialty cards I and VI**<sup>o</sup> instruct you to place the Fire Wall card onto a space on the Combat Board. You may use the Fire Wall Tokens instead of the cards. Place the Spell or Specialty card next to the Combat Board as a reminder. When the card is removed or discarded, discard the Token as well. When using the large **Battlefield Board** (p. 71), you must use the Token instead of the card.



*Firewall Token  
(Spell)*



*Firewall Token  
(Luna’s Specialty)*

## Land Mine Token

While casting the **Land Mine Spell**,<sup>o</sup> depending on the  used, take 2, 4 or 6 **Land Mine Tokens**. Half of them must be “empty” and half must have a 2  symbol. Shuffle the Tokens face down and place one on each chosen empty space on the Combat Board. If there are not enough empty spaces to place all of them, discard any leftover Tokens. Once placed, you may look at your Tokens at any time. When a unit enters a space with a Land Mine Token, reveal that Token. If it is empty, the unit continues its movement. If the Token shows the 2  symbol, the unit takes 2 damage. If the unit is still on the Board, it continues its activation.

**Note:** Two Land Mine Tokens may occupy a single space only if they are placed by different players.



*Land Mine Token  
(Backside)*



*Empty Land Mine Token*



*Land Mine Token*

## Force Field Token

Use the **Force Field Token** to mark the effect of the **Force Field Spell**.<sup>o</sup> The Token represents an Obstacle, so only  units can move through a space with this Token. If you’re using the normal Combat Board, place 1 Force Field Token. If you’re using the **Battlefield Board** (p. 71), place 2 Tokens on two adjacent spaces.



*Force Field Token*



# SUMMONING

INFERNO EXPANSION  
CONFLUX EXPANSION

Summoned units activate in the Round they were summoned if their Initiative is lower than or equal to the Initiative of the currently activated unit. Otherwise, treat them as if they already activated this Combat Round.

CONFLUX EXPANSION

## Summon Elemental Units

The **Summon Elemental Spells** allow you to add an Elemental unit to the Combat Board during Combat. Keep the Summoned Unit Deck face up near the Neutral Unit Decks. Depending on the  used, you can Summon either a non-reinforced unit (a Few) or a reinforced one (a Pack). Take the corresponding unit card from the Summoned Unit Deck and place it on a chosen empty space. You may place **Summon Unit Tokens** instead of the cards. When using the **Battlefield Board** (p. 71), you must place the Token. Summoned units remain under your control until they perish or Combat ends. A Summoned Elemental Unit is **not** added to your Unit Deck.



*A Few Earth Elementals*



*Fire Elemental Token*



*Earth Elemental Token*



*A Pack of Earth Elementals*



*Water Elemental Token*



*Air Elemental Token*

INFERNO EXPANSION

## Summon Demons

A “Pack” of **Pit Lords**° unit from the Inferno Faction may use their @ ability to summon or reinforce the **Demons**° unit during Combat. This effect cannot summon Demons from the Neutral Unit Deck. Place the summoned “Few” Demons adjacent to the Pit Lords. If “Few” Demons are already in Combat, reinforce them instead. After Combat, unless stated otherwise, the summoned Demons **are** added to your Unit Deck.



*Pit Lords*



*Demons*



## UNIT ABILITY KEYWORDS

The following components and keywords are used by certain unit abilities. These Tokens are typically placed on other units to modify their statistics.

COVE EXPANSION  
STRETCH GOALS 2 EXPANSION

### Weakness Token

“Few” Sorceresses<sup>o</sup> unit from the Cove Faction can use their @ ability to place a Weakness Token on any unit. A “Pack” of Sorceresses<sup>o</sup> places this Token automatically on a unit attacked by them due to their ♣ ability. A unit with this Token suffers  $-1$  ⚔ or  $-2$  ⚔, as indicated by the Token’s side. Each unit can have only one Weakness Token at a time. If a unit would gain a second one, the player controlling it chooses which one to keep.



*Weakness  
Token*



STRONGHOLD EXPANSION  
STRETCH GOALS 2 EXPANSION

### Attack Token

The Ogres<sup>o</sup> unit from the Stronghold Faction can use their @ ability to place Attack Tokens on other allied unit cards. Units with such a Token gain an additional  $1$  ⚔ or  $2$  ⚔, as indicated by the Token’s side. Each unit can have only one Attack Token at a time. If a unit would gain a second one, the player controlling it chooses which one to keep.



*Attack  
Token*

STRONGHOLD EXPANSION

### Corrosion Token

The Behemoths<sup>o</sup> unit from the Stronghold Faction can use their ♣ ability to place a Corrosion Token on a unit attacked by them. It reduces the enemy’s unit ♣ by 1 to a minimum of 0. A unit can have only one Corrosion Token at a time. If a unit would gain a second Token, discard one of them. Unless removed by Spells or other effects, a Corrosion Token remains on the unit until the end of Combat.



*Corrosion  
Token*

## FAN-MADE WIKI

Many cards in **Heroes of Might and Magic 3: The Board Game** have ambiguous or misleading wording. Fortunately, the developers have clarified many card effects.

The Community maintains a **Fan-Made Wiki**: a collection of nearly all game components with extensive notes to clarify specific rules. If you have questions about specific cards, visit this website: <https://en.homm3bg.wiki/>





# CREDITS

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### Field Difficulty Level Table

	Easy	Normal	Hard	Impossible
Level I	★	★	★★	★★★
Level II	★★	★★	★★★	★★★
Level III	★★★	★★★	★★★	★★★★
Level IV	★★★★	★★★★	★★★★	★★★★
Level V	★★★★★	★★★★★	★★★★★	★★★★★
Level VI	★★★★★	★★★★★	★★★★★	★★★★★
Level VII	★	★★	★★★	★★★★

### Trade Table

Sells/gets	...to purchase 	...to purchase 	...to purchase 
I am selling  ...	—	6  → 1 	2  → 1 
I am selling  ...	1  → 3 	—	1  → 2 
I am selling  ...	1  → 1 	3  → 1 	—