



HEROES III

OF MIGHT AND MAGIC®

THE BOARD GAME

RULEBOOK

Heroes of Might and Magic III: The Board Game is a strategy board game for 1–3 players using the core box set.

In the lands of Antagarich, the heroes of might and magic continue to explore the untamed landscapes of its kingdoms: uncovering ancient artifacts, discovering new settlements, or recruiting powerful creatures for support. The heroes of this land seek for both wisdom and knowledge in all that they do. The loyalty to their faction is shown in the armies that aid their exploration of these wilds. And the faith and trust upheld by their heroic names is rewarded in their heroes banishing other unruly enemies from their surrounding borders.

Will you choose to be a Hero of Might, a warrior, wielding the sword and shield, or will you choose to be a mage, harnessing the arcane power of spells to be a Hero of Magic? Whichever path to greatness you choose to take, make sure to keep your army units close and your deck of Might and Magic closer!

Welcome to the land of Antagarich and the **Heroes of Might and Magic III: The Board Game**.

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COMPONENT LIST



1 × Rulebook



1 × Mission book



20 × Map tile

(3 × Starting tile, 9 × Far tile, 6 × Near tile,
2 × Center tile)



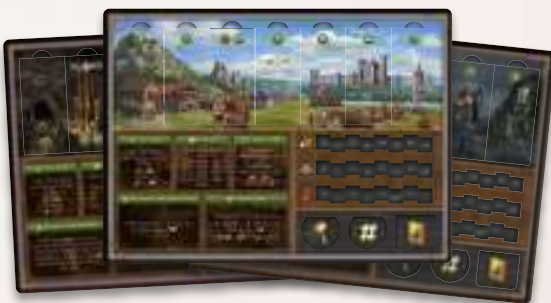
1 × Tournament
book



3 × Player's aid



1 × Combat board



3 × Town board



2 × Attack
die



3 × Resource
die



3 × Treasure
die



6 × Hero model



1 × Round tracker



3 × Hero card (double-sided)



21 × Unit card



41 × Neutral Unit card



30 × Ability card



32 × Artifact card



46 × Spell card



18 × Specialty card



24 × Statistics card



20 × AI card



3 × Wall card,
1 × Gate card



1 × Arrow Tower card



19 × Astrologers Proclaim card



33 × Gold token



21 × Building Material(s) token



16 × Valuable(s) token



3 × Build token



3 × Population token



15 × Damage token



6 × Paralysis/Defense token



3 × Spell Book token



17 × Movement token



2 × Morale token



1 × Grail token



100 × Acrylic cubes
(20 × Blue, 20 × Purple, 20 × Gray, 40 × Black)





GAME OVERVIEW

Each game of **Heroes of Might and Magic III: The Board Game** is played within a scenario or campaign, with each scenario having its own map, victory conditions, and rules. You will also be able to choose from a variety of Heroes, each with their unique abilities and decks, massively adding to the game's replayability.

GAME MODES

Heroes of Might and Magic III: The Board Game may be played using any one of the four game modes listed below:

CLASH

A fully competitive mode for 2–3 players. Pick your “Clash Mode” scenario from the mission book and vanquish your rivals before they defeat you!

CAMPAIGN

You can also play **Heroes of Might and Magic III: The Board Game** in a single player mode – facing off against an enemy AI. The solo campaign mode consists of a series of interconnected scenarios following a gripping story arc. They feature unique events and interesting mechanics. For rules unique to solo mode, go to page 33.

ALLIANCE

A 2 vs. 2 team based format in which you team up with a friend against 2 other players. You will need an expansion pack to be able to play a 4-player game. The scenarios and rules for Alliance mode can be found in any of the expansion pack rule books that add an additional faction.

CO-OP

A cooperative mode for 2–3 players where everyone shares the same goal.





GAME SETUP



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

1. Select a scenario from the Mission Book. For the purposes of this tutorial we recommend that you choose the “Brave New World” scenario (see page 7, Mission Book).

2. Choose your faction from any of those not yet chosen. If you cannot reach an agreement when selecting your factions, roll a Resource die and whoever rolls the highest number, gets to choose first.

There are 3 different factions in the Core Game, each with a set of unique abilities and flavor. Every faction has its own color to help you identify it.

- a) **Castle:** Lead your proud soldiers to victory with the support of Griffins and Angels!



- b) **Dungeon:** Foul creatures and monsters lurk in the depths of the Dungeon, awaiting your command...



- c) **Necropolis:** Rise once more and take your rightful place as the ruler of the dead!



3. Choose one of your Faction’s Heroes as your Main Hero.

4. From the game box, take the following components belonging to your faction:

- a) 1 × Double-sided Hero Card
- 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
- g) 1 × Hero-specific Ability card
- h) 20 × Faction cube
- i) 1 × Build token
- j) 1 × Population token
- k) 1 × Spell Book token

5. Place one of your faction cubes on the first space of the level tracker found on the Hero card (Represented by a “1”). Your Hero is now level 1.



6. Set the game up according to the number of players and the Map tile layout shown in the Mission Book.
7. Place the Town board in front of you and prepare the Faction Town Building tiles by placing them beside the Town board. Check which buildings are already built in the scenario you are about to play and place the respective building tiles on the Town board.
8. Set your starting income – indicated by the scenario’s rules – by placing your faction cubes on the income tracker on the Town board. Place the Population, Build, and Spell Book tokens in their spots on the Town board.
9. Group the Resource tokens in 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 Hero card. This is your Resource Pool.

10. Segregate the remaining tokens into piles within reach of all players.
11. Sort the Statistic cards into four piles: Attack, Defense, Power, and Knowledge. Refer to your Hero Statistics on your Hero card and take the corresponding number of cards from each pile (see page 11, Hero Card Information). This is your starting deck of Might and Magic.
12. If your Main Hero is a hero of Might, add 1 copy of the Magic Arrow spell to your deck of Might and Magic, and if they're a hero of Magic, add 2 of these spells to your deck of Might and Magic.
13. Add your Hero's Ability and Level 1 Specialty cards to your starting deck.
14. Shuffle your starting deck and place it face down next to your Hero card. Your deck is now ready for play.
15. Sort the Ability, Artifact, and Spell cards into 3 face down decks. From each of these decks, take the top card and place it face up next to its deck, creating 3 separate discard piles.
16. Choose the starting difficulty and take the corresponding Starting Bonus(es) (see page 35, Difficulty).
17. Sort the Neutral Units into 4 decks according to their tier (Bronze ★, Silver ★, Gold ★, and Azure ★). Shuffle these decks individually and place them face down, leaving enough room for their discard piles.
18. Place the Combat board next to the Map. Check the scenario for how many starting units you receive and hold them in a separate pile.
19. Place the Round tracker next to the Map, and place a Black cube on the first space of the tracker (represented by a "1").
20. Shuffle the Astrologers Proclaim cards and place them face down next to the Round tracker.
21. Rotate your Starting tile freely and place your Hero model on the field with the Town.
22. The player who can list 5 Neutral units from "Heroes of Might and Magic III" the fastest takes their turn first! Alternatively, you may roll an Attack die, and the player with the highest result becomes the starting player.

ROUND ORDER

There are 2 types of rounds, and they alternate once every player takes their turn:

- **Resource Rounds:** At the start of the Resource round, all players gain income from the Town buildings, Settlements, and Mines they control (see page 16, Resources); the amount is marked on the income tracker.



- **Astrologers' Round:** At the start of this round, an Astrologers Proclaim card is drawn, read out loud, and resolved. These cards vary in effects and their duration and will affect how the game is played.



The Round tracker will help you keep track of the current round. Once every player finishes their turn, advance the Black cube on the Round tracker by 1 space.



Depending on the scenario, there may be special timed events that are triggered in specific conditions—for example, when a given round is reached or when a particular event happens during the game.

PLAYER TURNS

At the start of your turn you become the active player and you may discard from your hand as many cards as you want, then you may draw cards up to your hand limit. If the number of cards in your hand exceeds your hand limit, you must discard down to your hand limit. If you are at your hand limit at the start of your turn, you do not have to draw or discard any cards. You can check your current limit by looking at the level tracker on your Hero card (see page 12, Level Effects).

Over the course of the game, players may execute a variety of different actions.

TOWN ACTIONS

You can perform each of the town actions once per round. You can do it on your turn or on another player's turn, even just before—but not during—Combat. After performing a town action, flip the respective token on the Town board. You cannot use that action again until the start of the next round, when all the tokens are flipped back.

- Build token, used to expand your Town (see page 17, Town).
- Population token, used to **Recruit** and **Reinforce** units or **Recruit** a Secondary Hero (see page 26, Units).
- Spell Book token, used to purchase spells (see page 15, Building a Mage Guild).

MORALE ACTIONS

During the game, you will visit a variety of locations that may cause you to gain or lose Morale. When you gain Positive Morale, place a Morale token near your deck of Might and Magic. You can only have 1 such token at a time and you may use it at any point in the game—also during Combat—to perform one of the following 3 actions:

- Draw a card from your Might & Magic deck.
- Discard any number of cards, then draw that many cards from your deck.
- Reroll a die.

Whenever a player's Hero obtains Negative Morale, the player must discard a Positive Morale token, if they have one. Otherwise, they take a Negative Morale token. A player can only have 1 such token at a time.

If a Hero should gain a Negative Morale token while they already have one, they discard all their cards at the end of their turn instead.

Consequently, if a player whose Main Hero is affected by Negative Morale gains Positive Morale, instead of taking the Positive Morale token, they discard the Negative Morale token.

NOTE: The Necropolis faction ignores any Morale effects.

MOVEMENT ACTIONS

Your heroes can move any number of times during your turn, provided you have enough Movement Points (MP; see page 11, Main Hero). For every 1 MP spent, you can perform one of the following actions:

- Move a Hero up to 1 Field in any direction.
- Continue Combat against Neutral Units for 1 additional round (see page 29, Combat Setup).*
- Discover a covered map tile if the Hero is on a field next to that map tile.
- Place a new Map tile from your pool of Far (II–III) Map tiles (see page 19, Scenario Map tiles).

Mark the amount of MP you used by flipping the Movement token over to the brown side.

**After finishing Combat, you can take other actions if you have enough MP left.*



There are two types of characters: Heroes of Might, and Heroes of Magic. Each faction has at least one of each type. A “Player’s Hero” refers to either your Main Hero or Secondary Hero.

MAIN HERO

The Main Hero is represented by its model and Hero card. Each faction’s Main Hero has 3 Movement Points that you can spend on a variety of actions. Only the Main Hero can use the player’s deck of Might & Magic and gain Experience to level up. Each Main Hero starts the game at level 1 and can advance to level 7.

You will gain Experience by defeating Neutral Units and Enemy Heroes with the difficulty/level equal to or higher than your Main Hero’s level. Certain locations on the map can also reward you with Experience, as can a Treasure die roll when it shows “experience” (see page 18).

SECONDARY HEROES

If you control a Town or Settlement, you may **Recruit** your faction’s Secondary Hero. To do so, you need to spend 10 gold while expanding your army using the Population token. That Hero uses the remaining Hero model for your faction and may be moved around the map, which means that each of you can control up to two heroes at a time.

Once you **Recruit** your Secondary Hero, place them on your Town or Settlement. That Hero does not have a Hero card, cannot gain Experience and has 2 MP. Additionally, if that Hero obtains any cards, take them to your hand, just as you would if it were the Main Hero.

Whenever your Secondary Hero engages in Combat they use your units. During that Combat, however, you may not use any cards from your hand or Might and Magic deck. If a Secondary Hero encounters an Enemy Hero, they can choose to either fight or remove the Secondary Hero from the game (see page 32, End of Combat).

If a Secondary Hero is defeated, they are removed from the game but you may **Recruit** them normally again on your next turn. The player who defeats a Secondary Hero gains a faction cube (see page 35, Victory Conditions) from the player who lost the Hero.

HERO CARD INFORMATION



Hero Card

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

Hero Specialty – Shows the type of Specialty card the Hero adds to their deck at the start of the game and after they level-up. Specialty cards don’t count towards your spell limit.

Level Tracker – Used to show the current level of the Main Hero. It contains additional information on the current Level Effects they have and the bonus cards they receive per level-up.



Attack—Determines the number of Attack cards you add to your deck at the start of the game.



Defense—Determines the number of Defense cards you add to your deck at the start of the game.



Power—Determines the number of Power cards you add to your deck at the start of the game.



Knowledge—Determines the number of Knowledge cards you add to your deck at the start of the game.

LEVEL EFFECTS

The level tracker shows your hand limit and the number of Expert effects you can use per round; it also indicates when you gain the Specialty cards or **Search** the Ability deck for new Ability cards (see page 13, General Card Rules; Ability and Statistic Cards):

- **Level 1**—Your hand limit is 4. Add the first Specialty card to your deck.
- **Level 2**—**Search (2)** the Ability deck. At this Hero level, you may play 1 card at the Expert effect per round (see page 13, Ability Cards).
- **Level 3**—Your hand limit is 5. **Search (2)** the Ability deck.
- **Level 4**—Add a second Specialty card to your deck. Allows playing 2 cards at the Expert effect per round.
- **Level 5**—Your hand limit is 6. **Search (2)** the Ability deck.
- **Level 6**—Add a third Specialty card to your deck. Allows playing 3 cards at the Expert effect per round.
- **Level 7**—Your hand limit is 7. **Search (2)** the Ability deck.

All Level Effects are shown directly on the Hero card:

- Gold levels (♣I♣, ♣IV♣, ♣VI♣) add a Specialty card to your deck, while Silver levels let you **Search (2)** the Ability deck.
- The number of crowns 👑 shows you how many Expert effects you can use in a round, while the number of cards 🃏 shows you your hand limit.

NOTE: You can put Black cubes on your Hero card to mark the number of remaining 👑 effects you can use this round.





DECKBUILDING

The starting deck consists of Statistic cards, Ability cards, Spell card(s), and the chosen Hero's Specialty card, amounting to a total of 9 cards. Whenever you gain a card (for example by exploring the map or purchasing spells from the Mage Guild), unless stated otherwise, you always add it directly to your hand.

- If your Might and Magic deck is empty and you need to draw a card, shuffle your discard pile to form a new deck.

GENERAL CARD RULES

- Whenever the game tells you 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—add the top card from that deck's discard pile to your hand.
- The Ability, Artifact, and Spell decks each have their own discard pile which helps players identify these decks.
- Whenever the game tells you to Remove a card, remove it completely from the game and return it to the box.
- The cards that you will use are divided into the following four types, based on their effects:
 - Instant** ⚡ effects resolve immediately.
 - Activation** ➡ effects are played during your unit activation.
 - 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).
- After a card is used, discard it (put it in your individual discard pile). Cards with Ongoing effects are discarded when their effect has been used or expires.

ABILITY AND STATISTIC CARDS

Every Ability and Statistic card has a Basic effect and a stronger Expert effect, which is shown below the Basic effect. Keep in mind that there is a maximum number of expert cards you can play each round, which is determined by your Main Hero's level.



Ability Card



Statistic Card

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

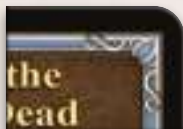
Faction-specific cards may be added to any faction's deck of Might and Magic, however they can only be used by their specific factions. If you **Search the Ability deck and find a faction-specific card that cannot be used by your faction, you may choose to reveal it, place it in the Ability discard pile, and draw an additional card from the Ability deck in its place. Cards with the symbol can only be used by the Necropolis faction.*

ARTIFACT CARDS

Artifact cards are divided into 3 levels: Minor, Major, and Relic. At the beginning of the game, all Artifact cards are shuffled into 1 deck. These cards can affect Combat, resource generation, or morale, and they can even help you draw cards. You can obtain them during exploration or when you roll them on a Treasure die (see page 18, Map Tile Anatomy).



Major Artifact Card



Minor Artifact



Relic Artifact

1. Name
2. Effect

3. Fluff



SPELL CARDS

Although Spell cards can grant a variety of effects, most of the time you will probably use them for Combat. To gain them, you will need to build a Mage Guild or explore the map. There are no initial costs to casting a spell, but their effects become stronger if you put more “Power” to it. The effects that grant power are added while casting the spell and the excess power cannot be saved for any future spells.

To strengthen a spell, you must discard any other Spell card(s) in hand or use an Artifact, Ability, or Power card. A player may only cast a spell once per Combat round but may empower that spell with any number of cards.



Basic Spell



Expert Spell

1. Name
2. Magic School symbol

3. Spell effect
4. Alternative effect

Example:

Sandro used all of his cards in his previous turn, so now—at the start of his turn—he draws up to his current hand limit. Sandro draws a Power card and three spells: Magic Arrow, Haste, and Town Portal. Next, he moves to an unowned Mine, triggering Combat with Neutral Units.



During the Combat, Sandro decides to cast Magic Arrow against an enemy Rogue who has 3 HP. The base damage of Magic Arrow is 1, but it can be increased to 3 if more Power is used. As Sandro has a Power card and a Haste card in his hand, he chooses to play them alongside the Magic Arrow to empower it. This allows him to defeat the unit without directly attacking it.



Once the Combat ends, Sandro decides to use the Town Portal spell to teleport to a friendly Settlement or Town. As the previously cast Magic Arrow was empowered with a Power card and the Haste card, Sandro cannot gain the empowered effects of the Town Portal spell, which would give him extra Movement Points after teleporting.



BUILDING A MAGE GUILD

The easiest way to add new Spell cards to your deck is by building a Mage Guild in your Town.

Upon building the Mage Guild, **Search (2)** the Spell deck, twice. If you start with a Mage Guild already built, put these cards directly into your deck instead of your hand. To gain more Spell cards, you may pay the cost shown on the Town board to **Search (2)** the Spell deck. You can use a Mage Guild only once per round. When you do so, and after you **Search (2)**, flip your Spell Book token. You cannot use a Mage Guild to purchase spells on the round it was built.

Example 1:

Alamar, a Warlock Hero from the Dungeon faction, decides to build the Mage Guild. He **Searches (2)** the Spell deck and chooses to take the top card from the Spell

discard pile, adding a Stone Skin card to his hand. The next card in the discard pile is a Magic Arrow, but Alamar already has a strong army of units and does not need more damage dealing cards, so he decides to look at the top 2 cards of the Spell deck instead. Unfortunately, it is damaging spells again – two Fireballs. Now Alamar must add 1 of them to his hand and put the other one on the Spell discard pile.

Example 2:

Tamika, a Death Knight from the Necropolis faction who already has a Mage Guild built in her Town, decides to purchase some spells. She pays the required cost (found on the Town board) to **Search (2)** the Spell deck.



She is not interested in Curse – the spell at the top of the spell discard pile – so she decides to look at the top two cards of the Spell deck.



A Fireball and a Magic Arrow are revealed. Although Tamika would like both of them, she can only take 1 of these cards. She adds the Fireball to her hand and puts the Magic Arrow in the discard pile. Much as she would like to, Tamika cannot purchase the Magic Arrow because she could only buy one spell per round.





RESOURCES

Resources are fundamental to the success of playing **Heroes of Might and Magic III: The Board Game**. You will need them to expand your Town, **Recruit** units, and purchase spells.

There are three types of resources in the game: Gold, Building Materials, and Valuables. You can gain resources from Settlements and Mines that you own, but also by using artifacts and rolling Resource dice.



Gold



Building Materials



Valuables

A Resource die  may grant any of the following resources:

-  2  – 2 × Building Materials
-  4  – 4 × Building Materials
-  1  – 1 × Valuables
-  2  – 2 × Valuables
-  3  – 3 × Gold
-  6  – 6 × Gold

Sometimes—when you visit a Trading Post or as a result of some events (see page 36, Trade Table)—you will be able to exchange resources or Remove a card.





TOWN

Each faction has its own Town with unique buildings that can provide a variety of effects when built:

- **City Hall** – During a Resource round, gain additional income or a faction-specific ability.
- **Citadel** – Allows you to **Reinforce** your Unit cards from a Few to a Pack. Adds walls, a gate, and an arrow tower to your Town when it is besieged.
- **Unit Dwellings** – Allows you to **Recruit** units. By building more Dwellings you will unlock higher tier units, but it must be built in the following order: ★, ☆, ★.
- **Mage Guild** – Allows you to purchase spells.
- **Faction buildings** – Have unique effects, depending on the faction.

You can build only once per round, by paying the cost of the building on the Town board and flipping your Build token. Place the corresponding Town Building tile onto your Town board. You may not construct more structures until your Build token is flipped back, at the start of the next round.

While exploring the map, you will be able to capture neutral Settlements and besiege enemy Towns. You can do that by moving your Hero onto them. If you besiege a Town or Settlement belonging to another player, the defending player may pay 8 gold to defend with their army (if they are not already present on the field). If they do so, they transport only their army, not their Main Hero, which means they cannot use any cards from their hand during that Combat. After the battle, the army is instantly transported back to the Main Hero.

If you capture an enemy Town, place your faction cube on that Town and take a faction cube from the previous owner. Depending on the scenario, it may count towards meeting Victory Conditions (see page 35, Victory Conditions). You may not use any buildings or abilities from a captured Town, including the ability to **Recruit** units from other factions. It is important to note that capturing an enemy Town may have different rewards in different scenarios, and might result in meeting a Victory Condition (see page 35, Victory Conditions). If an enemy captures your Town, you may still use any buildings or abilities from that Town, including the ability to **Recruit** units.





MAP ELEMENTS

MAP TILES

TYPES OF MAP TILES

Discovering new areas and exciting adventures is an essential part of **Heroes of Might and Magic III: The Board Game** experience. While exploring the map, your Heroes will travel across various locations and types of terrain represented by Map tiles. The Map tiles are divided into 4 types that can be identified by their level and difficulty shown on the back.



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, each containing a variety of locations you can visit. Some fields contain a Roman numeral, which refers to the field's difficulty (I-VII) and the Neutral Units you can encounter there (see page 35, Difficulty). A solid yellow line along a field's edges means that the field is a Blocked one and cannot be entered.



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

Fields marked with a symbol allow you to roll a Treasure die and can provide you with the following bonuses:

- Resource die. Roll 1 Resource die.
- 2 × Resource die. Roll 2 Resource dice and choose one result.
- ½ Experience Level. The player's Main Hero gains half an Experience Level.
- Artifact. **Search (2)** the Artifact deck.

LOCATION CATEGORIES

Each field belongs to one of three categories that will help you easily identify what you need to do once you visit a location (see page 20, List of Map Locations). To visit a location, you must first move to its field. If entering a field triggers Combat, you must resolve it before resolving the effects of that field. Empty fields do not have any effects, and entering them does not trigger Combat against Neutral Units.

- **Visitable** – Once you have visited it, place a Black cube on it to mark that fact. If there already is a Black cube on it, treat this field as an empty field.
- **Flaggable** – These fields can be directly owned or controlled. When you capture it, **Flag** it with one of your faction cubes. Other players may also capture the field and replace your faction cube with theirs to gain the field's effects. An Allied Hero that enters a field with your faction cube treats it as an empty field.
- **Revisitable** – You can visit this field multiple times each time gaining its effects (if any). Do not place any cubes to mark the fact that you have visited the field.

SCENARIO MAP TILES

In every scenario, you will use a combination of Center (VI-VII) and/or Near (IV-V) Map tiles. They contain the strongest enemies, but also – the best loot. At the start of the game, shuffle them and place them face down, according to the setup instructions of the selected scenario. They will remain a mystery, until a Hero discovers them. In some scenarios, you will receive your individual pool of Far (II-III) Map tiles. During the setup, you will shuffle them face down and split between all players. Once a player decides to explore new lands with their Hero, that player adds the top Map tile from their pool to the Map. Place it face up, as it represents the newly discovered lands. A player who runs out of Far (II-III) Map tiles may no longer add the tiles to the map.

MAP TILE PLACEMENT

You can add Map tiles to the map only if they are adjacent to both your Hero and at least two other tiles. New tiles must also be positioned so that there is a valid path that joins them with other tiles. This means that while you may place blocked fields next to each other, there must be a valid path to (a way to reach) the added tile from any other Map tile. You may rotate the Map tiles when placing them.



LIST OF MAP LOCATIONS

TOWN



Category: **Flaggable**

This is a player's starting field. If a player captures a Town, they gain a bonus depending on the scenario.



Castle Town



Dungeon Town



Necropolis Town

WATER WHEEL



Category: **Visitable**

Gain 3 🍷.

WINDMILL



Category: **Visitable**

Gain 1 🍷.

MYSTICAL GARDEN



Category: **Visitable**

Choose one: Gain 2 🍷 or 1 🍷.



SHRINE OF MAGIC GESTURE



Category: **Visitable**

You may **Search (2)** the Spell deck.

TREE OF KNOWLEDGE



Category: **Visitable**

You may pay 3  or 10  to gain 2 .

SHRINE OF MAGIC INCANTATION



Category: **Visitable**

You may pay 3  to **Search (2)** the Spell deck.

REDWOOD OBSERVATORY



Category: **Visitable**

Discover a tile adjacent to this one.

LEARNING STONE



Category: **Visitable**

Your Main Hero gains 1 .

WITCH HUT



Category: **Visitable**

You may either 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.

TEMPLE



Category: **Visitable**

Gain a Positive Morale token.

STABLES



Category: **Revisitable**

Gain 1 additional MP.

WARRIOR'S TOMB



Category: **Visitable**

You may **Search (2)** the Artifact deck, twice.

After you **Search**, gain Negative Morale, twice.

DRAGON UTOPIA



Category: **Flaggable**

The effects depend on the scenario.

FOUNTAIN OF YOUTH



Category: **Visitable**

The Hero that entered this field gains 1 additional MP this turn. You also gain a Positive Morale token.

MAGIC SPRING



Category: **Visitable**

You may look at the top 3 cards of your discard pile and take 1 of them back to your hand. Return the remaining cards on top of your discard pile in any order.

TRADING POST



Category: **Revisitable**

Allows the visiting Hero to exchange resources or Remove a card (see page 16).

TREASURE SYMBOL



Category: **Visitable**

Roll a specified number of Treasure dice, then select one to resolve its effect.

GRAIL



Category: **Visitable**

Gain a Grail token.

ARTIFACT SYMBOL



Category: **Visitable**

You may **Search (2)** the Artifact deck.

SANCTUARY



Category: **Revisitable**

Heroes on this field cannot be attacked by other Heroes. If a field is occupied by a Hero, other Heroes cannot enter that field but can move through this field.

RESOURCE SYMBOL



Category: **Visitable**

Roll a specified number of Resource dice, then select one to resolve its effect.

BLOCKED FIELD



Category: —

This is a special kind of terrain that Heroes cannot enter. You can easily recognize it on the map by a thick yellow border.

OBELISK



Category: **Flaggable**

An Obelisk's effects can vary depending on the scenario. When you visit it, the enemy faction cubes are not removed, meaning that there may be multiple cubes on the field. Once visited by a faction, the Obelisk counts as an empty field for that faction, just like a visitable field would.

SETTLEMENTS



Category: **Flaggable**

When you **Flag** a Settlement, you may select your reward from a number of bonuses. If you capture a Settlement that has not been previously owned by any player, you gain extra bonus (see next page).



*Castle
Settlement*



*Dungeon
Settlement*



*Necropolis
Settlement*



MINE



Category: **Flaggable**

If you capture a Mine that has not been previously owned by any player, it immediately provides you with its income. Additionally, depending on its type, it will passively generate income at the beginning of each Resource round:

Ore Mine: 2 × Building Materials

Alchemist's Lab, Crystal Mine, Gem Pond:

1 × Valuable

Gold Mine: 5 × Gold



*Gold Mine
(Gold)*



*Ore Mine
(Building
Material)*



*Alchemists Lab
(Valuables)*



*Crystal Mine
(Valuables)*



*Gem Pond
(Valuables)*

SETTLEMENTS

Settlements function just like Towns. The difference is that they do not have their own buildings. When you **Flag** a Settlement and place one of your faction cubes on its field, you may choose one of the following bonuses:

- Increase your Gold  income by 5.
- Increase your Building Material  income by 2.
- Increase your Valuables  income by 1.
- **Reinforce** one of your Bronze or Silver tier units for half the normal cost (see page 27, Unit Costs).*

If you choose to increase your income, place the respective Resource token on the field with the Settlement. The income bonuses are lost if you lose control of that Settlement.

You can get a one-time additional bonus for being the first player to **Flag** a Settlement—you immediately gain the income chosen at the time of **Flagging** (5 gold, 2 building materials, or 1 valuable), or you can **Reinforce** one of your Bronze or Silver tier units for free instead.

**This is a single-use effect. The Settlement does not produce any income unless another player Flags the field. The cost of Reinforcing a unit is rounded up.*

MINES

Mines are Flaggable map locations that can passively generate income depending on their type. When you **Flag** a Mine, place your faction cube on the field and remove any other faction cubes from it. Additionally, if you are the first player to **Flag** the field, the Mine instantly generates income.

If a Hero enters a Mine owned by another player and there are no opposing Heroes present, that Hero **Flags** the Mine immediately. Mines that have not yet been claimed are always defended by Neutral Units.



UNITS

Every faction has access to 7 different units, each with unique stats and abilities. Although you usually start the game with your Unit cards flipped to the “Few” side, you can **Reinforce** them by paying the Reinforcement cost given on each card. When you do so, flip the card to the “Pack” side. All players get their own deck of recruited units (make sure to keep it handy!). You may never have more than 5 units at a time on the Combat board. If a unit is defeated in Combat, remove it from the deck. After Combat, return the surviving units to their deck. You can add a removed unit to your deck by **Recruiting** it again. **Recruiting** and **Reinforcing** units requires using the population token to expand your army. When you do so, you can instantly **Recruit** and **Reinforce** any number of times, provided you have enough resources. Remember to flip the Population token when you are done expanding your army! You will be able to use it again, after you flip it back at the start of the next round.

At any point, if you lose all of your units – either in Combat or by retreating (see page 32, End of Combat) – replace your owned units with the starting units for that scenario.



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 | |



Attack – Determines the amount of damage done by the unit. It may be modified by a variety of effects.



HP – Determines the maximum amount of damage a unit can take before it perishes. When a **Reinforced** unit takes damage equal to or greater than its maximum HP, flip it over to the “Few” side. Deal the leftover damage (if any) and deduct it from its new max HP. When a unit on the “Few” side takes damage equal to or greater than its max HP, remove it from the Combat board. After Combat, remove all damage from all surviving units. However, if a Unit card was flipped from the “Pack” side to the “Few” side, it stays that way until you **Reinforce** it again.



Defense – Determines the amount by which the unit reduces the attack damage it receives. It does not apply to damage from spells or other effects.





Initiative – Determines when a unit can be activated in Combat. The higher the initiative value, the faster the unit will act.

Special Ability – Most faction units have special abilities that feature additional rules, and are divided into the following types: **Activation**, **Attack Action**, **Other Action**, **Passive**, and **Retaliate**.

- **Activation** ➡ – Resolve the effect the moment the unit activates.
- **Attack Action** ⚔ – Resolve the effect when this unit attacks. If the unit performs more than 1 attack, resolve the effect only on the first attack.
- **Other Action** @ – You may resolve this effect instead of taking any regular actions.
- **Passive** 🛡 – Resolve the effect every time the conditions are met.
- **Retaliate** ⚔ – Resolve the effect every time this unit performs a Retaliation Attack.

Example:

Alamar is in Combat with Sandro. Alamar decides to cast a Magic Arrow spell with +1 power on Sandro's Pack of Zombies. The Zombies have 3 HP and they take 2 damage from the spell, leaving them with 1 HP. Their defense (1) does not reduce it because it does not apply to spells.



Now Alamar attacks them with his Pack of Harpies who deal 3 damage. The damage is reduced by the Zombies' defense (1), so they take 2 damage.



The amount of damage exceeds the Zombies' HP, so they are flipped to the "Few" side and take the leftover 1 damage.



UNIT TYPES

All unit cards fall into one of three categories:



Ground – Can move up to 3 spaces and attack enemy units adjacent to it.



Flying – Can move up to 3 spaces, attack adjacent enemy units, and ignore combat obstacles (see page 30, Combat Terminology).



Ranged – Can attack and move up to 1 space, but may not attack after moving. As long as there are no enemy units adjacent to it, a ranged unit may attack any unit on the Combat board. However, it suffers a combat penalty* when it attacks an adjacent unit or when it attacks a unit in the enemy's backline (see page 29, Combat Rounds) while being in a backline itself. It also gains an additional attack penalty (-1 ⚔) if the attacked unit is behind enemy walls or gates.

**When attacking with a combat penalty, roll 2 attack dice and resolve the lower result.*

UNIT COSTS

Each faction has 7 different units available to **Recruit**. Each unit has two separate costs on their card, the **Recruitment** cost (👤) and the **Reinforcement** cost (⬆⬆). To add one of your faction's units to the deck of recruited units, apart from having a prerequisite Dwelling you must also pay the Recruitment cost. To **Reinforce** your unit, you must have the Citadel, pay the **Reinforcement** cost on the card of a recruited unit and then flip it over. **Reinforced** units have higher statistics and may gain new abilities.

Faction units spread over 3 distinctive tiers, with each tier being available for recruitment only if you have the required dwelling tier. Bronze units require a Tier 1 Dwelling, Silver units require a Tier 2 Dwelling, and Gold units require a Tier 3 Dwelling. A Tier 3 Dwelling also allows you to use the Diplomacy ability to **Recruit** Azure units (see page 28, Neutral Units).

Example:
Queen Catherine has built all three Dwellings, which give her access to all of her faction units. Before Combat happens, she recruits some Archangels, but she already has 6 units in her deck, she decides that the mighty Archangels will replace her weakest unit, the Halberdiers.



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

NEUTRAL UNITS

Based on their tier, the Neutral Units are divided into 4 decks, spanning from Bronze (the weakest), through Silver and Gold, to Azure (the mightiest). When you trigger a Combat, draw cards from a Neutral Unit deck that corresponds to the difficulty indicated on the map field where the Combat takes place (see page 35, Difficulty).

Diplomacy allows you to **Recruit** a Neutral Unit. To be able to do so, you must both have the Dwelling Tier that is required to **Recruit** units of that tier (e.g., Tier 3 Dwelling for Azure units) and pay the Recruitment cost given on the recruited Neutral Unit's card.

NOTE: Azure tier units are the strongest units in the game, and this is the only way you can **Recruit** them.





Combat takes place whenever a Hero moves or is placed on an unvisited field with Neutral Units on it or when a Hero interacts with another player, either through sieging their Towns or directly engaging their Heroes.

COMBAT SETUP

COMBAT ROUNDS

The Combat takes place on the 4 × 5 Combat board.



Depending on the units you fight against, the length of Combat encounters may vary:

- Neutral Units, from tiers Bronze to Gold—Combat lasts 1 round only.
- Any Azure Tier Neutral units and Enemy Heroes—Combat lasts until either side wins or surrenders.

If you fail to beat Bronze, Silver, or Gold Tier Neutral Units within 1 Combat round, you may pay 1 MP to extend the Combat by 1 round (you may extend the Combat multiple times, as long as you have MP to spend). If you are unable or unwilling to pay the extra MP, then your Hero retreats, the Combat ends, and you have to move your Hero back to the field they were on before engaging in Combat. In such a case, the field

where the Combat with the Neutral Units took place does not count as visited. Discard the Neutral Units that were involved in the Combat and draw new ones when a Hero enters the field.

NEUTRAL UNIT SETUP

When Combat with Neutral Units is triggered, you must:

- Place freely up to 5 of your Units on the Backline and Frontline of the Combat board's chosen side.
- Check the Difficulty table (see page 35) and draw the corresponding number of Neutral Unit cards from the corresponding decks, and place them on the opposing side.
- In solo campaign and co-op modes:
 - a) Place any Ranged Neutral Units along the backline of the Combat Board. Starting from the leftmost side of the controlling player, place the units in the order of their decreasing initiative.
 - b) Place any Flying or Ground Neutral Units along the front row. Starting from the leftmost side of the controlling player, place the units in the order of their decreasing initiative. Each unit must occupy one space. If there is no more space in the front row, place the remaining unit(s) in the backline, again starting from the controlling player's leftmost side.
 - c) If two units have the same initiative, the higher tier units are placed first. If both units have the same initiative and tier, the player who controls the Neutral Units may decide which unit is placed first.
- In Clash or Alliance modes:
 - a) The player who has just ended their turn takes control of the Neutral Units.
 - b) Although that player also decides on the unit placement, they must place the ranged units in the backline, if it is possible.

Whenever a Neutral Unit activates, the player controlling it must always attack the Hero's units. If that is not possible, they must spend all of the Neutral Unit's movement to move towards the Hero's units.

HERO vs HERO SETUP

The Hero vs Hero Combat setup is very similar to a Neutral Units Combat setup. The only difference is that it requires two players, both of whom command their units.

First, the attacking player places up to 5 of their units on the Combat board, just as described in Neutral Unit Setup. Second, the defender places up to 5 of their units, just like the attacker does, but on the opposing side of the Combat board.

COMBAT TERMINOLOGY

Activation – When a unit activates, it is its time to act—move and/or attack. To remember which units have already activated during each Combat round, put one of your faction cubes on the unit and then remove it at the end of the Combat round.

Adjacent unit – A unit is directly adjacent to another if it is one space away in a cardinal direction (non-diagonal).

Combat round – A Combat round refers to a full cycle of all units of each player being activated. Players activate their units in the decreasing order of unit initiative. If a player has no more units to activate, then their opponent keeps activating the rest of their units until all units have been activated. Then, the next Combat round starts.

Combat Obstacles – Every card placed on the Combat board counts as a combat obstacle. These objects, which block the movement for non-flying units, include other Unit cards, walls, and gates. Gates and walls may be destroyed when attacked by an adjacent Ground or Flying unit. Flip destroyed walls or gates to another side, these cards do not count as obstacles. The defender's units can move through the Gate as if it were an empty field.

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 on that unit. Each unit can perform 1 Retaliation Attack per Combat round. Retaliation Attacks function like normal attacks, so you can play cards from your hand when they are performed. A Retaliation Attack cannot cause another Retaliation Attack. To remember which unit has already Retaliated during this Combat round, put 1 Black cube

on this unit, and then remove it at the end of the Combat round.

Paralysis ☞ – A paralyzed unit skips its next activation and removes the token instead. If it is attacked or takes any damage before that time, remove the Paralysis token from that unit. This unit performs a Retaliation Attack if it did not perform it during this Combat round.

Defense 🛡️ – When a unit with a Defense token is attacked, after the attack roll make another roll with the Attack die – if you roll a “+1”, the defending unit gains an extra 1 defense. At the start of its activation, if the unit has a Defense token, discard it; this unit cannot take defense action in this activation.

CARD USE DURING COMBAT

You may use a maximum of one Spell card per Combat round. Cards with the Ongoing ♻️ symbol or with Activation ➡️ symbol may only be used during the activation of your units, but before an attack is made. Instant ⚡ cards may be played any time, but – unless otherwise stated – not in the window between an attack roll and the attack's resolution. The Instant ⚡ effects that increase a unit's statistics end before that unit's next action this round, whether it is attacking or defending. Ongoing ♻️ effects last until the end of Combat or until the effect on the card is used up. Cards with Ongoing ♻️ effects are discarded when their effect expires or is used.

Example:

Sandro has the Ogre's Club of Havoc, an Artifact granting a +2 bonus on attack if a card from hand is discarded. He also has 2 Defense cards and a Fireball spell.



The enemy Pack of Griffins has higher initiative so it activates first and attacks his Dread Knights. Sandro uses a Defense card at the Expert effect to reduce the damage the Dread Knights take by 2. The Griffins' Attack die rolls a “+1”, increasing their attack to 4. The Dread Knights' base armor is 2. With the Defense

card that was played, their armor increases to 4 and negates all the damage dealt by the Griffins. After the attack, the Dread Knights' armor drops back down to their base value of 2.



As the Dread Knights survived, they now perform a Retaliation Attack. Sandro must decide whether to use their Ogre's Club of Havoc or not. As the player is annoyed by the Griffins, they decide to use it and discard a Defense card. This increases the Dread Knights attack to 7. They roll a "0" on the Attack die, so the Griffins take a total of 7 damage.



This causes the Griffins unit card to flip to its "Few" side and take the remaining damage, which leaves them with 1 HP. Now they are a perfect target for the Fireball the player is holding in their hand.



COMBAT ROUND ORDER

1. Players activate their units in the decreasing order of unit initiative, starting with the unit that has the highest initiative and has not been activated this Combat round. If both players have the same initiative, the attacking player activates their unit first. Units may only be activated once per Combat round.
2. The activated unit may be moved a number of spaces that depends on its type. After that, the player may decide to attack a unit. Flying and Ground units may attack after moving, while Ranged units may only attack before moving. Instead of attacking, you may choose to defend with a unit. If you do so, your unit's activation ends immediately, but the unit receives a Defense token.
3. Before attacking with a unit, decide if you want to use any Ongoing , or Activation  cards from your hand.
4. Before the attack roll, you and your opponent may play any Instant  cards to increase the attack or defense of a unit. After that, roll the Attack die and apply the result to your attack before dealing the damage, along with any other attack modifiers that apply (e.g., combat penalties).
5. Resolve damage effects. Reduce the attacking unit's total attack value by the defending unit's total defense value. Then, deal any leftover damage to the unit. If the defense was greater than or equal to the attack, then no damage is dealt. Place a damage token on the defending unit for each point of damage taken; flip the card and place any leftover damage on it, or remove it from the Combat board entirely if necessary.
6. If the defending unit survives, is adjacent to the attacker, and has not yet done so this Combat round, it performs a Retaliation Attack.
7. Return to step 1. until all units have been activated.
8. End of Combat round.

NOTE: If there are many units with the same . First, activate the attacker's unit and then the defender's unit. If needed, repeat this step.

COMBAT EXPERIENCE

When you defeat an Enemy Hero or Neutral Units, your Main Hero gains Experience. Its amount depends on the difficulty of the encounter:

1. If the effective Field Difficulty/Enemy Hero level is lower than your Main Hero's level, you gain no Experience.
2. If the effective Field Difficulty/Enemy Hero level is equal to your Main Hero's level, you gain 1 ★.
3. If the effective Field Difficulty/Enemy Hero level is higher than your Main Hero's level, you gain 2 ★.
4. Azure tier encounters immediately grant the 7th level of Experience.

Example:

A level 5 Hero defeats Azure units (encounter of Field Difficulty 7), increasing their level up to level 7 (by 2 levels!).

NOTE: You gain no Experience from fighting an army that was transported to a Town/Settlement or from fighting a Secondary Hero.

QUICK COMBAT

If your Hero's level is higher by at least 1 than the Field Difficulty, the Neutral Units flee in terror. The player beats the encounter instantly and no Combat takes place.

END OF COMBAT

A Combat encounter can end in one of 3 ways:

1. A player chooses to surrender (this can only happen if they fight an enemy player).
2. A player retreats from the encounter (this can only happen if they fight Neutral Units other than Azure Tier).
3. All units on either side are defeated.

During Combat, you may surrender whenever you activate any of your units but before you move or attack with them.

Retreating from Combat does not count as a defeat. Take all your remaining units from the Combat board and move your Hero to the field they have visited last.

In order to surrender to an Enemy Hero, you must give your opponent 10 gold. When you do it, place your Hero in any Town or Settlement you control. You can neither surrender nor retreat, while defending a Town. Surrendering does not count as a defeat and does not cause unit losses.

If your Main Hero is defeated by another player, give your opponent 5 gold and gain Negative Morale (see page 10, Morale Actions). When you do it, place your Hero in any Town or Settlement you control.





PLAYER vs AI

When playing solo, you must follow certain rules to ensure a fair and balanced experience.

The campaign mode for **Heroes of Might and Magic III: The Board Game** makes use of AI Heroes that use 2 decks to play the game, the AI deck and the Spell deck. The AI deck consists of cards that are similar in function to Abilities and Artifacts, but change depending on game difficulty (see page 35, Difficulty).



AI Card

Based on the AI deck's instructions, the AI will also make use of a Spell deck containing spells that will help the AI Hero in Combat.

AI COMBAT

During Combat against Neutral or Enemy AI units, the enemy will follow a set of instructions that aim to simulate a real human:

1. Initiative rules remain the same, with the highest initiative unit going first and the attacking Hero having priority. When fighting an AI Hero, every time the AI activates a unit, draw a card from the AI deck and resolve its effect in AI's stead.

2. If possible, Enemy Ground and Flying units always attack units of the same tier. If that is not possible, they target the closest unit within one movement. They move into range if necessary. Enemy units prioritize lower tier units if they cannot target units of the same tier.
3. Enemy Ranged units prioritize other Ranged units of equal tier, then they target lower tier units, and finally the units of a higher tier. If there are no Ranged units, they instead target Ground or Flying units of the same tier. If there is more than one valid target, they target the unit that is the closest to them. If there is still more than one valid target, the player chooses which units are attacked.

AI MOVEMENT

AI Heroes have 3 Movement Points, which they use to move across the map. They must do the following actions in order:

1. Check if a player Hero is on the same Hex tile as the AI. If they are, spend all Movement Points moving toward them in an attempt to begin Combat.
2. Check if there are any Mines or Settlements to **Flag** on the Map tile the AI Hero is on. If there are any, move toward the closest one and **Flag** it.
3. If actions 1 and 2 are not possible, then move towards the player's Town instead.
4. Repeat from point 1 until all Movement Points are used.

The AI automatically wins any Neutral Unit Combat and its behaviors may vary across different scenarios.

NOTE: Enemy Heroes are always placed on their faction's Town.



GAME SETTINGS

Optional Rules Table

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

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

DIFFICULTY

During setup, select the difficulty. It will affect starting bonuses and the numbers of Neutral Units met during exploration. After taking the bonus, shuffle the Artifact deck.

STARTING BONUS

- **Easy** – Roll 2 Resource dice and add the results of both dice to your Resource Pool, or **Search (2)** the Artifact deck, twice.
- **Normal** – Roll 2 Resource dice and add the result of a chosen die to your Resource Pool, or **Search (2)** the Artifact deck.
- **Hard** – Roll 1 Resource die and add the result to your Resource Pool, 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.

VICTORY CONDITIONS

Although victory conditions may vary from scenario to scenario, the most common one is to defeat all enemy factions. You may do this by capturing every Town and Settlement controlled by the enemy.

Unless stated otherwise, a player who remains without a Town or Settlement for 3 full rounds, loses and is eliminated from the game. The same will happen if your Main Hero is defeated while defending a besieged Town, and you have no more Towns or Settlements. An eliminated player may still control Neutral Units during Combat against other players.

Some scenarios may also require you to collect enemy faction cubes – which may count towards meeting a Victory Condition – by defeating Enemy Heroes or capturing their starting Towns.

Field Difficulty Level Table

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

Table's Key

- ★ – Unit from the Bronze deck
- ☆ – Unit from the Silver deck

- ⭐ – Unit from the Gold deck
- ⬢ – Unit from the Azure deck

TRADE TABLE

When visiting a Trading Post, you may exchange your resources, according to the following chart, or Remove 1 card from hand to gain 1 gold.

NOTE: You cannot remove this way Specialty, Statistic, Starting Ability, or Magic Arrow cards.

Allied players are able to exchange Artifact or Spell cards but must trade one card for another and their Heroes must occupy adjacent fields. Only cards from a player's hand may be traded.

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





NOTES





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PLAYER'S AID

CARD ACTION

-  **Instant** effects resolve immediately.
-  **Activation** effects are played during a unit's activation.
-  **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).

UNIT ACTION

-  Resolve the effect the moment the unit activates.
-  Resolve the effect when this unit attacks. If the unit performs more than 1 attack, resolve the effect only on the first attack.
-  You may resolve this effect instead of taking any other regular actions.
-  Resolve the effect every time the conditions are met.
-  Resolve the effect every time this unit performs a Retaliation Attack.

MORALE ACTION

1. Positive Morale:
 - a) Draw 1 card.
 - b) Reroll 1 die.
 - c) Discard any number of cards, then draw the same number of cards.
2. Negative Morale:
 - a) If a Hero has already gained Negative Morale, they discard all cards at the end of the turn.
 - b) If a Hero who has gained Negative Morale gains Positive Morale, instead of taking the Positive Morale token, they discard the Negative Morale token.

The Necropolis faction ignores any Morale effects.

SYMBOLS ON THE MAP

I–VII Indicates the Field Difficulty (corresponding to the level of Neutral Units).



Roll a Treasure die and gain the indicated bonus.



Roll a Resource die and gain the indicated resources.



Gain half an Experience Level.



Search (2) a Spell deck.



Search (2) an Artifact deck.



Gain Positive Morale.



Gain Negative Morale.



Gain an additional Movement Point (MP).



This Location has a special effect (see page 20 in the Core Rulebook).

Resource Symbols:



Gold



Building Materials



Valuables

+ “Resource Symbol” – Immediately gain the given resource.



“Resource Symbol” – Immediately increase the production of the given resource. If it is **Flagged** for the first time, it also provides you with the given resource.



“Resource Symbol”  – The player needs to pay the given resource to gain something.

2 “Any symbol” – Perform this action twice.



2  **1** – Roll 2 Treasure dice and choose one to be resolved.