

MIGHT & MAGIC HEROES

THE BOARD GAME
BASED ON COMPUTER GAME



RULEBOOK

MIGHT & MAGIC HEROES

A FANTASY BOARDGAME OF STRATEGY AND ADVENTURE

GAME OVERVIEW

Might&Magic Heroes: The Boardgame is a game for 2 to 4 players. Each player becomes a leader of one faction hoping to conquer and govern the realms of Ashan.

In the beginning players control just one hero, a small army and a city. However, with every passing round their heroes gain experience and grow in power, armies become more numerous and small towns turn into enormous capitals. Players recruit new characters, take control of mines producing resources and gold for their factions, defeat monsters prowling the game board, and search for magical artefacts. As time passes they inevitably approach the final confrontation of great, magical kingdoms. The winner will have to prove that his faction is the best developed, boasting many heroes, multiple armies and a large capital. The player who manages to acquire the most power will become the new heir and the supreme ruler of the realm of Ashan - and by achieving this will win the game!

GAME OBJECTIVE



Every player needs to gain a set amount of Power Points (PP). The game ends when one of the following conditions is met:

Condition 1. DOMINATION

Acquiring:

- * 2 players: 12 PP
- * 3 players: 14 PP
- * 4 players: 16 PP

at any point of the game results in the immediate victory of the person who has managed to gain the needed number of PP.

Necropolis Skeletons



Condition 2. TIME LIMIT

The game ends at the conclusion of a round when the last card from the Week Deck has been drawn. The player who has gained the most PP until then is the winner. Ties are broken in favour of the player with the most Gold and Resources. If there is still a tie, the game ends in a draw between all tied players.

BOX CONTENTS

Inside the box you will find:

This Rulebook
16 Map Tiles
1 Initiative Track

SHEETS

4 Capital Sheets
12 Hero Sheets

SMALL-SIZED CARDS

16 Action Cards
15 Week Cards
15 Treasure Cards
20 Scroll Cards
20 Artefact Cards
64 Skill Cards

TOKENS

36 Building Tokens
104 Unit Tokens
48 Encounter Tokens
3 Additional Enemy Tokens
4 Elemental Tokens
1 Battle Token
1 First Player Token
13 Fortune Tokens
8 Exploration Tokens
16 Damage Tokens
4 Onslaught Tokens (value 3)
12 Onslaught Tokens (value 1)
23 Resource Tokens (value 3)
22 Resource Tokens (value 1)
23 Gold Tokens (value 3)
22 Gold Tokens (value 1)



MARKERS

60 Wooden Control Markers
4 Wooden Capital Markers
4 Wooden Power Markers
12 Wooden Hero Markers with a Sticker Sheet

DICE

5 eight-sided dice and 1 special six-sided die

This token is a Proof of Purchase. It may come in handy if your game is missing any components or some of them have been damaged by constant use. It is used by the publisher to confirm that you bought a copy of the game.



GAME COMPONENTS SUMMARY

Map Tiles

Players create the game board using Map Tiles. Each tile is divided into 16 square spaces. Spaces contain different terrain features and Locations. Elements important for the game play are marked with icons, reminding participants of their abilities and uses. Additionally, each tile bears a number in its lower-left corner which is important during the game setup.

On the last page you will find the diagram describing all the game board elements and explaining the significance of icons that appear on Map Tiles.

Capital Sheets

Capital Sheets represent one of four faction cities from the game. Every Capital Sheet bears a faction symbol, a Capital Level Grid, a Unit Recruitment Grid, and a Power Points Track. Each player receives one Capital Sheet, depending on the faction he controls. Players use Control Markers to indicate their current Capital Level and the number of PP.

There is also a special place called the 'Treasury' to keep Resource and Gold Tokens.

Initiative Track for Battles



Players place tokens and markers on this track. It helps to determine the order in which units, Heroes and encounter creatures attack during battles.

Hero Sheets

Each Hero Sheet presents one Hero, providing players with a plethora of information about the Heroes they control. On page 9 you will find the diagram describing Hero Sheets in detail.

Small-sized Cards

There are a few different types of small-sized cards used in the game:

Action Cards

Players use Action Cards to resolve actions described on them. Each player receives 3 basic cards and 1 special card. Each card shows available actions. The back of each Action Card indicates its faction allegiance of a given card.



Week Cards

Week Cards describe various events influencing the gameplay. They also control the flow of the game. Once the last Week Card has been drawn, the current game is nearing its end. The back of each Week Card features one of the three moon phases indicating how quickly a given card enters the game.



Treasure Cards

Whenever a player finds a Chest icon on his Encounter Token or on the game board, he draws the top Treasure Card from the Treasure Deck. The back of each Treasure Card is marked with a Chest icon, while the front informs of its contents. All Treasure Cards are divided into four sections: players usually choose between 1 and 3 Rewards, but never all of the Chest's contents.



Artefact Cards

Artefact Cards feature priceless, magic items. Whenever a player receives an Artefact Card, he draws top 3 cards but keeps only 1. Each Artefact Card bears the item's illustration, its type, name, and a set to which it belongs.



MIGHT and MAGIC Skill Cards



Skill Cards available to each player are divided into two decks of MIGHT and MAGIC. Each Skill Card features: a Skill Name, its icon, a Specialisation symbol and a textbox divided into two sections. The back of each Skill Card informs whether a given card belongs to the Might or the Magic Deck, while its hue indicates one of four factions.

Whenever a player receives a Skill Card, he places it to the right of the Hero Sheet belonging to the Hero who has acquired the Skill Card. This Hero may use the card until the end of the game.

MIGHT



MAGIC



Scroll Cards

Scroll Cards represent magic spells that Heroes may cast during the game. Each Scroll Card features: a Spell Name, a Magic School icon and a textbox divided into two sections. Additionally, Scroll Cards are characterized by Scroll Levels ranging from 1 to 5. Scroll Levels prevent less magically proficient Heroes from using powerful spells. A given Hero's MAGIC attribute has to be equal to or higher than the Scroll Level of the card being used.



Tokens

There are many various tokens used in the game, including:



Building Tokens

Each player receives 9 Building Tokens, which he may construct during the game. The front of the token shows: (A) - a Building's Cost and (B) - a minimum Capital Level required. The back of the token shows (C) - an icon (or icons) indicating effects of a given Building.

The background colour informs of the faction allegation of tokens. Detailed descriptions of Building Tokens can be found on page 19.



FRONT



BACK

Unit Tokens

Unit Tokens represent creatures forming Army under a Hero's command. One token symbolizes one unit. Units have two Unit Levels: Basic and Elite (the front and the back of the token, respectively). The Elite Level is marked with a Sword icon in the upper-right corner (A). Units of various factions differ in their background color.

Additionally, each Unit Token shows a set of attributes used in battles: its Might (B) in the upper-left corner, its Initiative (C) in the lower-right corner and, potentially, one or more ability icons (D).



FRONT

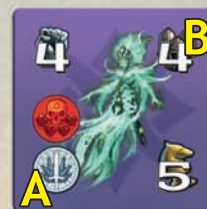


BACK

Encounter Tokens

Encounter Tokens are placed on the game board during setup on specifically indicated spaces. They represent hostile creatures opposing Heroes. Encounter Token creatures are divided into three types:

- * - Common Creatures (a yellow background)
- * - Dire Creatures (a purple background)
- * - Legendary Creatures (a golden-brown background).



The back of each Encounter Token features enemy attributes used during battles, presented in a fashion similar to Unit Tokens, except for the Elite icon shown on the left along with the abilities (A). Additionally, you will find a Threat icon in the upper-right corner (B).

The back of each Encounter Token provides information about Rewards for defeating a given creature. It is divided into Experience Points (XP) in the form of Medal icons (C) and treasures marked as Chests (D). The number of Chests indicates how many sections from the drawn Treasure Card a given player may keep.



Additional Enemy Tokens

Additional Enemy Tokens are placed on the Initiative Track to indicate increased number of enemies from Encounter Tokens.



Elemental Tokens

Players use these tokens when fighting a battles in which they have summoned Elemental Units by using some Scrolls.



Fortune Tokens

Fortune Tokens indicate how many Fortune Points a player may use during a battle.



Battle Token

The Battle Token marks the space on the game board where the battle is currently taking place. It is removed from the board after the battle.



Resource Tokens

Resource Tokens are used to mark the current amount of Resources available to each player. They have two values: 3 (larger tokens) and 1 (smaller tokens). Players spend Resources to raise Buildings in their Capitals.

Gold Tokens

Gold Tokens are used to mark the current amount of Gold available to each player. They have two values: 3 (larger tokens) and 1 (smaller tokens). Players spend Gold to pay for recruited units.

Damage Tokens

Players use Damage Tokens to mark losses taken by creatures from Encounter Tokens during a battles. Each token lowers any enemy's Threat value by 1.

Exploration Tokens

Exploration Tokens mark spaces on the game board which have been visited but not yet explored by a Hero.



Onslaught Tokens

Onslaught Tokens are used to mark the current Onslaught value of a given Hero and his Army. They have two values: 3 (larger tokens) and 1 (smaller tokens).

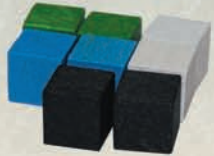


First Player Token

The player controlling this token becomes the first player for the current round.

Wooden Markers

During the game, players use different kinds of wooden markers. Each player receives a set in his faction's colour.

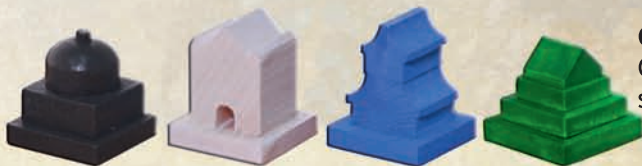


Control / Building Markers

These small cubes are used to mark control over Locations on the game board along with Buildings constructed on players' Capital Sheets.

Power Markers

The cylindrical Power Marker indicates the current number of PP. It is moved along the track shown on each Capital sheet.



Capital Markers

Capital Markers are placed during the game setup on the board. They show positions of players' Capitals.

Stronghold Haven Sanctuary Necropolis

Hero Markers

Before your first game you should assemble Hero Markers by placing stickers with Heroes' portraits on proper, wooden discs as defined by faction colours. The diagram below helps in their proper assembly. During the game, Hero Markers represent current positions of Heroes on the game board, in Capitals and on the Initiative Track. Each player has three different Heroes available.



Dice

Dice are used during battles. Eight-sided dice indicate whether an attack is successful, while a unique, six-sided die with various symbols enables Elite units to trigger special effects during battles.



Stronghold Orcs



Sanctuary - Blue Discs



Necropolis - Green Discs



Haven - White Discs



Stronghold - Black Discs

GAME SETUP

Before your first game, you should carefully punch out the cardboard elements and tokens from their frames so that they do not tear. It is convenient to put tokens inside bags included in the box. Then, you should assemble Hero Markers (according to the instructions from page 6).

As the game takes up quite a lot of space it may be a good idea to find a large table or other flat surface. In the beginning novice players may find the game a little difficult because of various elements and rules, but after the first three or four meetings they will master the game and their patience will be rewarded by hours and hours of outstanding gameplay or so the author hopes...

This section describes successive steps of the game setup:

General Setup

Choosing the First Player

The person who played the oldest version of the computer game Heroes of Might & Magic becomes the First Player. You may also choose the First Player randomly or by mutual consent. No matter the method, the person chosen takes the First Player Token.

Choosing Factions

Players choose (randomly or by agreeing) factions to command during the current game. There are four factions available: Haven, Necropolis, Sanctuary and Stronghold. Each faction is identified in the game by its unique symbol and colours. The diagram on the right shows symbols and colours of all factions: green and a spider symbol represent Necropolis, white or grey and a sun symbol represent Haven, black and a hand symbol stand for Stronghold, while blue and a lotus flower symbolize Sanctuary.

After choosing factions participants take their faction components:

- * 3 Hero Sheets along with their Hero Markers
- * A Capital Sheet
- * A set of Unit Tokens and Building Tokens
- * A set of markers, including the Capital Marker
- * A deck of Skill Cards (both Might and Magic Decks)
- * 4 Action Cards



Haven Crossbowmen



Preparing the Game Board:

Depending on the number of players the game board is formed from a defined set of Map Tiles, according to their numbers. With 2 players use 9 Map Tiles numbered 1 to 9, with 3 players-12 Map Tiles numbered 1 to 12, and finally with 4 players use all 16 Map Tiles numbered 1 to 16.

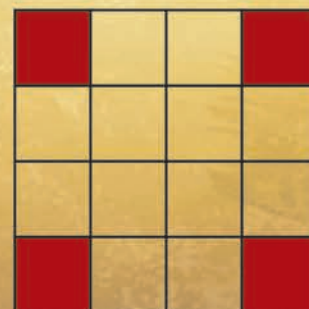
Players shuffle the tiles and lay them out face-up according to the diagram shown below, depending on the number of participants. While laying out the game board they should observe the rule prohibiting them from placing tiles in such a way that two tiles with Portals on adjacent borders or corners lie next to each other. If this happens, players should rotate the new tile so that the Portals are as far away from each other as possible. While setting up new tiles participants may place them any way they wish, rotating them or placing as they have drawn the tiles. The only exception is the Portal rule.



2 players



3 players



4 players

The spaces marked in red show the starting tiles for all players.

THE GOLDEN RULE

Many abilities and card texts contradict or alter the basic rules presented in this rulebook. If a specific rule is in opposition to the basic rules, the ability's or the card's rule always takes precedence.

Placing Encounter Tokens

Encounter Tokens should be sorted according to their colours. Then, players place the first type of tokens inside a bowl or other container and mix them thoroughly. One token is drawn randomly and placed on a proper space of the game board, starting from the first Map Tile (in the upper-left corner of the board). The space must bear a proper icon of the same colour as the token being placed. The token should be placed face-up. Participants repeat these steps for all the spaces with proper icons and then continue randomizing and placing tokens of other colours remembering to empty the bowl or other container they are using of all tokens of one colour before they place the next type inside the next type. Any unused tokens (in a 2- or a 3-player game) should be put into the box.



Placing Capitals

Each player inserts his Power Marker inside a bowl or other container and mix. Then, the First Player draws one marker. Its owner places his Capital Marker on the game board. After that, another marker is drawn and another Capital placed until all participants have chosen locations for their Capitals.

The rules for placing Capital Markers are as follows:

- * Players can place their Capital Markers on one of the four corner Map Tiles that has not already been chosen by any other participant. Such Map Tiles are marked in red on the tile setup diagram (on page 7).

- * Players cannot place their Capital Markers on any space containing game board Locations or Encounter Tokens.

- * Capitals always overlay terrain features of the spaces they have been placed on.

Until the end of the game, such spaces are treated as Capital spaces, ignoring any type of terrain beneath.

- * When placing their Capital Markers players should consider movement limitations so that they do not block their Heroes' way out of the Capital.

After choosing the spaces and placing their Capitals participants sit around the table so as to have a free access to their Capitals.



Sanctuary
Shark Guards

Preparing the Treasure Deck, the Artefact Deck and the Scroll Deck

All decks should be divided according to their types, shuffled and placed face-down next to the game board so that everyone has a free access to them.

During the game used cards form discard piles. It is important to keep them separate. After one of the decks is exhausted players should shuffle its discard pile and form a new deck.

Preparing the Week Deck

The Week Deck should be divided into three piles according to the moon phases shown on Week Cards' backs. The First Player shuffles each pile and draws a number of cards suitable for the current game's length:

- * 9 cards, 3 cards per each Moon phase - a short game
- * 12 cards, 4 cards per each Moon phase - an average game
- * 15 cards, 5 cards per each Moon phase - a long game



Crescent Moon Half Moon Full Moon

Any unused cards should be set aside into the box. Three separate decks form the Week Deck. In order to create it place Full Moon cards in the bottom, Half Moon cards in the middle and Crescent Moon cards on the top of the deck. Place the Week Card Deck next to three other card decks.

Other Tokens, Dice, and the Initiative Track

Separate Resource, Gold, Damage, Fortune, Onslaught and Exploration Tokens and place them next to the game board. Keep the Battle Token and the Initiative Track near (they are used during battles).

Place eight-sided dice (d8) along with the six-sided Elite Die (dE) next to the Initiative Track (they also come in handy during battles).

Player Setup

After the general setup each player performs the steps described below in order to prepare his or her faction for the game.

- * Players place their Capital Sheet in front of them, putting the Power Marker next to the Power Points Track (each player starts with 0 PP).

- * Players segregate their Unit Tokens to form their Reserves pool.

- * Players place their Control Markers next to their Capitals. One of them should be placed on their Capital Sheets, marking the Capital Level I space. As they expand and rebuild their Capitals this marker will move to the right.

- * Players separate their Skill Cards into two piles: Might and Magic, then shuffle them and create the Might Deck and the Magic Deck, placing both next to their Capital Sheets.

- * Players take 4 Actions Cards, then set aside one of them (bearing the scales icon on its back) and place the other 3 face-up next to their Capital Sheets.

- * Players take Resource Tokens worth 5 and Gold Tokens Worth 7 from the common pool, placing them next to their Capital Sheets.

- * Players choose one Hero from the three available ones. This is the starting Hero. They should put the proper Hero Sheet in front of them and place their Hero Markers on their Capital Sheets.



HERO SHEET DESCRIPTION



Each Hero Sheet provides information about a Hero:



(A) **Might** - It is used in battles. Higher Might means this Hero is more efficient while attacking.

(B) **Magic** - It influences abilities from Magic Skill Specialisations and indicates which Scroll Cards are available for this Hero. Sometimes it replaces Might during battles.

(C) **Initiative** - Higher value means that this Hero and his Army will act earlier during battles.

(D) **Leadership** - This number informs how many Unit Tokens this Hero may have in his Army. It can never be exceeded during the game!

(E) **Hero Starting Abilities** - See the description on page 10.

(F) **Skill Schools** this Hero specialises in. If a given Skill Card bears one of these icons, a given Hero may choose from two of its abilities.

(G) A **Faction Symbol** showing this Hero's allegation.

(H) **Reputation** - This attribute will be used in future game expansions. It is irrelevant for the basic game rules.

(I) Here players can place Unit Tokens forming the Army belonging to this Hero.



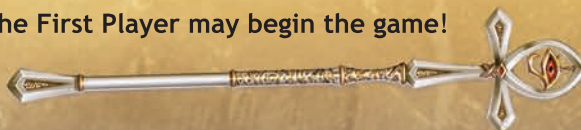
Sanctuary
Snow Maidens

Each Hero starts the game with a six-unit Army, including three Might 2 and three Might 3 Unit Tokens.

Players choose proper Unit Tokens from their Reserves and place them below their Hero Sheets with the Elite side up.

Unused Hero Sheets and their corresponding Hero Markers should be set aside. They may be needed later during the game.

Now all components are ready and the First Player may begin the game!



HERO STARTING ABILITIES



Aggressor - This Hero makes one additional attack in battles.



Merchant - Whenever this Hero's controlling player uses the "Gather Resources" Action Card, he takes 2 additional Resources.



Supply Wagon - When this Hero enters the game (as a starting Hero or later), its controlling player immediately takes 5 Resources.



Estates - Whenever this Hero's controlling player uses the "Gather Resources" Action Card, he takes 2 additional Gold.



Mystic - Whenever this Hero draws 1 Scroll Card, he draws top 3 cards and chooses 1, discarding the rest.



Dimension Traveller - This Hero may freely move between two different Portals on the game board.



Explorer - This hero may freely move across any mountains spaces but he cannot end his movement there.



Acclaimed Leader - This Hero starts the game with 2 additional Elite Level units of Strength 2.



Artefact Finder - Whenever this Hero draws 1 Artefact Card, he draws top 5 cards and chooses 1, discarding the rest.



Wise - When this Hero enters the game (as a starting Hero or later), its controlling player immediately draws 1 additional Skill Card for this Hero.



Heritage - When this Hero enters the game (as a starting Hero or later), its controlling player immediately takes 5 Gold.



Wanderlust - This Hero has 1 additional Movement Point during any action which he starts in his Capital.

Masters

Four abilities shown in the right allow players to pay less Gold whenever they recruit mentioned units to Armies of Heroes possessing these abilities. If they recruit Basic Level units they pay 1 less Gold, while 2 less Gold in case of Elite Level units.



Dreamwalker Master



Griffin Master



Kenshi Master



Vampire Master



Orc Leader



Crossbowmen Leader



Shark Guard Leader



Skeleton Leader

FRIENDLY VS. ENEMY

Many rules, abilities and cards - especially these pertaining to battles - introduce the terms 'friendly' and 'enemy'. 'Friendly' may be defined as 'belonging to your faction or created by cards belonging to you and your faction', while 'enemy' means 'non-friendly' (basically covering all Encounter Tokens from the game board, along with Hero Markers, Unit Tokens, Control Markers, and Capitals of your rival players).

Leaders

Four abilities described above allow players to take one additional Elite Level unit for free after the recruitment of mentioned units to Armies of Heroes possessing these abilities. As usual, a given Hero must be able to add the Unit Token to his Army (without exceeding his Leadership value).

PLAYING THE GAME

The game is divided into a number of rounds. The First Player starts each round, followed by the player to his left etc., going clockwise around the table. When a player's turn comes, he plays one of his Action Cards. Each Action Card depicts icons of two possible actions and the player chooses one of them to resolve (either the upper or the lower section of a card).

A player who is currently resolving an action is called the Active Player. After the Active Player has finished his action, he turns the action card face-down to show that it has been used. Then the player to his left performs his action, becoming the new Active Player. The round ends when none of the participants can play an Action Card.

As available Action Cards are kept face-up and used Action Cards face-down, players always know which actions may still be performed by their rivals. It is possible to choose an Action Card and perform no action (pass).

Actions allow players to activate their Heroes - move them around the game board and fight battles - but they also let them expand their Capitals and recruit new units.

Below you will find a detailed description of all available actions and how to resolve them:

Two available Actions, the Active Player chooses one.



Activate Heroes

The Activate Heroes Action Card allows the Active Player to move and perform other actions with his Heroes, one at the time. The Active Player cannot activate a second Hero (if he has one) until he has finished moving the first one. In other words, activating a new Hero immediately ends the activation and movement of the previous Hero. A Hero that is currently being moved by the Active Player is called the Active Hero.

A Hero may use any number of available Movement Points (MP) and fight one battle.

Players are not allowed to activate Heroes without at least one-unit Armies. Heroes without Armies have to stay in their Capitals.

Game Board Movement

Heroes have four Movement Points (MP) available. It means that they may move up to four spaces on the game board, observing the following rules:

- * Heroes can move vertically and horizontally, but all diagonal movement is forbidden.
- * Heroes cannot enter spaces containing water and mountains (see the Map Tiles Description)
- * Heroes do not have to use up all available MP. Any unused MP are lost.
- * Heroes cannot enter spaces containing enemy Capitals.
- * Whenever the Active Hero enters the space containing his Capital, this Hero's activation immediately ends and his Hero Marker is placed on the Capital Sheet of the Active Player.
- * If the Active Hero enters a space containing any enemy Hero Marker or any Encounter Token, a battle starts immediately.
- * The active Hero cannot end his movement on a space containing a friendly Hero but can move through such a space.



Necropolis Vampires



Portal Movement

If a player constructs the Portal in his Capital, his Heroes will be able to travel to and from the Capital via Portals. Additionally, some Heroes possess the ability allowing them to move between different Portals on the game board (called Dimension Traveller). Such Heroes do not even need Portals in their Capitals. Players should observe the following rules while travelling via Portals with their Heroes:



Leaving Capitals through Portals

- * The Active Player chooses any Portal on the game board for his Active Hero to use.

* The Active Hero starts his movement as if the Capital space was adjacent to the space with the exit Portal. I.e. the space containing the exit Portal is the first space counted towards the Active Hero's MP.

When the Active Hero **enters his Capital through a game board Portal** (he cannot enter any enemy Capital), he immediately ends his movement there. In order to move to his Capital, during his normal movement the Active Hero has to reach a space containing a Portal. Then, the Active Player simply places his Active Hero Marker on the space with his Capital (without spending any additional MP).

If the Active Hero wishes to **travel between two different Portals on the game board**, the movement is performed as follows: the Active Hero has to move (using his standard movement) to any space on the board containing a Portal.

Then, the Active Player takes his Hero Marker and places it on any other space with a Portal on the board, as if the exit space was adjacent to the entry space. I.e. the Active Hero pays 1 MP as per normal movement. After coming out of the Portal the Active Hero may continue moving normally as long as he has any MP available. **There is no obligation to use a Portal. Any Hero may cross a Portal space or end his movement there without travelling through this Portal.**

Haven Griffins



Exploring Spaces

Exploring spaces is a crucial element of any Hero movement around the game board. Exploring spaces is voluntary and free (costs no additional MP).

Whenever the Active Hero travels into an Explorable Space (marked with a Spyglass icon), his controlling player may declare that the Hero explores this space.



At the beginning of the game all Explorable Spaces are guarded by Encounter Tokens. In order to explore a given space the Active Hero has to defeat in battle all creatures from the Encounter Token guarding the space being explored. Arrows on the board indicate which creatures guard which spaces. If a given space is guarded and the Active Player declares that he wishes his Hero to explore it, a battle starts immediately. If he wins, he may explore the space.

Sometimes a given space is no longer guarded as creatures from its Encounter Token have already been defeated.

In that case, the Active Hero may freely explore this space. If a player has defeated creatures from an Encounter Token but he does not wish or cannot explore, he should place an Exploration Token on this space. Once this space has been explored by any Hero, the Exploration Token is removed. Each space may be explored only once per game. If a player has already explored a space, it cannot be explored by his rivals. A given space is considered explored if:

- * It is not guarded by any Encounter Token.
- * It does not contain an Exploration Token.

Taking Control over Game Board Spaces

One of the most important elements of the game is taking control over spaces containing Mines, Mills and other features bringing PP, Gold and Resources vital for winning the game. Spaces that can be controlled are marked on the game board with a blue Flag icon. Players may control any number of such spaces by using their Heroes. In order to do this:



- * The Active Hero has to travel through or end his movement on a Controllable Space.
- * The space cannot be guarded by any Encounter Token. This process is similar to exploring spaces but in this case creatures attack by themselves when the Active Hero tries to take control of the space. If the Active Hero defeats the creatures, his faction may take control over the space.
- * If the space is currently controlled by another player, it has to be outside all Control Zones of the controller's Heroes.

If all above the conditions are met, the Active Player takes control of the space. He indicates this by placing his Control Marker on the space. If he takes this space from another player he removes the enemy's Control Marker (its owner places it in his Reserves). Once the space is under the Active Player's control, he immediately gains a number of PP as indicated on the space, moving his Power Marker along the Power Points Track of the Capital Sheet). Consequently, the player who has just lost control over the space has to update his PP as well, by decreasing his PP on the track. Taking control of a game board space is free (costs no additional MP).

Hero Control Zone

Each Hero on the game board has a Control Zone. It is an area guarded by this Hero's Army. Players cannot take control of spaces belonging to enemy players if those spaces are within Control Zones of enemy Heroes. The only way to do this is to win a battle with one of the enemy Heroes. If a given space is in Control Zones of two different Heroes belonging to the same enemy player, it is enough to win a battle with one of those Heroes. In such case the other Hero cannot prevent that space from being taken over. Each Control Zone covers a distance of 2 MP around a Hero Marker. Players should consider terrain features around their Heroes as they may modify the size of a Control Zone. Control Zones do not cover spaces impassable for a given Hero. Also, as long as a Hero stays inside his Capital, he has no Control Zone. Control Zones only affect the process of controlling spaces. They have no influence on the movement of enemy Heroes.



Sandor's Control Zone is not limited by mountains because he can move through any mountains spaces thanks to his Explorer ability, which allows the Hero to cross mountains.



Battles

A battle starts whenever the Active Hero's marker moves into a space containing an Encounter Token or any enemy Hero Marker; if it moves into a space guarded by creatures and the Active Player decides to explore this space; or if he tries to take control of this space.

Each battle is fought in a series of turns called Clashes, during which both sides attack with their units and Heroes. As players use various skills and abilities, the victory is decided by something more than blind luck or strength of opposing forces.

During battle participants attack using various Heroes, Unit Tokens and Encounter Tokens. The person currently attacking (i.e. rolling dice in order to deal Damage) is called the Attacker, while the person

who is passively assigning Damage is called the Defender. Both combatants alternate between the roles of the Attacker and the Defender as the battle rages on.

There are two types of battles: with creatures from Encounter Tokens and between two Heroes.

Battles versus Creatures from Encounter Tokens

Preparation for Battle

The player sitting to the left from the Active Player takes control of the creatures from the Encounter Token the Active Player is fighting (he takes this token from the game board).

- * The Active Player takes his Hero Marker from the board and replaces it with the Battle Token to mark the space containing the battlefield.

- * Both players should also check whether the event from the current Week Card influences the battle in any way.

Initiative in Battle

- * Both players place all Unit and Encounter Tokens taking part in the battle on the Initiative Track, starting from its left side. A unit with the highest Initiative is placed first, followed by these of lower Initiative values, until all relevant Unit and Encounter Tokens have been placed on the track.

- * All Unit Tokens of the same type are placed together so that they form a Stack. One Stack may include both Basic and Elite Level units. For the sake of clarity players should place Elite Units in the lower row (marked with a Sword icon).

- * If many units have the same Initiative, players place one Encounter Token first, followed by a Stack from the Active Hero's Army. Then place another Encounter Token (if there is any) and another Hero's Stack, alternating between units of equal Initiative until they have placed all of them.

- * Players should remember that Heroes also attack! The Active Hero's Marker is placed on the track according to the Initiative, along with other tokens.

Resolving Battle

All battles are comprised of a number of Clashes (battle turns). During each Clash, units attack according to their Initiative values starting from the left side of the Initiative Track. When a given unit, creatures from the Encounter Token or the Active Hero has a chance to attack, the Attacker checks how successful it was in the following way:

- * **Counting Dice:** Each Unit Token in the Active Hero's Army and the Hero himself can attack once per Clash. Creatures from Encounter Tokens can attack a number of times equal to their Threat value lowered by any Damage Tokens assigned earlier.

- * **Rolling Dice:** The Attacker rolls a number of Attack Dice (d8) equal to the number of his available attacks, but the maximum number of dice cannot exceed 5 and the minimum number of dice cannot be less than 1. I.e. if the overall number of attacks exceeds 5, the Attacker rolls five dice anyway. On the other hand, if the number of attacks would be less than 1, the Attacker still rolls one die.

- * **Checking Results:** The Attacker compares his dice results with the attacking token's or Hero's Might value. If the result is equal to or less than this value, the Attacker gets a hit and deals 1 Damage to his enemy. A result of 1 is an automatic hit no matter the Might value, while a result of 8 is an automatic miss.

- * **Damage Resolution:** If any Damage has been dealt, it should be assigned and resolved immediately after the attack.

- * **Next Attack:** After resolving and potentially causing losses the battle continues - combatants move to the next unit on the Initiative Track.



Example of the Initiative Track placement

Stacks

During battle, all Unit Tokens of the same type - both Elite and Basic Level units - form one pile of tokens called a Stack. When a given type of unit has a chance to attack, the whole Stack attacks simultaneously - take as many Attack Dice as there are Unit Tokens in the attacking Stack (but no more than five plus the Elite Die, if applicable) and make a roll. If you are dealt Damage, it is also assigned to one, particular Stack. Just eliminate Unit Tokens from it according to the rules. Remember to separate Basic and Elite Level Units from the same Stack while attacking or resolving Damage! Although such units act simultaneously, they have different abilities and Damage soaking potential, so you need to be aware of the number of Basic and Elite Unit Tokens you currently have.

THE ELITE DIE (dE)

If there is an Elite Level unit in a Hero's Army or the Encounter Token marked with one of the symbols shown to the right, the player may exchange one of his attacks (one standard d8 Attack Die) for the six-sided Elite Die (dE). The Elite Die is not considered to be a standard Attack Die so it does not count towards the 5-die limit. I.e. if a player has 6 or more attacks available, he may roll 5 Attack Dice and the Elite Die.

Symbols on the Elite Die have following effects in battles:



Damage: the Attacker deals one or two additional Damage, depending on the number of Skull icons on the die.



Fortune: the Attacker can immediately re-roll all misses rolled on d8s in this attack.



Laurel: the Attacker can immediately upgrade 1 unit in this Stack to its Elite version or RESURRECT 1 unit. If a Hero gets this result, he can choose any unit in his Army. If the player controlling an Encounter Token gets this result, he has to use RESURRECT.



Misfortune: the Attacker must immediately re-roll all successful hits rolled on d8s in this attack.

Re-rolling Dice

Sometimes players have a chance or are forced to re-roll dice. Remember that each die can be re-rolled only once per attack. For example: the Attacker rolls 4 Attack Dice (d8) and the Elite Die. He hits on a result of 4 or more and gets 1, 3, 4, 7 and the "Fortune" result on the Elite Die. His opponent has an Artefact Card called "Ring of Misfortune" which forces the Attacker to re-roll all hits. The Attacker first re-rolls 7 thanks to the "Fortune" result and then 1, 3 and 4 because of the ring. Even if the die re-rolled because of his "Fortune" hits, it is not re-rolled again.



Stronghold Dreamwalkers

Assigning Damage



Whenever a Hero's Army is dealt any Damage, the following steps should be followed:

- * The Defender chooses the Stack that will be assigned Damage.
- * The Defender must assign all Damage dealt by current attack (hits from d8 + extra Damage from dE + other modifiers, if applicable) to the chosen Stack.
- * A Basic Level unit dealt 1 Damage is eliminated. An Elite Level unit dealt 1 Damage is turned over to it

Basic Level side.

- * The Defender keeps assigning Damage to the chosen until it is eliminated or there is no more Damage to assign.
- * The Defender keeps assigning Damage to the chosen Stack until it is eliminated or there is no more Damage to assign.
- * If a Stack is eliminated and there is still Damage to assign, the Defender chooses another Stack in his Hero's Army and repeats the process of assigning Damage.
- * Heroes cannot take Damage and they cannot be eliminated from the game. I.e. they also cannot be dealt or assigned Damage.

Assigning Damage to creatures from Encounter Tokens differs a little from the steps described above:

The Defender assigns Damage dealt to creatures by placing a proper number of Damage Tokens next to the Encounter Token. Each Damage assigned and placed on the Encounter Token lowers the Threat value of this token by 1. Once the number of Damage Tokens is equal to or higher than the Threat value of the token, this token is eliminated.

RESURRECTING UNITS

Sometimes players have the opportunity to Resurrect eliminated units. This rule is presented in the following way:

Resurrect (X), where X is the number of Resurrection Points. Each Resurrection Point is equal to one Damage.

In case of Encounter Tokens Resurrection always removes Damage Tokens assigned earlier during battle.

Players can only Resurrect those units, which have taken losses (i.e. have been assigned Damage) in battle. However, it is possible that a Basic Level unit will change into an Elite Level one after the battle as a result of Resurrect effects.

Ending Clashes

Once all Stacks (units, creatures and Heroes) have had a chance to attack, the current Clash ends. If neither side of the conflict has been eliminated, another Clash starts immediately.

New Clashes

At the beginning of each new Clash (except the first one) the Active Player may declare a Retreat. Creatures from Encounter Tokens never retreat. Next, participants should check whether all units are correctly placed on the Initiative Track as game effects from different cards and abilities may have changed Initiative values during the previous Clash. In case of any changes just place all Unit Tokens according to their new Initiative values. Another Clash of battle starts now.

Retreats

If the Active Player decides to retreat from the battle, he moves his Hero Marker to his Capital. The retreating Hero loses 2 Unit Tokens from his army (or 1, if he has the last token left). Remember that no Damage is dealt or assigned at this point - the controlling player simply chooses the tokens and places them in his Reserves. The current battle ends.

Ending Battles

The Active Hero wins the battle once all enemy Encounter Tokens have been eliminated (i.e. their Threat value equals zero):

- * The Encounter Token is turned over, becoming a Trophy (place it next to the Hero Sheet of the Active Hero who has won the battle).
- * The Active Player checks benefits connected with his Trophy. The upper row of Medals indicates Experience Points (XP) gained. The lower row informs about the Treasure.
- * The Active Player draws the top card from the Treasure Deck and chooses as many Rewards as there are Chest symbols on the Trophy.
- * Spending XP is described in a special section on page 20.

The Active Hero's marker is placed back on the same space of the game board where the battle took place and all surviving Unit Tokens are returned under the Hero Sheet.



Sanctuary Kenshi

Creatures from the Encounter Token win the battle if the Active Hero's Army has been destroyed or he has decided to retreat:

- * All Damage Tokens are removed from the Encounter Token and the token should be placed back on the same space of the game board where the battle took place.
- * The defeated Hero's marker is placed on his controller's Capital.

No matter the winner, participants should remove the Battle Token from the game board.

Battles versus other Heroes

Battles between two enemy Heroes are resolved in a slightly different way, as described below:

- * Each player controls his own Hero along with his Army.
- * Initiative ties between units are broken using Heroes' Initiative value. If their Initiatives are equal, all ties are broken in favour of the Active Player. I.e. he places one of his tying Stacks first, followed by the enemy player. They alternate placing Stacks of equal Initiative until they have placed all of them.
- * At the beginning of a new Clash (except the first) each Hero may choose to retreat. Willingness to retreat is first declared by the passive player (the player who is not resolving his action currently). Retreating from the battle is tantamount to defeat.

The winner of the battle gains one Skill Card or one Artefact Card of the defeated Hero AND can take control over Mines and Mills belonging to the enemy.

Hero Advancement:

- * If the winning player chooses a Skill Card, he follows all rules for gaining new Skill Cards as described in the **Experience Points and Hero Advancement** section. This option is similar to a standard Hero Advance (but no XP is spent).

Artefact Card

- * If the losing Hero possesses an Artefact Card that can be used by the winning Hero, its controlling player may take the card and place it next to his Hero Sheet. As all artefacts are worth 1 PP, both players should update their PP Tracks accordingly.

Taking Control of Enemy Locations

- * If the Control Zone of the winning Hero encompasses any spaces controlled by the defeated player, they change ownership immediately after the battle. The winning player should replace all Control Markers of his opponent by Control Markers of his own faction, remembering to update both PP Tracks.

Additional rules used in Battles

During battles Heroes, units and creatures use many different abilities, skills, spells and artefacts. Below you will find descriptions of all battle abilities along with rules for resolving and timing of Scroll, Skill and Artefact Cards.

BATTLE ABILITIES

Some Unit and Encounter Tokens bear icons in the lower-left corner. Those icons represent Battle Abilities available to given creatures. As the name suggests, players use those abilities during battles to increase their fighting capabilities.

It is worth noting that Basic and Elite Level units of the same type may have different Battle Abilities. If such is the case, descriptions of those abilities explain whether they affect the whole Stack or only the token possessing a given Battle Ability.



Precise Attack

If at least 1 token in a Stack has Precise Attack, the Attacker may choose the target of his attack (a particular enemy Stack or a token) before rolling dice. This Stack will be dealt all potential Damage from this attack. Additionally, after rolling his Attack Dice the Attacker may re-roll 1 miss.



Defence

If at least 1 token in a Stack has Defence, this whole Stack is immune to Precise Attack. The Attacker cannot choose this Stack as the target of his attack. Defence does not negate the Attack Die re-roll. Additionally, when a player retreats, he may discard 1 token with Defence (instead of 2 without this ability) in order to satisfy the rules of retreating.



Tough

Each Tough icon on a Unit Token enables its owner to assign 1 additional Damage to it during battles. The first Damage assigned to such unit is marked by a Damage Token, but only the second Damage turns this unit over or eliminates it. If a unit bears two Tough icons, only the third Damage turns over or eliminates such unit (while the first and the second Damage is marked by Damage Tokens). If the Defender has more than one Tough unit in one Stack, he cannot assign Damage to a new token until there is even one Damage Token on another unit (i.e. he has to assign all Damage to the same unit until it is eliminated or there is no more Damage to assign). Remove all Damage Tokens from all surviving Tough units after the battle.



Pierce

If at least 1 token in a Stack has Pierce, the enemy player cannot use Tough while assigning Damage dealt by a Stack with Pierce.



Necropolis Liches



Three abilities described below are found on Encounter Tokens only:



Terminator - Each successful attack by this creature deals 2 Damage. This rule does not affect the Elite Die results.



Fury
This creature always rolls 5 Attack Dice, no matter its current Threat value.



Regeneration

If this creature has any Damage Tokens, remove them at the end of the Clash. This ability does not work if Damage equals the token's Threat value.

SKILLS in Battles

Players can utilize various Skill Cards of their Heroes. They also have access to many Artefact and Scroll Cards with different abilities. During battles all of them are treated as skills. Their cards describe the timing of their use. In case of a conflict or doubt the Active Player always uses his abilities first.

- * Before Battle - meaning right after the battle has been declared when tokens or markers are about to be placed on the Initiative Track.
- * Beginning of Battle - at this point tokens and markers are already on the Battle Initiative Track but the first attack has not been made yet. Players may change the target of such ability in the next Clash.
- * During Battle - a Hero may use this skill when attacking. It replaces his regular attack event if this skill is not a form of attack (ex. Stone Skin).
- * After Clash - after all attacks of both combatants have been resolved but before a new Clash starts.
- * After Battle - after the battle has been resolved but before players remove tokens and markers from the Initiative Track.

Gather Resources



The Gather Resources Action Card allows the Active Player to gather Gold and Resources from controlled spaces and his Buildings. First, he adds all Resources produced by his Sawmills, Ore Pits and Crystal Mines. Sawmills always brings 3 Resources, Ore Pits 2 Resources and Crystal Mines 1 Resource. The Active Player takes the appropriate amount of Resource Tokens from the common pool and places them next to his Capital Sheet in his Treasury. Secondly, he repeats these steps to gather Gold. Gold Mines bring 4 Gold. Additionally, the Active Player may receive Gold or Resources from some Buildings and Hero Skill Cards, abilities and artefacts. All Resource and Gold Tokens are placed and kept in a player's Treasury on his Capital Sheet.

Build



The Build Action Card allows the Active Player to expand his Capital by constructing (i.e. buying) one new building or raising his Capital Level by 1.

Capital Levels

Each player begins the game with a Level I Capital (marked with one small house over the Capital's image), but he may raise the Capital Level during his action. Raising the Capital Level has to be done gradually, no more than 1 level per 1 action. In order to do this, the Active Player pays required

Resources to the common pool and places his Control Marker on the proper space of his Capital Sheet, thereby indicating his current Capital Level. Raising the Capital Level gives players opportunity to recruit new, more powerful units and construct better Buildings. Naturally, players are allowed to recruit units and construct Buildings from lower Capital Levels. The diagram on the left shows:



(A) A Capital Level

(B) A cost to upgrade the Capital to this level in Resources

(C) Units available for recruitment at this level - Elite on the right, Basic on the left.

(D) A cost to recruit a unit in Gold.

Buildings

Every player has 9 different Buildings available for construction in his Capital. Each Building has its advantages and is represented by a unique Building Token. It shows on its front the cost and the minimum required Capital Level to construct a given token, while its back describes all benefits and effects the player may use from the

moment he has built the token in his Capital. The diagram below contains all icons shown on different Buildings and how they affect the gameplay. Once constructed, Building Tokens should be placed under the Capital Sheet, with their backs face-up.



The owner can hire (recruit) Heroes paying 5 Gold.



The owner can recruit Elite Level units and upgrade Basic Level units to their Elite versions.



When using Gather Resources action the Active Player can take 3 additional Gold or Resources.



When using Recruit action the Recruitment Limit of the Active Player increases by 2 (to 5).



The owner takes the fourth Action Card (BUILD - GATHER RESOURCES) and can Trade.



All Heroes belonging to the owner gain +1 Leadership.



Owner gains +3PP.



Heroes can move to and from the Capital through Portals.

Clarifications for constructing Buildings

The Temple of Asha Building can be constructed only by discarding 12 Resources and 12 Gold and only if the Active Player has the Tear of Asha Artefact Card. The card can be in possession of any Hero belonging to the player's faction. This Hero does not need to be present in the Capital when the Building is being constructed. After construction, the Artefact Card should be placed under the Building Token - the player never loses PP provided by this artefact (it cannot be taken from him in any way). This means that only one participant can construct Temple of Asha in a given game.

The Building providing additional Gold or Resources during Gather Resources action cost either 3 Gold or 3 Resources to construct. The Active Player chooses how to pay for it.

Four abilities described below are faction-unique and their Buildings can be constructed only by one faction. They do not have counterparts in other factions. Abilities provided by them affect all faction's Heroes.



Guardian Angel

Once per Clash, the owner may ignore Damage resulting from the Elite Die.



Blood Rage

The owner wins all Initiative ties while placing units on the Initiative Track and during battles.



Necromancy

After any battle the owner's Hero participated in he gains RESURRECT 2.



Honour

The owner decides before battle if Elite Die can be used by either participant of the battle. If not, it may not be rolled by any player.

Recruit



The Recruit Action Card allows the Active Player to recruit (i.e. buy) new Unit Tokens for his Heroes and upgrade the ones they already have in their Armies. He may also decide to hire a new Hero.

Recruiting Units

The Active Player can buy new Unit Tokens for any Hero currently in his Capital. In order to do this, he chooses any available Unit Tokens and pays for them using Gold, according to the costs shown on each Capital Sheet. The Active Player can recruit any units available at his Capital Level, but he is limited by the actual number of Unit Tokens of a given type. He cannot buy more than 3 tokens in one action. Some Buildings extend this limit and

constructing them gives players more options.

Also, if a player wishes to recruit Elite Level units, he needs a special Building to do so. Unit Tokens have to be placed in a Hero's Army immediately after the recruitment. Therefore it is important to remember that the maximum number of tokens in one Army is limited by the Leadership attribute of a given Hero. If the Active Player currently has more than one Hero in his Capital, he can distribute freshly recruited units among his Heroes as he sees fit. The only exception to this rule is made for Master and Leader abilities, as units recruited with their help have to be placed in Armies of Heroes with these abilities.

Upgrading Units

If the Active Player has a proper Building in his Capital, he can both recruit new units and upgrade the ones he already has. He needs to cover the cost difference between the Basic and Elite Level versions of the unit being upgraded and then turns over the Unit Token to its Elite Level side. Upgrading units has no impact on the player's Recruitment Limit - the player is permitted to upgrade any number of Basic Units along with buying new tokens (of course if he can afford it).

Hiring Heroes

If the Active Player has built the Hall of Fame in his Capital, he can hire (recruit) new Heroes. He simply chooses one of the unused Heroes belonging to his faction and pays 5 Gold. He places his new Hero's sheet in front of himself and the Hero Marker on his Capital Sheet. The new Hero starts with 1 Elite Level Unit Token him available for the Level I Capital of the player's faction. Hiring a Hero counts as recruiting 1 Unit Token towards the Active Player's Recruitment Limit.

No player can control more than 3 Heroes at the same time.

Players cannot exchange Unit Tokens, Scroll, Artefact or Skill Cards between their Heroes.



Haven Sisters



Disbanding Units

While recruiting, the Active Player may discard any number of Unit Tokens from a given Hero's Army. Remember however, that it is forbidden to discard the last token from an Army. Costs of disbanded units are not compensated in any way. The disbanded Unit Tokens are placed in the Active Player's Reserves.

Following Game Rounds

Once all players have used all their actions (they have turned all their Action Cards face-down), current round ends. The First Player hands his token to the person sitting to his left and another round begins.

The First Player starts the Round (all except the first one) by drawing the top card from the Week Deck and reading its text aloud. The event described on this card will affect the whole round. Drawing the last Week Card also informs players that they are just starting the last round of the game!

OTHER GAME RULES

Using Card Effects

Skill, Artefact, and Scroll Cards have unique effects and rules. Remember that these rules take precedence over the basic rules from this rulebook.

Card rules usually very precisely describe when and how to use them - any doubts

(arising mostly during battles) connected with timing of effects are resolved according to the information found on page 16. Cards' texts often use different symbols and icons in place of words. All of them are described in various sections of this rulebook and pertain to different rules. After checking cards and reading the rulebook players should be able to intuitively recognise the meaning of all icons, especially that the same icons appear on the game board and on different tokens.

Below you will find detailed descriptions of different card types and their effects.

Skill Cards

Each Skill Card from Might and Magic Decks has a Name (A) and a Reputation icon (B). Each card also has two different abilities: a primary and a secondary one. The Primary (upper) Ability (C) can be used by any Hero who possesses a given Skill Card. The Secondary (lower) Ability (D) is only available if a Skill School icon from a Hero Sheet matches one of the icons found on a given Skill Card (E). If the Secondary Ability is preceded by the word OR it means that the player may choose only one of two available options (usually the second one is more powerful). On the other hand, if the Secondary Ability is preceded by the word AND, the player may use both card abilities.

Scroll Cards

Such cards represent magic spells Heroes may use. Scroll Cards gained by a Hero are placed and kept face-down next to his Hero Sheet. In order to use a given Scroll Card a Hero needs his Magic attribute to be equal to or higher than the minimum required Scroll Level shown on a Scroll Card (F). All other card elements are identical with Skill Cards.

Scroll Cards can only be used once - players discard them after use, placing them next to the Scroll Deck (on a discard pile). If the Scroll Deck is ever exhausted, just reshuffle the discard pile and form a new Scroll Deck.

Heroes cannot have more Scroll Cards than their Magic attribute. If a Hero has reached this maximum and his controlling player wants to draw a new Scroll Card, he must first choose and discard one of this Hero's Scroll Cards, placing it on the proper discard pile.

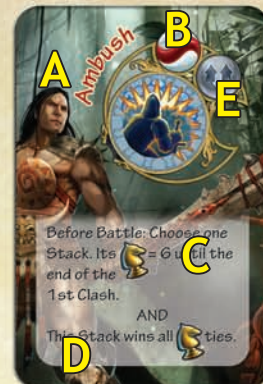
Treasure Cards

Treasure Cards symbolise spoils and trophies any Hero may find or win during the game. Whenever a player draws a Treasure Card, he has to choose only some of the Rewards shown. Treasure Cards are divided into four sections. If a player draws a card or defeats creatures from an Encounter Token, this Encounter Token shows how many Rewards can be taken (as many as there are Chest icons on a given Encounter Card). If he has more than one choice, he may choose any section, but each section may only be taken once. If the Active Hero defeats a Common Creature, the Active Player cannot take an Artefact Card as his Reward. He treats this Reward as if there was no Artefact Card section on it and must choose from the other three sections.

If a player draws a card for exploring a Location space with a Chest icon (Dragon Shrine), he chooses 1 from 4 available Rewards. The same goes for Treasure Card taken as a result of exploring the Dragon Vein Location space.



Haven Seraphs





Artefact Cards

Artefacts are immensely powerful magic items that Heroes may find during the game. Each Artefact Card features a Name (A), a Reputation icon (B), and also one of 5 different types - Attire, Armour, Weapon, Trinket or Bag (C) as shown at the heading of a description of a given Artefact Card's abilities (D).

Any Hero may have only 1 Artefact Card of each type.

Additionally, each Artefact Card is worth 1 PP. Players gain PP immediately after obtaining an Artefact Card. If a Hero loses his Artefact Card, his controlling player also loses 1 PP (remember to update the PP Track accordingly). Players place Artefact Cards next to their Hero Sheets.

If a player wants to take for his Hero an Artefact Card of the type this Hero already has, he replaces the old Artefact Card with the new one. The old Artefact Card is discarded and placed on the proper discard pile. You should immediately check if there are any changes to the Hero's attributes. As to the PP, there is no change as the player loses and gains 1 PP at the same time.



Stronghold Cyclops



Experience Points (XP) and Hero Advancement

During the game, Heroes gain Experience Points represented on tokens and cards by a Medal icon. Having defeated creatures from an Encounter Token, the Active Player turns over the token and checks how many XP his Hero has gained. The token is kept near the Hero Sheet as a Trophy until the player decides to use XP to advance his Hero. If a given Hero has enough XP, he may advance immediately. In order to do this, the Active Player discards a proper number of XP from tokens taken as Trophies (i.e. he discards enough

Encounter Tokens with Medal icons to cover the cost of the advance).

Treasure Cards also bring XP. If the Active Player chooses XP as his Reward, he has to use XP immediately - he cannot keep these points like Trophies from defeated Encounter Tokens. However, if he wishes to advance his Hero at such point, he may freely add and mix XP from his tokens with XP from Treasure Cards. Sometimes Trophies show more XP than necessary for one advance. Players may keep extra XP as long as they come from different tokens, but they cannot exchange them for lower values. I.e. if a player overpays for the advancement of his Hero, he does not "keep the change" and some XP may be lost. XP cannot be transferred between Heroes.

The cost of advancing a given Hero is directly connected with the number of Skill Cards currently possessed by the advancing Hero, as shown in the table below.



HERO ADVANCEMENT TABLE	
NUMBER OF SKILL CARDS	XP COST TO GAIN SKILL
0	3
1	4
2	5
3	6
4	7
5	8
6	9



As you can see in the table, any advancement costs a Hero the number of currently possessed Skill Cards + 3 in XP. When advancing his Hero, the player draws 2 cards from one of his Skill Decks, deciding beforehand whether to draw Might or Magic Skill Cards. Then, he reads the cards drawn and places his chosen card next to his Hero Sheet, discarding the second card to the proper discard pile.

If any Skill Deck is ever exhausted, players should reshuffle the discard pile and form a new Skill Deck. If the discard pile of a given Skill Deck is also empty, no more new skills can be gained from this deck.

Fortune

When a player's Hero gains a Fortune Token, he places it on his Hero Sheet. After making any attack roll during a battle, his controlling player may discard the Fortune Token in order to re-roll all missing Attack Dice or the Elite Die (if it was used during the current attack).

Also, the player can negate the Misfortune result he got when rolling the Elite Die. In this case, he re-rolls no dice





Onslaught Tokens

The Onslaught represents the ability of a Hero and his Army to scare away any creatures from Encounter Tokens and win without even raising their weapons. The current value of this attribute is marked on a Hero Sheet by special tokens. A few different elements add up to set the Onslaught value and each of them raises it by 1:

- * At least 9 units of any kind in a Hero's Army.
- * At least 1 Elite unit of Might 5 (can be recruited in Level IV Capital).
- * A given Hero has the Offense skill.
- * A given Hero currently possesses the Vanquisher's Gauntlet Artefact Card.

Before a battle between a Hero and an Encounter Token starts, the Active Player checks whether his Onslaught has caused the enemy to retreat. The success depends on the type of the Encounter Token:

- * The Active Hero needs Onslaught 2 to defeat Common Creatures (yellow).
- * The Active Hero needs Onslaught 3 to defeat Dire Creatures (purple).
- * The Active Hero needs Onslaught 4 to defeat Legendary Creatures (golden-brown).

If the Onslaught is successful, the Active Player immediately removes the Encounter Token from the game board. He gets Rewards from the Chests shown on the token but he cannot take the token itself i.e. his Hero gains no XP for these creatures. If the Onslaught is not possible, the battle is resolved normally.

The Active Player cannot resolve a normal battle (ex. in order to gain XP) if his Hero's Onslaught value causes creatures to retreat - he can only take the spoils they might leave behind.

Sanctuary Kirins



The Dark Days

Every round a Week Card with the Dark Days icon is revealed in, the following rules should be used.

In battles, players fight two Encounter Tokens instead of one. In order to resolve this rule they use the Additional Enemy Token in the colour matching the Encounter Token. This token should be treated exactly like another Stack with identical attributes and abilities as the original Encounter Token. I.e. now players have to face two enemy Stacks instead of one. While assigning Damage, any player controlling Encounter Tokens has to completely eliminate one Encounter Token Stack before he can start assigning Damage to the next Stack. If enemy creatures win the battle, only the original

Encounter Token returns to the game board even if it was eliminated (and the Additional Enemy Token

survived).

If the Active Hero wins, he only gets one Reward - the Additional Enemy Token is simply discarded without any extra benefits or profits.

When checking for the Onslaught during the Dark Days, Heroes need their Onslaught values to be 1 higher than normally to be successful.



Trade

If a player has constructed the Marketplace in his Capital, he can use two rules described below:

- * While performing any action, he may freely exchange Gold for Resources, and vice versa, on a 2:1 ratio (ex. if he puts 4 Gold in the common pool, he gets 2 Resources).
- * If a Hero is in his Capital and possesses a Scroll Card, he can sell it. The Active Player discards the Scroll Card and takes Gold equal to the Scroll Level.



Reputation

Although these icons appear on many cards, they have no impact on the basic game rules. They will be used in future expansions.



The Way of Tears



Balance



The Way of Blood



Necropolis Fate Spinners

MIGHT & MAGIC HEROES



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SYMBOLS OF MIGHT AND MAGIC SCHOOLS



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WARCRIES



TACTICS



WARFARE



REALM



PRIMAL
MAGIC



DARKNESS
MAGIC



LIGHT
MAGIC



EARTH
MAGIC



WATER
MAGIC



HINTS FOR BEGINNERS

When choosing the starting space for your Capital, check its 3-4 surrounding spaces. It is important for your Hero to take control of a Saw Mill, a Gold Mine, an Ore Pit or a Dragon Temple in the first few moves. These are prime Locations found on the Game Board.

When choosing your starting Hero, consider the path you wish to follow - do you prefer brutal Might or subtle Magic?

If this is your first game, choose a Hero with high Leadership value.

It is good to start by building and recruiting. Any movement or battles should be postponed till your third action.

It is important to construct the Building providing extra Gold and Resources. The second important Building is the Marketplace providing you with one additional Action Card.

Plan your attacks on Encounter Tokens carefully, starting from the weakest ones (yellow tokens). Attack more powerful opponents after you have developed and strengthened your Army.

When you feel you are facing a sure defeat, do not hesitate to retreat. Saving a few Unit Tokens may be crucial for your survival later in the game.

Remember to use all abilities of your Heroes and units.

It is good to have at least one Fortune Token - it may come in handy in the direst of times.

Check the effects of the current Week Card before you attack any Encounter Tokens. It may turn out that even weak creatures are almost undefeatable this round.

When attacking another player, remember to have a bigger Army and do not let him surprise you with Scrolls (it is good to have the Dispel Magic card during the final battle).

Attack other Heroes where it brings the biggest profits - try to take control of many Locations like Mines when you defeat them.

Even if you lose a battle with an enemy Hero, do not seek immediate vengeance. Rather focus on rebuilding your strength and attack later if it is still reasonable.

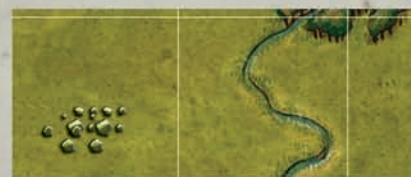
GOOD LUCK HERO!



THE GAME BOARD DESCRIPTION

Terrain Features on the Game Board

Open Ground: Heroes may freely move through such spaces. The graphic layout (forests, rivers, deserts etc.) does not influence Hero movement in any way. Each space costs Heroes 1 MP. For the ease of gameplay, spaces influencing the movement are marked with icons so that participants can recognise Mountains, Water, Harbours and open spaces. If there are no special icons on a given space, it is considered open ground.



Water: This space is impassable for Heroes.



Mountains: This space is impassable for Heroes.



Harbour: It allows any Hero to cross a Water space. When the Active Hero starts his movement on a Harbour space, he can move across Water spaces, but he cannot end his movement on one. However, he may end his movement on another Harbour space.



Encounter Icons: Here Encounter Tokens are placed during the game setup. The arrow points at the space guarded by the creatures from the Encounter Token, while the colour indicates the difficulty of the Encounter Token present.

Game Board Locations



Saw Mill: The controlling player gains 1 PP and collects 3 Resources during the GATHER RESOURCES action.



Crystal Mine: The controlling player gains 3 PP and collects 1 Resource during the GATHER RESOURCES action.



Crystal of Revelation: If a Hero explores this space, player gains 2 PP.



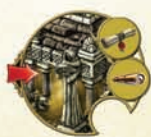
Ore Pit: The controlling player gains 2 PP and collects 2 Resources during the GATHER RESOURCES action.



Gold Mine: The controlling player collects 4 Gold during the GATHER RESOURCES action.



Dragon Vein: If a Hero explores this space, he may search through the discard piles of Treasure, Scroll and Artefact Cards and take one card of his choice.



Arcane Library: If a Hero explores this space, he may immediately draw 1 Scroll Card.



Armorsmith: If a Hero explores this space, he may upgrade all Basic Level units in his Army to Elite Level units.



Stone of Enlightenment: If a Hero explores this space, he immediately advances his Hero Level by one without spending any XP.



Stable: If a Hero explores this space, he may immediately perform another Movement action. This effectively lets the Hero activate for a second time.



Dragon Nexus: The controlling player gains 4 PP.



Portal: It allows a Hero to travel from his Capital to this space and from this space to his Capital, if his controlling player constructed the Portal Building.



Arena: If a Hero explores this space, he may immediately recruit up to 3 units for his Army. He may recruit any units available to his faction, ignoring Capital Level requirements.



Blacksmith: If a Hero explores this space, he draws one Artefact Card.



Dragon Shrine: If a Hero explores this space, he draws one Treasure Card.