



HEROES[®]

OF MIGHT AND MAGIC[®]

THE CARD GAME

RULEBOOK

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ABOUT THE GAME

In Heroes of Might and Magic: The Card Game, players participate in 1 vs. 1 combat, pitting their heroes and units against each other. The main goal is to defeat the enemy hero by dealing 20 damage to them, ending the game. The game also ends when a player ends a round with an empty deck and none of their units on the map.

CARD TYPES AND DESCRIPTION

HERO



- 1 Card Name
- 2 Faction
- 3 Hero Attack
- 4 Hero Defense
- 5 Hero Power
- 6 Hero Knowledge
- 7 Hero Type
- 8 Effect Box
- 9 Card Number
- 10 Expansion ID

ABILITY



- 1 Card Name
- 2 Cost
- 3 Card Type
- 4 Ability Trait
- 5 Effect Box
- 6 Card Number
- 7 Expansion ID

UNIT



- 1 Card Name
- 2 Cost
- 3 Faction
- 4 Unit Type
- 5 Unit Trait
- 6 Unit Attack
- 7 Unit Move
- 8 Unit Hit points
- 9 Effect Box
- 10 Card Number
- II Expansion ID

ARTIFACT



- 1 Card Name
- 2 Cost
- 3 Card Type
- 4 Artifact Trait
- 5 Effect Box
- 6 Card Number
- 7 Expansion ID

LOCATION

1

Arrow Tower

2

2

3

Control

Once per round, you may set the range of one of your ranged units to 6.

Try me. I have the high ground.

5

6

SP

CAN 0018
David Jasiorski

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- 1
- Card Name
- 2
- Card Type
- 3
- Location Trait
- 4
- Effect Box
- 5
- Card Number
- 6
- Expansion ID

SPELL

2

2

1

Bless

3

3

4

Water, Ongoing

The target *living* unit deals 1 additional ring and 7.

I feel great! I feel like I can do anything!

7

8

SP

CAN 0012
Viviane Souza

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- 1
- Card Name
- 2
- Cost
- 3
- Card Type
- 4
- Spell Trait
- 5
- Effect Box
- 6
- Area of Effect
- 7
- Card Number
- 8
- Expansion ID



STATISTIC



Statistic card (Ready)



Statistic card (Spent)

TOKENS



Activation mark



Retaliation mark



*Activation and
Retaliation mark*



Size token



Damage tokens

KINGDOM SET

A player's entire Kingdom set consists of 60 cards and is divided into several parts:

1. Hero card
2. Vanguard cards
3. Statistic cards
4. Location cards
5. Deck

I. HERO CARD



Each deck may contain only 1 Hero card. The Hero card is crucial for gameplay, as each Hero has specific effects. New Units are placed adjacent to the Hero. If a Hero has 20 damage, it is defeated and its controller loses the game.

2. VANGUARD CARDS



Each deck can have 3 Vanguard cards. These cards can be played only as an effect of other cards, such as a Hero. Whenever a Vanguard card is removed from the map, place it back in the player's Vanguard cards instead of placing it in the discard pile. Most Vanguard cards do not have a cost to play. In all other ways, they work like regular cards.

3. STATISTIC CARDS



Represent the starting statistics of the Hero card. The number of cards of each type should equal the number listed on the Hero card.

4. LOCATION CARDS



Each Kingdom set must have exactly 3 Location cards. Each Location card in a Kingdom set must be unique.

5. DECK

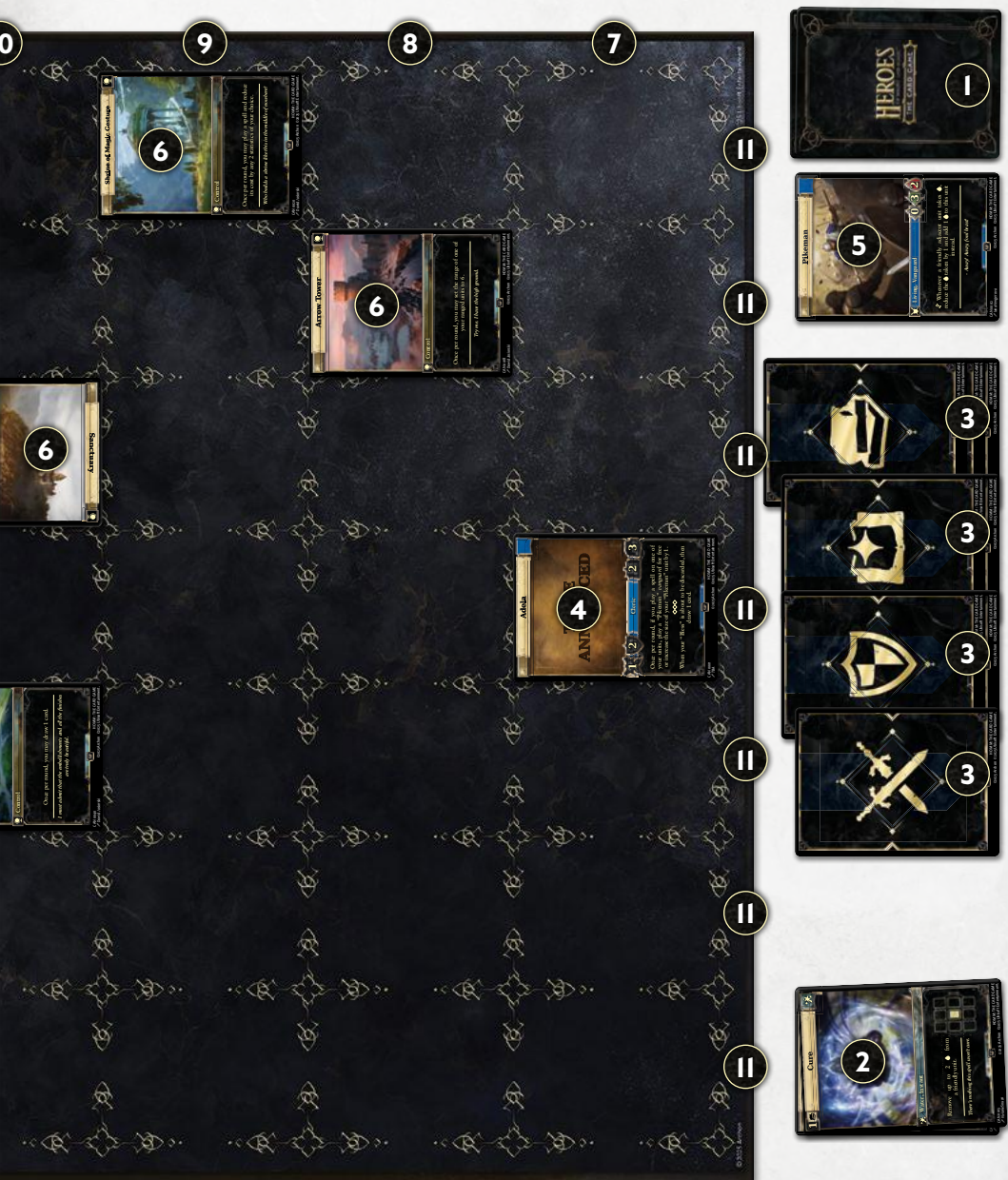
Each deck must have exactly 45 cards. These cards may belong to a combination of up to 2 different factions, 1 of which must be the Hero card's faction. No more than 3 copies of the same card may occur in a deck.

MAP ZONES

During the game, the players use a grid map of 7x7 spaces. Place the map between the players as shown below. Both players place their Hero card in the middle of the first row.




- 1 Deck
- 2 Discard
- 3 Statistic cards
- 4 Hero cards
- 5 Vanguard cards
- 6 Location cards
- 7 First row (on both sides)
- 8 Second row (on both sides)
- 9 Third row (on both sides)
- 10 Middle row
- 11 Columns



HOW TO PLAY A GAME

HOW TO WIN

There are 2 ways to win a game:

1. Accumulate at least 20  on the enemy Hero.
2. The enemy player has an empty deck and no Units on the map at the end of the round.

GAME SETUP

1. Choose the first player.
2. Place the map.
3. Place the Hero cards.
4. Place the decks.
5. Place Statistic cards.
6. Place Vanguard cards.
7. Place Location cards.
8. Shuffle the decks.
9. Draw cards.
10. Replace cards.

1. CHOOSE THE FIRST PLAYER

Players use a random method (like a die roll, coin toss, or app) to decide who chooses to play first or second.

2. PLACE THE MAP

Place the map between the players as shown in the picture on 8 page.

3. PLACE THE HERO CARDS

Players put their Hero cards in the middle of their first row.

4. PLACE THE DECKS

Players place their 45-card deck face-down to the side of the map.

5. PLACE STATISTIC CARDS

Players place their Statistic cards as shown on the Hero card, in 4 separate face-up stacks to the side of the map.

6. PLACE VANGUARD CARDS

Players place their 3 Vanguard cards next to their deck in a face-up stack.

7. PLACE LOCATION CARDS

Starting with the first player, both players place 1 of their location cards face-down in their second row. They then do the same in their third row, then in the middle row.

A location card may not be placed in a column that already contains a location.



8. SHUFFLE THE DECKS

Both players shuffle their decks.

NOTE: Players are always allowed to know how many cards remain in each deck, but no player may rearrange the order of cards in any deck or look at its contents.

9. DRAW CARDS

Both players draw 7 cards from their decks.

NOTE: Cards you draw go into your hand. Players may not look at their opponent's hand unless a card says so.

10. REPLACE CARDS

A player may discard any number of cards drawn in the previous step and draw the same number of new cards. Discarded cards are reshuffled back into their deck.

NOTE: Discarding cards

When a player is instructed to discard a card, they place it on top of their discard pile: a stack of face-up cards near their deck. Their first discarded card creates their discard pile. Cards are normally not removed from this pile.



ROUND'S STRUCTURE

1. Determine the first player.
2. Discard cards.
3. Draw cards.
4. Ready cards.
5. Start of the round.
6. Player turns.
7. End of the round.
8. Start the next round.

1. DETERMINE THE FIRST PLAYER

Skip this in the first round. The player who passed first in the previous round is the first player during this round.



2. DISCARD CARDS

Skip this in the first round. Each player may discard any number of cards from their hand. If a player has more than 7 cards, he needs to discard cards until there are no more than 7 cards in hand.

3. DRAW CARDS

Skip this in the first round. Each player draws 3 cards.

4. READY CARDS

Skip this in the first round. Remove all  and  marks from every card on the map. Ready all Statistic and other used “once per round” cards by turning them straight. Move any card played face-down as a Statistic card last round into its associated stack.

5. START OF THE ROUND

Every effect referring to the beginning of the round is resolved in this step. Starting with the first player, then alternating between players, players may resolve one such effect at a time, until all are resolved.

6. PLAYER TURNS

Starting with the first player, players alternate taking turns until one player has passed. The other player keeps taking turns until they have also passed.

7. END OF THE ROUND

Every effect referring to the end of the round is resolved in this step. Starting with the first player, then alternating between players, players may resolve one such effect at a time, until all are resolved.

8. START THE NEXT ROUND

If there is no winner, start another round from step 1.



TURN'S STRUCTURE

During a player's turn, they must take one of the following actions:

1. Play a card from their hand.
2. Activate a Unit or Hero on the map.
3. Pass for this round.

I. PLAY A CARD FROM THEIR HAND

The player chooses a card they wish to play and pays its cost in Statistics, then plays the card under their control.

- If a Unit card is played, the player places it on a vacant space on the map, adjacent to their Hero. If this cannot be done, a Unit card cannot be played. Place an ⚡ mark on the played Unit.
- Alternately, the played Unit card may be used to **Increase** a friendly Unit with the same name already on the map. Place a size token and an ⚡ mark on such a Unit and discard the played Unit card.
- If an Artifact card is played, the player places it near them, next to the map. The card specifies how it may be used.
- If a Spell card is played, immediately resolve its effect, then (unless it has an *Ongoing* trait) discard the Spell card.

Once per round, any card from your hand may be played as a ready Statistic card. Place this card face-down next to one stack of Statistic cards. That card can now only be used as if it were a Statistic card of the type in that stack and can be spent in the same round, including for substitution.

NOTE: Card control

A player controls all cards that are rotated in a way to face them.

NOTE: Paying statistics

Paying Statistics is done by spending Statistics cards. Turn a card 45 degrees to show it has been spent. Every Statistics card spent counts as having paid 1 of the corresponding Statistic.

The Statistics paid must exactly match the cost shown in the top left of the card to be played. If matching Statistics cannot be paid, 2 Statistics cards of any types may be spent to substitute as 1 of any type of Statistic. This may be done as often as needed to pay a card's full cost.

EXAMPLE: Magic Arrow's cost is 1 ⚡. To play it, 1 ⚡ or 2 other Statistic cards have to be spent. This could be 2 ⚡ cards or 1 ⚡ and 1 ⚡ card.

NOTE: Adjacency



A card or space on the map is adjacent to another card or space if it is next to it in the same column or row. This means cards diagonally next to each other are not adjacent.

NOTE: Units entering the map

When a Unit is newly placed on the map for any reason, put an ⚡ mark on it. Various effects can remove this mark.



2. ACTIVATE A UNIT OR HERO ON THE BOARD

The player Activates one of their Unit or Hero cards on the map that does not have an  mark (being rotated to indicate having used a “once per round” ability does not prevent being Activated). Place an  mark on the Unit card.


3. PASS FOR THIS ROUND


The player passes for the rest of this round, because they cannot or will not take any other action. They no longer get any turns this round.

NOTE: When both players have passed, the current round ends and (unless any player has no cards in their deck and no Units on the map) a new one begins.


UNIT ACTIVATION


GROUND UNIT

During Activation, a  (*ground*) Unit can both:


- Move a number of steps up to the  value on its card. During this move, it cannot enter a space with another Unit or Hero, except to **Increase**. It cannot move after having attacked.
- Attack an adjacent enemy Unit or Hero. It cannot Attack after having Increased.


FLYING UNIT

During Activation, a  (*flying*) Unit can both:

- Move a number of steps up to the  value on its card. During this move, it can move through a space with another Unit or Hero, but it can only stop there to **Increase**. It cannot move after having attacked.
- Attack an adjacent enemy Unit or Hero. It cannot Attack after having Increased.

RANGED UNIT


During Activation, a  (*ranged*) Unit can both:

- Move a number of steps up to the  value on its card. During this move, it cannot enter a space with another Unit or Hero, except to **Increase**. It cannot move after having attacked.
- Attack:
 - an adjacent enemy with **disadvantage**.
 - any enemy Unit or Hero. It cannot do this if the Activated Unit has already moved, or if an enemy Unit is adjacent to it.

If the attacked Unit is over 4 steps (Range 4) from the Activated Unit, the attack has **disadvantage**.

It cannot Attack after having Increased.

NOTE: Disadvantage

When a Unit attacks with disadvantage, calculate the , then divide it by 2, rounding up if necessary.

NOTE: Friendly and enemy Units

All Units and Heroes controlled by the same player are friendly Units and Heroes to that player and their Units. All Units and Heroes not controlled by that player are enemy Units to them.

NOTE: Unit movement

All Units and Heroes move in steps, to adjacent spaces on the map, so never diagonally. Units may Increase while moving. This is explained later. Units and Heroes may always move into and stop on spaces with Locations.

NOTE: Other Units

A Unit considers all Units other than itself “other Units.”

EXAMPLE: The “Angel” Unit’s ability says “Remove the activation and retaliation mark from one of your other friendly units (excluding other Angel units).” This means it removes 1 activation and retaliation mark from any one unit with the same controller, but not the Angel itself or any other Angel.



HERO ACTIVATION

During Activation, a Hero can move up to 3 steps. During this move, it cannot enter a space with another Unit or Hero. If it enters a space with a Location card, it may take control of that Location by giving up all its remaining movement.



If this is done, turn the Location card face-up, rotated to face the player who now controls it.



*Location controlled by a player
(straight card)*



*Location controlled by an opponent
(upside down card)*

UNIT SIZE

Unit Size shows how large a group of Units a Unit card represents. A Unit's Size is equal to the number of Size tokens on its Unit card, plus 1. Units are played with no Size tokens (so Size 1) by default.

INCREASING UNIT SIZE

There are 3 main ways to Increase a Unit. When a Unit is Increased, add the specified number of Size tokens to it. This may be written as "Increase X," where X is the number of Size tokens to add.

1. Play a duplicate card
2. Move onto a Unit of the same name
3. Various card effects

I. PLAY A DUPLICATE CARD

If a player plays a Unit card, they may use it to Increase 1 a friendly Unit of the same name already on the map. Also place an ⬅️ mark on this Unit.

2. MOVE ONTO A UNIT OF THE SAME NAME

While Activating a Unit, it may move onto a space with a friendly Unit with the same name.

If the Unit ends moving there, both Units merge: move all tokens, marks and <ongoing> effects on these cards onto one of them, add another size token to it, and discard the other card.

3. VARIOUS CARD EFFECTS

Many effects from cards can Increase (or Decrease) the size of a Unit.








DECREASING UNIT SIZE

When a Unit is Decreased, remove the specified number of Size tokens from that Unit. This may be written as “Increase X,” where X is the number of Size tokens to add. When a Unit is Decreased by more than the number of Size tokens on it (so to Size 0), the Unit is discarded from the map.

There are 2 main ways to Decrease Units:

1. Attacks
2. Various card effects

I. ATTACKS

Units inflict damage through Attacking, as represented by placing  tokens on Unit cards. If the number of  tokens on a Unit is equal to or higher than the Unit's  Decrease 1 and remove a number of  tokens from the Unit equal to its HP. Repeat this until the number of  tokens on the Unit is lower than its HP.





2. VARIOUS CARD EFFECTS

Many effects from cards can Decrease (or Increase) the size of the Unit.





ATTACK

When a Unit attacks another Unit or Hero, the player controlling it multiplies the attacking Unit's  by its Size (number of Size tokens plus 1) and places that many  tokens on the target Unit or Hero.





BOOSTING AN ATTACK

When a Unit performs an attack or is the target of an attack, the player controlling it can boost their Unit using 1 card from their hand. The defending player chooses if they want to boost their unit first, then the attacker chooses as well. Any cards played are then revealed—Unit cards cause the unit to deal 1 additional , while any other card type reduces  taken by 1. Cards used to boost a Unit are discarded after the attack.



RETALIATE

When a unit that does not have a  mark is targeted by an attack from an adjacent Unit, a Retaliation attack is triggered. This means that the defending unit will fight back, dealing its regular combat damage to the attacker at the same time. Place a  mark on the defending Unit.

NOTE: Retaliating cannot trigger another Retaliation.



CARD EFFECTS

Most cards have effects that the player can resolve when specific conditions occur, to affect specific cards, or to affect cards with specific traits:

1. Conditional
2. Card name
3. Card trait



I. CONDITIONAL

The effect of the card can be used mostly on any target. Sometimes, the description forces you to choose a specific target.



On Activation - this effect is resolved when a Unit is chosen to Activate.



As an Activation - this effect is resolved instead of Activating a Unit. Do not Activate a Unit normally if it uses an  effect. Do place an  mark on it.



On Attack - this effect is resolved when a Unit performs an Attack.



On Retaliate - this effect is resolved when a Unit performs Retaliation.



Passive - this effect is resolved whenever its condition is met.

Instant - this effect is resolved immediately when the card is played.

Reaction - this effect persists until it is triggered by an enemy action. Place the card next to the map.

Ongoing - this effect persists until another effect removes it. Place it as specified later.

2. CARD NAME

If an effect of a card is related to a card name, it is written in quotation marks, such as “Skeleton” or “Pikeman”. Such an effect can only be used on a card with this name.

3. CARD TRAIT

Every card has certain traits. If an effect of a card is related to a card trait, it is written in *italics*, such as *angel* or *undead*. Such an effect can only be used on a card with this trait.



NOTE: The card type is also a trait, even if it is not written in the trait box.

ONGOING CARDS

Cards with an *Ongoing* trait can work in different ways:

1. Attach a card to the Unit.
2. Attach a card to the space.
3. Place a card aside.

1. ATTACH A CARD TO THE UNIT

If a card with an *Ongoing* effect instructs to choose a Unit, place it under the chosen Unit card, following the instructions on the card. This card stays with the Unit and its effect persists until it (or the Unit it is attached to) is removed from the map by any effect.

2. ATTACH A CARD TO A SPACE

If a card with an *Ongoing* effect instructs to choose a map space, then place it on the chosen map space following the instructions on the card. This card stays in this space and its effect persists until it is removed from the map by any effect.

3. PLACE A CARD ASIDE

If a card with an *Ongoing* effect is not related to a Unit or map space, then place it next to the map. You can use its effect, following the instructions on the card. If a card may be used once per round, you turn the card 45 degrees after using it to show it has been spent.

NOTE: Being rotated to indicate having been spent for a “once per round” ability does not prevent a Unit or Hero from being Activated. It may however not be spent again until it is readied.

NOTE: If more than 1 card with the same name is played on the same Unit or space, only one is resolved.

