

# HEROES III

OF MIGHT AND MAGIC®

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## THE BOARD GAME



## INTRODUCTION SCENARIO

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Version: 1.0 ENG





# OVERVIEW

Welcome to **Heroes of Might and Magic III: The Board Game**! This book contains a short two-player introductory scenario designed to get you started with the game without having to read the full Rulebook or any of the Mission Books. You should, however, keep the Core Game's Rule and Mission Books nearby, as the player aids and tables found at the backs of these books will often be referenced. You may also want to keep the double-sided Player's Aid sheet handy, as it contains a useful reference guide for the game's round structure.

Although the scenario uses two player-controlled factions, you can easily play it alone, controlling both sides. Given that it is an introductory tutorial and that the expansion packs are not explained here, we recommend that you use only the materials from the Core Game during this scenario.

What you will find below is the gist of the general concepts of the game, an explanation about how to set up the tutorial scenario, and a detailed description of a single pre-planned game round centering around the most common actions taken during a game of Heroes III: TBG. These include moving your Hero on the game map, resolving Combat once your Hero encounters enemies, as well as leveling up and gaining new cards for your Hero.

After you've completed the first round, you'll be ready to play the rest of the scenario on your own. The start of the second round will guide you through some additional rules, including a few for Town management. Feel free to experiment with these rules on your own. Certain rules for the game have been slightly modified in this scenario to exemplify specific rules and to reduce the learning curve for the game. All cases of such changes are noted as they appear and, in most cases, only affect card management during the first pre-planned round.

In this scenario, you'll be taking control of two factions from the Core game, the Dungeon and the Necropolis, and their respective Heroes, Mutare and Tamika. The objective of both factions is to explore the map, whilst powering up their Heroes and the armies traveling with them, and to ultimately find and defeat the opposing faction's Hero in Combat. Who will emerge victorious, the dead who have once again risen from the Necropolis, or the foul creatures lurking in the depths of the Dungeon?







# GAME CONCEPTS

**Heroes of Might and Magic III: The Board Game** emulates the look and feel of the original 1999 video game. If you're already familiar with the video game, many of the concepts, card effects and Combat mechanics will most likely be already familiar to you. However, you don't have to worry if you haven't played the video game, as this book assumes no foreknowledge of the digital predecessor on your part.

Every session of Heroes III is played within a **scenario** found in any of the game's Mission Books. There are a number of different types of scenarios, including single player campaigns and co-operative missions that are played against AI opponents. The scenario in this book is known as a **Clash** scenario—a type of scenario that pits human players against one another.

Scenarios always have certain unique rules, such as the win condition that the players seek to fulfill—in the scenario we are about to build, for example, the objective is to enter the same space as the other player's Hero and to defeat them in the ensuing Combat. Scenarios can also have a wide range of additional rules and modifiers that spice the game up; and once you learn all the ropes, you'll be able to create your own scenarios with the help of the scenario creator you can find in the Tournament Book.



At the start of a scenario, you must choose which of the game's **factions** you want to control. The Core Game comes with the following three—Castle, Dungeon, and Necropolis. More factions are available in the game's expansions. Each faction has a number of unique, color-coded components: a set of seven different double-sided Unit cards, 20 acrylic cubes, a Town board, two Hero models, and one or more double-sided Hero cards. The two factions from this scenario are purple (Dungeon) and gray (Necropolis)—you can easily identify their respective cards and boards by the colors of their borders.

During a game, you always control your **Main Hero**, represented by a unique model, a unique Hero card, and a deck of cards known as their **deck of Might & Magic**. The composition of each Main Hero's deck of Might & Magic is unique. As your Hero explores the surrounding lands, learns new abilities, and finds magic items during the game, you will add new cards to this deck or remove them from it. When you use cards from your hand, they end up on your personal discard pile, which is then reshuffled into a new deck to draw from whenever you need to draw a card from your deck, but there is none left. In this way, your Hero's abilities and items can be reused later when you draw them again. This mechanic is commonly known as **deckbuilding**.

As mentioned earlier, Heroes are faction-specific, so whenever you choose a faction to play, you must also choose one of its available Heroes. All of the Hero cards are double-sided, with each side depicting a different Hero of that faction. Like the factions, the Heroes used in this scenario are pre-determined.








An essential part of every scenario is the map, which is made of Map tiles. Players typically start a scenario by placing their Hero's model on a faction-specific Starting tile, identifiable by the Roman numeral "I" on its back. Other types of tiles in the game may be marked by other values of Roman numerals, which indicate the overall difficulty of traversing them with your Hero, as well as the quality of loot you can expect to find on them—the greater the value the more difficult the tile and the better the loot. Each tile consists of seven hexagonal spaces known as **fields**. When a Hero moves onto a field, they resolve its effects. This is called **visiting** the field.



To move your Hero's model on the game Map, you need to spend that Hero's **Movement Points**. Many fields that your Heroes can move onto are guarded by **Neutral Units**—enemies who you must defeat in **Combat** before you can visit the field. Opposing players can also start **Combat** against each other by moving their Hero onto a field that is occupied by the other player's Hero.



**Combat** is fought by using your **Unit cards**. All of your faction's Unit cards are double-sided, with a weaker "Few" side that can be upgraded to the stronger "Pack" side (with a holographic border). **Combat** is resolved on a separate **Combat board**, which mimics the turn based tactical fights of the video game.

Outside of **Combat**, you can perform different **Town actions** that may strengthen your faction with new units, buildings, and spells. For each of those actions, you will pay with a combination of three types of resources—**Gold** , **Building Materials** , and **Valuables** . Almost everything in the game costs at least some **Gold** to purchase. **Building Materials**, as their name suggests, are used to build new buildings, while high tier units and buildings usually require adding a **valuable** or two.

Once every player spends their Hero's **Movement Points** on their turn, a new game round begins. New rounds are played out until the scenario's ending conditions are met.





# GAME SETUP

## I. MAP TILES

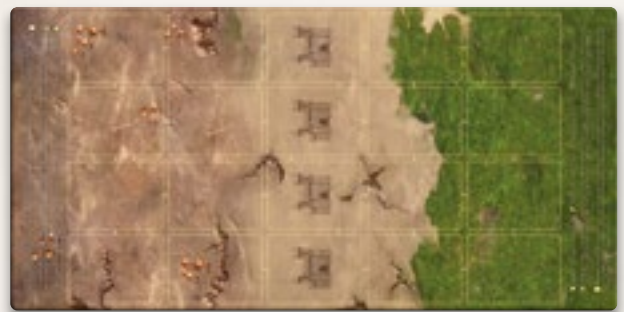
Find the following Map tiles and arrange them as shown in the picture. Shuffle the Far (II–III) and Near (IV–V) Map tiles face down so that you do not know which tile is which. All tiles have a letter and a number on one of the fields (face-up) for easy identification:

- a) Necropolis Starting Map tile (S1), Dungeon Starting Map tile (S2)
- b) Far (II–III) Map tiles: F4, F5, F7, F8
- c) Near (IV–V) Map tiles: N1, N2



## II. COMBAT BOARD

Place the Combat board near the map you've just laid out.



## III. NEUTRAL UNITS

Separate the Neutral Unit cards into their respective decks according to the tier depicted on their backs—

★, ★, ★, ★.



## IV. WALL AND GATE CARDS

Place the Arrow Tower and Wall/Gate cards near the Combat board.





## V. TOKENS

Group the Resource tokens (☉, ☿, ♀), Black cubes, Damage tokens, Movement tokens (green/brown arrows), Morale tokens, and Paralysis/Defense tokens into separate piles located within reach of all players.



- Find the Dungeon and Necropolis Town boards and their respective Building tiles. The faction's name is written on the back of each color-coded Town board.



## VI. FACTIONS

Prepare the two factions that will vie for victory in the scenario (Dungeon and Necropolis) by following these steps:

- Find the Hero cards for Mutare (Dungeon) and Tamika (Necropolis). Note that these cards are double-sided—their other sides depict Alamar and Sandro, respectively, who we won't be using in this scenario.



- Find the three Specialty cards for each Hero. Each Specialty card has the Hero's portrait in the bottom left corner, a Roman numeral (I, IV, VI) in the bottom right corner, and the specialty's name matching the one on the Hero's card.

- Remove all tiles from each Town board except the one with the ★ symbol. Keep the rest of the tiles handy.
- Find the following faction-colored tokens and place them into their slots at the bottom of their respective Town boards:

a) Population

b) Building

c) Spell Book



- Set aside each faction's cubes. There should be 20 Purple cubes for the Dungeon, and 20 Gray cubes for the Necropolis.



7. Choose one Hero model to use for each faction. Place them on the center field of their faction's Starting tile. The models are also faction-colored.



8. Find each faction's seven double-sided Unit cards. These cards can be easily identified by the holographic foil on the "Pack" side and the border in their faction's colors. Each faction has 3 ★, 2 ☆, and 2 ☆ units.



9. Place the Round tracker nearby and put a Black cube on the "1" slot.



10. Shuffle the Astrologers Proclaim cards and place them face down within reach of all players.



11. Separate the following cards into three decks by their type—Spell, Artifact, and Ability. The picture below will help you identify them.



*Spell Card    Artifact Card    Ability Card*

Then, find the Statistic cards and separate them by their type into the following piles—Attack, Defense, Power, and Knowledge.



12. Create each player's starting deck of Might & Magic. The composition of each Main Hero's starting deck is always shown by the pictures on the top half of their Hero card.

Once you gather these cards, add as many "Magic Arrow" Spell cards as you need to have a total of 9 cards for each Hero when you're done:

**For Mutare (Dungeon), take:**

- 2 × Attack
- 2 × Defense
- 1 × Power
- 1 × Knowledge
- 1 × Tactics (found in the Ability deck)
- 1 × "Dragons" Specialty card, with the numeral "1"
- 1 × Magic Arrow (found in the Spell deck)





For Tamika (Necropolis), take:

- 1 × Attack
- 2 × Defense
- 2 × Power
- 1 × Knowledge
- 1 × Offense (found in the Ability deck)
- 1 × “Dread Knights” Specialty card, with the numeral “T”
- 1 × Magic Arrow (found in the Spell deck)



**PLAYTIP:** Put the rest of the Statistic cards back into the box.

13. Place each Hero’s faction cube on the leftmost slot of their Hero card. This is the level tracker, and the cube indicates that your Hero’s Level of Experience is now “T”.



14. Place faction cubes in the following slots of the bottom right area of each Town board to indicate the starting income for the three resources:

- a) “10” for
- b) “2” for
- c) “1” for



15. Give both players the following resources (note that each resource type has different tokens in varying denominations):

- a) 15
- b) 4
- c) 1



16. Give both players the three ★ Unit cards from their sets of faction units. These are their unit decks. Make sure the cards’ non-holographic sides (without the text “#Pack”) are facing up. These are the starting units for the scenario. Keep them separate from the rest of the faction units. You can find the ★ symbol in the upper-right corner of the Unit cards.



## VII. DECKS

Shuffle the Spell, Artifact, and Ability decks you created earlier. From each of these decks, take the top card and place it face up next to its deck, creating 3 separate discard piles. They are used to identify these decks and must always contain at least one card.



*Spell Deck    Artifact Deck    Ability Deck*

## VIII. DICE

Find 8 custom dice and place them within reach of all players. Each player rolls 2 Resource dice . The person who rolls higher chooses their faction. The Necropolis faction is the starting player in this scenario.



*Attack Dice    Resource Dice    Treasure Dice*



After completing the above steps, your play area should look similar to the setup below. Now, you're ready to start the game.







# PLAYER TURNS

## NECROPOLIS'S TURN

Let's get started! The Necropolis player is the starting player in this scenario, so we'll begin with their turn. The starting player never changes between game rounds, meaning the Necropolis player will always take their turn before the Dungeon player.

At the start of your turn, you always get to draw cards until you hit your current hand size limit . For the purposes of this tutorial, however, the Necropolis player should now draw all 9 cards from their deck instead. In the following rounds, the normal rules for drawing cards and maintaining the hand size should be followed, as explained later.

Next, let's start moving the Necropolis Hero, Tamika, around to explore and loot the nearby lands. Each Main Hero has three Movement Points (MP), represented by green arrow tokens. Take three of these tokens—they will help you track the use of Movement Points each round. Game elements may sometimes refer to Movement Points with this symbol: .



Moving a Hero to an adjacent field always costs a single MP. When moving, Heroes can neither cross the yellow lines present on the starting tiles nor enter any of the fields with a bold yellow border, which can be found on every Map tile.



Now, move the Necropolis Hero model onto the field with the image of a treasure chest, adjacent to the Necropolis Town. As you perform this movement, flip one of the Movement tokens over to the brown side. This token has now been spent for the round and cannot be used again until it's refreshed at the start of the next one.



Let's look at the symbols on the field your Hero just entered. The treasure chest symbol means that you get to throw a Treasure die once your Hero visits it, but the field also contains the Roman numeral "I".



This means that the field is guarded by a level I Neutral Army that you must now defeat in Combat before you're allowed to collect the treasure. It's time to set up our first Combat sequence!



Combat takes place on a separate 4×5 Combat board. Since you are the attacker who initiated this Combat, you need to place your units onto the board first before any of the defending Neutral Units are revealed and placed. Choose one of the sides of the Combat board and place all three of your units in the Backline on that side, as shown in the picture. In the future, you may place your units on both the Frontline and the Backline as you wish, but never on the centerline. Players may own any number of Unit cards, but may only use up to five of them when Combat begins.



Next, you need to determine the Neutral Units that are guarding the field. Normally, you would do this by drawing random Unit cards from the appropriate Neutral Unit decks. However, let's find and use a specific Neutral Unit for now in order to demonstrate some of the rules for Combat. Look through the ★ Neutral Unit deck, find the "Harpies" unit, and place it on the Combat board as shown in the picture.



With the units of both sides placed, you are now ready to start the first round of Combat. During each round, all of the units on the Combat board take their turn, known as an activation. The order in which they activate is determined by the Initiative 🏃 of each Unit card. The higher the number, the earlier in the Combat round the unit activates.

**NOTE:** Whenever your units have the same Initiative, you choose the order in which they activate. Whenever there's a tie between opposing units, the attacker (the player who initiated the Combat) activates their unit before the defender. If there are multiple units on both sides with the same Initiative, start with the attacker's unit and then alternate between the players.

The Harpies have an Initiative of 8, which is greater than any of the Necropolis units. They will activate first. Place one of the Dungeon player's Purple faction cubes on the Harpies' unit card to mark that they've been activated. We're using the Dungeon player's cube for this, since Neutral Units in Clash scenarios are normally controlled by the opposing player.

**PLAYTIP:** During Combat against Neutral Units, an enemy player takes control of them. That's why we use Dungeon player cubes to mark activation. When a player controls Neutral Units, they cannot use their own cards.



Whenever a Ground 🐾 or Flying 🦋 unit activates, they can first move up to three spaces and then attack an enemy unit that is adjacent to them. Ranged 🏹 units work a bit differently, but we'll discuss them a little later. Since the Harpies are a Flying unit, they'll be able to move and attack any of the Necropolis units.





The high Initiative of the Harpies is a bad thing for the Necropolis player, but fortunately you'll have a trick to use against their upcoming attack. The Wraiths are a good target for the Harpies. Move the Harpies next to them. Note that units can only move orthogonally on the Combat board (up, down, left, or right).



The Harpies are now about to attack, but first the Necropolis player has a chance to use the cards in their hand to affect the outcome of the attack. Look at the nine cards you drew earlier and find the two “Defense” Statistic cards. The top half of these cards has an ⚡ symbol followed by a +1 🛡️. The first symbol means that when this card is played, it'll have an Instant, one-time effect. The second symbol means that this effect temporarily increases the defense of one friendly unit. That sounds useful! Let's ignore the bottom half of these cards for now.



Play both of the Defense cards on the Wraiths by placing them near the Combat board to indicate that they are in play. Now, let's resolve the attack of the Harpies. Whenever a unit attacks, its final attack value is modified by an Attack die roll. Roll one of the red Attack dice now and add the result of the roll to the Harpies' attack. A unit's attack is shown in the top left corner of their card, next to the attack symbol ⚔️. Cards cannot be played after the die is rolled, which is why you had to play the two Defense cards earlier.





Depending on the roll result (-1, 0, or +1), the Harpies' attack is now 1, 2, or 3. Next, reduce the value by the Wraith's defense 🛡️. By default, the Wraiths have 0 defense, as shown on their card, but since you previously played the two +1 Defense cards, their actual defense for this one attack was increased by 2. So, in other words, if the die roll resulted in a +1, the Harpies' attack is 3, which—given the Wraith's current defense of 2—means that you should now place one damage token ⚔️💧 on the Wraiths. If the result was smaller than +1, no damage is dealt. Either way, the Wraiths have been kept safe from being destroyed in this attack, which could have easily happened. If you hadn't played any Defense cards, a result of +1 would have dealt them 3 damage and destroyed them immediately, since the Wraiths have a total of only 3 HP 🗡️.


Next, let's take a look at the text on the “Harpies” card. They have a special ability that is preceded by the Attack Action symbol ⚔️. This means that the ability is resolved whenever the unit is activated and performs its first attack. Normally, when a unit attacks another adjacent unit, the defending unit performs a counterattack, known as a Retaliation. The Harpies' ability, however, says that they ignore Retaliation Attacks, meaning that the Wraiths cannot counterattack for now. Furthermore, the Harpies' ability also explains that they may return back to their starting position after moving to perform an attack. Move them back now.



This concludes the Harpies' attack and activation. At this point, any ⚡ cards played during this activation should be placed into their owner's discard pile. Create






a discard pile for the Necropolis player with the two Defense cards you just used.




Let's move on to the next unit in the order of decreasing Initiative—the Wraiths. Now it's time for them to strike back at the Harpies! Place one of the Necropolis player's faction cubes on the Wraiths to indicate that they've been activated. Next, let's take a look at the Wraiths' ability. It is preceded by the Activation symbol , which means that this ability is resolved at the start of your unit's activation, which is right now. The Wraiths' ability says to remove one damage  from them. So, if the Harpies had managed to deal 1 damage to the Wraiths earlier, you should remove it now.

Let's attack and destroy the Harpies. The Wraiths are a Flying  unit, too, which means that they can move up to 3 spaces before attacking. As flying units, they can also move through other units if necessary. Move the Wraiths next to the Harpies. Now, since you are about to launch an attack, you can once more play cards to modify the statistics of the Wraiths before the Attack die is rolled. This time, however, you're going to increase the attack of the Wraiths to ensure that the Harpies are destroyed in a single blow.

Play the single Attack card from your hand just like you played the Defense cards earlier. Now boost your unit further by playing the "Dread Knights" Specialty card and choosing its top ability, which grants the Wraiths another +1 to their attack . This will increase the Wraiths' attack to 5, meaning that the Harpies will be destroyed even if your Attack die rolls a -1 since they have no defense and an HP  of 4.






Now, roll the Attack die and place the damage's worth of Damage tokens  on the Harpies. Since they've received damage that's at least equal to their HP , they'll be destroyed and discarded from the Combat. Place their card next to the  Neutral Unit deck to form that deck's discard pile. Afterwards, discard the "Attack" Statistic card and the "Dread Knights" Specialty card to the Necropolis player's discard pile, which we created earlier.

You immediately win Combat when all enemy units are destroyed. Move all of the surviving Necropolis units off the Combat board to re-form that player's unit deck. All cubes and tokens placed on the units are also returned to their respective piles when Combat ends. Winning Combat usually grants your Hero Experience, represented by the symbol . In this case, you earn 1  since the Enemy Army was of the same level as your Hero. Move the cube on Tamika's level tracker on her Hero card one step to the right (it moves diagonally). She is now halfway through reaching level II, as every level up always requires 2 .

**PLAYTIP:** You should aim to end Combat in one Combat round. Every extra round costs you a Movement Point. The details will be explained later.



Now it's time to plunder the treasure chest on this field. Normally, you would now roll a Treasure Die  and gain what it showed, but for now, let's decide that you rolled the . Mark the field with a Black cube to indicate that it no longer contains any treasure—from now on, it is empty. Then, move the cube on Tamika's level tracker another step to the right (again, diagonally) since we've gained another 1  from the die.



Tamika has now reached level II! Whenever your Hero reaches a level marked in silver color (II, III, V, and VII), they gain a new Ability card from the Ability deck. To do so, you must perform what is known as a Search. Whenever the game instructs you to Search (X) the Ability, Spell, or Artifact deck, you may either look at the top X cards from that deck and choose one to keep (and discard the other), or—instead of looking at the top (X) cards—gain the top card from that deck's discard pile.





Reaching a “silver” level always allows you to Search (2) the Ability deck. Perform this Search now and place the new card directly into the Necropolis player’s hand. If you take the card from the Ability deck’s discard pile (which should then become empty), place the top card from the Ability deck there to form a new discard pile.



*Option 1*



*Option 2*

Don’t worry if you don’t yet grasp how all the Ability cards work. Some of the iconography and game terms you may see on them will be discussed later. The Player’s Aid at the back of the Core Rulebook contains a list of the majority of the game’s icons.

You’ll notice that the new card we’ve just received was placed directly into the player’s hand. This way, you can immediately use the newly gained cards, which is something you should keep in mind while deciding which card to keep. When you play this card, it’ll end up in the same discard pile as the cards you previously played. When your M&M deck runs out and you’d need to draw another card, you will reshuffle the pile into a new M&M deck to draw from.

Let’s now spend your second MP and move onto an adjacent field, the one with the ♁ and 🌱 symbols. This field is also guarded by a level I Neutral Army. However, since your Hero’s level is higher than the army’s level, they’ll be too scared to fight you! Whenever you enter a field where your Hero’s level



is higher than the Field’s Difficulty (the value of the Roman numeral), you’ll perform what is known as a Quick Combat. The enemies on that field are considered to be instantly defeated, and no actual Combat takes place on the Combat board. This also means that Quick Combat does not award you with any 🏆.

Since you automatically won this second Combat, you can now visit this field. The ♁ and Resource symbols tell you that it is a Mine. Mines are important locations that increase your resource income when you visit them. Place one of the Necropolis faction’s cubes on the field to indicate that you’ve captured it. This particular Mine increases your 🌱 production, so move the cube on the 🌱 track on the Necropolis Town board one space to the right. Also, since you are the first player to take control of this Mine, it produces its income immediately! Give the Necropolis player 2 🌱 that was produced by the mine.



Capturing a field such as the Mine is called **Flagging**. If you visit a field flagged by an enemy, like a Mine for example, you will flag it as yours and substitute their cube with yours. In doing so, you will increase your income of the given resource and reduce the enemy’s. However, note that only the first player to Flag a Mine receives any immediate production from it.

**PLAYTIP:** The bonus to your income is lost if you lose control of that mine (move the cube on the corresponding income track back one space).



Now, let's use your last MP to do something we haven't tried. Another thing you can spend 1 MP on is discovering an adjacent Map tile. Spend Tamika's last MP and flip the adjacent II-III Map tile over. You are free to rotate this tile however you wish before placing it back. Adjacent tiles do not need to be oriented the same way, nor do they need to have their symbols or artwork aligned in any way. What they do need to have, however, is a path that eventually connects them to all other tiles. In other words, you aren't allowed to rotate a tile so that the impassable fields completely block access to a new tile.



*ex. 1: Clear Path*



*ex. 2: Blocked Path*

If you're unsure about what the best orientation for this tile could be, you may want to look at the field descriptions found at the end of this book. It's usually best to enter lower-difficulty fields first, and to claim any Mines as soon as possible. If you've placed the newly discovered tile, you're done with the first turn of the game. You are now ready to move on to the Dungeon player's turn.

## DUNGEON'S TURN


Now it's time for the Dungeon player to take their turn. As previously, draw all 9 cards from the Dungeon player's M&M deck and take three Movement tokens. Next, spend an MP to move the Dungeon Hero to the field with a ⚒ symbol on it. This field isn't guarded by any enemies, so we can just claim the reward. Roll one of the gray Resource dice ⚒ and gain the resources it shows. Place a Black cube on this field, as it is now empty.




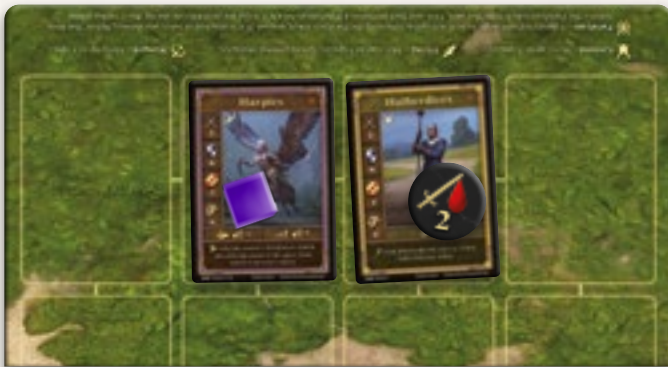
Now, let's spend another MP to move the Hero onto the adjacent field marked by the Roman numeral "I", where another Combat awaits. Just like before, place your units on the Combat board first and then search the ★ Neutral Unit deck for Halberdiers and place them on the board as well. While placing the units, refer to the picture below.



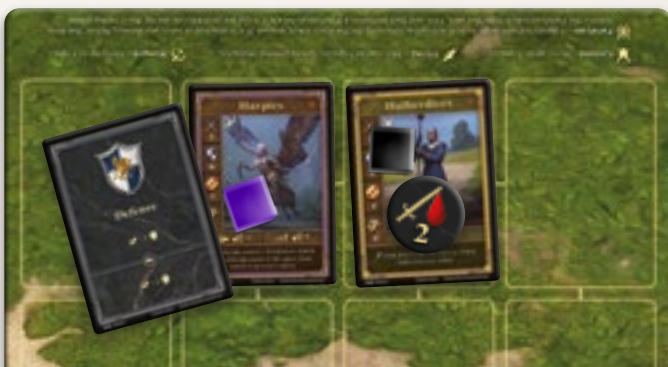


The Dungeon's Harpies have an Initiative of 6, so they'll activate first. Place one of the Dungeon player's cubes on the Harpies to mark that they've been activated. Then, move the Harpies next to the Halberdiers to attack them. Although you could use some of the cards from your hand to help with this attack—just as you did with the Necropolis player—let's see what happens when the Halberdiers survive the attack. Roll the Attack die, modify the Harpies' attack by the value of the roll, and deal the damage to the Halberdiers. The Halberdiers have no defense , so the Attack die is the only thing to affect this attack.


Since it is not possible for the Halberdiers to perish from this attack, and they are adjacent to the attacker, they will perform a Retaliation Attack. Basically, a Retaliation Attack works just like any other attack. You are allowed to use your cards to affect its outcome as normal. The only differences to a normal attack are that a retaliation cannot cause another retaliation and that it does not activate any of the attacking unit's  abilities.








Play one of your Defense cards on the Harpies to make sure that they aren't destroyed by a lucky die roll. Now, roll the Attack die for the Halberdiers' attack and deal damage to the Harpies as before. After the attack, place a Black cube on the Halberdiers to mark that they've used their retaliation for this round. Units can retaliate only once per Combat round.






**PLAYTIP:** When a new Combat round starts, all cubes (marking activation and retaliation alike) are removed from all units.


Now, it's time to activate another unit—the Evil Eyes. Place a Dungeon faction cube on them now. They are a Ranged  unit, so their attack can target an enemy that isn't adjacent to them. This means that we could now simply shoot the Halberdiers. However, let's take them out in style and practice using magic for a change!

Find the card named "Magic Arrow" in the Dungeon player's hand. Being a spell , this card has some additional rules for playing it. First of all, you can only play a single spell per Combat round. So, for instance, we would not be able to play two separate copies of Magic Arrow one immediately after the other during this Combat.

Secondly, a spell has three effects varying in strength, shown just below the middle of each Spell card. The topmost effect is usually free to use, as indicated by the "0" within a circle, whereas the second and third effects require you to empower  the spell by a given amount of . When casting a spell, you can use any number of cards granting the  bonus to make it more powerful. All Spell cards also have an alternative  effect that you can use (instead of casting the spell) to empower another spell.

Magic Arrow has an activation  effect, which means that it must be played at the start of your unit's activation. It deals 1, 2, or 3 damage  depending on the amount of  bonus you use to empower it. Play the card now to deal damage to the enemy Halberdiers. If your Harpies had managed to hit them for 3 damage already, then there's no need to empower this spell. Otherwise, play the Power card from your hand to increase the Magic Arrow's damage to 2.



If the spell leaves the Halberdiers with 1 HP , you can attack them with the Evil Eyes to finish them off. A ranged attack from this position will function just like any other attack we've seen so far. We'll take a look at some additional ranged attack rules later. Remember to create the Dungeon player's discard pile with all of the cards you just played.



The Halberdiers are now destroyed and you win the Combat! Discard them to the ★ discard pile, and remove the Dungeon units from the Combat board. Mutare now gains Experience amounting to 1 ☆. Move the cube on her Hero card one step to the right. Finally, claim the treasure chest on this field. This time, feel free to roll the Treasure die 🎲 and resolve the result—gain the indicated bonus. All the icons you can find on the die are explained at the back of the Core Rulebook. Mark the field with a Black cube to help you remember that it's now empty.



Spend your last MP to move the Hero back to their Town. This concludes the Dungeon player's turn, as well as the first round. Good job on following along so far!





# PLAYING OUT THE REST OF THE SCENARIO

At this point, you should be familiar with the flow of the game enough to play out the rest of the scenario on your own. There are, however, some additional rules that you might want to have covered before you venture forth on your own. Below you will find a list of topics that are relevant for this scenario.

Each topic also contains a “playtip” that’ll provide examples and some advice on how to play.


## STARTING A NEW ROUND

Now that both players have taken their turn, it’s time to start a new round. First, move the cube on the round tracker by one space, placing it in the space marked as “2”. The fact that the cube was moved onto one of the bottom spaces (with a sextant in the backdrop) indicates that we are now starting what is known as an Astrologers’ round. You should now draw and resolve the top card from the Astrologers Proclaim deck. These cards have various effects that affect each player equally. Read the text aloud and follow the instructions on the card. Discard it after it has been used. If you drew a card whose effects you do not yet understand, draw another one instead.



At the beginning of the third round, the cube will move back to a space marked “3”, in the upper part of the Round tracker (with a crystal cluster in the backdrop), meaning that it’ll be a Resource round. When a Resource round starts, each player gains resources according to the production values on the income tracker on their Town board. The round types alternate in this way for the rest of the scenario.



At the start of each new round, you must also refresh your Movement Points, as well as your Town action tokens and Expert effect  uses, which are explained below.



**PLAYTIP:** It’s important to spend resources wisely, since you gain them every other round. At the start of any scenario, the smart money is usually on building up your army.

## WINNING THE TUTORIAL SCENARIO

The primary objective of both players is to defeat the other one's Hero in Combat. When you enter a field occupied by another player's Hero, you start Combat.

Starting a Combat against another player works nearly identically to starting Combat with a Neutral Army. First, the attacking player places their units, then the defending player does so. Since both players' Heroes are present, they are now both allowed to use the cards from their hands. Play new Combat rounds until one player loses all of their units. The player with any surviving units wins the scenario! If this final Combat doesn't start by the end of round 8, then it starts automatically after the Dungeon player's turn on that round. In that case, the Dungeon player is considered to be the attacker.

Note that there are some additional rules, such as surrendering to other players, that we'll omit for now, as they are not relevant to the scenario.

**PLAYTIP:** Since the attacking side's units win any Initiative ties in Combat, it's more beneficial to be the attacker. Try to plan your movement ahead, so that you can have the chance to start the final Combat yourself.

## TOWN ACTIONS

Let's talk about how to develop your Town and buy new units. There are three types of Town actions, each represented by a different token on a Town board—Build, Population, and Spell Book. They are used to expand your Town, to Recruit new units, and to buy new Spell cards, respectively.

Town actions can be taken at any time, but not during Combat. This means that they can also be used on other players' turns. You can even use one right when Combat is about to start, meaning that you are allowed to take these actions as a reaction to another player attacking you.

To use a Town action, flip its respective token over to its inactive side. The Build token allows you to add one new building to your Town board. When you build a new building, place its cardboard piece into its appropriate slot on the Town board and pay its cost in resources. The resource costs for each building are written on its back as well as within the empty Town board slots. You may notice that some building slots have two building names and



costs printed on them. This is so because the upper building is a prerequisite to the one below. When you build the first of the two, place the piece in the slot so that it shows the name and cost of the building you have yet to build. Dwellings, which let you Recruit units of various tiers, must be built in the order of increasing unit strength: ★ → ☆ → ☆★. The benefits granted by each building are shown on the Town board.




The Population token lets you add more of your faction units to your unit deck. When you use the token, you are allowed to buy any number of new units as long as you have enough resources to pay their Recruitment costs and have the appropriate level of Dwelling in your Town. Add your newly-purchased units to those already in your unit deck. You always Recruit units on their "Few" side. They can now be used in Combat.




The Population token also allows you to Reinforce units. When a unit is reinforced, its card is flipped from the weaker "Few" side to the stronger "Pack" side. To Reinforce a unit, in addition to its appropriate Dwelling, you must also have the Citadel building. You are allowed to Reinforce as many units as you want to. You can Reinforce any new units immediately after Recruiting them. The Reinforcement cost ↑↑ of each unit is shown next to their Recruitment cost. If a game effect (such as a card's text box) tells you to Reinforce a unit, you do not need to own any of the prerequisite buildings to do so.







Reinforced units that take damage equal to their HP are downgraded back to their weaker “Few” side and must be Reinforced again later with another use of the Population token. Any damage that they were dealt while on their “Pack” side and that exceeded their HP is carried over to the “Few” side—keep a good count of the  tokens!



A third possible use for the Population token is to hire a Secondary Hero, which can be done instead of Recruiting or Reinforcing units. This, however, isn’t allowed during this scenario. You can learn about Secondary Heroes from the Core Rulebook after finishing this introduction.


The Spell Book token can be used after you’ve built the Mage Guild building, but not during the same round when the Guild was constructed. When you use the token,  pay the cost and Search the Spell deck as instructed by the Town board.

Each Town action token is flipped back to their active side at the beginning of each game round, ready to be used again.

**PLAYTIP:** Building the Citadel or the  Dwelling as your first building is usually a smart move. Prioritizing the ability to strengthen your army will give you an early edge in Combat. Buildings that give you new cards are better later in the game when your Hero’s hand limit  is higher. Since this is a short scenario, it’s less likely that the additional income provided by the City Hall is enough to make up for the cost of building it. Getting a Mage Guild is smart if there’s a powerful Spell card in the Spell discard pile, or if there are many cards supporting spells in your hand.

## MORALE ACTIONS


One more action type you can perform is the Morale action. When you gain  or lose Morale , take a Morale token of the appropriate type. You can only have one Morale token at a time. Gaining a token of the opposite type discards them both.

A Positive Morale  token may be discarded at any time to perform any one of the actions listed below. If you should gain a second Positive Morale token, you may immediately spend the first one before gaining the second one:



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

- Reroll a die you’ve just thrown.

Negative Morale doesn’t have any adverse effects on its own (besides preventing you from gaining a Positive Morale token), but if you’d gain a second negative token , you must discard your hand at the end of your turn.

**IMPORTANT:** The Necropolis Faction cannot gain or lose Morale in any situation. This means that in this scenario, only the Dungeon player is affected by any effects related to Morale.



**PLAYTIP:** Discarding cards to draw a new hand is an extremely powerful effect. Consider saving a Positive Morale token to use this action in case you draw a bad hand.



## LEVEL EFFECTS AND HAND SIZE

Now, let's take a closer look at the different effects of leveling up your Hero and how their hand of cards should be managed from now on. We've already seen that the "silver" levels give you a new Ability card. Similarly, the "gold" levels (♣IV♣ and ♣VI♣) give you a Hero-specific Specialty card. When you reach one of these levels, add your Hero's Specialty card of the appropriate level to your hand.



The symbol ♣ determines your hand size. At the start of the game, it is only 4, but levels III, V, and VII increase it by one each. From now on, when you start your turn, you may discard any number of cards from your hand before drawing up to your current hand size. If the number of cards you're holding at the start of the turn exceeds your current limit, you need to discard down to your limit before even considering discarding more to draw new cards. Since we drew some additional cards during the first round, you will have to discard at least some of those extra cards when you continue playing. If you need to draw from your deck, but it is empty, reshuffle the discard pile into a new deck of Might & Magic.



The symbol ♣ shows how many Expert effects of the cards you play you can use during each game round. Track the number of uses you have left by placing Black cubes on your Hero card or taking them off.



The Necropolis player has already gained one ♣ since they reached level II on their turn. Some cards, such as the Defense cards we played earlier, have a stronger alternative effect shown on the bottom part of the card, below the ♣ symbol. Using the stronger effect instead of the regular costs you one of your ♣ uses. You

regain all your expended ♣ uses at the start of each game round.

As you've seen, defeating a Neutral Army of the same Difficulty Level as your Hero's level grants you 1 ♣. If you defeat an enemy army of a higher level, you gain 2 ♣ instead, and if you win Combat involving ★ Neutral Units, you immediately reach the highest level your Hero can attain, which is level VII. Defeating another player's Main Hero in Combat also grants you 1 ♣ if they are of the same level as your Hero or 2 ♣ if they are of a higher level.

**PLAYTIP:** Remember to use your Expert effects. Most cards can double their effectiveness that way, and many others have powerful, unique effects.





## CARD EFFECTS

We've already seen a few ways of using the cards from your deck of Might & Magic. So far, we've played some Statistic, Specialty, and Spell cards. We haven't played any Ability or Artifact cards, but all of their effects should become clear once you read this section. Let's take a look at a couple of rules related to handling your cards, and the rest of the symbols that you can find on them.

First of all, cards can only be played on your turn or during Combat that was started against your Hero. Since cards represent the different powers and items of that Hero, it's impossible for them to affect Combat they aren't participating in. Secondly, new cards are always placed directly into your hand unless stated otherwise. Occasionally, you may be instructed to **Remove** a card. When you do so, Remove the chosen card completely from the game (and return it to the box) for the remainder of the scenario.

The cards in your deck of Might & Magic can have the following types of effects:

- **Instant** ⚡ effects are one-time effects that are resolved immediately; they can modify a unit's statistics during a single attack or provide resources for you.
- **Activation** ➡ effects must be played at the start of your unit's activation during Combat.
- **Map** 🗺 effects cannot be used during Combat.
- **Ongoing** 🔄 effects last until they are used up as described on the card, or until the player who played the card starts their next turn (whichever happens first). If the card affects Combat (for instance, by modifying a unit's statistics), it must be played at the start of your unit's activation.



**NOTE:** The "Necromancy" Ability card can only be used by the Necropolis player, as indicated by its skull symbol. If the Dungeon player draws this card when Searching for an Ability, they may discard it and draw another card in its place. They can also choose to gain it, but they cannot play it.

**NOTE:** Additionally, if you play the "Diplomacy" Ability card's top effect when you have a ★ Dwelling, you also reveal an ★ Neutral Unit that you may Recruit.

**PLAYTIP:** During Combat against another player, you are allowed to use your Instant ⚡ cards in any order. You are always allowed to play your cards as a reaction to cards played by the opposing player. This means that you can go back and forth several times when playing out your cards during a unit's attack.

## NEUTRAL UNITS

From now on, when starting Combat against Neutral Armies, the defending Neutral Units are chosen randomly by drawing cards from the appropriate Neutral Unit decks. Shuffle each of these decks now, but leave the Harpies and Halberdiers in the ★ discard pile.

The units drawn for each Combat are determined by the Difficulty of the field, indicated by its Roman numeral. If you take a look at the back of the Mission Book, you'll find the Field Difficulty Level Table. This table portrays the types and numbers of units guarding the given field. The difficulty for this scenario is normal, meaning that if you start Combat at a level III field (for example), you will draw two ★ units and one ☆ unit as your enemies.

Neutral Units are always controlled by the opposing player, who also decides where to place them after they've been drawn. However, note that Ranged 🏹 units must be placed in the backline. When Neutral Units activate, they must always attack an enemy unit and—if they cannot—move as close to an enemy unit as possible. The controlling player may not play cards from their hand to help the Neutral Units, as their Hero does not take part in the Combat.

Some effects—like the ones on the Diplomacy card—allow you to add Neutral Units to your unit deck. Neutral Units cannot be Reinforced, as they are single-sided. Whenever a Neutral Unit is defeated, place it into the appropriate Neutral Unit discard pile.

**PLAYTIP:** Since you are in control of the Neutral Units that your opponent fights against, you can try to use them in smart ways to cripple your opponent's progress. If you destroy any of their units, they will have to spend their resources to Recruit a new army. Also, if the Combat lasts for multiple rounds, they'll have to spend additional Movement Points to prolong it, as described below.



So far, we've done two battles, each of which lasted only for a single round. From now on, whenever all of the units finish their activation and neither side is defeated, a new round of Combat will start. When this happens, remove all cubes from all units. Now, they can both activate and perform a Retaliation Attack again.

Combat against ★, ☆, or ☆ Neutral Units has a time limit of a single Combat round. If you fail to defeat them within that time, you need to either spend 1 MP to start another Combat round or forfeit the Combat by retreating.




If you retreat, move your Hero back to the field from which they entered the field where the Combat took place. Discard all enemy units and take your surviving units off the Combat board. If you enter that field again, a new Combat with a new Neutral Army ensues. There is no time limit for Combat against ☆ Neutral Units or other Heroes.

You must also retreat if you run out of units when fighting against Neutral Units. If your unit deck ever completely runs out of units, you must reset your unit deck to the starting set of units for the scenario.

**PLAYTIP:** When facing difficult Combat, try to enter it with as many MPs as possible. Having to retreat after using up your hand of cards or losing units is very painful.

## UNIT TYPES

You've already controlled some Flying units and a Ranged unit, but we should have a better look at all three units types. A unit's type is shown by the icon in the top left corner of its card. The Combat board also includes a reference for them.

- Ground units  may move up to 3 spaces and then attack an adjacent enemy. They cannot move through other cards (not even friendly units).
- Flying units  may move up to 3 spaces and then attack an adjacent enemy. They can move through other cards, but cannot end their Movement on them.
- Ranged units  may attack any enemy regardless of their position and then move up to 1 space. They cannot, however, move before attacking. Furthermore, if they start their turn next to an enemy and want to attack, their attack must target the adjacent enemy. This means that they'll most likely be forced to suffer a Retaliation Attack. Additionally, when attacking an adjacent enemy, you must roll 2 Attack dice and choose the worst result. You must also do this if your ranged unit attacks an enemy when both units occupy backline spaces on the opposite sides of the Combat board. Card effects refer to this as a combat penalty. The penalty is also applied when a ranged unit retaliates.

**PLAYTIP:** Unit placement is important when initiating Combat. Consider placing Ground units in the frontline to avoid blocking their Movement. Flying units can easily start from either line, since their Movement can't be blocked. It's usually best to place your Ranged units in the backline, as it will keep them safe.



## UNIT ACTIONS

Now, let's cover all the icons you will need to understand units' special abilities:

- ➡—resolve at the start of the unit's activation.
- ⚔—resolve when the unit attacks as a part of its activation (but not during a retaliation attack). If the unit is granted additional attacks, the effect applies only to the first one.
- 🌀—may be resolved instead of moving and attacking. The ability replaces the unit's normal activation completely.
- 👉—resolve whenever the given condition is met.
- 🛡—resolve when the unit performs a Retaliation Attack.

Player-owned units are also allowed to defend instead of attacking. If a unit defends, place a Defense token on it. Whenever a unit with a Defense token is attacked, after the attacking unit's roll, roll another Attack die. On a "+1", the defending unit gains +1 defense for this attack. Remove the Defense token at the start of that unit's activation. A unit cannot take the defense action two turns in a row. Neutral Units can never defend, even when controlled by an opposing player.

Some effects place Paralysis 🌀 tokens on units. When a paralyzed unit would start its activation, instead of activating it, remove the paralysis token. Then, place a faction cube on the unit normally. If a paralyzed unit receives at least 1 🩸 from any source, the token is also removed; and if the damage is caused by an attack, the unit can retaliate normally, provided it is adjacent to the attacker. Note that Paralysis tokens 🌀 are double-sided, with the other side being a Defense token.

**PLAYTIP:** Pay attention to each unit's ability. Some effects, such as ignoring Retaliation Attacks, can be devastating if used correctly. Units usually have different abilities on their "Few" and "Pack" sides. Keep in mind that the special abilities of Neutral Units are different from those of their faction counterparts.

## SIEGE COMBAT

This section should be read only in the rare case of one player's Hero being about to enter the other player's Town. If the final battle between the two Heroes should take place in a Town, you may wish to simplify it by ignoring the rules for besieging a Town.

Entering an enemy player's Town may start Combat known as siege. Normally, a siege starts only if the defending player's Hero is present in the Town. Still, the defending player may pay 8 🏰 to be able to defend the Town with their Hero's units. Paying the 🏰, however, allows them to only bring units to the Town, not the Hero, meaning that they cannot play cards during such Combat. Winning Combat against defending units does not end this scenario unless their Hero is defeated along with them.

If the "Citadel" is built in the defending Town, the defending player gains the Walls, Gate, and Arrow Tower cards to aid them during siege. The defending player places the Wall and Gate cards on the centerline of the Combat board in any order they want. The Arrow Tower is placed outside of the board.



The Walls and Gate act as Combat obstacles, just like any unit card. Ground 🐾 and Ranged 🏹 units cannot move through them. The Gate is an exception but only for the defending player whose units can move through and stop on it. The Walls and Gate can be destroyed by any Ground or Flying unit's attack from an adjacent space. These attacks are always successful, they do not activate any of the attacking unit's ⚔ abilities, and you cannot play any cards or throw the Attack die to affect the attack's result.

The Arrow Tower is an additional Ranged unit that joins the Combat on the defending side. As such, it acts like any Ranged unit, except that it is not affected

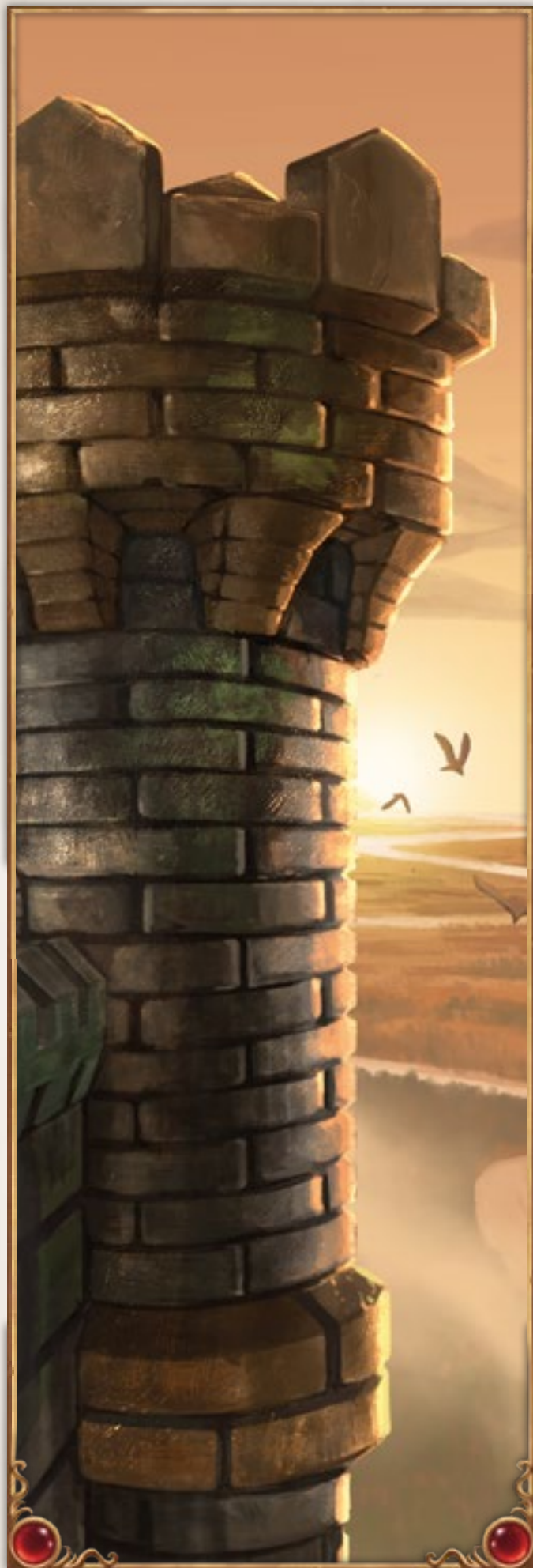
by anything related to its positioning since it's not actually on the Combat Board. It cannot, for example, perform Retaliation Attacks. The Arrow Tower can only be damaged by spells or Ranged attacks, but it is automatically destroyed when all Walls and the Gate are destroyed (when the last of them is flipped to the other side). You also do not need to defeat it to win the Combat as the attacker.

The defending side's units that are standing in the same column and behind one of the remaining Wall or Gate cards gain a defensive bonus against the attacking side's Ranged Units. Reduce any damage they would take from a Ranged unit's attack by 1. However, note that if either the attacking or defending unit moves to or past the centerline, this bonus is not applied.



When you visit an enemy Town, Flag it with your faction cube. Usually, there are scenario-specific rewards for Flagging a Town, but not during this one. Unlike in the video game, owning an enemy Town does not affect their Town actions or unit availability in any way. It also does not grant you access to any of that Town's or faction's assets. Despite that, losing a Town may have other serious repercussions—playing three full game rounds without your Town causes you to lose the game.

**PLAYTIP:** You can attack your own Walls to create holes for your units.







# LOCATION TYPES


So far, our Heroes have visited a couple of locations that were resolved differently, based on their types. Let's have a closer look at the three types of fields there are.

**Visitable** fields are marked with a Black cube when a Hero visits them and are considered empty afterwards. A Black cube is placed even if you choose to not use the field's effect (or it has no effect during the current game state). These fields represent one-time benefits that can be found on the tile, such as the treasure chests we collected earlier. Most fields in the game are visitable.

**Revisitable** fields, as their name suggests, can be visited multiple times by either moving back onto them or by spending 1 MP when your Hero is already on them. These locations represent different types of services that can be used multiple times, such as trading goods with the locals.

**Flaggable** fields can be directly captured by players. These fields usually provide players with additional resource income. When a resource-producing field is **Flagged** for the first time, it produces its resources immediately.

Below you will find a complete list of all fields—and their effects—you can visit in this scenario.

**PLAYTIP:** Some Astrologers' cards remove Black cubes from previously visited locations. Be on the lookout for an opportunity to grab their resources again. Visiting a Trading Post later in the game is useful for turning excess resources into something more useful. You'll typically end up with some leftover  over the course of the game.

## LIST OF LOCATIONS IN THIS SCENARIO

### LEARNING STONE



Category: **Visitable**

Your Main Hero gains 1 .

### MAGIC SPRING



Category: **Visitable**

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

## MINE





Category: **Flaggable**

When you visit this field, place one of your faction cubes here to indicate that you control it. Then, increase the income of the corresponding resource by one space. If you are the first player to Flag the Mine, gain its regular income immediately. You can seize Mines from other players. The bonus to your income is lost if you lose control of that Mine (move the cube on the corresponding income track back one space).

## MYSTICAL GARDEN



Category: **Visitable**

Choose one: Gain 2  or 1 .

## REDWOOD OBSERVATORY



Category: **Visitable**

Discover a face-down Map tile adjacent to this one. It has no effect if there's no tile to discover.

## RESOURCE SYMBOL



Category: **Visitable**

Roll 1 or 2 Resource dice  as indicated by the number next to the icon and choose one to resolve.

## SHRINE OF MAGIC GESTURE



Category: **Visitable**

You may Search (2) the Spell deck.

## TEMPLE



Category: **Visitable**

Gain a Positive Morale .



## TOWN



Category: **Flaggable**

If you lose your Town, you have three full game rounds to capture a Town. If you fail to do so, you lose the game. Attacking one may start a siege Combat as described before.

## TREASURE SYMBOL




Category: **Visitable**

Roll 1 or 2 Treasure dice  as indicated by the number next to the icon and choose one to resolve.

## TRADING POST






Category: **Revisitable**

You may either trade resources at a rate provided in the Trade Table found on the back of the Mission Book or Remove a single card from your hand to gain 1 . You cannot both trade resources and Remove a card during a single visit. You are also not permitted to remove Specialty, Statistics, Starting Ability, or “Magic Arrow” Spell cards.

## TREE OF KNOWLEDGE



Category: **Visitable**

You may pay 3  or 10  to gain 2 .

## WARRIOR'S TOMB



Category: **Visitable**


You may Search (2) the Artifact deck, twice. If you do, gain Negative Morale  twice.



## WATER WHEEL



Category: **Visitable**

Gain 3 .

## SANCTUARY



Category: **Revisitable**

Heroes on this field cannot be attacked by other Heroes. If there is an enemy Hero on this field, your Hero can move through this field but cannot stop here.

## WINDMILL



Category: **Visitable**

Gain 1 .

## STABLES



Category: **Revisitable**

Gain 1 additional MP. It lasts only for this turn.







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