

HEROES III

OF MIGHT AND MAGIC®

THE BOARD GAME



MISSION BOOK

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

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Version: 1.0 ENG



SCENARIO PREPARATION

To start playing **Heroes of Might and Magic III: The Board Game**, follow these steps:

1. Choose a scenario from the Mission Book or create your own.
2. Choose your factions from the available ones and take the associated components (see page 7, “Game Setup” in the Core Rulebook).
3. Look at the “Map Setup” for the scenario you chose. Take the required Map tiles and place them according to the scenario map layout. In some scenarios you will also get your individual pools of Far Map tiles (II–III) to add to the map while exploring later in the game (see page 19, “Scenario Map Tiles” in the Core Rulebook).
4. Set your starting resources and income according to the scenario.
5. Place any starting Building tiles on your Town board. Prepare your starting Unit cards and create your army deck.
6. Mark all timed events on the Round tracker by placing Black cubes on the spaces corresponding to the rounds of the timed events. Once you reach a round with a cube, resolve the effects of the event and remove the cube.
7. Choose the starting player.
8. Begin the game.



A decorative banner with a dark, textured background and a green and white ornate border. On the left, there is a small illustration of two figures in combat, one appearing to be a skeleton or undead figure. The text "CLASH MODE" is written in a large, bold, gold-colored serif font in the center.

CLASH MODE

Three fully competitive scenarios for 2–3 players.

VICTORY CONDITIONS

Although each clash scenario has its own victory/loss condition, there are some universal rules that – unless stated otherwise – apply to every scenario.

- If you do not control any Towns or Settlements for 3 rounds, you lose and are eliminated from the game.
- If your Main Hero is defeated while defending a besieged Town, and you have no more Towns or Settlements, you lose and are eliminated from the game.
- If you are the only player remaining in the game, you are the winner.
- If you collect a faction cube from each opponent that is still in the game with 3 or more players, you win the game.

You may gain faction cubes from other players by defeating any of their Heroes or by capturing their Faction Town. Whenever you meet a Victory Condition, the game ends at the end of the round, unless stated otherwise.



CLASH MODE

MONK'S RETREAT

The monks who ruled this area of the world for years, have finally been pushed back to their islands. As one of the lords just freed by the monk's retreat, you feel it is up to you to unite these lands under your rule.

PLAYER COUNT

A 2-player scenario.

SCENARIO LENGTH

This scenario plays out over 7 rounds.




MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

- 2 × Starting (I) Map tile
- 2 × Far (II-III) Map tile
- 2 × Near (IV-V) Map tile

STARTING RESOURCES

Each player starts with the following resources:

15 ×  4 ×  2 × 

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

"15"  "2"  "1" 

STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling
- Citadel
- Mage Guild

STARTING UNITS

Each player starts with the following units:




- 2 × A Few  units with the highest Recruitment cost.

ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- Instead of **Searching (2)** the Spell deck twice (the regular rules for starting Mage Guild), players **Search (3)** once.

During this scenario:

- Players may not **Recruit** a Secondary Hero.
- At the start of a Resource round, players choose to either gain extra 2  or 1 .
- Whenever an Obelisk is visited for the first time, the visiting player rolls 2  and adds the resources from the die of their choice to their Resource Pool.
- Whenever a player moves to another player's Faction Town, the defending player does not have to pay gold to transport their army to defend. They are also able to use their Deck of Might and Magic during that Combat.


VICTORY CONDITION

Vanquish the enemy Hero in Combat.

TIMED EVENT

There are no timed events in this scenario.

ROUND TRACKER

If neither player wins the game by the end of the 7th round, they both draw cards up to their hand limit and start the final Combat to decide the winner. The player with the highest Experience Level is the attacker. If both Main Heroes have the same amount of Experience, both players roll 2  and add up the sum of resources. The player with the highest sum is the attacker.



CLASH MODE

BRAVE NEW WORLD

A great upheaval shook the very foundations of the world, breaking apart continents and dividing territories in new ways. After the earth stood still once more, the people crawled out from their hiding places and have begun rebuilding this Brave New World.

PLAYER COUNT

A scenario for 2–3 players.

SCENARIO LENGTH

This scenario plays out over 8–9 rounds.

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

For a 2-player scenario:


- 2 × Starting (I) Map tile
- 2 × Near (IV–V) Map tile
- 4 × Far (II–III) Map tile – Each player gets 2 of these tiles

For a 3-player scenario:

- 3 × Starting (I) Map tile
- 3 × Near (IV–V) Map tile
- 6 × Far (II–III) Map tile – Each player gets 2 of these tiles




STARTING RESOURCES

Each player starts with the following resources:

15 ×  3 ×  1 × 

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

“10”  “2”  “1” 



STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling.



STARTING UNITS

Each player starts with the following units:

- 1 × A Few  units with the highest Recruitment cost
- 1 × A Pack of  units with the lowest Recruitment cost

ADDITIONAL SCENARIO RULES

During this scenario:

- When a player visits an Obelisk for the first time, they roll 2  and choose one of the results to add to their Resource Pool.
- Defeating another Hero awards the winning player 20 .

VICTORY CONDITION

At the end of a round, if any player controls 5 or more Mines, the players will play one final round. The player with the most Mines at the end of that round is the winner. If every player has the same amount of Mines the game ends in a draw.

ROUND TRACKER

If no player wins by the end of the 8th round, then the player with the most Mines at the end of the 9th round is the winner.

TIMED EVENT

At the beginning of the 3rd, 6th, and 9th rounds, remove all Black cubes from all Water Wheels and Windmills on the map.

**2-PLAYER
SCENARIO**



**3-PLAYER
SCENARIO**

CLASH MODE

ALL FOR ONE

Three life-long friends become enemies, when each inherits a portion of the kingdom, following the King's death. You must show your former friends how to rule... through conquest.

PLAYER COUNT

A 3-player scenario.

SCENARIO LENGTH

This scenario plays out over 11 rounds.

MAP SETUP




Take the following Map tiles and set them up as shown in the scenario map layout:

- 3 × Starting (I) Map tile
- 6 × Near (IV-V) Map tile, 3 of which must contain an Obelisk
- 1 × Center (VI-VII) Map tile with the Grail field
- 6 × Far (II-III) Map tile—Each player gets 2 of these tiles (suggestions on where to place them are represented as semi-transparent tiles)

NOTE: Before placing the Near tiles, separate them into 2 piles (with and without an Obelisk). Put them alternately so that the tiles with an Obelisk are not placed adjacent to each other.




STARTING RESOURCES

Each player starts with the following resources:

10 ×  0 ×  0 × 

SETTING A PLAYER'S INCOME

Set the income on the income tracker to:

"15"  "2"  "1" 



STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling
- City Hall
- Citadel

STARTING UNITS

Each player starts with the following units:






- 1 × A Few  units with the highest Recruitment cost
- 1 × A Few  units with the lowest Recruitment cost

ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- Each player's Main Hero starts at level 3. **Search (2)** the Ability deck twice and add the cards to your starting deck.

During this scenario:

- When a player visits an Obelisk, they roll 2  and choose one to resolve.
- Players can use their deck of Might and Magic when paying gold to defend their Faction Town.
- After a player captures an opponent's Town:
 - a) That player increases their income by the amount of income their opponent had.
 - b) Additionally, that player instantly gains: 15 × , 2 × , and 1 × .
- If a player defeats a Main Hero, they gain 10 .
- If a player's Main Hero is defeated when fighting an enemy Hero, they lose the scenario and are eliminated from the game.
- Ignore Combat encounters on the field with the Grail.

- Players may not visit the field with the Grail unless either they have already visited at least 2 different Obelisks or the Grail token has been taken by any Hero at least once.
- To obtain the Grail token, a player's Hero must spend 2 Movement Points on the field with the Grail.
- If another Hero defeats the Hero with the Grail token, they also take the Grail token.
- If a Hero with the Grail token surrenders during Combat, the Grail token is placed on the hex where the Hero surrendered.
- If a Neutral Army defeats a Hero with the Grail token, the Grail token is placed on the field where the Hero was defeated.

VICTORY CONDITION

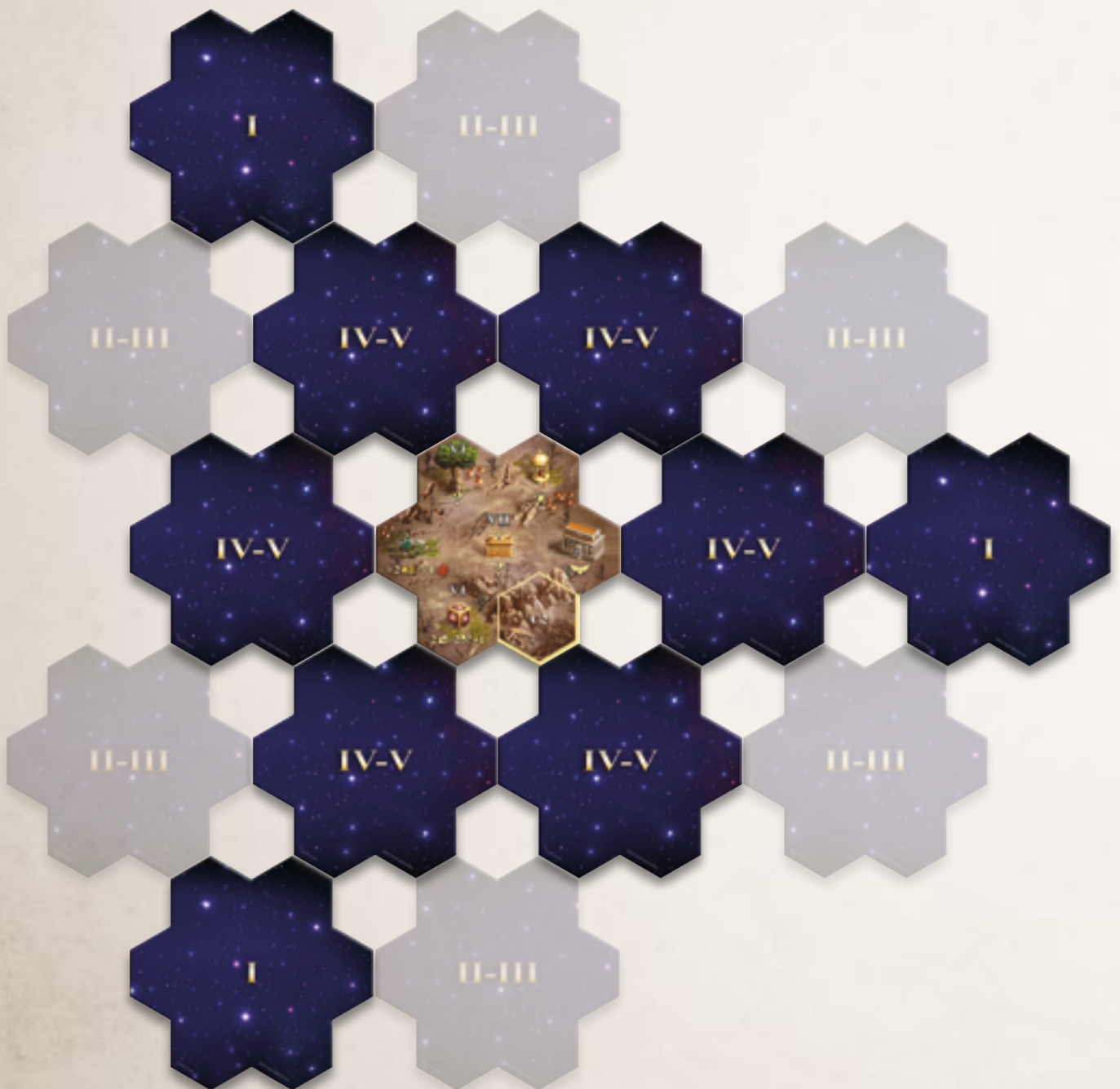
The game ends when there is only one player remaining or if a player transports the Grail to their Town. That player wins.

ROUND TRACKER

By the end of the 11th round, if there is no winner and no player has been eliminated, all players lose the scenario. If one player has been eliminated, then the remaining two draw cards up to their hand limit and start the final Combat to decide the winner.

TIMED EVENT

At the beginning of the 3rd and 6th rounds, remove all Black cubes from all the locations on the map.





COOPERATIVE MODE

Two fully cooperative scenarios for 2–3 players.

During all cooperative games, all players are allied and play together to beat the scenario.

When controlling Neutral Units, use Combat rules for the solo mode (see page 33, “AI Combat” in the Core Rulebook). Additionally, when your Hero visits a Trading Post, apart from taking advantage of the normal effects of that location (see page 36, “Trade Table” in the Core Rulebook), you may also use it to give resources to any player.

Victory Conditions for cooperative scenarios can include:

- Defeating a specified number of Neutral Units.
- Taking control of specified locations.

If any player meets a scenario’s Victory Condition—unless stated otherwise—the game immediately ends and all players win the scenario.





You and your ally have been invaded by warlords from another world. The time has come to strike back. Gather your forces and make temporary alliances to pile up resources in order to save the realm!

PLAYER COUNT

A scenario for 2–3 players.

SCENARIO LENGTH

This scenario plays out over 11 rounds.

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

The 2-player scenario:



- 2 × Starting (I) Map tile
- 4 × Near (IV–V) Map tile, 2 of which must contain an Obelisk
- 1 × Center (VI–VII) Map tile with the Dragon Utopia field
- 4 × Far (II–III) Map tile – Each player takes 2 Far Map tiles and places them face down next to their Hero card to use during the scenario

The 3-player scenario:

- 3 × Starting (I) Map tile
- 6 × Near (IV–V) Map tile, 3 of which must contain an Obelisk
- 1 × Center (VI–VII) Map tile with the Dragon Utopia field
- 6 × Far Map (II–III) tile – Each player takes 2 Far Map tiles and places them face down next to their Hero card to use during the scenario

STARTING RESOURCES

Each player starts with the following resources:

15 ×  3 ×  1 × 

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

“10”  “0”  “0” 

STARTING BUILDINGS

Each player starts with these buildings:

-  Dwelling


STARTING UNITS

Each player starts with these units:

- 3 × A Few  units

ADDITIONAL SCENARIO RULES

During this scenario:

- When a player visits an Obelisk, they roll two  and choose one to resolve.
- A Hero cannot move onto the “Dragon Utopia” field until their faction has visited at least 2 Obelisks in a 2-player game or 3 Obelisks in a 3-player game.
- Each player places a faction cube onto the Dragon Utopia the first time they visit it.
- Additionally, no player can:
 - a) Attack other Heroes.
 - b) Capture a Mine or Settlement that is already controlled.

VICTORY CONDITION

If every faction's cube is placed on the Dragon Utopia field, the game ends and all players win the scenario.

ROUND TRACKER

At the end of the 11th round, if at least one player has no faction cube placed on the Dragon Utopia, all players lose the scenario.

TIMED EVENT

At the beginning of the 4th and 8th rounds, remove all Black cubes from all Water Wheels and Windmills on the map.



**3-PLAYER
SCENARIO**

2-PLAYER
SCENARIO





COOPERATIVE MODE

UNHOLY QUEST

Deep below the surface lurk monsters, the likes of which no one has ever seen before. Word is that the monsters are preparing to rise from the depths and lay claim to the surface world. Go forth and slay their evil armies before they grow too large. You may be the world's only hope!

PLAYER COUNT

A scenario for 2–3 players.

SCENARIO LENGTH

Depending on the chosen difficulty setting of the scenario:

- **Easy:** 8 rounds
- **Normal:** 10 rounds
- **Hard:** 12 rounds
- **Impossible:** 14 rounds

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

The 2-player scenario:

- 2 × Starting (I) Map tile
- 4 × Near (IV–V) Map tile, 2 of which must contain an Obelisk
- 1 × Center (VI–VII) Map tile with the Dragon Utopia field
- 2 × Far (II–III) Map tile—Each player takes 1 Far Map tile and places it face down next to their Hero card to use during the scenario




A 3-player scenario:

- 3 × Starting (I) Map tile
- 6 × Near (IV–V) Map tile, 3 of which must contain an Obelisk
- 1 × Center (VI–VII) Map tile with the Dragon Utopia field

- 3 × Far (II–III) Map tile—Each player takes 1 Far Map tile and places it face down next to their Hero card to use during the scenario



STARTING RESOURCES

Each player starts with the following resources:

- 6 ×  2 ×  0 × 

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

- “10”  “2”  “1” 


STARTING BUILDINGS

Each player starts with these buildings:

-  Dwelling
-  Dwelling
-  Citadel

STARTING UNITS

Each player starts with the following units:

- 1 × A Few  units with the lowest Recruitment cost

ADDITIONAL SCENARIO RULES



During this scenario:

- Depending on chosen difficulty, randomly draw the following number of Neutral Unit cards from each of their corresponding decks to create a separate deck of Neutral Units for the Dragon Utopia:

- a) Easy: 5 × , 5 × , 3 × , 1 × 
- b) Normal: 4 × , 5 × , 3 × , 2 × 
- c) Hard: 2 × , 5 × , 5 × , 3 × 
- d) Impossible: 1 × , 5 × , 7 × , 4 × 



Shuffle the newly created deck. Any time a Hero enters the Dragon Utopia they draw 5 cards from the Dragon Utopia deck instead of drawing them from the Neutral Unit card decks. The units are placed on the Combat board (see page 29, “Neutral Unit Setup” in the Core Rulebook). Players attempt to beat the units they find at the Dragon Utopia. Any Neutral Units defeated during Combat in the Dragon Utopia are returned to their respective Neutral Unit decks instead of the Dragon Utopia deck. Any Neutral Units surviving Combat at the Dragon Utopia are shuffled back into the Dragon Utopia deck. If there are not enough Unit cards in this deck, draw as many Unit cards as there are and place them on the Combat board.

- Combat against Azure tier units now costs 1 MP to extend per Combat round, just like Combat against non-Azure tier units.
- Whenever a player visits an Obelisk, that player rolls one  and one , chooses one of the dice and resolves its outcome.
- Heroes cannot enter the Dragon Utopia field until they have visited at least 2 Obelisks in a 2-player game or 3 Obelisks in a 3-player game.
- Additionally, no player can:
 - a) Attack other Heroes.
 - b) Capture a Mine or Settlement that is already controlled.

VICTORY CONDITION

If all of the units from the Dragon Utopia deck are defeated, the game ends and the players win the scenario.

ROUND TRACKER

The time limit for defeating all of the Neutral Units in the Dragon Utopia depends on the scenario’s difficulty.

If players fail to defeat the Neutral Units in the Dragon Utopia within the time limit, they fail the scenario.

TIMED EVENT

At the start of the 4th and 8th rounds, remove all Black cubes from all Water Wheels and Windmills on the map.



**2-PLAYER
SCENARIO**



**3-PLAYER
SCENARIO**



CAMPAIGN

A series of thematic scenarios designed for a solo play against an AI opponent.

The core box of **Heroes of Might and Magic III: The Board Game** includes a campaign for the Castle faction.

The campaign is divided into interconnected scenarios, with each scenario having its own Victory Condition.

Every scenario features an AI Enemy Hero.

Each scenario is divided into two sections:

- The game-mechanics section, which explains how the scenario should be played.
- The story section, which contains a selection of texts that need to be read at particular points of the scenario.

CAMPAIGN RULES


- In the following sections of the Mission Book, the AI Hero(es) will be referred to as the Enemy Hero(es).
- Each campaign scenario tells a story. At the end of each section, you will find additional information on the changes in the scenario.
- During Combat, the AI Heroes use two decks:
 - a) The AI deck, which will tell you what actions the AI Hero will perform during its turn in a Combat round.
 - b) The Spell deck, which will provide the AI Hero with spells to use during Combat encounters.
- Each Enemy Hero has their own set of Unit cards. Prepare any Unit cards described in the scenario setup, so that when you trigger Combat with an Enemy Hero, you can:
 - a) Create Enemy armies according to the information in the scenario.

- b) Place all AI Hero's Unit cards on the Combat board (see page 29, "Neutral Unit Setup" in the Core Rulebook).

- Create the AI deck and Spell deck according to the scenario's setup guidelines. Remember to leave enough space for the discard piles.
- Place any listed scenario skills face up near both AI decks.
- Whenever an enemy unit activates, draw a card from the AI deck and resolve it.
 - a) Whenever an AI Hero casts a spell, draw it from their Spell deck.
 - b) Whenever an AI Hero uses the skill assigned to them in the Setup, do not discard it afterwards. Contrary to the regular rules, the AI Hero can use the skill again, when instructed to do so by the AI deck.
- Make sure to prepare all the required components and keep them handy because as the story progresses, the Mission Book will instruct you to make use of them.

SETTING THE PLAYER'S INCOME

At the start of each campaign scenario, the player sets their income to:

"10" 

"0" 

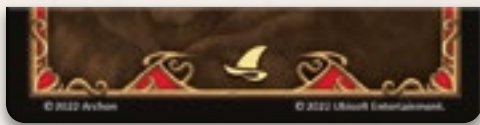
"0" 

Special rules in each scenario may change these values.

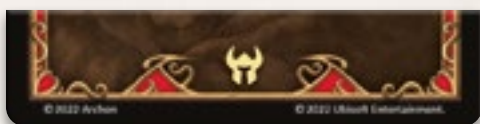
AI DECK—CARD TYPES

The AI deck is made up of three types of cards:

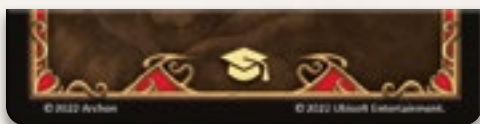
- ☉ — Magic cards



- ☉ — Might cards



- ☉ — Skill cards



RESOLVING TIMED EVENTS

Each scenario has a number of timed events that interlink the story and game mechanics to create an engaging player experience.

Mark all timed events on the Round tracker by placing Black cubes on the spaces corresponding to the rounds of the timed events.

FINISHING THE MISSION AFTER EACH SCENARIO

From your current deck take out all the Statistic cards and the level 1 Specialty card, and set them aside. Take out other Specialty cards. From the remainder cards choose 5 and add to the cards you set aside in the first step—this will be your Starting deck for the next scenario.

Reset your Hero's Experience Level to 1.



CASTLE CAMPAIGN—LONG LIVE THE QUEEN

1. HOMECOMING

Our landing has confirmed both our rumors and fears. With the death of my father, Erathia's lands are being greedily divided by her neighbors.

Help Catherine create an outpost for liberating Erathia from invaders.

SCENARIO LENGTH



This scenario plays out over 8 rounds.

PLAYER SETUP

Faction: Castle


Faction Hero: Catherine

Faction Army: A Few Halberdiers, a Few Marksmen, a Few Griffins

Starting Resources: 15 × , 1 × .

Town Buildings: None

Bonus: Choose one of the following options:

- Reinforce your Marksmen and Halberdier Unit cards
- +3  Resources
- Search (3) the Artifact deck

AI HERO SETUP

Faction: Dungeon

Enemy Army: IV Level Neutral Army, a Few Minotaurs

Enemy Deck: 6 × Might card

Enemy Spell Deck: None

Special: Prepare the Troglodyte Unit card for later use in the scenario

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

1 × Starting Map tile (I):

- 1 × Dungeon (S2)

5 × Far Map tile (II–III):

- 5 × Any core faction (choose from: F1–F9)

1 × Near Map tile (IV–V):



- 1 × Castle—Use the Near tile with green grass and an Obelisk (N3)

HEROES PLACEMENT

Place one of the Dungeon Heroes on the Dungeon Town Starting tile. Place your Hero on the leftmost tile, as shown in the scenario map layout. This tile is already discovered. Make sure that the empty field on the top-left Map tile is positioned on the left side of the tile—making it the leftmost field of the map.

ADDITIONAL RULES

During this “Castle” campaign scenario, the following rules apply:

- The Starting (I) Dungeon Map tile on the right of the map is already discovered.
- Your Hero does not gain Experience past Level 4.
- You cannot build any Town Buildings, but:
 - a) You may **Recruit**  and  units without the need of the necessary Town Buildings. Gold tier units may not be Recruited.
 - b) You may **Reinforce** your units without the necessary buildings.
- Every round becomes a Resource round, but you only gain income from Mines and Settlements.

- When you visit an Obelisk, you activate a special event.
- The Enemy Hero does not move. They only wait.
- You do not lose this scenario if you do not control a Town.

WIN/LOSE CONDITIONS

Win: Reach to the Town on the Dungeon Map tile, defeat the Dungeon Faction occupying the Town, and free Rion.

Lose: You fail the scenario if:

- You lose one Combat encounter.
- You fail to capture the Town by the end of the 8th round.

TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

1st Round:

- Read the “A Welcoming Party” section.

8th Round:

- At the end of this round, if the Dungeon Faction is not defeated, all is lost—you lose!

When the second Far (II–III) Map Tile is discovered:

- Read the “Two Paths” section.

When you complete the scenario:

- Read the “Bad News Comes in Pairs” section.



THE STORY

A WELCOMING PARTY

The shore was stormy. Agitated. As if it was also angry at what it witnessed, all the corpses hidden among its waves.

Catherine forced herself to avert her eyes and glanced over the reports lying on the table in her tent.

“They are across the ocean...”

“...the Archer’s Tower northeast of Plinth fell easily to a horde of Troglodytes...”

“...there were no boats in sight.”

“...we have seen dungeon dwellers and devils...”

“There was no warning. During the night, we found ourselves surrounded...”

Saying it looked grim was like calling a Troglodyte’s breath a bit stale. First the death of her father, Nicolas Gryphonheart, and now all this chaos. But the kingdom of her father must remain undefeated. Erathia cannot fall.

She grabbed her quill and started writing a letter to her other generals.

“Our initial landing has captured a devastated outpost. Information is scarce and unreliable at best. Neighboring citizens have fled their villages. Remaining survivors tell conflicting stories.”

Her hand stopped for a moment while she glanced over the last report again. All generals are fanning through the region. This region was protected by some of Erathia’s finest heroes. No one knows where they have gone. The people are terrified. No wonder here. But the rumors and sightings... a minotaur corpse and a petrified head among charred ruins...

“...evidence points to a Nighon invasion,” she wrote after the pause. *“Rally local militia and train them quickly. Destroy all hostile forces you encounter.”*

In the distance she heard troops murmuring among themselves:

“...have you heard any news from Steadwick?” *“...is it true more than half of Erathia has fallen...”* *“...what about Tatalia?”* *“I have a relative who was training to be a Pikeman in the Guardhouse north of Caryatid...”* *“...pray he survived the invasion.”*

Every campaign reminded her of two things. How uncomfortably thin the field tents walls are. And how brittle the morale of troops is.

While almost crushing the quill with her grip, she added one more line:

“Assume the worst. Assume we are at war.”

When you discover the second Far (II-III) Map tile, read the “Two Paths” section.

TWO PATHS

You come across a branch in the path, two routes separated by a majestic mountain range: the first, is a paved road surrounded by trees and meadows; the second, is a steep path along the mountainside, which is barely visible over the piles of snow. However, snow is not the only thing that glistens in the light of day along that path.

Choose your fate:

- The Grass Path—read the “Grass Path” section.
- The Snow Path—read the “Snow Path” section.

GRASS PATH

You enter the grassland; the road is wide and all your troops can easily move, while enjoying the sun and birdsong, or at least they should. Your surroundings are eerily silent; the stench of death permeates this land and in the distance a sickening smoke is coming from the direction of some of the villages in the area. Hastening your horse, you move forward.

The Far (II-III) Map tile you discovered as well as the next undiscovered tile connected to it are now considered to be the “Grass Path”, while the other 2 undiscovered Far (II-III) Map tiles are now the “Snow Path”.

If you enter the “Snow path”, read the “Snow Path” section.

When you enter a field with an Obelisk, read the “From the Below...” section.

SNOW PATH

The path is harsh. Your troops do not even dare to ride on their horses in fear of slipping. But your eyes did not trick you—the enemy forces left this place untouched. All the treasures hidden in this rich land are yours for the taking.

The Far (II-III) Map tile you discovered as well as the next undiscovered tile connected to it are now considered to be the “Snow Path”, while the other 2 undiscovered Far (II-III) Map tiles are now the “Grass Path”.

All bonuses from visiting fields are doubled.

Mine and Settlement production remains unchanged.

Your Hero has 1 Movement Point less, when on the Snow Path.

If you enter the “Grass Path”, read the “Grass Path” section.

When you enter a field with an Obelisk, read the “From the Below...” section.

FROM THE BELOW...

Your vanguard approaches and kneels before you, before reporting their findings.

“My Queen, we have found traces of large army movements near these parts. Hundreds of footprints, it must...”

“Show me” You stop him abruptly.

The tracks lead you to a lonely Obelisk in the middle of grassland, but they suddenly cut off. Countless footprints from different creatures are visible, yet they all end here. Unless...

You reach your hand out to touch the stone. The solid surface looks perfectly firm, without even the tiniest crack. But your hand tells a different story. Rather than a cold, stone surface, your hand just passes through the rock.

“Rally all the troops!” You shout to the nearest soldier. “We are going in.”

Inside, you find yourself in a maze of dark, confusing tunnels which seem to stretch endlessly. After a few long hours of wandering in the narrow passages, the cave widens showing an enormous space dimly lit by a group of torches. Under the ghastly clusters of stalactites, a Nighon castle stands. Around it swarms hordes of monsters. Minotaurs, troglodytes, along with small ruffians and creatures whose names you cannot even remember.

All gathered. Waiting.

While the shiver runs down your spine, you call out to your army to march forward.

Place your Hero on the empty field of the Starting Dungeon tile.

Place one purple cube on every other field on the Starting Dungeon tile, except for the Town field.

Each purple cube represents a Neutral Army. The field difficulty of the encounter is equal to your Main Hero’s level. Add a Few Troglodytes unit to every Combat encounter you face.

After you defeat a Neutral Army, remove the purple faction cube from its field and place it on your Hero’s card.

You cannot enter the Town field until you have at least two purple faction cubes on your Hero’s card.

When you capture the Town, read the “Bad News Come in Pairs” section.

BAD NEWS COME IN PAIRS

After defeating the guards, you divide your troops to man the walls and search the castle. Your intuition is telling you that the imprisoned heroes will be in the deepest parts so you take a few guards and check the dungeons of the castle with sinister premonition. You are not wrong. To your relief, they are still alive. Famished, scarred, and wounded... but alive. Among them, you find the legendary battlefield medic from the Erathian Military—Rion. In the past, when his captain was slain fighting hordes of monsters, he was able to take command and outmaneuver the enemy, giving enough time for reinforcements to come. His skills might be needed again.

While you are contemplating today’s events, a messenger rushes to your side.

“My Queen... Steadwick... The capitol is under Nighon occupation!”





CASTLE CAMPAIGN—LONG LIVE THE QUEEN

2. GUARDIAN ANGELS

SCENARIO LENGTH




This scenario plays out over 10 rounds.


PLAYER SETUP

Faction: Castle


Faction Hero: Choose one—Catherine or Rion

Faction Army: A Few Halberdiers, a Few Marksmen, a Few Griffins

Starting Resources: 15 × , 3 × , 1 × 

Town Buildings:  Dwelling

Bonus: Choose one of the following three options:

- Add a “Bless” spell to your hand
- +10  Resources
- Add a Few Zealots to your army

AI HERO SETUP

Faction: Dungeon

Enemy Heroes: First Overlord, Second Overlord

Enemy Armies:

- **First Overlord’s Army:** A Pack of Troglodytes, a Pack of Evil Eyes, a Few Minotaurs, a Few Manticores
- **Second Overlord’s Army:** A Pack of Evil Eyes, a Pack of Minotaurs, a Few Manticores, a Few Black Dragons

First Overlord’s Deck: 3 × Might card, 2 × Magic card

Second Overlord’s Deck: 3 × Might card, 2 × Magic card

Enemy Spell Deck: 2 × “Stone Skin” Spell card, 2 × “Magic Arrow” Spell card

Both Overlords share the same Spell deck

Special: Prepare the Medusas Unit card for later use in the scenario

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

1 × Starting Map tile (I):

- 1 × Castle (S3)

3 × Far Map tile (II–III):

- 3 × Castle (F3, F6, F9)

2 × Near Map tile (IV–V):

- 2 × Dungeon (N2, N5)

HEROES PLACEMENT

Both Enemy Heroes—the First Overlord and the Second Overlord—are represented by the two Dungeon Faction Hero models. When a Near (IV–V) Map tile is discovered, an Enemy Hero is placed on the Obelisk or the Witch Hut field.

Place your Hero’s model on the center field of the Castle Starting Map tile.

ADDITIONAL RULES

During this “Castle” campaign scenario, the following rules apply:

- Your Hero does not gain Experience past Level 5.
- The Enemy Heroes do not move. They only wait.
- The “Glory of Erathia” may not be built unless a special condition is met during the scenario.
- The first Enemy Hero the player fights with is the “First Overlord”, while the second Enemy Hero is the “Second Overlord”.

WIN/LOSE CONDITIONS

Win: Defeat both Enemy Armies.

Lose: You fail the scenario if:

- You lose one Combat encounter.
- You fail to defeat both Enemy Armies by the end of the 10th round.

TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

1st Round:

- Read the “Pressing Forward” section.

10th Round:

- At the end of the round, if both Enemy Armies are not defeated, all is lost – you lose!

If a Map tile with a Settlement is discovered:

- Read the “Fair Feather’s Guardians” section.

If a Map tile with either a Witch Hut or an Obelisk is discovered:

- Read the “Crawling Underground...” section.

When you complete the scenario:

- Read the “No time to Wait” section.



THE STORY

PRESSING FORWARD

After giving prisoners fresh food and water, they shared with you some information. The situation is far beyond our worst expectations. Not only are the Nighon Overlords already all over the place. They are also winning. They are not alone either. It seems that King Gryphonheart did not die of natural causes; he died from poison in his food. What's worse, it was quite some time before Nighon even attacked. It must have been the work of an enemy assassin. But no mere commoner would be able to hire someone of such skill. Which kingdom did it? Deyja? Tatalia? AvLee? What other enemies are still lurking in the shadows?

In the meantime, scouts reported that there are several cave entrances in the area. It is likely that we will find several Nighon fortifications hidden underground.

Our troops secured a safe castle north from here, which will be a good base of operations for the upcoming battles.

We cannot let our guard down. Time is running out and there is no room for mistakes.

If you discover a Map tile with a Settlement, read the "Fair Feather's Guardians" section.

If you enter a field with a Witch Hut or an Obelisk, read the "Crawling Underground..." section.

FAIR FEATHER'S GUARDIANS

From the distance, you see sparks coming from the sky... and thick smoke coming from below. Fair Feather is fighting. Are they winning? Are they losing? Probably it does not matter. The whole area is swarming with Nighon Overlords armies. At this point it is a war of attrition... and they are the ones surrounded. But normal townsfolk should not be able to resist these ghastly monsters. These sparks in the sky pick your interest so you ask your lieutenant for spyglasses. Even one look brings a smile to your face.

"These are not Nighon's monsters," you say while a bright smile shows up on your face.

Angels. They have been spotted in Erathia before. During the demon infestation, scattered reports told of winged beings massacring their forces. Either the angels have returned, or they never left. How long Fair Feather can last this time against the Nighon is unknown. If Fair Feather falls, a potential ally may be lost...

When fighting a Neutral Army on this Settlement field, add a Pack of Medusas unit to the Enemy Army. If you capture the Settlement, ignore the standard bonus and build the "Glory of Erathia" Town Building for free instead.

If you enter a field with either a Witch Hut or an Obelisk, read the "Crawling Underground..." section.

CRAWLING UNDERGROUND...

Your scouts confirm that just like before, Nighon forces are hiding in the nearby caverns.

"These nasty monsters... crawling under Erathian feet like insects." You reply to the messenger with visible disgust. "We will drive them out from their nasty tunnels."

You thank the scouts and ask them to inform all other generals about their findings. You then start to walk around your camp, seeing how your troops are preparing for the next battle.

Soon this land will be free again. Soon.

When you complete the scenario, read the "No Time to Wait" section.

NO TIME TO WAIT

The remains of the Nighon creatures lie charred before you, filling the stale air of the underground with even more foul aroma. All of your troops are busy clearing the terrain while preparing the temporary encampment leaving you alone with your thoughts. Right now, everything is proceeding according to your plans. Despite this, King Gryphonheart always told you to never let your guard down.

The first step in our fight to free Erathia is to liberate the capital of Steadwick from Nighon occupation. This will not be an easy task, as the Dungeon Overlords have blocked the mountain passes leading into Steadwick Valley.

3. STEADWICK'S LIBERATION



SCENARIO LENGTH



This scenario plays out over 13 rounds.

PLAYER SETUP

Faction: Castle


Faction Hero: Choose one—Catherine or Rion

Faction Army: A Few Halberdiers, a Few Marksmen, a Few Griffins, a Few Zealots

Starting Resources: 15 × , 3 × , 1 × , additional +2  production

Town Buildings:  Dwelling,  Dwelling, Citadel

Bonus: Choose one of the following three options:

- Add a “Bless” spell to your hand
- +10  Resources
- Search (3) the Artifact deck

AI HERO SETUP

Faction: Dungeon

Enemy Heroes: Charging Heroes, Steadwick Army

Enemy Armies:

- **Charging Heroes:** A Pack of Evil Eyes, a Few Minotaurs, a Few Manticores
- **Steadwick Army:** A Pack of Medusas, a Pack of Minotaurs, a Pack of Manticores, a Pack of Black Dragons

Charging Heroes' Deck: 3 × Might card, 1 × Magic card

Steadwick Army's Deck: 3 × Might card, 2 × Skill cards, 2 × Magic card

Enemy Spell Deck: 2 × “Stone Skin” Spell cards, 2 × “Slow” Spell cards

Both Charging Heroes use the same AI deck, while all Enemy Armies share the same Spell deck. Reshuffle both decks after Combat.

Skill: “Armorer” Ability card

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

1 × Starting Map tile (I):

- 1 × Castle (S3)

4 × Far Map tile (II–III):

- 1 × Castle (choose from: F3, F6, F9)
- 3 × Necropolis (F1, F4, F7)

2 × Near Map tile (IV–V):

- 2 × Dungeon (N2, N5)

1 × Center Map tile (VI–VII):

- 1 × Dragon Utopia Center Map tile (C1)



HEROES PLACEMENT

Both Enemy Heroes are represented by the two Dungeon Faction Hero models and appear on the blocked fields of the Far Map tiles as a result of timed events.

Place your Hero on the center field of the Castle Starting Map tile.

ADDITIONAL RULES

During this “Castle” campaign scenario, the following rules apply:

- Your Hero starts at Level 2.
- Obelisks give you 2 .
- The Enemy Heroes move after the human player.
- You can enter a blocked field if the Enemy Hero is in that field.
- When you defeat the Charging Hero's Army, gain 2 .
- At the Dragon Utopia location, your Hero fights the Steadwick Army.

NOTE: Unlike in previous scenarios, Enemy Heroes will now move according to the standard rules.

WIN/LOSE CONDITIONS

Win: Defeat the Enemy Army at the Dragon Utopia (you do not have to defeat the Charging Heroes' Army).

Lose: You fail the scenario if:

- You lose control of your Faction Town.
- You fail to defeat the Enemy Army at the Dragon Utopia by the end of the 13th round.

TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

1st Round:

- Read the "Those who Fight by the Sword..." section.

5th Round:

- Read the "Dark Clouds from the North" section.
- Place the first Charging Hero's Army on the rightmost blocked field.

8th Round:

- If the first Charging Hero's Army has been defeated, place the second Charging Hero's Army on the rightmost blocked field.

13th Round:

- At the end of this round, you lose and all is lost!

If a Map tile with a Settlement is discovered:

- Read the "Prisoners" section.

When you complete the scenario:

- Read the "Liberation" section.



THE STORY

THOSE WHO FIGHT BY THE SWORD...

The shore was calm. No waves to be seen. Not even the tiniest ripple on the surface. It was just a small inland lake, so that should not be a surprise. Still, Catherine felt it was fitting for her current state of mind—cold determination. She turned away from the view beyond the tent, and looked at the gathered room of generals.

Early intelligence reports indicate that forces from Nighon have barricaded themselves inside Steadwick Valley. With all land access blocked, they must be receiving supplies through underground tunnels. Otherwise they would have long starved to death.

“The good news,” started one of the generals, “is that we have the assistance of Bracada, and if we can reach them, AvLee as well. There is little else to say. We do not stop until Steadwick is liberated!” he shouted, raising his fist into the air. The others gathered in the room joined him and cheered enthusiastically.

“Unless it is one of them who poisoned my father” thought Catherine to herself.

“Still, we need to find a way over the mountains.”

“Supposedly the Dungeon Overlords are supplying Steadwick through underground tunnels,” Catherine stated calmly. “But these underground tunnels stretch all over the land, right?”

“That would be correct, my Queen.”

The Queen of Enroth smiled coldly. As the late king Gryphonheart said, always look for weak points — that’s where you strike. Soon they will taste their own medicine.

If you discover a Map tile with a Settlement, read the “Prisoners” section.

At the start of the 5th round, read the “Dark Clouds from the North” section.

DARK CLOUDS FROM THE NORTH

A messenger on a battered horse caught up with your army. After catching their breath, terrible news reaches your ears. From the caverns hidden among the rivers and mountains of the land, an enemy force is coming. Who knows where else the entrances to their underground passages are?

Will you speed up your march toward the enemy stronghold, focusing all resources on your army?

Or will you fortify your city and save enough gold to defend it with your army?

PRISONERS


This entire region has been devastated by war. Smoldering villages can be found all over the horizon while the air is filled with the acrid smell of wood smoke and the sickening odor of burnt flesh. Sometimes, your troops report noises coming from the woods, like cries, wailing and even shouts. These might be just frightened people, hiding in the woods, or wild monsters separated from the Nighon army...

According to the few rescued witnesses, General Kendal was captured during the fighting. Many believe that he is being held in a prison to the northwest, which would mean that he is near this location.

“We would be wise to attempt to free him, as he is a brilliant military leader,” reminds one of your advisors, as if that was not obvious by itself. The real question is whether he is still alive... or if there is someone else with him. Expecting Nighon to show mercy would be naive, seeing what they are doing with this land. But if you are lucky then... well, luck is an important factor in wars.

If you enter a field with a Settlement, the field difficulty is equal to the level of your Hero. Add an additional unit of a Few Medusas to the army on that tile.

If you capture that Settlement, you gain the following bonuses:

- **Recruit a Secondary Hero for free, or gain 10** .
- **Gain a Morale token or Search (2) the Artifact deck.**

When you complete the scenario, read the “Liberation” section.



LIBERATION

After defeating the forces inside the castle you instruct all of your ranged units to take position on the outer walls of the castle. Attacking from inside the castle dungeons brings quite unique strategic opportunities.

“On my mark!” You shout a command. “Three. Two. One. Fire!”

A barrage of arrows and spells rains down upon the unexpected monsters from the sky. The initial damage is unimaginable. After that, chaos ensues. The Nighon army starts scattering in disarray, because their commanding officers are gone – all were inside the castle. The troops panic and try to run from the onslaught. Sadly for them, the forces of your allies are waiting on that path.

You divert your attention to the main castle’s square, where your troops are gathering the remaining Nighon Overlords. There, you go to the middle section of the wall and wait for all your army to calm down. When all of them become silent, you start:

“We have established a solid foothold in Erathia, but the nation lies in near ruin. We started by freeing the capital city of Steadwick. We do not stop until every invader has been driven from our lands!” you shout at the top of your lungs.

“Erathia will never fall!”





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Trade Table

Sells/gets	...to purchase	...to purchase	...to purchase
I am selling ...	–	6 for 1	2 for 1
I am selling ...	1 for 3	–	1 for 2
I am selling ...	1 for 1	3 for 1	–

Field Difficulty Level Table

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

Starting Bonus:

Easy: 2 or 2

Normal: 2 → 1 or Search (2)

Hard: 1 or draw 1 Minor

Impossible: n/a

Table's Key

– Unit from the Bronze deck

– Unit from the Silver deck

– Unit from the Gold deck

– Unit from the Azure deck