



# HEROES III

OF MIGHT AND MAGIC®

## THE BOARD GAME

RAMPART

# MISSION BOOK



War. War never alters... and for some, it never ends.

This is true even for peace-loving elves and dwarves of AvLee. The time has come to take command over these ancient powers to show the whole Antagarich who truly rules this land. If you are more into the mystery, embark – with Gem and Gelu – on a journey to uncover sinister secrets behind a mysterious string of murders.

In this expansion for Heroes of **Might and Magic III: The Board Game** you will find a pack of new features, including War Machine cards, a new faction, a new scenario, a few optional rules for the Core Game, as well as a dedicated campaign.

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## COMPONENT LIST

### 7 × Map tile:

- 1 × Starting tile
- 3 × Far tile
- 2 × Near tile
- 1 × Center tile

### 1 × Town board

### 1 × Mission book

### 1 × Player's Aid

### 2 × Hero model

### 7 × Unit model

### 1 × Hero card (double-sided)

### 7 × Unit card

### 7 × Town Building tile

### 2 × Neutral Unit card

### 3 × Astrologers Proclaim card

### 8 × Artifact card

### 20 × Spell card

### 4 × Ability card

### 6 × Specialty card

### 12 × War Machine

### 7 × Statistic card

- 1 × Attack card
- 3 × Defense card
- 1 × Power card
- 2 × Knowledge card

### 9 × Gold token

- 3 × "1 Gold"
- 3 × "3 Gold"
- 3 × "10 Gold"

### 6 × Building Material(s) token

- 3 × "1 Building Material"
- 3 × "3 Building Materials"

### 4 × Valuable(s) token

- 3 × "1 Valuable"
- 1 × "3 Valuables"

### 1 × Build token

### 1 × Population token

### 1 × Spell Book token

### 1 × Morale token

### 30 × Acrylic cubes

- 10 × "Black"
- 20 × "Green"



# NEW ELEMENTS

## PERMANENT CARDS

∞ These cards either provide you with a bonus or have a condition waiting to be met. When you play a Permanent card, place it in front of you. It stays there until you either discard it or replace it with another Permanent card. A Hero may only have one card of this type at a time.

**NOTE:** When a Permanent card is in play, you can still use its effects, either Basic or Expert. But remember, they do not stack—if you use the Expert effect, do not add it to the Basic effect.



## MAP LOCATIONS

In Rampart Expansion, you will find more tiles with new locations to discover. For the complete list of the locations, go to page 25.

## WAR MACHINE

This new type of cards can be obtained from the War Machine Factory or Trading Post. If you decide to buy a War Machine from a Trading Post, you cannot use any other Trading Post actions during this visit and must pay additional 3 Gold for the machine as compared to its cost at a War Machine Factory. Place the War Machine deck within the reach of all players.



*War Machine Card*

1. Name
2. Effect
3. War Machine Factory cost
4. Trading Post cost





# ALLIANCE MODE

This mode requires at least one expansion and 4 players to form an Alliance of 2 players vs. 2 players.

## ADDITIONAL RULES

When playing in this mode, the following rules apply:

- An Alliance is a team of 2 players that is determined at the beginning of the game and lasts for the duration of the chosen scenario.
- Each player chooses their faction at the beginning of the scenario.
- Allied players can exchange artifacts. To do so, they need their heroes to occupy adjacent fields.
- Resources may be exchanged without the need for both players' Heroes to occupy adjacent fields. Members of an Alliance can exchange resources freely during the turn of either player in the team.
- Players in an Alliance cannot **Flag** locations that are already **Flagged** by another player from the same Alliance.

## FINISHING SCENARIO

Allied players share the victory and defeat conditions. There is no additional step of comparing who did better in the given game or who contributed to the victory more.





# ALLIANCE MODE

## THE CHALLENGE

*The king has just revealed that it is only a matter of months before he passes away. For that reason he announced that whoever rises to the challenge of building the grail structure in the capital city of Osha within the next six months will be anointed as his successor. The gauntlet has been thrown, will you take it up?*

### PLAYER COUNT

A scenario for 4 players (2 vs. 2).

### SCENARIO LENGTH

This scenario plays out over 11–14 rounds.

### MAP SETUP




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

- 4 × Starting (I) Map tile
- 8 × Near (IV–V) Map tile, 4 of which must contain an Obelisk
- 2 × Center (VI–VII) Map tile, 1 of which must contain an Grail
- 8 × Far (II–III) Map tile—Each player gets 2 of these 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:

16 ×  4 ×  1 × 

### SETTING A PLAYER'S INCOME

Set the income on the income tracker to:

“10”  “0”  “0” 


### STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling



### STARTING UNITS

Each player starts with the following units:

- 2 × Pack of  with the lowest Recruitment cost.

### ADDITIONAL SCENARIO RULES

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.
- Alliance may not visit the field with the Grail token unless either they have already visited at least 4 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 hex where the Hero was defeated.
- The Grail token increases  income by 5.



## VICTORY CONDITION

To win the scenario, a Hero must obtain the Grail token and bring it to their Faction Town.

## ROUND TRACKER

If the Grail is not obtained at least once by the end of the 11<sup>th</sup> round, the game ends, and all players lose the scenario.

If the Grail token has been obtained, the players gain additional time—until the end of the 14<sup>th</sup> round—to bring the Grail to their Faction Town. Otherwise, all players lose the scenario.

## TIMED EVENT

At the start of the 4<sup>th</sup> and 9<sup>th</sup> rounds, remove all Black cubes from all locations on the map.



## CLASH MODE

# DWARVEN GOLD

*Dwarven gold madness swept the region when Invis Smythers (renowned Dwarven miner) struck it lucky when he found a gold vein worth 75,000 gold pieces. Local lords have started mounting expeditions.*

## PLAYER COUNT

A scenario for 2–3 players.

## SCENARIO LENGTH

This scenario plays out over 10 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
- 4 × Near (IV–V) Map tile, all must contain an Obelisk
- 1 × Center (VI–VII) Map tile with the Grail field
- 4 × Far (II–III) Map tile – Each player gets 2 of these tiles




### For 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 Grail field
- 6 × Far (II–III) Map tile – Each player gets 2 of these 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:

15 ×  3 ×  1 × 

## SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

“10”  “2”  “0” 


## STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling.

## STARTING UNITS

Each player starts with the following units:




- 1 × A Pack of  with the highest Recruitment cost.

## ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- Using cards that provide resources is prohibited in this scenario. If during the Search (X) action, you draw one of these cards, show it to the other players, discard it, and take another card in its place.




During this scenario:

- Only a player's Main Hero can obtain the Grail token.
- The Grail token gives a player's Main Hero 15  immediately, and only once the player's Main Hero has returned to their Town with the Grail token, their  Income immediately increases by 5.
- 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.
- Players may not visit the field with the Grail token 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 hex where the Hero was defeated.

**NOTE:** If there are not enough  tokens in the Resource Pool, a player can place one Black cube on a "1"  token to represent a "10"  token.

## VICTORY CONDITION

To win the scenario, a player must possess 75  at the end of a round. If more than one player meets the condition, the player with the most  wins.

## ROUND TRACKER

If the above condition is not met by the end of the 10<sup>th</sup> round, the game ends and all players lose the scenario.

## TIMED EVENT

At the start of the 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> round, remove all Black cubes from the Windmill and Water Wheel locations.





**2-PLAYER  
SCENARIO**



**3-PLAYER  
SCENARIO**



## RAMPART CAMPAIGN—DEAD-COLD REVENGE

# 1. SEARCH FOR A KILLER

*When two AvLee lords are found dead, Gem and Gelu set out on their vengeful quest to seek justice. Their fates, however, unexpectedly lead them to find much more than they had hoped for. Will they manage to foil the sinister plot brewing on AvLee borders, or has the gruesome discovery come too late to stop the Necromancers' schemes?*

### SCENARIO LENGTH

This scenario plays out over 11 rounds.

### PLAYER SETUP

**Faction:** Rampart



**Faction Hero:** Gelu

**Faction Army:** A Few Centaurs, a Few Dwarves, a Few Elves

**Starting Resources:** 14 × , 4 × , additional +5  production

**Town Buildings:** ★ Dwelling, ★ Dwelling, Citadel

**Bonus:** Choose one of the following options:

- +2  Resources
- +4  Resources
- Ammo Cart War Machine card

### AI HERO SETUP

**Faction:** Necropolis

**Enemy Heroes:** Galthran, Aislinn, Town army

**Enemy Armies:**

- **Aislinn's Army:** A Pack of Skeletons, a Pack of Zombies, a Few Liches, ★ Rogues\*
- **Galthran's Army:** A Pack of Vampires, a Pack of Zombies, a Pack Liches, ★ Mummies\*
- **Town Army:** A Pack of Zombies, a Pack of Vampires, a Pack of Dread Knights, a Pack of Liches, Wall and Gate cards, a Few Black Dragons

**Galthran's Deck:** 4 × Might cards

**Aislinn's Deck:** 1 × Might cards, 3 × Magic cards

**Town Army's Deck:** 3 × Might card, 2 × Skill card

**Aislinn's Spell Deck:** 2 × "Haste" Spell card, 1 × "Magic arrow" Spell card

**Town Army's skill:** Ballista War Machine card\*\*

*\*Before beginning the scenario, find this card in the relevant Neutral Unit deck.*

*\*\*Keep this card near your army. Its effect is activated when the Skill card calls for it, rather than at the beginning of the Combat.*

### MAP SETUP

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

**2 × Starting Map tile (I):**

- 1 × Necropolis (S1)
- 1 × Rampart (S4)

**2 × Far Map tile (II–III):**

- 2 × Rampart (choose from: F10–F12)

**3 × Near Map tile (IV–V):**

- 1 × Necropolis (choose from: N1, N4)
- 2 × Rampart (N7, N8)

**Additionally, for the timed event prepare:**

- 1 × random Dungeon Far tile (choose from: F2, F5, F8)
- 1 × random Dungeon Near tile (choose from: N2, N5)

### HEROES PLACEMENT


Both Enemy Heroes are represented by the two Necropolis Faction Hero models and appear on the map as a result of timed events. You can assign the models to the AI Heroes as you like.



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

## ADDITIONAL RULES

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

- The Enemy Heroes move after the player.
- You can enter a blocked field if an Enemy Hero is in that field.
- After defeating an Enemy Hero’s Army, gain 2 .
- The first time a Hero enters an Obelisk field, they trigger a story event. After that, when your Hero enters another Obelisk field for the first time, roll 2 Treasure dice and resolve one of them (your choice).

## WIN/LOSE CONDITIONS

**Win:** You must defeat all Enemy Armies.

**Lose:** You fail the scenario if:

- You lose control of your Faction Town.
- You lose a fight with an Enemy Army.
- You fail to defeat all Enemy Armies before the end of the 11<sup>th</sup> round.

## TIMED EVENTS

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

### 1<sup>st</sup> Round:

- Read the “Mysterious Death” section below.

### 5<sup>th</sup> Round:

- If you have read the “Saving Soledare” section, skip this bullet point. Otherwise, read the “The Ruins of Soledare” section now.

### 7<sup>th</sup> Round:

- From this turn onward, the difficulty level of every Combat encounter on the map increases by one till the end of the scenario (see page 35, “Field Difficulty Level Table” in the Core Rulebook).
- Read the “The Path One Chooses” section below.
- Place Galthran on the blocked field on the Necropolis Near Map tile. If it is not discovered, flip it now.

### 11<sup>th</sup> Round:

- If you do not secure victory by the end of this round, you are defeated. All is lost!

**When you complete the scenario:**

- Read the “Answers That Breed More Questions” section below.

### Rampart Map Tiles



▲  
S4

### Necropolis Map Tiles



**Dungeon  
Map Tiles**

## THE STORY

an Obelisk. If you make it in time, read the “Saving Soledare” section. Otherwise, ignore this part.

### MYSTERIOUS DEATH

It was supposed to be a dull day. Reporting the Forest Guards’ findings to your Lord had always been a day of excruciating drudgery. Yet, fate has its ways of surprising people, and that day it was your turn to find out about it.

“Captain Gelu, praise be to the Elders!” A young city guard greeted you upon your arrival to Willowglen. “Something terrible has happened,” he started shakily, but paused as if unsure how to proceed.

“Speak up! I don’t have all day!” Your voice lashed through the morning air.

“Lord Falorel has been murdered!” The guard replied hastily. Then he drew a long breath, and you instantly knew his next words, “But... that’s not all...”

After that, he described the events of the past days.

It would appear that Lord Falorel has been murdered by poison. Not the strangest way to kill a noble, but certainly a most unhonorable one. To make matters worse, an inspection of the body revealed that Lord Falorel was not an Elf at all! It seems he was merely posing as an Elf when, in reality, he was a Vampire!

More and more guards gather around as you are listening to the horrible news, your stern gaze fixed upon the table in front of you. A sudden commotion announces the arrival of a messenger. As you listen to the word from the east the situation grows even grimmer. The report has it that necromancer forces overran the town of Soledare. Skeletons walk the streets, and the town has been completely compromised. The runner begs you to hurry to the East and liberate Soledare.

The death of Lord Falorel and discovery that he really was a Vampire calls into question all of your past deeds. With all the fighting you performed under his command, you wonder which were actually in the name of justice. Were they still Lord Falorel’s orders? Or the impostor’s? The faces of all you slew recently flash before your eyes... and their screams...

You’ll probably never know what this imposter was really up to, but you do know he had enemies and they caught up to him. Something very odd is going on, and you must find out what! Regardless of the deception being played out here, you must locate and deal with the murderer for the sake of AvLee.

**Flip one Rampart Near Tile on the map – it is already discovered for you.**

**You have time till the end of the 4<sup>th</sup> round to arrive at**

### SAVING SOLEDARE

You approach Soledare—an isolated town to the East of your usual patrol routes. From your vantage point, it looks derelict. Or would have, were it not for the undead swarming all over the place. You reach for a spyglass to carefully assess the situation. Your heart skips a beat when you discover there is still some resistance! There is still hope, the town can be saved!





You focus on the enemy. Amidst the walking dead, you spot a pale figure, their bony hand gesturing to the lifeless creatures. This must be the commander...

A sudden ghastly screech makes you flinch, reminding you of all the screams of your victims. The screams of those you unjustly killed... they shall haunt you. In light of these events, you know you cannot just forget about it. Atonement must be performed to cleanse your soul, and freeing this place shall be a good starting point. It is imperative that the Erathian leaders know of these events. But at the same time, you fear they will not be pleased with your role in all this.

You lower the spyglass and look for your troops. Your sharp eye quickly catches their sight far beneath your treetop position. Hidden in the bushes, they are waiting patiently. With a subtle nod, you give the order to attack.

**When you enter the Obelisk field, you will fight Aislinn’s Army.**

**If you are victorious, choose:**

- +4  Resource and raise  production by 2
- +15  Resource and raise  production by 5

**Then, read the “A Way Forward” section below.**

### THE RUINS OF SOLEDARE


Today you have been paid a visit by a surprising guest—a lone survivor from Soledare. From his tale you have also learned about the horrors he witnessed while hiding with his family in the ruins, and about the brave and harsh journey he made with them to find your encampment. The least you can do is to share some food and water with him, which he greedily wolfs down as he speaks.

“...Though it has been mostly destroyed, you will find a way to return Soledare to its former self.” Desperate for hope, he raises his bright eyes directly at you.

You ponder his words. Some things cannot be changed, no matter how much we wish for it.



In light of recent events, the screams of those you unjustly killed shall haunt you. Atonement must be performed to cleanse your soul, and it is imperative that Erathian leaders know of these events. You fear they will not be pleased with your role in all this.

Gain 8 ×  and additional 2  this round.

Place the Aislinn model on the Obelisk field of the Rampart Near tile. If it is not discovered, flip all Rampart Near tiles on the map, and then place the model. Add A Few of Vampires to her army.

Read the “Way Forward” section below.

## A WAY FORWARD

The survivors from Soledare provide you with valuable and interesting information. According to what they say, there is an extensive underground network of tunnels in this region that goes far below the river and allows access to a wide variety of places. If used properly, this tunnel system would allow for some dynamic assaults and surprise attacks. This is one idea definitely worth investigating because the enemy will surely be watching their shores closely.

Take the two Dungeon tiles (prepared during Map Setup) and place them between the two parts of the Map, connecting the Necropolis Near Map tile and Rampart Near Map tile. You can arrange them however you like. They are all already discovered.



## THE PATH ONE CHOOSES

Out of nowhere, you find yourself in a forest. Running. Something's after you. You hear a myriad of voices shouting your name. You recognize the surroundings. You remember the place, you've been here as a child. Yet unlike your memories, with every step you take, it grows darker, more ominous. Suddenly, the path forks. One branch, basked in light, leads out of the forest, while the other goes deeper into the darkness. The choice is easy. You turn towards the exit, but then you feel a steadfast grip tightening around your legs. You look down. Pale, ghastly hands pull you down, dragging into the bowels of earth. The hands belong to faces, familiar faces buried in the ground, faces of all those you had killed. They were the ones screaming. Now they are even louder, their voices overlapping in your head:

*“There is no easy way out... Can you hear...? You did this... You cannot run! Captain... No atonement for you... Can you hear me, captain?”*

You wake up. Instinctively, you grab a dagger and face the voice. A frightened figure at the entrance to your tent repeats:

“Can you hear me, captain?”

You recognize the young recruit and lower the blade.

“Report!” You order, and the soldier salutes.

“According to the soothsayers, Lord Falorel's real name was Vayarad, and he was a vampire lord from northwestern Deyja. He had been seeding AvLee with his own brood, preparing for some sort of coup in Deyja. His armies were growing fairly slowly, but growing nonetheless. They also believe the real Lord Falorel was killed some time ago and replaced by this Vayarad. It is highly likely that Falorel was transformed into the undead and is currently serving in the Deyjan armies.”

“Serving? That's a rather long shot. What makes them think so?”

“They are soothsayers...” he pauses, shrugging his shoulders. But seeing you frown, he quickly jumps to other news.

“Besides this, we've noticed some movements of the necromancer's army, South from our current position. They seem to be heading directly here.”

You nod. It's to be expected they should send someone for you if you tread this path.

“Also, a report from your Erathian commanders arrived!” He finishes almost radiantly, as he hands you a letter.

*“Now that the news of Lord Falorel's demise has reached the populace, word has spread quickly and the Elven*

*nobility are fearful and suspicious. Find the identity of the killer. The Elves are checking their own to see if AvLee has been further compromised. We have received word of more Necromancer activity. Seek out a Druid named Gem who is also investigating similar events.*

*On the matter of the actions you have taken under the command of this imposter, fear not! King Gryphonheart understands the situation and supports your current position.”*

Reassuring words for sure, coming as if they answered the call from your restless night. So, why is your heart not settled? Can such guilt be absolved and responsibility waved at the whim of those higher in the hierarchy?

**When you enter the Necropolis Starting tile, read the “Herding” section below. Fight the Town Army.**



## HERDING

You approach a deep and wide pit close to a nearby village. You have heard that by herding villagers into pens, the Necromancers can easily slaughter and raise them en masse into the undead armies. Suspecting what it might be, you look inside. Scouts’ reports and rumors about these skeleton transformation rituals have warned that they are grisly to the extreme. But knowing and seeing are two different things... The details are gruesome and turn your stomach, threatening to make you retch. Fortunately, your training proves more than adequate to stave off such a display. You are outraged and vow to avenge these poor souls.

You poke around the loathsome excavation to see if you can learn more. Judging by its size the need for troops must be getting to the Necromancers, so it just might work in your favor, as there is only one thing to do. You give your troops a ferocious look and a signal to charge the Necromancers’ positions.

**When you vanquish the Town Army, read the “Answers That Breed More Questions” section below.**

## ANSWERS THAT BREED MORE QUESTIONS

A letter has arrived today from a Druid named Gem. She wants to meet with you when you are finished with your business in Lord Falorel’s land and look further into the recent events with the Necromancers. She believes they are preparing for a strike deep into AvLee territory, and you couldn’t agree more.

“What are you going to do, captain?” Asks one of your officers.

“...Once I am finished here... I will meet with her.” You reply, pausing to give some thought to it.

Dismissed with a nod, the officer salutes and leaves you gathering more information. You look around. The marks on the walls, broken furniture, cracked window, and blood stains on the walls of the burned cottage can tell a story... But surely not as interesting as the one you have just started to uncover. You locate a usable chair, drag it through the room and sit in front of a figure lying on the floor. Or more precisely, being pinned to it by your troops.

“So, this Sandro was a rival to Vayarad and may be the one who ordered his poisoning, you say? Tell me more.”





## SCENARIO LENGTH

This scenario plays out over 13 rounds.

## PLAYER SETUP

**Faction:** Rampart






**Faction Hero:** Gem

**Faction Army:** A Few Centaurs, a Few Dwarves, a Few Elves

**Starting Resources:** 12 × , 4 × , 2 × , additional +5  production

**Town Buildings:**  Dwelling,  Dwelling, Citadel

**Bonus:** Choose one of the following options:



-  +8  Resources
-  +4  Resources
-  Search (2) the Spell deck, twice.

## AI HERO SETUP

**Faction:** Necropolis

**Enemy Heroes:** Lord Fayette's Guards, Lord Fayette

**Enemy Armies:**

-  **Lord Fayette's Guards Army:** A Pack of Skeletons, a Pack of Vampires, a Pack of Zombies, a Few Liches
-  **Lord Fayette's Army:** A Pack of Zombies, a Pack of Vampires, A Pack of Liches, a Pack of Dread Knights

**Lord Fayette's Guards' Deck:** 5 × Might card




**Lord Fayette's Deck:** 3 × Might card, 2 × Magic card

**Lord Fayette's Spell Deck:** 2 × "Stone skin" Spell card


## MAP SETUP

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




**3 × Starting Map tile (I):**

-  1 × Necropolis (S1)
-  1 × Dungeon (S2)
-  1 × Rampart (S4)

**2 × Far Map tile (II–III):**

-  2 × Rampart (choose from: F10–F12)

**6 × Near Map tile (IV–V):**

-  2 × Dungeon (N2, N5)
-  2 × Necropolis (N1, N4)
-  2 × Rampart (N7, N8)

The Rampart Starting Map tile is already discovered.






## HEROES PLACEMENT

Lord Fayette's guards are represented by one of the Necropolis Faction Hero models and appear on the map as a result of a special story event.

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

## ADDITIONAL RULES

During this "Rampart" campaign scenario, the following rules apply:

-  The Enemy Heroes move after the player.
-  You can enter a blocked field if an Enemy Hero is in that field.
-  After defeating an Enemy Hero's Army, gain 2 .
-  The first time a Hero enters an Obelisk field, they trigger a story event.

## WIN/LOSE CONDITIONS

**Win:** You must defeat all Enemy Armies.

**Lose:** You fail the scenario if:

- You lose control of your Faction Town.
- You lose a fight with an Enemy Army.
- You fail to defeat all Enemy Armies before the end of the 13<sup>th</sup> round.

## TIMED EVENTS

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

**1<sup>st</sup> Round:**

- Read the “One Last Service” section below.

**4<sup>th</sup> Round:**

- Read the “Fond Memories” section below.

**7<sup>th</sup> Round:**

- If you have read the “Old Friends” section, skip this bullet point. Otherwise, place Lord Fayette’s Guards Army in the center of the Necropolis Starting tile and add a Few Dread Knights unit to this army.

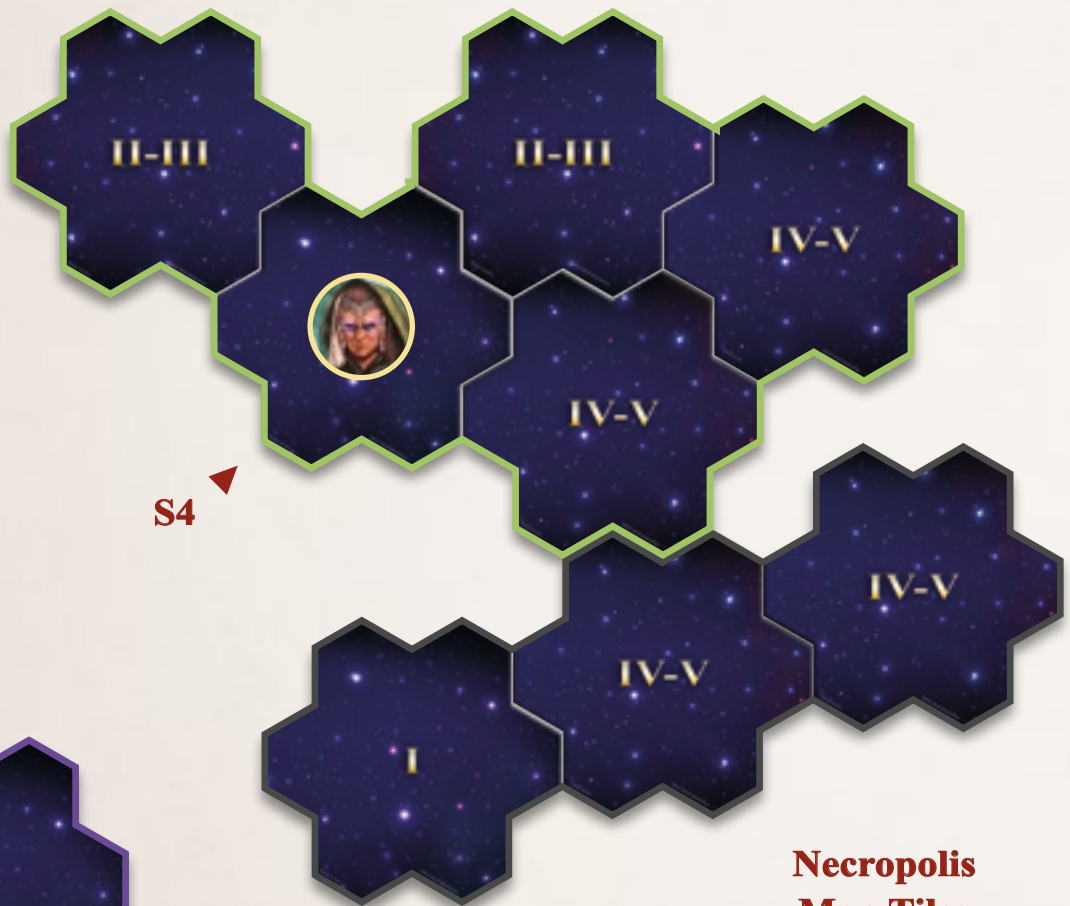
**13<sup>th</sup> Round:**

- If Lord Fayette is not vanquished by the end of this round, you suffer defeat. All is lost!

**When you complete the scenario:**

- Read the “Last Duty” section below.

**Rampart  
Map Tiles**



**Necropolis  
Map Tiles**

**Dungeon  
Map Tiles**



## THE STORY

### ONE LAST SERVICE

You are sitting in your tent lit only by a dim magical light—being a druid, you would never waste your power for such frivolities such as bright illumination. Power should be conserved for a greater cause. Your quill scratches the parchment, as you write another letter to Clancy, one of your ranger friends. Partly to inform him about all useful information. Partly to just gather your own thoughts.

*“When I went to tell Lord Fayette about Sandro tricking me, I learned that while I was away on a quest, he left on a mission into Deyja and had not yet returned. So I scried for him and discovered his mission had gone horribly wrong. He had been killed by the Necromancers and...”* The trembling of your hand forces you to pause. In an attempt to control the agitation, you grip the quill stronger and press on with the sentence.

*“... and... resurrected as a Death Knight!”* You put so much emphasis in the exclamation mark that you literally stab the letter, poking a hole in it. You take a deep breath... No matter.

“Curse all Necromancers!” You vent your frustration a moment later.

*“There is one last service I can do for my lord. We have slipped over the border into a no man’s land between AvLee and Deyja. From here we will build our forces and push into Deyja itself. I will grant his soul final peace by destroying the undead body chaining it to this world. I owe him that much.”*

When you enter an Obelisk field on the Rampart Near tile, read the “One Scheme After Another” section below.

When you enter the Town field on the Necropolis Starting tile, start a Combat with Lord Fayette’s Guards Army. Add three Wall cards and one Gate card on the Enemy’s side. After vanquishing this enemy, read the “Old Friends” section below.

### FOND MEMORIES

From outside your tent you catch the calm crackling of campfires. The wind is whispering its nocturnal secrets and buzzing insects busy themselves with leftover food. Yet you are still in your tent. A quill hanging over a sheet of paper in one hand, and a letter in the other. A tear-stained letter. From the late Lord Fayette’s wife.

*“I received a message from Lord Fayette’s wife today,”* you start your report to Clancy. *“She told me she had*

*discovered the purpose of her husband’s secret mission. Apparently, he was trying to discover information about what happened to his neighbor, Lord Falorel. Lord Falorel was found dead by a Ranger named Gelu, but the corpse was that of a vampire. It’s unclear what happened. Had Falorel been replaced by the vampire? Was the real Falorel captured and turned into a vampire? Or was something else going on? And who killed the vampire?”*

While you are scribing, you hear some elven voices passing outside.

*“...these blue parts around her eyes must mean something.”*

*“But war paint? She doesn’t strike me as a warrior.”*

*“You can never tell... there are all types... druids...”* You catch the last fragments, as they walk away.

*“Maybe if times were different we could all laugh about it...”* You whisper to yourself. *“I would tell you how I magicked my face that way in a ceremony honoring something some small creature had done for me, which in my case was when raccoons washed my food in the water. Merely part of being a Druid. Would you laugh? Would you be disappointed? Then I would get angry at you and pout while saying how the raccoons’ gesture may not have been a monumental gift, but I treasure the memory.”* The image summons a faint smile to your lips. You glance back at the report and hear yourself whispering again.

*“Hmm, one other question... Why was a Deyjan Border Lord willing to talk to Lord Fayette about this?”*



## ONE SCHEME AFTER ANOTHER

You meet up with Clancy, who went ahead to scout the area. After telling you the safest route he has found, he also mentions one of his people having seen a large army of necromancers going underground. They were clearly guarding someone but it was impossible to say who it was. It also turns out that even in Deyja there are a few residents who are not undead. Clancy's scouts made contact with some yesterday. They had some interesting news. The local Deyjan Border Lord was assassinated recently. He was apparently killed on the same day as Lord Fayette.

"The interesting part is that the people questioned by the scouts believe another Deyjan Lord assassinated the Border Lord." He looks at you meaningfully.

With all these new pieces of information it becomes obvious that you have barely scratched the surface of a much bigger scheme. Defeating Lord Fayette might not be enough to stop whatever is brewing...

**Discover one of the Necropolis Near tiles. Then discover both Dungeon Near tiles.**

## OLD FRIENDS

You utter your last prayers as your men finish burying the last of vanquished dead.

"Maybe now they can find some peace," you mutter to yourself, trying to shake off the dreadful feeling that has been haunting you since earlier during the battle. The enemy troops... They all used to be part of Lord Fayette's army. His personal guards. A few of them you even counted among your friends... Freeing their souls from under these foul necromantic spells brings you some consolation. Not much, though. Whoever did this, is still out there, free to commit more atrocities.

"This must stop," you vow angrily, fixing your gaze at the horizon to the East.

**From now on, when you enter an Obelisk field on a Necropolis Near Map tile, you are teleported to the Obelisk on the Dungeon Near tile. At the same time, when you enter an Obelisk field on a Dungeon Near tile, you are teleported to the Obelisk on the Necropolis Near map tile.**

**From this turn onward, the difficulty level of every Combat encounter on the map increases by one till the end of the scenario (see page 35, "Field Difficulty Level Table" in the Core Rulebook).**

**When you enter the Town field on the Dungeon Starting tile, start a Combat with "Lord Fayette's Army". Add three Wall cards and one Gate card, and one Arrow Tower**

**on the Enemy's side of the board. After vanquishing this enemy, read the "Last Duty" section below.**

## LAST DUTY

You look at the motionless body of your Lord; his calm countenance strikingly contrasting the whirlwind of emotions raging within you. Great Lord Fayette. Your friend. Turning him into an undead was not right. Not fair. He still had so much ahead of him. So much to experience. So many stories to hear. And even more to tell. So much to...

You shake your head angrily. This is not the time. Mourning has to wait. There will be a better moment for it, once you finish what you have started. Now you need to focus. You call Clancy to your side.

"It is becoming increasingly obvious to me that Lord Fayette's death was a result of some larger plot." You close your eyes and turn away from the body. "But, I'm not sure whether he was killed because he was a Border Lord or because he found out too much about what was going on."

"I would say it was a plan to invade AvLee," he pauses for a moment to let the words sink in. "It is a rather obvious and straightforward strategy. In the confusion resulting from the death of two neighboring AvLee Border Lords..."

"That would make sense" you interrupt him. "Except... except that the Deyjan Border Lord across from them was also killed. It would seem as if there is some plot larger than an invasion or there is more than one thing happening here."

Clancy just nods to your thinking aloud.

"I have decided to send what I know to the Druid High Council and ask them to forward the knowledge on to the AvLee Council of Elders. I'm sending a letter to Gelu telling him I think Falorel's and Fayette's deaths are related and..." sudden dryness in your mouth makes the words stuck. "...And asking him to meet with me after..." Voice fails you again. "After I lay Lord Fayette to rest." You take a few deep breaths before continuing. "I would like to learn what he knows about what is going on. I need to know."



## RAMPART CAMPAIGN—DEAD-COLD REVENGE

# 3. AGENTS OF VENGEANCE



### SCENARIO LENGTH

This scenario plays out over 12 rounds.

### PLAYER SETUP

**Faction:** Rampart


**Faction Hero:** Gem, Gelu

**Faction Army:** A Few Centaurs, a Few Dwarves, a Few Elves

**Starting Resources:** 14 × , 8 × , 3 × , additional +5  production

**Town Buildings:**  Dwelling,  Dwelling, Citadel

**Bonus:** Choose one of the following options:

- +2  Resources
- **Search (4)** the Artifact deck.
- **Reinforce** two of your units.

### AI HERO SETUP

**Faction:** Necropolis

**Enemy Heroes:** Charna, Galthran, Vidomina

**Enemy Armies:**

- **Charna's Army:** A Pack of Zombies, a Pack of Wraiths, a Pack of Liches, a Few of Vampires
- **Galthran's Army:** A Pack of Vampires, a Pack of Liches, a Pack of Zombies, a Few Dread Knights
- **Vidomina's Army:** a Pack of Skeletons, a Pack of Dread Knights, a Pack of Ghost Dragons, a Pack of Liches

**Charna's Deck:** 4 × Might card



**Galthran's Deck:** 4 × Might card

**Vidomina's Deck:** 4 × Magic card, 3 × Skill card

**Vidomina's Spell Deck:** 2 × "Haste" Spell card, 2 × "Cure" Spell card

**Vidomina's skill:** Sorcery Ability card\*

**Additionally, prepare for timed events:** Sandro's Specialty cards: I and VI

*\*If you draw skill cards two times in a row or if there are no more spells in the AI hero spell deck, deal  equal to  to the player's unit with the lowest HP.*

### MAP SETUP

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

**2 × Starting Map tile (I):**

- 1 × Necropolis (S1)
- 1 × Rampart (S4)

**4 × Far Map tile (II–III):**

- 2 × Rampart (choose from: F10–F12)
- 2 × Necropolis (choose from: F1, F4, F7)

**4 × Near Map tile (IV–V):**

- 2 × Necropolis (N1, N4)
- 2 × Rampart (N7, N8)

**Additionally, for the timed event prepare:**

- 1 × Central Map tile (VI–VII) with the Dragon Utopia (choose from: C1, C3)

The Rampart Starting Map tile is already discovered.

### HEROES PLACEMENT


Charna and Galthran are represented by the two Necropolis Faction Hero models. They appear on the map as a result of special story events, so you may want to keep them handy. You can assign the models to the AI Heroes as you like.

Vidomina does not move on the map.

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

## ADDITIONAL RULES

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

- Every time a Hero enters an Obelisk field, they trigger a story event.
- The Enemy Heroes move after the player.
- After defeating an Enemy Hero’s Army, gain 2 .
- The difficulty level of every Combat encounter on the Necropolis Map tiles is increased by one (see page 35, “Field Difficulty Level Table” in the Core Rulebook).

## WIN/LOSE CONDITIONS

**Win:** You must defeat the Enemy Army at the Dragon Utopia.

**Lose:** You fail the scenario if:

- You lose control of your Faction Town.
- The Enemy Army at the Dragon Utopia is not defeated by the end of the 12<sup>th</sup> round.

## TIMED EVENTS

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

### 1<sup>st</sup> Round:

- Read the “Deyjan Lords Must Be Stopped” section below.

### 3<sup>rd</sup> Round:

- Read the “Wraiths Over the Horizon” section below.
- Place Charna on the center field of the Necropolis Starting Map tile.

### 7<sup>th</sup> Round:

- Read the “Necromancer Reinforcements” section below.
- Place Galthran on a center field of one of the Necropolis Far Map tiles that is further from your model. If both are in the same distance, you can choose either of the tiles.

### 12<sup>th</sup> Round:

- If you do not secure victory by the end of this round, you are defeated. All is lost!

### When you complete the scenario:

- Read the “Far From Over” section below.





### Rampart Map Tiles



### Necropolis Map Tiles

## THE STORY

### DEYJAN LORDS MUST BE STOPPED

Several days ago the AvLee Council of Elders commanded Gem and Gelu to avenge the deaths of Lord Falorel, Lord Fayette, the Dragon Lords and all the other victims of the Necromancers' raids, and although the two have had some dealings with the enemy, nothing prepared them for the horrors they encountered at the Deyjan border. Pits. Haphazardly dug pits filled with piles upon piles of bodies. No, not bodies. Leftover flesh, heaps of rotting flesh that became useless once the skeleton was ripped out of it.

"This... is... horrific," stuttered Gelu, desperately trying to quell the nausea welling up his throat.

Gem only stared, her eyes cold, unseeing. After some time she crouched and hid her face.

"The doll got to me," she blurted. "It looked just like the one my sister had right before she died. I remember thinking she was the luckiest girl in the world to have a doll like that... Then the horde of skeletons killed everyone in my village..." Her voice trailed off.

"You shouldn't look at this. It's not something for..."

"I was the only survivor." She raised her head and looked directly into Gelu's eyes.

"I'm GLAD the Council of Elders chose me as one of the pair to punish Deyja."

There was no faltering in that look. Only fierce determination. Gelu turned away and gazed into the horizon. From the hilltop, they clearly saw the valleys of this strange, dying land stretching ahead. It looked as if autumn came early, painting leaves and bushes with browns and reds. Greenless grass gave way to dark dirt, and all the trees in sight were visibly struggling to survive, if not dead and dry already.

"After learning that Sandro was behind the plot to kill Lord Falorel, I did some more investigating and discovered the Dragon Lords I destroyed were not bandits. They were real AvLee Border Lords. I felt I had to explain personally to the AvLee Council of Elders and accept their judgment for my mistake. The Council was skeptical, but after consulting with their Oracle, they said I could best make amends by participating in a punitive campaign against Deyja," seeing Gem getting up and walking up to him, Gelu paused. "I feel honor bound to accept their judgment, and I have taken a leave of absence from the Forest Guard," he concluded.

Deathly silence sunk in as they weighed their choices.





“The Deyjan lords must be destroyed before all of AvLee is harvested for their undead armies,” decided Gelu.

“All of them,” followed Gem.


**When you enter the Town field on the Necropolis Starting tile, read the “Is that all?” section below.**

## WRAITHS OVER THE HORIZON


A report from your scouts has just arrived. It seems that they encountered some Erathian irregulars today. They were part of a militia unit from the town of Clovergreen. They knew Gem. They also passed on interesting news. Two Barbarians named Crag Hack and Yog are invading Deyja from Erathia.

While thinking about what it could mean, you spot a messenger rushing through the troops. Having reached you, she collapses in exhaustion. Clearly delusional and burning with fever, she speaks gibberish, but you manage to make sense of at least some of it. One of her most persistent visions is that of dozens of pale wraiths tearing up settlements in their path. It is true that a whole swarm of those necromantic abominations has been spotted South from here. Still, in her current state, the messenger would need at least a couple of days to get any better. Should you leave her behind or wait for her recovery? In the end... it is just one person. Right?

If you are victorious, choose:

- Lose one  and gain Positive Morale
- Gain Negative Morale

Flip the Necropolis Starting Map tile. It is discovered for you.

Place Charna on the center field of the Necropolis Starting Map tile. While fighting with that AI Hero Army, increase its Wraiths'  by one point.

## NECROMANCER REINFORCEMENTS

Today you are supposed to meet with your partner in this operation. You are rushing to the rendez-vous point, but roaming through enemy territory is no picnic. When you finally get there, it is long after dark. Tired and late, you slip into a tent. You can rest while talking.

After hours of sharing information, Gem bursts with anger.

“...I received a message from Ethric today. He said it had been decades since Sandro was his apprentice. He also said Sandro ran away and became a Necromancer!” She shouts, pacing back and forth.

“This name also came up during the interrogation,” adds Gelu calmly.

“There were more ill tidings. Ethric said Sandro might be trying to construct a powerful artifact from all the artifacts I gathered for him. I was so furious, I screamed.”

“I can imagine,” Gelu thinks to himself.

“None of my troops came near me for an hour. I must pass these findings to the Council of Elders...”

Suddenly, you hear a rustling and spot a shadowy silhouette on a tent wall. Almost instinctively you exchange glances to coordinate your actions and attack the figure. It turns out to be a vampire. With just a few magic words Gem illuminates the area, forcing several gloomy figures to wince and cover their eyes. More vampires. Apparently, your encampment was raided by a small vanguard of these creatures, and some young recruits must have fallen victims to their fangs.

Your experience, killer instincts, and cooperation make this fight an amazingly quick one. Maybe that is because there were so few of them, or maybe your resistance surprised them. On the other hand, this also means that you had lost the element of surprise, as whoever sent them must have been aware of your presence in Deyja.

“Sandro might have built some powerful artifact from all the artifacts he gathered.” You start thinking aloud. “I wonder if the dead AvLee Lords stumbled across this plan?”

Choose one:

- If you have reinforced , flip it to the Few side.
- If you have  discard it.

If none of the conditions above apply, ignore this effect.

Then, Discover both Necropolis Far Map tiles.

## IS THAT ALL?

You both arrive at one of the Necromancer castles. It looks abandoned. In haste. Not long ago.

“You think they are so afraid of us?” Wonders Gem.

“Doubt it,” replies Gelu, carefully eyeing the surroundings. “Even if they are aware of our movements, they should not be able to pinpoint our exact arrival. They ran from someone else.”

You ransack the castle, and—after long and arduous search—in one of the fireplaces you find a half-burnt piece of paper. It is a map, showing a path to “Castle Crypthome”. You continue to rummage through the keep but fail to find any relevant information. To your surprise, an hour later your Elven scouts escort in some Orc spies with a message for you. It is from a Barbarian hero named Yog.

“Hmm, I met him once in Enroth,” muses Gem upon hearing the news.

“He’s with another Barbarian named Crag Hack,” adds the messenger.

“I’ve heard of Crag too,” she replies.

“Yog and Crag Hack are upset with the Necromancers and Sandro especially. And...” The Orc’s voice became so low that both of you instinctively moved closer.

“What?! Crag collected artifacts for Sandro, which DID combine into a powerful artifact!”

**Take the prepared Center Map tile and add it to the map so that it is connected with at least one Necropolis Near Map tile. When you enter the field with the Dragon Utopia, read the “Castle Crypthome” section below.**

Choose one:

- +3  Resource
- +10  Resource
- **Search (4) the Artifact deck**

## CASTLE CRYPTHOME

Well hidden in abandoned buildings nearby, you are observing the castle. This time you are certain it is not deserted. Swarms of skeletons are going in and out, carrying boxes full of supplies.

“...to express their displeasure with Sandro, the Barbarians decided to invade Deyja, but Yog wants to know what is really going on,” mutters Gelu, thinking aloud.

“Displeasure. How polite!” Giggles Gem.

“This is good timing for our own campaign. We are hitting Deyja from the North while they are attacking from the West.”


“The Erathians are going to have kittens when they hear about Yog and Crag. I want to talk to Yog. Where’s that map?” asks Gem, while rummaging through her bag.


“Hmm, we need to first take Castle Crypthome to secure this part of Deyja, but afterwards we’ll ask Yog and Crag to meet us at a place called...” she pauses to unfold the map and track a path with her finger. “Blagden. Then...”

She stops mid-sentence, as walls shatter and skeletons flood into the building. Behind the bony figures stands a pale Necromancer surrounded by sinister-looking knights and accompanied by ethereal vestiges of long dead dragons. Dead and equally deadly. The hair on Gem’s skin tingle and rise as the Necromancer summons her magical energies. The sheer power is immense. The troops are already engaged, so you both rush into the fight. One is calling for a barrage of arrows from

his sharpshooters, while the other is tapping into the magical forces of nature.

**The fight with Vidomina’s Army starts. Place both Sandro’s Specialty cards on the Pack of Skeletons unit. Then perform a free attack with this unit—they can still perform their regular attack in their initiative activation.**

If you are using Gelu as your Main Hero, put 1  to every enemy on the Combat board.

If you are using Gem as your Main Hero, put 3  on the chosen enemy unit.

After that, the battle abides by the standard rules.

## FAR FROM OVER

After the last of the enemy troops is dealt with, Gem rushes towards the enemy commander. Vidomina covers her face with her palm as if trying to shelter it from Gem’s vengeful rage.

“Plea...” she starts, but an arrow from Gelu’s bow shatters the word and her head. Immediately, the rest of her body turns to dust and falls to the ground.

“What...!”

“A golem!” Gasps Gem with a mix of surprise and frustration. Then she crouches and starts shifting the leftover dirt from the golem. “She must have already fled, sometime during the fight. There is nobody left around here.”

With a furious kick, Gelu sends a skull high into the air.

“Don’t worry. We’ll get them,” she finishes reassuringly.

“All of them,” he adds through clenched teeth. When his anger finally subsides, he starts to move toward the now-open Castle Crypthome.







# MAP LOCATIONS

## TOWN



Category: **Flaggable**

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

## SETTLEMENT



Category: **Flaggable**

When you Flag a Settlement, you may select your reward from a number of bonuses. If you capture a Settlement that has not been previously owned by any player, you gain an extra bonus (see page 25, "Settlements" in the Core Rulebook).

## MINE: SAWMILL



Category: **Flaggable**

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

**Sawmill:** 2 × Building Materials



## TRADING POST



Category: **Revisitable**

Allows the visiting Hero to exchange resources, Remove a card, or buy a War Machine.

## WAR MACHINE FACTORY



Category: **Revisitable**

This location allows a Hero to buy a War Machine.







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**THE BOARD GAME**