

MISTFALL HEART OF THE MISTS

RULES OF PLAY



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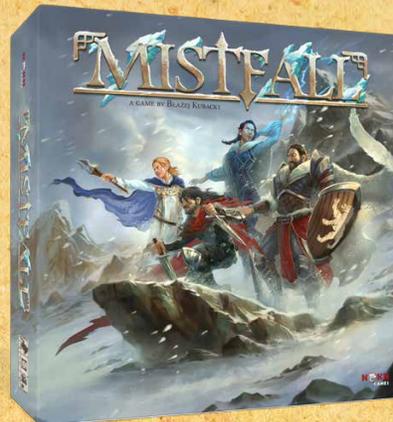
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MISTFALL HEART OF THE MISTS

A GAME BY BLAZEJ KUBACKI

A STANDALONE EXPANSION FOR

MISTFALL



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INTRODUCTION

Mistfall: Heart of the Mists is a fully cooperative game of fantasy adventure for 1-4 players, set in a perilous world of great heroes, dark powers and sinister enemies. Each player will take on the role of one of six different characters, each with their own set of skills and powerful abilities to unlock. However, unlike many other games, you will not be trying to best other players. Instead, you will work together to beat the game itself.

Only if you succeed on your quest, will you win the game – and you will win as a group. If one of you falls before you face off against your final enemy, or if you run out of time, you will all suffer a defeat, and the world will come dangerously close to being devoured by the sinister Mists.

So, are you ready to face ravenous beasts and demonic threats, and stand against the tides of overwhelming darkness?

Do you want play **Heart of the Mists** as NOW? Head to www.nskn.net and download the **Heart of the Mists** LEARN TO PLAY document, and hit the ground running!

HOW TO READ THESE RULES?

This rulebook is divided into five main parts:

Part I: The Essentials will present to you the components and the most basic concepts of the game, including its setup. Within you will also find the answers to the two most important questions: “When do we win?” and, naturally, “When do we lose?”

Part II: Playing the Game will walk you through a full round, discussing what happens during each of the Phases, and presenting a vast majority of rules you will need to know to play the game.

Part III: The Fine Points will discuss the more complex issues and edge cases that appear during the game. You should have a pretty good grasp of the game before you reach this part of the rules, but as **Heart of the Mists** is a game with multiple interacting card effects, you may encounter situations that require a more in-depth explanation, which you should find in this section.

Part IV: Variants introduces three new options when playing the game. Two of the options can only be used with **Heart of the Mists**, and one can be used only if you combine this set with **Mistfall**. In this section you will also find information of different difficulty levels for the game.

Part V: Glossary provides you with an alphabetic list of different terms used in the game. It is the place to go to when you are looking for quick reminders during the game.

NOT YOUR FIRST TIME?

If you are already a veteran of **Mistfall**, you can skip reading the rules and instead go to www.nskn.net to download the **Rules Supplement** that details all of the rules modifications and additions brought on by the expansion.



PART I: THE ESSENTIALS

Your copy of **Heart of the Mists** should come with the following components:

- 328 CARDS:
 - 192 Hero Cards
 - 8 Ally Cards
 - 28 Reward Gear Cards
 - 72 Regular Enemy Cards
 - 5 Special Enemy Cards
 - 18 Regular Encounter Cards
 - 5 Special Encounter Cards



Party Token



Example of (from left): Objective, Resolve and Wound Tokens



Example of Condition Tokens: (from left) Poison, Weakness, Burning and Daze

- 22 LOCATION TILES
 - 7 Deadlands Locations
 - 7 Wildlands Locations
 - 7 Borderlands Locations
 - 1 Haven Location

- 8 BOARDS
 - 6 Double sided Hero Charters
 - 1 Double sided Quest Charter
 - 1 Double sided Time Charter

- 150+ TOKENS
 - 50+ Wound Tokens (values 1 and 3)
 - 40 Condition Tokens
 - 30 Resolve Tokens
 - 20 Objective Tokens
 - 6 Quest Tokens
 - 1 Party Token (with attachable base)



Example of Quest Tokens

- 2 BOOKLETS
 - Rules of Play
 - Quest Guide

- 4 PLAYER AIDS
- 7+ WOODEN MARKERS

CARDS

HERO CARDS

There are two types of Hero Cards: Feats and Gear. Starting Feats and Starting Gear are the backbone of your Hero. They will form your deck and starting tableau of cards. The Advanced Feats and Reward Gear can be acquired during the game.



Example of Hero Cards: Basic Feat, Basic Gear, Advanced Feat and Reward Gear Cards.

ENEMY CARDS

There are two broad types of Enemies: Regular Enemies and Special Enemies. Regular Enemies are separated into three Enemy decks you will be drawing from during the game. Special Enemies are never shuffled into Regular Enemy decks. Instead, only one is used depending on the Quest you choose to play and set aside as the main villain of the story. Special Enemies are easily identifiable, as their cards are double-sided. The Quest will tell you how much Life ♥ a Special Enemy has.



Example of Enemy Cards: Blue, Red and Green Regular (left) and Special Enemies (right).

ALLY CARDS

Allies are helpers you can take with you on your quests. During play, they will lend you their abilities, and even help you fight Enemies you encounter. Ally cards are similar to Enemy cards, but just like Special Enemies, their cards are double-sided.



Example of an Ally Card.

ENCOUNTER CARDS

These cards contain the opposition you will face in the course of your Quest. As you move through the world of **Heart of the Mists**, you will draw Regular Encounters to spawn Enemies and set up challenges for your Heroes. Each Encounter will also tell you how to beat it, and thus get closer to your final goal.

The Special Enemy cards will each come with their own Special Encounter, one you set aside for use at the final location. When facing the Special Enemy, you will use its associated Special Encounter instead of a Regular Encounter.



Example of an Encounter Card.

HERO CHARTERS

Each Hero Charter provides you with some basic information about your Hero: their name and class, as well as their Special Abilities and Proficiencies. The Hero Charter also helps you track the level of



interest Enemies are taking in you, and organize your personal play area, pointing to where you should put your Hero Cards in play, Enemies that are currently pursuing you, as well as your deck and discard piles.

QUEST CHARTER

The Quest Charter allows you track the state of the Quest: it tells you the numbers of arriving reinforcements and shows you how much time you have left to take down the Special Enemy.

TIME CHARTER

The Time Charter governs a crucial aspect of the game: how fast you will be approaching the end of the Quest every turn. The actions of your Heroes will influence this speed every round.

LOCATION TILES

During your Quest, you will be moving around a board built using Location tiles. Most Locations introduce their own Special Rules, and the type of Location your party is currently at usually determines the type of Enemies you will be facing there. Locations also influence the rate at which your Heroes heal during the game.



Example of a Location Tile.

OTHER COMPONENTS

GAME TOKENS

Most game tokens are used to track the health of Enemies and Allies and any Conditions characters are suffering from. Quest Tokens are special, as their abilities are always regulated by the rules of the Quest you are currently playing.

WOODEN CUBES

Cubes are used to mark the state of different game tracks. Typically you will use a maximum of 7 cubes (with 4 players), but your copy of **Heart of the Mists** might come with a surplus of cubes, just in case.

PLAYER AIDS

The 4 double sided sheets summarize most rules of **Heart of the Mists** and serve as a handy reminder of what happens during each Game Phase, as well as the meaning and use of different game symbols.

PARTY TOKEN AND BASE

The party token is used to track the movement of your party around the board. To assemble it, simply slide the cardboard chit into the plastic base.

RULES OF PLAY AND QUEST GUIDE

These two booklets (one of which you are holding in your hand now) provide you with the rules of the game, and the rules as well as the back story of all the Quests available in **Heart of the Mists**.

THE TRUE ESSENTIALS

Before we move on to game setup, these are a few of the most essential rules of **Heart of the Mists**.

THE GOLDEN RULE

Often cards will tell you to perform actions prohibited by this rulebook. Whenever such a conflict occurs, the **card rules trump the rules written herein**. It may also happen that rules from different cards contradict each other. If one card allows you to do something, while another card disallows that same thing, you have to adhere to the latter. No means no, even if another card says yes.

VICTORY AND DEFEAT

Generally, you win the game if you successfully end the Special Encounter introduced by the Quest you have chosen. In most cases this means that you have to eliminate the main villain of the Quest.

You lose the game when one of the following things happens:

1. One of the Heroes is eliminated before your party reaches the Location of the Special Enemy.
2. All of the Heroes are eliminated while the party is at the Location of the Special Enemy.
3. Your time runs out, which is signified by the marker cube reaching the end space (marked appropriately with the words: “The End”) of the Time Track.

NUMBER OF HEROES

Heart of the Mists scales its difficulty depending on the number of Heroes taking part in a Quest. Because of that, many numbers that appear in the game will be represented by this symbol: . Whenever you see it, just replace it with the number of Heroes that started the Quest. So, if you started the Quest with 3 Heroes and you encounter this: 2+1, simply read it as 7.

TRACK MOVEMENT

There are multiple tracks in the game, and many of the game components use shorthand to communicate how cubes move on those tracks. So, whenever you see an arrow followed by a number and an icon (much like this: $\blacktriangleright 2$, or this: $\blacktriangleright 1$), simply find the track with the corresponding icon, and move the cube either left \blacktriangleleft or right \blacktriangleright a number of spaces equal to the number following the arrow.

If the arrow is followed by a $\frac{1}{2}$, move the cube to the spot equal to half its current position, rounded down. You do not have to know all the names of the tracks by heart to play the game, simply use the icons you see to locate the proper tracks on the Charters.

EXAMPLE I: The marker cube on Elatha's Enemy Focus Track is on the “3” position, when an effect halves her Enemy Focus: $\blacktriangleleft \frac{1}{2}$. After halving 3 (and dropping fractions if needed), the marker cube is placed on the 1 position of the track.

KEYWORDS

Keywords can be found on most **Heart of the Mists** cards: they are words written in *italics*. Keywords have no special meaning and no special rules attached to them, but sometimes card texts or other rules may refer to them. So, whenever you see a text that refers to a “*Combat* card” or an “*Undead* Enemy”, simply look for any card with the word *Combat*, or for an Enemy card with the word *Undead*.

GAME AREAS

A game of **Heart of the Mists** is played both on a board formed using Location tiles, as well as in a few different zones on the table. For that reason, your general play area will be divided into:

Multiple Hero Areas, with one belonging to each player. Your Hero Area contains everything that belongs to your Hero, including cards you currently have at your disposal, and cards you will be able to purchase during the game, as well as Enemies which are pursuing you directly. Whenever a card text refers to a Hero Area, it uses this symbol to represent the Hero Area.

One Quest Area, which holds all other game components, including the Quest and Time Charters, the token bank, Enemy and Encounter decks, the display of General Rewards you will be able to receive during the game, the game board (formed using Location tiles), and the Enemies already on the hunt for your Heroes, but not yet upon you. Whenever a card text refers to the Quest Area, it uses this symbol to represent the Hero Area.

GAME SETUP

Game setup is divided into two main steps: Hero Setup and Quest Setup.

HERO SETUP

Each player should start by choosing a Hero to play with. After you have made the decision, take the Hero Charter and all of the cards with your Hero icon printed on the left hand side of the card's artwork .



Example of a Hero Setup: Valkea.

Now look at the Starting Gear section of your Hero Charter , find the cards listed there, and place them in your Hero Area , under your Hero Charter .

Before you continue, look at the top **Fast Action** of each of the cards you have just placed on the table. If the **Fast Action** text tells you to place any tokens on the card (like a number of Objective Tokens , place them immediately, but ignore any other effects of the **Fast Action**.

Next, divide the cards into two separate piles: one containing all Basic Feats and Basic Gear cards **5**, and the other containing Advanced Feats and Reward Gear. Shuffle the Basic cards and place them face down next to your Hero Charter to form your deck **6**. The Advanced Feats and Reward Gear do not need to be shuffled. Simply place them face-up within easy reach of the side of your Hero Charter.



If you want to take an Ally with you on your Quest, choose one Ally card, and place it on the left of your Hero Charter in your Hero Area **7**, with the *Starting* side (the side with the *Starting* Keyword) face-up **8**. Please note, that some Quests might limit your Ally choices.



Example of a Hero Setup continuation: Valkea.

Next, take a marker cube and place it on the Enemy Focus Track **9** printed on your Hero Charter. The starting space of the cube is the one with a white number printed on a black background **9**. Finally, draw 5 cards from your deck to form your starting hand.

After all players have concluded their Hero Setup, take a single Resolve token **10** from the bank (not 1 per Hero, but just 1 for the whole party), and place it within easy reach of all players, thus starting a common pool of Resolve **10**. Then proceed to the Quest Setup.



QUEST SETUP

Start by placing the Quest Charter **1A** and the Time Charter **1B** next to each other. Place a marker cube on the starting positions of each track on those charters. For the Reinforcement Track **2** and the Darkness Track, the starting positions are the ones furthest to the left **2**. For the Time Track **3**, the starting position is the one with the number of Hero icons **4** equal to the number of Heroes starting the Quest. If any players decided to bring Allies along, move the cube on the Time Track **5** one space to the right **5** for each Ally in any Hero Area **6**. Place 4 Objective Tokens **7** on the Objective Token Space of the Time Charter **4**.

Next, shuffle each Enemy deck (Blue, Green, and Red) **5** and the Encounter deck (using only Regular Encounters) **6**, and place them above the Quest Charter, leaving ample space for separate discard piles **5**. Then, shuffle all General Rewards together **7**, draw a number of cards equal to the number of Heroes plus 2 **8**, and place them face-up above the Enemy decks, forming a Reward Display **8**.

Finally, refer to the Quest Guide to set up the board, place Special Enemies and Encounters, set up Quest Tokens, and find the starting Location of the Party Token. Return any unused components back to the game box, and get ready to start on your Quest!



Example of a Quest Setup.



PART II: PLAYING THE GAME

A game of **Heart of the Mists** is played over a number rounds, and ends when either the players have won as a team, or when they have been defeated by Enemies or the passage of time. Each round consists of seven Phases, first summarized in a quick Round Summary below, and then explained in detail.

ROUND SUMMARY

1. During the **Reinforcement Phase** you will look at the active Encounter and at the Reinforcement Track to see how many Enemies will emerge from the Mists. If there is no active Encounter, no Enemies will appear, no matter the state of the Reinforcement Track .
2. During the **Travel Phase** you will decide if you want to move into an adjacent Location, or stay where you are. A Location you enter for the first time usually starts out as Perilous, which means you will have to draw a new Encounter as you enter. You will also spawn Enemies in the Quest Area . However, if you already are in a Perilous Location and an Encounter is already in play, you will not have to draw a new one.
3. During the **Pursuit Phase** the Enemies already on the table will pursue your Heroes. The first Enemy will pursue the Hero with the highest Enemy Focus . However, as an Enemy enters a Hero Area , a Hero will halve their Enemy Focus $\leftarrow \frac{1}{2}$. This will continue until all Heroes have 0 Enemy Focus , or all the Enemies have moved from the Quest Area into Hero Areas .
4. During the **Hero Phase** you will resolve most of your **Actions**. Each Hero will get to act, often eliminating Enemies and adding Resolve to the common pool, but also making their Enemy Focus rise with each **Action** they perform. During this Phase you will also get to activate your Allies and purchase new cards from your Advanced Feats stacks. Finally, you will replenish your hand, provided you have enough cards still in your deck, or discard some cards, if you are holding too many.
5. During the **Defence Phase** each Enemy in your Hero Area will activate once to attack your Hero or your Ally. After all Enemies have attacked, you will resolve any Conditions your Heroes, Allies, but also Enemies, might suffer from, and discard a single Condition token from each afflicted character (Hero, Ally or Enemy).
6. During the **Encounter Phase** you will look at the Encounter card to determine if you have managed to meet its End condition. If you have, you will resolve an Encounter Aftermath: a set of steps that will allow you to heal some damage, make your Location safer, and receive Rewards. If the Encounter you have beaten was the Quest Special Encounter, this is the moment you win the game.
7. During the **Time Phase** you will look at the Time Charter to determine how far the marker cube will move on the Time Track. If it passes through any marked spaces on the track, you will resolve special events or be attacked by Enraged Enemies. If the marker cube has not yet reached the final space of the Time Track, you will proceed to the Reinforcement Phase of the next turn.

PHASE DETAIL

REINFORCEMENT PHASE

During this Phase, players will check to see if new Enemies need to be drawn and placed in the Quest Area . When resolving this Phase, follow the steps below:

1. Check Reinforcements box.
2. Move marker cube on Reinforcement Track (and possibly on the Time Track), and draw Enemies.
3. Reset the Reinforcement Track .

Reinforcements Box

Start by checking the Reinforcements box of the active Encounter. If there is no active Encounter in play or the Reinforcements box is blank, no Reinforcements will arrive this turn.

Reinforcements Track Movement

If there is an active Encounter (that is, there is an Encounter Card in play), first move the marker cube on the Reinforcement Track as indicated by the Reinforcements box of the active Encounter. Then look at the number in the space currently occupied by the marker cube: this is the total number of Enemy cards you will have to add to the Quest Area . Drawing and adding Enemies to the Quest Area is covered in the Travel Phase section below.

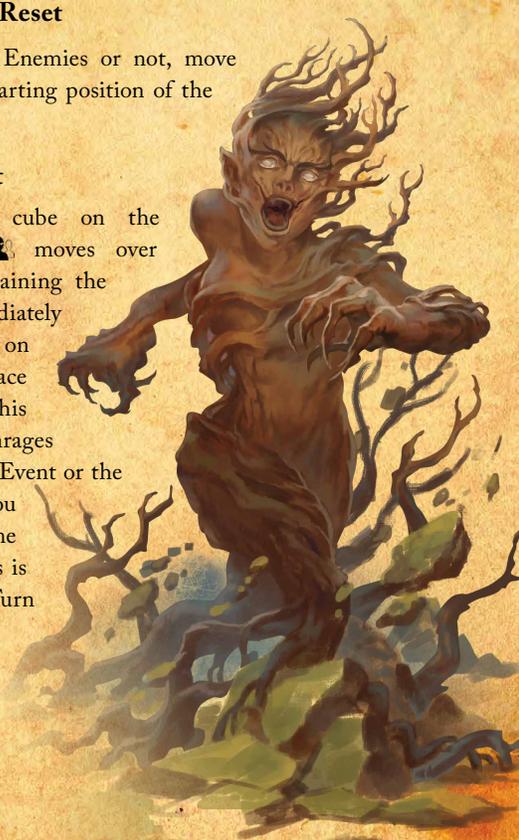
EXAMPLE II: At the start of the Reinforcement Phase, the marker cube on the Reinforcements Track is on the “0” position. The Reinforcement box of the active Encounter is 2 , so the marker cube must now move 2 spaces to the right on the Reinforcements Track , ending on the “2” position. This means 2 new Enemies will be drawn during this Reinforcements Phase.

Reinforcements Track Reset

Whether you drew new Enemies or not, move the marker cube to the starting position of the Reinforcement Track.

Time Track Movement

Whenever the marker cube on the Reinforcement Track moves over or stops in a space containing the Time symbol , immediately move the marker cube on the Time Track one space to the right \triangleright 1 . If this triggers an Event or Enrages Enemies, first resolve the Event or the Enraging effects before you continue with other game effects. Enraging Enemies is explained in the Hero Turn section of the rules, and Events are covered in the Time Phase section.



TRAVEL PHASE

During this Phase you will decide if you want to relocate the Party Token, thus changing the current active Location (the Location currently holding the Party Token). When resolving this Phase, follow the steps below:

1. Relocate the Party Token (optional).
2. If you relocated, and there was an active Encounter at the previous location, suffer possible Retreat Penalty and Disperse Enemies.
3. If the new Location is Perilous or Overrun, draw and set up a new active Encounter.

Your ability to relocate is influenced by two main factors: the status of the active Location, and available adjacent Locations.

Location Status

A Location can be Safe, Perilous, or Overrun. A face-down Location is always considered Perilous. Whenever a Location tile is flipped face-up, mark its Perilous status by placing a single Wound token  on that Location tile. A Location that is Overrun is marked with 2 Wound tokens , whereas a Location that is Safe is one that is both face-up, and free of Wound tokens .

Whenever any game effect improves the status of a Location, remove a Wound token  from that Location Tile; whenever the status of a Location is degraded, a Wound token  is placed on that Location tile. A Location can never degrade below Overrun, or improve above Safe.

Location Adjacency

Two Location tiles are considered adjacent if they share a side (either partly, or completely). Location tiles that only share corners are never considered adjacent.

Party Relocation

The first step of the Travel Phase is deciding whether you want to move out of your current Location. Depending on the status of the active Location you are moving out of, you have the following options to choose from:

- » If the active Location is Perilous or Overrun, you may only move into a Location that is both adjacent and Safe. If there is an active Encounter in play, this move will be considered a Retreat. After you relocate the Party Token, resolve the Retreat Penalty section of the active Encounter Card (before resolving any other relocation effects), and then discard it to the Encounter discard pile.
- » If the active Location is Safe, you may move into any adjacent Location, regardless of its status. If the Location was already face-up, its status does not change. If you move into a face-down Location, flip it face-up immediately, and mark it with a single Wound token . Any Quest Tokens on a Location that is flipped face-up, are also revealed.

Scouting

Immediately before relocating, you may spend 1 or more Resolve tokens  from the common pool. For each Resolve  you spend this way, you may flip face-up an adjacent Location (and all Quest Tokens on it). Since each Location starts the game as Perilous, mark the newly flipped Location's status with a Wound token .

Extended Movement

If you are moving out of a Safe Location, you may move through a

contiguous string of adjacent Locations, by discarding 1 Resolve  for each Location Tile you move through. You may only pass through Safe Locations, and you must end this move at a Location that is either Perilous or Overrun. This means that you are not allowed to use Extended Movement to relocate into another Safe Location.

Dispersing Enemies

After you conclude your Party Relocation, Disperse Enemies. Dispersing Enemies simply means that all Enemies are discarded from all Hero Areas  and from the Quest Area . This is not considered Enemy elimination.

Encounter Check

After you relocate to a new Location (or decide to stay where you are) you need to perform an Encounter Check, by examining the status of the active Location. If the active Location is Safe, or if there is already an active Encounter in play (regardless of Location status) you do not draw a new Encounter. Otherwise, if there is no active Encounter and the Location is Perilous or Overrun, you must draw a suitable new Encounter and perform Encounter Setup.

Drawing Encounters

When drawing a new Encounter, first check the type of the active Location (*Borderlands*, *Deadlands*, or *Wildlands*). Then, draw an Encounter card and check its Keywords. If any Keyword matches the active Location type, the drawn card becomes the new active Encounter. If there is no match, discard the Encounter without any further effects, and draw again. Repeat this procedure until a new active Encounter is found. If you exhaust the Encounter deck, reshuffle it and continue.

EXAMPLE III: The party has just entered the Red Tombs, which is a *Deadlands* Location . After marking its status as Perilous (by placing a Wound token  on the Location tile)  players need to put a new Encounter into play. The first Encounter drawn from the Encounter deck is *Rage of the Wilds*. Since this Encounter has only the *Wildlands* Keyword, it is discarded without effect . The next Encounter drawn is *Raging Bones*. This Encounter has the *Deadlands* Keyword, so it is put into play, as it becomes the active Encounter .



Encounter Setup

After you have drawn a new active Encounter, place it on the Encounter space of the Quest Charter, and check its starting Enemies box to determine the number and type of Enemies that need to be added to the Quest Area .

Then, start drawing Enemies from the appropriate Enemy deck.

Drawing Enemies follows a similar general procedure as drawing Encounters. Whenever you draw an Enemy card, cross-reference its Keywords with those printed in the starting Enemies box. If there is a match (the Keyword *Any* is a wild that matches any other Keyword), place the Enemy in the Quest Area **Q** as follows:

- ▶ If there are no Enemies in the Quest Area **Q**, this will start a line of Enemy cards.
- ▶ Otherwise, just place the card to the right of the rightmost Enemy in the line.
- ▶ If there is no Keyword match, discard the Enemy without further effects, and draw again.

Repeat this process until you **have drawn and placed** a number of new Enemies equal to the number printed in the starting Enemies box. Note that Enemies already present in the Quest Area **Q** before you drew the Encounter do not count towards this total.

If you exhaust the proper Enemy deck for the first time, reshuffle it and continue drawing. If you exhaust it again during the same Encounter setup, stop drawing, and move the marker cube on the Time Track 2 spaces to the right (▶ 2 **X**).

EXAMPLE IV: Raging Bones has just become the active Encounter **1**. With 3 Heroes in play, the starting Enemies box of the Encounter instructs the players to draw 2 **+**1 Enemies that come from the Blue Enemy deck, and have the *Skeleton* Keyword, a total of 7 Enemies need to be added to the Quest Area **Q** **2**. The first Enemy drawn is a Flying Skull. Since this Enemy does not have the *Skeleton* Keyword, the card is discarded without effect **3**. The next Enemy drawn is a Bone Wraith. This Enemy has the *Skeleton* Keyword, and so it is placed in Quest Area **Q**, thus starting the Enemy line **4**. The next Enemy drawn is another Bone Wraith, followed by 2 Bone Serpents **5** and 1 Bone Drake, all with the *Skeleton* **6**. Then another Flying Skull is drawn and discarded **7**, followed by another Bone Wraith, and another Bone Serpent. Now the total number of Enemies just placed in the Quest Area **Q** is 7: 3 Bone Wraiths, 3 Bone Serpents, and 1 Bone Drake **8**.

PURSUIT PHASE

During this Phase Enemies move from the Quest Area **Q** into individual Hero Areas **H**. For each Enemy in the Quest Area **Q**, and starting with the one furthest to the left, you need to resolve the following steps:

1. Identify the Hero with the highest Enemy Focus **E** (above 0).
2. Move the Enemy into the Hero Area **H** of that Hero.
3. Halve that Hero's Enemy Focus **E** $\leftarrow \frac{1}{2}$.

If at any point there are no Enemies left in the Quest Area **Q**, or no Hero has Enemy Focus **E** above 0, the Pursuit Phase immediately ends.

Highest Enemy Focus **E**

To determine which Hero has the highest Enemy Focus **E**, look at the current positions of marker cubes on Enemy Focus **E** tracks of all Heroes in the game. The further to the right a marker cube is situated, the higher the Enemy Focus **E** of that Hero. In case of a tie between two or more Heroes, you must collectively decide who the Enemy will pursue.

Enemy Movement and Reducing Enemy Focus **E**

After you have identified the Hero with the highest Enemy Focus **E**, move the Enemy card from the Quest Area **Q** into the proper Hero Area **H**. Whenever an Enemy is moved into a Hero Area **H** for any reason, reduce that Hero's Enemy Focus **E** $\leftarrow \frac{1}{2}$. When moving the marker cube left on the Enemy Focus **E** Track, ignore any icons it passes through or lands on. If reducing your Enemy Focus **E** drops it to 0 (the leftmost position of the track), no further Enemies will pursue you.

EXAMPLE V: At the start of Pursuit Phase there are 4 Enemies in the Quest Area **Q (from left to right): 1 Ravenok Stalker, 1 Hunter Swooper, 1 Crawler Worm, and 1 Fell Drake **1**.**

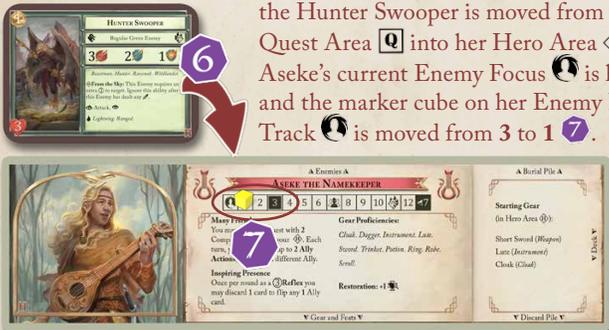
The Heroes in play are Elatha the Misthuntress **2** and Aseke the Namekeeper **3**. Elatha's current Enemy Focus **E** is 4, and Aseke's is 3 **3** (which is the starting position for both of them), so the first Enemy - the Ravenok Stalker - will enter Elatha's Hero Area **H** **4**. As the Ravenok Stalker is moved, Elatha's Enemy Focus **E** is reduced, by halving its current value **5A**.

Encounter Setup Rules

After you have finished drawing Enemies for the Encounter, resolve any Special Setup rules of the Encounter cards. This may involve adding more Enemies to the Quest Area **Q**.

The marker cube on her Enemy Focus Track moves from 4 to 2.

Now Aseke is the Hero with the highest Enemy Focus, so the Hunter Swooper is moved from the Quest Area into her Hero Area. Aseke's current Enemy Focus is halved, and the marker cube on her Enemy Focus Track is moved from 3 to 1.



The Crawler Worm is now moved to Elatha's Hero Area, and her Enemy Focus is reduced to 1. At this point, since the Enemy Focus of Elatha and Aseke is the same, players may decide which of the two Heroes the next Enemy will pursue. They elect to move the Fell Drake into Elatha's Hero Area, which reduces her Enemy Focus from 1 to 0. Since there are no more Enemies in the Quest Area, the Pursuit Phase ends.



HERO PHASE

The Hero Phase is the most important part of each round. It is during the Hero Phase that you will be able to perform most of your Actions, activate your Allies, and purchase new cards for your Hero.

Hero Turns

At the start of the Hero Phase determine who will get to play out their Hero Turn first. During a Hero Activation, you will be able to do the following:

- » Resolve 1 Regular Action, 1 Ally Action, and any number of Fast Actions and Reflexes.
- » Purchase cards from your Advanced Feats stack.
- » Draw cards to refill your hand.

Resolving any Actions is optional, but refilling your hand always ends your Hero Turn. After your Hero Turn is over, play passes to another player. Repeat this, until each player has had a chance to activate exactly once.

Actions during a Hero Turn

An Action is a card text that is preceded by the words: Regular Action, Ally Action, Fast Action, or Reflex. During your Hero Turn you may resolve, in any order, 1 Regular Action, 1 Ally Action, and any number of Fast Actions and Reflexes. Since no Actions are ever mandatory, you may elect to resolve all, some or none of those Actions above.

Purchasing Advanced Feats

During your Hero Turn you may purchase Advanced Feat cards belonging to your Hero. To purchase an Advanced Feat, spend a number of Resolve tokens from the common pool equal to the Resolve value of the card you wish to purchase, and then put the purchased card directly into your hand. The position of the card in your stack does not matter; you may purchase any card, provided there is enough Resolve in the pool to pay its value. Please note, however, that your personal Reward Gear may not be purchased this way.

Resting

If your party is in a Safe Location, and there are no Enemies in any Hero Areas or in the Quest Area, all players may Rest. When you Rest, your Hero and each Ally in your Hero Area receives a number of Restoration points equal to the Restoration value of the active Location. Additionally, each Hero also receives a number of Restoration points equal to their own Restoration value printed on their Hero Charter. Restoration is detailed under the Healing Damage heading later in the rules.

Ending your Hero Turn

After you decide to end your Hero Turn (if you are unwilling or unable to resolve any further Actions), check the number of cards you are holding in your hand. If you have fewer than 5 cards, draw from your personal deck until you have a total of 5 cards in your hand, or until your deck is exhausted. If you have more than 8 cards in your hand, discard cards until you have exactly 8 cards. Cards in your Hero Area, or cards attached to other cards do not count against any of those limits.

Resolving Actions

To resolve an Action, you first need to choose a card from your hand or your Hero Area. Some cards provide you with multiple Action options, but you are only allowed to choose one option at a time.



Hand and Hero Area Actions

Depending on whether a card is in your hand or in your Hero



Area , some of its **Actions** may be unavailable. Before resolving an **Action**, check the icon that precedes it:

- »  If it is a hand icon , the **Action** may only be resolved if the card is in your hand.
- »  If it is the Hero Area icon , the **Action** may only be resolved from your Hero Area . If an **Action** of a card may only be resolved from your Hero Area , the card will usually present you with an option to place it there.

Hero Area Restriction

Whenever you resolve an **Action** that places a card in your Hero Area , check its Hero Area  Restriction box. If it contains an infinity symbol, you may place it without any constraints. If it contains a letter and a number (such as A1 or B2), check all other cards currently in your Hero Area  with the same letter, and compare the numbers that follow it. The maximum number of cards with the same letter is equal to the lowest of all the numbers. If you go above, you must discard cards from your Hero Area  until you are no longer in violation of any restrictions.

Example VI: Elatha wants to place the Explosive Trap  card in her Hero Area . The Explosive Trap card has a H2 Hero Area  restriction , and her Hero Area  already contains 2 cards with the same restriction: Arrow Trap and Poison Trap . Immediately after placing the Explosive Trap in her Hero Area , Elatha must now discard 1 of the cards with the H2 Hero Area  restriction.



Action Range

Next, you need to declare a target of the **Action** and check Range. **Action** Range is determined by the Range icon preceding the **Action** (1, 2, etc.). A Range 1 **Action** may only target whatever is in your Hero Area , including your Hero Charter and any Enemies currently pursuing your Hero. A Range 2 **Action** may target anything in any Hero Area , or in the Quest Area .

Mobility Range Bonus

Various effects and Special Abilities modify **Action** Range. While most of those modifications originate from card text, there is one important exception: whenever there are no Enemies in your Hero Area , you receive an automatic +1 Range Bonus to any **Action** that targets Enemies.

Action Conclusion

If you resolved an **Action** from a card in your hand , discard the card into your personal discard pile. If you resolved an **Action** from a card

in your Hero Area , leave the card where it is, unless the card text itself instructs otherwise.

Generating Enemy Focus

Most **Actions** generate Enemy Focus . Whenever an effect description is followed by shorthand for marker cube movement on the Enemy Focus Track  (such as  1 ,  2 , etc.), you will have to generate Enemy Focus  after you conclude performing the **Action**. After moving the marker cube, resolve in order the effects of each icon the marker cube moved through (including the icon it may have stopped on):

- »  The Reinforcement Track icon  immediately moves the marker cube on the Reinforcement Track 1 space to the right ( ). You also remove 1 Objective Token  from the Time Charter.
- »  The Raging Enemy icon  forces you to Enrage  an Enemy in your Hero Area  (Enraging is covered in detail below). You also remove 1 Objective Token  from the Time Charter.
- » If the marker cube reaches the end of the Enemy Focus  Track, move it 7 spaces to the left ( 7), and continue its movement from there, ignoring any icons passed by while making the move left.

Enraging Enemies

When forced to Enrage  an Enemy, look at all Enemies in your Hero Area :

- » If there are any Enemies with a Raging Enemy icon , choose one of them to Enrage .
- » If there are no Raging Enemies, you can choose any Enemy (in your Hero Area ) to Enrage .
- » If there are no Enemies in your Hero Area , you do not Enrage  any Enemy.

When an Enemy becomes Enraged , tilt its card to the side to mark this, and then resolve the instructions following the Enrage icon  on their card. If the instructions indicate that the Enemy attacks, resolve the attack exactly as you would in the Defence Phase (explained on page 15). If the Enrage effect is followed by a Calm icon , return the Enemy card to its default position after you have resolved the Enrage effect. Otherwise, the Enemy will remain Enraged  until discarded or calmed by another effect.

Example VII: After resolving an **Action**, the marker cube on Sigraed's Enemy Focus  track is moved to the space containing the Raging Enemy icon . Now Sigraed has to Enrage  a Raging Enemy in her Hero Area . Currently, there are 3 Enemies in her Hero Area : 1 Redsand Thrall , 1 Dark Mistress , and 1 Corrupted Drake .



Out of the 3 Enemies, only the Redsand Thrall and the Corrupted Drake are Raging Enemies, as indicated by the Raging Enemy icons on their cards 5. Sigraed decides to Enrage 6 the Redsand Thrall, and tilts his card to the right 6. The Enrage effect of the Redsand Thrall forces the player to discard 1 Wound token from the Thrall, after which the Enemy is Calmed 7. Since there are 2 Wounds on the Redsand Thrall, Sigraed removes 1 Wound, and then returns the position of the Redsand Thrall card to normal.



Discarding Cards for Keywords

Many Actions either require, or allow you to discard cards with a specific Keyword. Whenever you resolve such an Action, discard the cards immediately, as part of the process of resolving the Action. A card discarded just for its Keyword does not count as played, and you are not allowed to resolve any of its text, unless a Special Ability or effect states otherwise.

Common Action Effects

While many Actions in Heart of the Mists are unique, with their effects described by card text, there are still some general rules which you need to follow while resolving them.

Drawing Cards

Unless a draw Action specifically names a different target, any draw effects you resolve are applicable only to you. That is, you are allowed to use them in order to draw cards from your personal deck located in your Hero Area.

Discarding and Burying Cards

Many Actions will allow or force you to discard or Bury cards. A discarded card goes to the top of your discard pile. A Buried card is placed on the Burial pile. Cards are also Buried as an effect of Heroes being dealt damage. Moving cards out of the Burial pile is discussed in more detail in the Healing Damage section below.

Moving Enemies

Some effects allow you to move Enemies between different areas (Hero Areas and the Quest Area). Whenever an Enemy enters your Hero Area for any reason, halve your Enemy Focus, unless the description of an effect tells you not to reduce Enemy Focus. Some card effect descriptions may include a reminder that Enemy Focus should be reduced when they are resolved.

Attaching Cards

Many Actions and abilities attach cards to other cards. To attach a card, simply place it under the card it is attached to in such a way that it is partly visible. The rules for attached cards are provided by the descriptions of cards that attach them, or cards that make use of attachments.

If an attachment is to be treated as “in your hand”, it is treated as any other card you are holding with one exception: only cards which are actually part of your hand count against the draw limit of 5 or when determining if you must discard down to 8 cards.

Placing Tokens

Some Actions place various tokens on cards: Wounds, Conditions,

or Objective Tokens. Wounds are usually placed as a result of damage dealt to Enemies or Allies. Conditions and Objective Tokens are placed whenever an Action or an ability instructs you to do so. Conditions are explained later, in the Defence Phase.

Objective Tokens serve various purposes, and their use is explained by the game elements that use them (such as the Time Charter, Encounters and Hero Cards). Whenever you are allowed to place Objective Tokens on the active Encounter, or when an effect allows you to place Objective Tokens on any card in play, you may place those Objective Tokens on the Time Charter instead.

Healing Damage

Some Actions allow Heroes and Allies to receive Restoration. Restoration works differently for Heroes than it does for Allies:

- For each Restoration point received, you can move exactly 1 card from your Burial pile to your discard pile, or from your discard pile to the bottom of your deck. When resolving this effect, you may choose freely from all cards in the pile you are moving the card from. This also means that you may stack the cards in any order when returning them to the bottom of your deck. You do not have to use all received Restoration, even if you still have cards in your discard or Burial piles.
- For each Restoration point an Ally receives, remove 1 Wound token from the Ally card.

Any Restoration that is unused is ignored. If an Action or an ability uses Restoration received by Heroes and Allies, any unused Restoration points are completely ignored, as if they were not generated in the first place.

EXAMPLE VIII: Valkea is Resting in the Crystal River Location, so she receives a total of 5 Restoration points: 3 from the Location's Restoration value and 2 from Valkea's own Restoration printed on her Hero Charter. She decides to use 2 of her Restoration points to move 2 cards from her Burial pile to her discard pile. She moves 1 Pummel and 1 Focused Thrust. Next, she moves 1 Short Sword and 2 copies of Focused Thrust (including 1 she has just moved from the Burial pile) from her discard pile to the bottom of her deck. As she is allowed to place them there in any order, she chooses to place the Short Sword on top of the 2 copies of Focused Thrust, before placing all 3 cards at the bottom of her deck.



Dealing Damage to Enemies

If an **Action** allows you to deal damage, you may only target an Enemy with its effects. You are not allowed to deal damage to other Heroes or Allies, unless the description of the **Action** allows for or requires you to target them. Whenever you target an Enemy with an **Action** that deals damage, perform the following steps:

1. Check Vulnerabilities.
2. Total the damage dealt and subtract defence.
3. Eliminate the Enemy and gain Resolve .

Check Vulnerabilities

If the card you are using to deal damage has any Keywords that match the Keywords printed in the Vulnerabilities section of the targeted Enemy, for **each** such match place a number of Wound tokens  on the Enemy equal to the number of Wound icons  preceding the list of Vulnerabilities.

EXAMPLE IX: Melekai attacks a Bone Drake by resolving the **Regular Action** of his Mace  1. The Bone Drake's Vulnerability lists the **Blunt** and **Flame** Keywords preceded by 2 Wound icons  2. Since the Mace has the **Blunt** Keyword  3, when Melekai chooses the Bone Drake as the target of the attack, 2 Wound tokens  are immediately placed on the Bone Drake  4.



Damage Total

Many **Actions** allow you to deal additional damage to an Enemy (often by discarding cards with specific Keywords). After arriving at the damage total, check it against the Enemy defence:

- » If you are dealing Physical Damage , cancel damage based on target's Physical Defence .
- » If you are dealing Magical Damage , cancel damage based on target's Magical Defence .

Then, if you dealt more damage than the relevant defence, place Wound tokens  on the target.

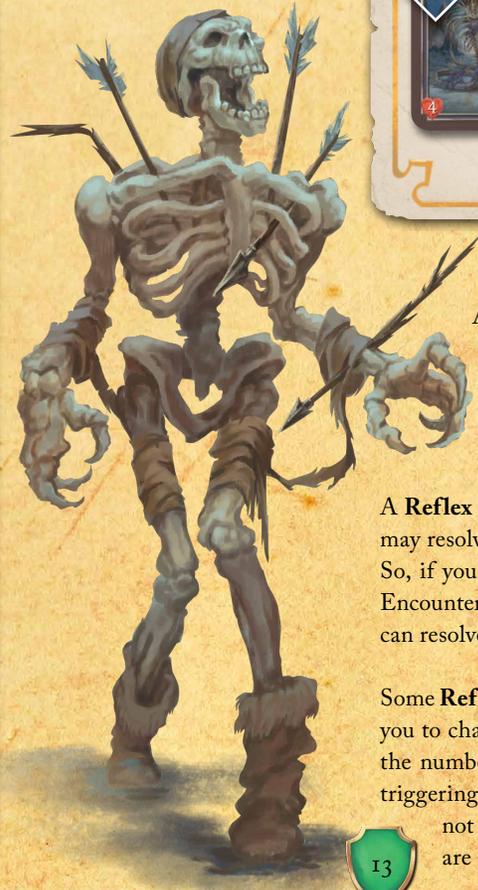
Eliminating Enemies

Whenever the number of Wound tokens  on an Enemy is equal to or greater than that Enemy's Life , the Enemy is eliminated. Add Resolve  to the common pool equal to the Enemy's Resolve  value. Discard the Enemy card to the proper discard pile, returning the Wound tokens  to the pool.

Gaining Resolve

Whenever an Enemy is eliminated (not simply discarded) for any reason, your party gains Resolve tokens . However, if a single **Action** or Special Ability eliminates more than 1 Enemy at the same time, you only gain Resolve  equal to the highest Resolve  value from all the Enemies eliminated.

EXAMPLE X: After resolving the **Regular Action** of the Conflagration card Sigraed eliminates 3 Enemies: 1 Bone Serpent  1, 1 Bone Drake  2 and 1 Flying Skull  3. The Bone Drake and the Flying Skull tie at the highest Resolve  value of 2, so a total of 2 Resolve tokens  are added to the Resolve common pool  4.



Interrupting Actions

As a general rule, no game effect may be interrupted by an **Action**. Each **Action** must fully resolve before another **Action** can start. There are two notable exceptions to this rule, detailed immediately below.

Reflexes

A **Reflex** is a special kind of **Action** which you can resolve out of turn. You may resolve a **Reflex** at pretty much any time, **except when drawing cards**. So, if you are in the process of drawing cards to refill your hand, drawing Encounters or Enemies, you must first finish drawing all cards, before you can resolve a **Reflex**.

Some **Reflexes** also modify other **Actions**. If a **Reflex** text specifically allows you to change another **Action** (by adding damage, or modifying defence or the number of cards drawn), then you are allowed to resolve it before the triggering **Action** is concluded, effectively interrupting it. If a **Reflex** does not specifically say that you can modify another **Action** with it, you are not allowed to resolve it while another **Action** is still in progress.

Embedded Actions

Some **Actions** require you to choose and resolve an **Action** of a different card. When resolving it, simply treat it as part of the **Action** that allowed you to resolve it, and ignore any restriction on the number of **Actions** you may perform this turn, as it is often the case that a **Regular Action** or a **Fast Action** allows you to resolve another **Regular Action**.

EXAMPLE XI: At the start of her Hero Turn, Elatha resolves the **Fast Action** of the Quickshot card in her hand **1**. The **Fast Action** allows her to resolve any **1 Action** of a **Ranged** card in her Hero Area **2**, so she elects to resolve the **Regular Action** of her Long Bow to deal some damage to an Enemy **3**. After completing the **Action**, she can still resolve **1 Regular Action**, as the embedded **Action** of the Quickshot card was a **Fast Action**, so she decides to resolve the **Regular Action** of her Short Sword **3**. Only now is her **1 Regular Action** expended for the turn.



Inheriting Keywords

Whenever you resolve a **Reflex** that modifies another **Action**, or when resolving one **Action** as part of another **Action** (as explained in the **Embedded Actions** section above), the card with the **Action** receives all the Keywords of the modifying **Reflex** or the card that allowed you to resolve the embedded **Action**. However, no Keyword can appear on a single card more than once, so the Keywords already printed on the inheriting card are not inherited.



EXAMPLE XII: Valkea resolves the **Regular Action** of her Shield Rush card to attack a Tormented Skeleton. The **Regular Action** allows her to resolve any **1 Action** of a **Weapon** card in her Hero Area **1**, so she decides to resolve the **Regular Action** of her Short Sword card **2**. Before dealing any damage she checks Vulnerabilities: the Tormented Skeleton has a single **Wound** Vulnerability to **Blunt** and **Flame** **3**. The Short Sword does not have any of those Keywords printed **4**, but as it inherits all Keywords from the Shield Rush, it receives **Blunt**. This means that **1** of the Vulnerabilities is triggered, and **1 Wound** token is immediately placed on the Tormented Skeleton **5**.



Ending the Hero Phase

After all players have activated their Heroes, the Hero Phase ends.

DEFENCE PHASE

During the Defence Phase all Enemies in all Hero Areas \diamond will activate to deal damage to Heroes and Allies. When resolving the Defence Phase, follow the steps below:

1. Assign blocking Allies.
2. Activate each Enemy once.
3. Resolve Conditions

Assigning Allies to Block

An Ally may be used to block a Regular Enemy during a Defence Phase. At the start of the Defence Phase, assign exactly 1 Regular Enemy to an Ally in your Hero Area \diamond . The Enemy assigned to the Ally will deal its damage to that Ally. Assigning an Enemy to an Ally is entirely optional.

An Ally can only have a maximum of 1 Enemy assigned at any time. Even if the first assigned Enemy leaves play (or just the Hero Area \diamond) before that Enemy is activated, you are not allowed to assign another Enemy to that same Ally again until the next Defence Phase.

Activating Enemies

During the Defence Phase you must activate each of the Enemies in your Hero Area \diamond exactly once. An activated Enemy deals its attack damage to your Hero, or to an Ally that is blocking that Enemy. The number of damage points, as well as their type (Physical ♣ or Magical ♠) is printed in the Enemy combat box. Please note that Enemies in the Quest Area \square do not activate during the Defence Phase.

Enemy Special Abilities

Most Enemy Special Abilities are active only when the Enemy is in a Hero Area \diamond , as shown by a Hero Area icon \diamond preceding the ability description. However, some Enemies (most notably Special Enemies) possess abilities that may be triggered while in the Quest Area \square . In such a case, the ability description will tell when and how to resolve it.

Cancelling Damage

In order to cancel damage dealt to your Hero, you may use **Reflexes** and Special Abilities that cancel damage of the type you were dealt (Physical ♣ or Magical ♠). You are allowed to resolve a sequence of **Reflexes** in order to cancel damage from a single source, though you can only resolve each **Reflex** once. Whenever the Ally is dealt any damage, an Ally uses their Defence in the same way an Enemy does when attacked by a Hero.

Burying Cards

Each uncanceled damage point dealt to your Hero is converted into a Wound. Whenever you receive a Wound, you must place a card from your hand ♠ , from your discard pile, or from the top of your deck in your Burial Pile. This process is called Burying a card. You may only Bury a card from your Hero Area \diamond if a game effect specifically allows for it, so you are not allowed to Bury Hero Area \diamond cards to satisfy Wounds.

EXAMPLE XIII: During the Defence Phase Valkea is attacked by a Redsand Thrall. This Enemy deals 4 Physical Damage ♣ , as shown in its combat box 1. Valkea has a Round Shield in her Hero Area \diamond 2 and a Talon Block in her hand 3. She first resolves the **Reflex** of the Talon Block card to cancel 1 ♣ 4, and then the **Reflex** of her Round Shield to cancel another 1 ♣ 5. As she is unable to cancel any more damage, she must now move 2 cards to her Burial Pile 6. She decides to move the Talon Block from her discard pile 7 and a card from the top of her deck 8.



Hero Elimination

If you receive a Wound, but have no cards to place in your Burial pile - because your hand, deck, and discard piles are empty or only contain cards that cannot be Buried - your Hero is eliminated.

Ally Elimination

Just like an Enemy, an Ally is eliminated when the number of Wound tokens on their card is equal to or greater than that Ally's Life. When eliminated, an Ally does not provide any Resolve to the party, and their card is simply removed from the game (placed back in the box). Any Resolve values should be ignored unless playing with a higher difficulty variant as detailed found in the Variants section of this rulebook.



Resolving Conditions

After you have activated all Enemies in all Hero Areas, resolve all Condition tokens on all Enemies, Allies, and Heroes. Resolve the effect of each Condition token once. Then remove any 1 Condition token of your choice from that card or Hero Charter. The rest will stay there until the next Defence Phase or until they are removed otherwise.

Condition Effects

Each Condition has a different effect on its target:



- » **Poison, Burning:** When resolving these Conditions on Enemies and Allies, place 1 Wound token for each of those Condition tokens on its target. When resolving these Conditions on a Hero, the player must Bury a card as if uncanceled damage was dealt to their Hero. Damage from Conditions cannot be cancelled.



- » **Daze:** This Condition is an ongoing effect: its target deals 1 less damage when resolving an attack for each Daze token it has. For each attack the Dazed Hero, Ally or Enemy resolves, reduce damage dealt by 1 for each 1 Daze token on that Hero, Ally or Enemy.



- » **Weakness:** This Condition is an ongoing effect: your hand limits drop by 1 for each 1 Weakness token on your Hero Charter (so, with 1 Weakness you draw until you have 4 cards in your hand, or have to discard down to 7 cards at the end of your Hero Turn) to a minimum of 1. If an Ally has at least 1 Weakness token, you are not allowed to perform their Ally Action. If a Regular Enemy has at least 1 Weakness token, you can remove all Weakness tokens from that Enemy at any time to cancel that Enemy's Special Ability. Weakness has no effect on Special Enemies.

EXAMPLE XIV: At the end of the Defence Phase, Aseke has a total of 4 Condition tokens on her Hero Charter: 2 Daze and 2 Burning. Daze has no effect to resolve at this time, but for each Burning Condition token,

Aseke must Bury 1 card. After moving 2 cards from her discard pile to her Burial pile, Aseke can now discard 1 of the 4 Condition tokens on her Hero Charter. She decides to discard 1 Burning token.

ENCOUNTER PHASE

During the Encounter Phase you will check the state of the current Encounter. If you have managed to satisfy the End conditions of the active Encounter card, your party will be able to Rest, receive some rewards, and make the active Location Safe (or at least safer).

Ending an Encounter

Each Encounter card introduces a number of rules, including rules for placing Objective Tokens, and the conditions required to End the Encounter successfully. Whenever you resolve the Encounter Phase, check if the End conditions are met. If they are not met, or there is no Encounter in play, simply continue directly to the Time Phase. If they are met, you will need to perform Encounter Aftermath, a procedure detailed below.

Encounter Aftermath

If you met the conditions of Ending the Encounter, follow the steps below:

1. Discard Active Encounter.
2. Disperse Enemies.
3. Improve Active Location.
4. Receive Rewards.
5. Rest.
6. Reset Enemy Focus.

Discarding Active Encounter

Before discarding the active Encounter, check for any Special Rules that may influence the rest of the Encounter Aftermath. Then, place the Encounter card on top of the proper discard pile. From now on, there is no active Encounter. If you were facing a Special Encounter, you have just won the game (though you are allowed to finish the Encounter Aftermath first)!



Dispersing Enemies

All Enemies still in play are discarded. This is not considered Enemy elimination. Enemies with the **Relentless** Special Ability are not discarded, though, as their Special Ability states that they stay in play even after Dispersing Enemies.

Improving Active Location

Remove 1 Wound token ♠ from the active Location. This will improve the status of the Location from Overrun to Perilous, or from Perilous to Safe.

Receiving Rewards

Perform the following procedure **twice**:

Draw 1 Reward card from the reward deck and add it to the Reward Display. Take 1 Reward card from the Reward display and put it in any player's hand 🖐 or place it under the Reward deck. If you place it under the Reward deck, you have the option to either add a number of Resolve tokens 🌀 equal to its value to the common pool, or to spend Resolve 🌀 to purchase a personal Reward.

When purchasing a personal Reward, choose 1 of the Personal Rewards belonging to your Hero (that you have not yet purchased), spend Resolve 🌀 equal to its Resolve value 🌀, and place the card in your hand 🖐. Heroes may receive any Reward cards, but only Gear cards that share at least 1 Keyword or a Hero Symbol with your Hero Charter may ever be placed in your Hero Area ⚡.

Party Rest

If the active Location is Safe, and there are no Enemies in play, each player may Rest. Resting during the Encounter Aftermath follows the same rules as Resting during a Hero Turn, found on page 10.

Resetting Focus

The final step of Encounter Aftermath is resetting your Enemy Focus 🎯. Move the marker cube on each Hero Charter to its starting position. As always, when you move the marker cube left, ignore any icons it moves through.

TIME PHASE

During the Time Phase you will move the marker cube on the Time Track 📏 and, should you reach its final space, end the game in player defeat. In order to resolve this phase, follow the steps below:

1. Check the status of the Darkness Track.
2. Move the marker cube on the Time Track 📏.
3. Resolve Time Track 📏 effects.

Darkness Track

The current position of the marker cube on the Darkness Track will tell you how far you need to move the marker cube on the Time Track 📏. Look at the number following the direction arrow, and then move the marker cube on the Time Track 📏 that many spaces to the right.

Time Track 📏

As you move the marker cube on the Time Track 📏, carefully observe any spaces it passes through, as well as the one the cube stops on. After you conclude the movement, resolve all icon effect in the same order they **appeared on the track**.

Raging Enemy Icon 🐉

Each player must Enrage 🐉 an Enemy in their Hero Area ⚡. Enraging is explained in the Hero Turn section on page 10.

Event Number

Whenever you move on a white number printed on dark background, refer to the current quest in order to find out its effect. Note that some Quests provide no special effects for Events, in which case the Event Number is ignored.

Time Charter Objective Tokens 📄

Whenever there are no Objective Tokens 📄 on the Time Charter (during any Phase of the game), immediately move the marker cube on the Darkness Track one space to the right, and reseed the Time Charter with 4 Objective Tokens 📄.

Whenever you are allowed to place an Objective Tokens 📄 on an Encounter card or when an effect allows you to place Objective Tokens 📄 on any card in play, you may place it on the Time Charter instead.

CONGRATULATIONS!

You are now ready to play **Heart of the Mists**. The next part of the rules discusses a few of the more advanced concepts and explains possible conflicts you may encounter as you play. It also introduces two Variants: one you can use with **Heart of the Mists**, and one you may use when combining this set with the original **Mistfall** base game.



PART III: THE FINE POINTS

This part of the rules discusses a few mechanisms more in-depth, providing answers needed in some more complex cases of interactions of different **Actions** and **Abilities**.

Gaining Enemy Focus during the Pursuit Phase

Some game effects may cause your Hero to generate Enemy Focus  at the moment when an Enemy enters your Hero Area . If this happens, first reduce your Enemy Focus  normally, and only then gain more Enemy Focus .

Multiple Reflexes in response to a single effect

You may resolve more than one **Reflex** in response to a single **Action**, but you may not resolve more than one **Reflex** from a single copy of a card at a time. However, this does not prevent you from using the same **Reflex** from different copies of the same card, if you have them in your hand  or Hero Area .

When to discard cards

When resolving an **Action**, any cards you discard are placed in the discard pile immediately. However, any cards you use to modify an **Action** in progress (that need to be discarded after the **Action** is concluded) are discarded only at the end of the **Action**.

Also, please note that you are not allowed to simply discard or Bury any of the cards from your hand  or Hero Area  at will. Cards may only be discarded or Buried when a game effect allows or requires you to do so.

Resolving track effects

Any track effect triggered by an **Action** (most commonly: track effects triggered by the Enemy Focus  track) are resolved after the **Action** concludes and any cards that needed to be discarded as part of the **Action** are already in the proper discard (or Burial) pile.

Returning Enemies to the Quest Area

Whenever an Enemy moves from any Hero Area  into the Quest Area , place their cards at the rightmost position of the Enemy line. If multiple Enemies enter a Quest Area  at the same time, you may choose freely in what order you will place them there. If there are any Enemies in the Quest Area , the Enemies you return must be added to the existing Enemy line (but you can still choose the order in which the returning Enemies will be placed).

Action source

In many cases, the source of an **Action** can be an issue in determining possible **Reflex** or special ability based responses. Generally, a non-damaging effect always originates from the card that carries the effect's description.

Damage dealt by Heroes originates from the card used to resolve a damage dealing effect. Even if modified by other cards or triggering an **Action** on another card, it is the card used to start the **Action** that is the source of all damage dealt. Damage dealt by Enemies, Allies, and Encounters originates from their respective cards.

Action Range and target

Some **Actions** receive extra Range when resolved by a player with a Hero Area  without Enemies. The +1 Range bonus granted in this situation only affects **Actions** that target Enemies. Effects that target Heroes or Allies (such as healing or drawing cards) do not receive this bonus. Furthermore, effects that cancel damage always target damage dealt, and not the source of damage (an Enemy or an Encounter). This means, that such **Actions** also do not receive the +1 Range bonus granted by an empty Hero Area .

Optional and mandatory effects

Unless a card text clearly states that you are allowed to use only a part of the effect, you must resolve all text of that effect, even if parts of it are detrimental. Only if a part of the effect is impossible to resolve are you allowed to skip it.

If an entire **Action** is completely impossible to resolve (like trying to resolve an **Action** that deals damage, when there are no Enemies in play), you are not allowed to resolve the **Action** at all.

Effect costs

Some effect have an implied cost, usually described as: “do X to achieve Y”. If you are unable to perform the first part of the effect, you are not allowed to use its second part, and thus unable to resolve the effect at all.

A cost can also be described on the card as an effect you must resolve after completing the **Action**. Unless its description includes the phrase “if able”, you must resolve the effect fully, or resign from resolving it altogether. Remember however, that this does not prevent you from dealing damage beyond what is necessary to eliminate an Enemy, or generating Restoration  that is then unused by its target.

Improvement limits

Some **Actions** will allow you to discard or otherwise use “up to” quantities of cards or tokens. This means that you can choose any number between zero and the number given by the **Action**. Also, the number given is the maximum allowed.

Modifying Ally Actions

Ally Actions can be modified like any other **Actions** you resolve. If an effect modifies an **Action** that “you resolve” (or interacts with **Actions** like: “whenever any  or  is dealt”), it can also be used to modify any of the **Actions** printed on an Ally card.

Skipping Phases

Some game rounds will feature Phases with no real effects. Although you may technically “skip” them, they are never ignored completely for the purpose of any special effects (like Encounter Special Rules) that may occur during those phases.

Action immediacy

Some **Actions** in the game modify printed abilities, attacks, or defence



of Enemies or Allies. Unless otherwise stated in the effect description, such effects are not persistent. They remain in effect only for the duration of the **Action** they accompany, and end with its completion. Please note, however, that some effects will tell you exactly how long they will remain in play (“until the end of the current Phase”, “until the end of the Hero Phase”, etc.)

Hero Restoration values

These values are only used when Heroes Rest. Simply receiving Restoration points  does not allow you to add your Hero's Restoration value . Also, when a Restoration value  is added to any Restoration points  received, it is added before any other effects (such as receiving extra healing) are resolved, and thus is treated as part of the original value.

Limits to Regular Actions and Ally Actions

If an effect allows you to resolve a **Regular Action** or an **Ally Action**, the embedded **Action** can be resolved in addition to the **1 Regular Action** and **1 Ally Action** you are allowed to resolve each Hero Turn.

Heroes eliminated during a Special Encounter

If a Hero is eliminated during the course of a Special Encounter, the game does not immediately end. Instead, all Enemies are moved from the Hero Area  of the eliminated Hero to the Quest Area , and the game continues. If at least **1** Hero is still in play when the Special Encounter ends, all Heroes (and all players) win the game as a team. Yes, this includes eliminated Heroes as well, so don't be mean to those fallen before the final resolution of your quest.

Enemies Eliminated by Vulnerabilities

Technically, an Enemy is eliminated only after the **Action** that targeted the Enemy card resolves completely. For that reason, its effect must first conclude, and then the Enemy is discarded.



PART IV: VARIANTS

This section of the rules presents you with three different variants you can use while playing **Heart of the Mists**.

HIGHER DIFFICULTY LEVELS

You can change the difficulty levels of the game by flipping different charters to their back sides. We do not recommend this for your first games, but if you are up for a greater challenge you may choose any number of the options below:

- » Flip all Hero Charters to the Nightmare difficulty side (signified by the Special Enemy icon .
- » Flip the Quest Charter to the Nightmare difficulty side.
- » Flip the Time Charter to the Nightmare difficulty side.

Choosing all of these options will result in an almost impossible and certainly unfair game, so proceed with caution!

Regardless of the option or options you choose, whenever making the game more difficult, always also add the following rule: after an Ally is eliminated, remove a number of Resolve tokens  from the pool equal to the Ally Resolve value , to a minimum of **0** remaining.

COMBINED TURN VARIANT

Instead of playing each Hero Turn separately, all Hero Turns are played at the same time. Each player is still allowed to resolve only **1 Regular Action** and only **1 Ally Action** during the Hero Phase, but **Fast Actions** and Advanced Feat purchases may be resolved in any player order and at any time, until all players decide to end their Hero Turns.

The Hero Phase ends with a sequence of card draws: players decide upon the order their respective Hero Turns end (in order to properly resolve any “End of a Hero Turn” effects), and after all players have so concluded their Hero Turns, the Hero Phase ends.

TIME CARD VARIANT

To play this Variant, you will need a set of Time Cards from the original **Mistfall** base game, or (for greater difficulty) a set of Nightmare Time Cards from the Time Cards Promo Pack. This variant is also only usable with Quests that do not provide effects for the Time Track Event Spaces.

To set up the game using this variant, first remove all **The Mists are Relentless** cards from the game and then shuffle the remaining Time Cards to form a Time Deck.

During the game, after the marker cube on the Time Track  moves through or stops on a space with an Event, draw a card from the Time Track . Ignore any marker cube movement, and resolve only the Event part of the card, substituting any “?” icons (if present) with the appropriate number from the Time Track .

TUNED REWARD DECK VARIANT

To make the game a little easier and more geared towards the Heroes you choose, you may decide to use only some of the General Reward cards available. You may remove any cards from the Reward deck before starting the game, as long as all players agree with the choice of cards being removed.

This variant is mostly recommended when combining **Heart of the Mists** with **Mistfall**, or when adding extra Gear cards from **Sand and Snow** without using the Lieutenants.

PART V: GLOSSARY

Below you will find a list of game terms together with their short descriptions. Use this part of the rules whenever you need to quickly reference any of the rules of **Heart of the Mists**.

A

ACTIVE ENCOUNTER

The active Encounter is the Encounter currently in play. Only one Encounter can be active at a time. If there is an active Encounter, players do not draw a new Encounter under any circumstances. See also: Encounter, Encounter Aftermath, Encounter Setup, Special Encounter.

ACTIVE LOCATION

The active Location is the Location the Party Token is currently on. Only one Location can be active at any given time. See also: Location, Location Status. See also: Location.

ADJACENT LOCATION

Two Location tiles are considered adjacent only if they share a side either partially, or completely. Locations that only share a corner are not considered adjacent.

ADVANCED FEAT

A card belonging to a Hero (and bearing its symbol) that can be bought during a Hero Turn for Resolve tokens  and added to that player's hand. See also: Hero Turn, Resolve Tokens , Resolve  Value.

ALLY ACTION

This **Action** can be resolved only once per Hero Turn, and only by the player who has the Ally card in their Hero Area . See also: Hero Turn.

ATTACHMENT

Any card attached to another card. Attachments that are considered to be in a player's hand are not counted when drawing or discarding cards at the end of a Hero Turn.

ATTACK

Any **Action** or effect that deals damage (Physical or Magical) is considered an Attack. When a Hero deals damage to an Enemy, that Hero is considered to be attacking. When an Ally or an Enemy deals damage, that Ally or Enemy is considered to be attacking. When an Enemy is

activated to attack, that Enemy deals damage as per its combat box. See also: Magical Attack, Physical Attack.

B

BURIAL PILE

A face-up pile of cards located in a Hero Area . Whenever a card is Buried, it is placed in the Burial Pile. See also: Healing, Resting, Restoration, Restoration Points.

C

CALM

Reverting an Enemy card to its regular state (from being tilted). See also: Raging Enemies.

CANCELLING DAMAGE

Heroes only cancel damage by resolving effects that allow them to cancel a specific type of damage. Multiple effects that cancel one type of damage (Physical  or Magical ) can be used to cancel damage from one source. Enemies and Allies cancel damage as per their combat box each time they are dealt any damage. See also: Attack, Magical Defence, Physical Defence.

COMMON RESOLVE POOL

A pool of Resolve tokens  each player may draw from whenever they need to spend Resolve  for any reason. See also: Encounter Aftermath, Feats, Scouting, Resolve Tokens , Resolve Value .

CONDITION TOKENS

Each Condition token has its own effect, which targets a Hero (when on a Hero Charter), an Enemy, or an Ally (when on an Enemy or Ally card). Conditions are resolved at the end of the Defence Phase. For a complete list of Condition effects, go to page 16.

D

DISPERSING ENEMIES

Whenever the Party Token moves to a new Location, all Enemies still in play are discarded into their respective discard piles. Players also disperse Enemies as part of the Encounter Aftermath. Please note that Enemies with the Relentless Special Ability are not discarded from Hero Areas  (as explained on each such card). See also: Encounter Aftermath, Enemy Elimination, Extended Movement.

DEGRADING LOCATION STATUS

Whenever players degrade a Location status, they must place 1 Wound token  on that Location. A Location with 2 Wound tokens  may not degrade further (no more Wound tokens  are added). See also: Improving Location Status, Locations, Location Status.

DRAW LIMIT

When drawing cards at the end of their Hero Turn, a player should subtract the number of cards in their hand from their Draw Limit (which is 5, unless modified by an effect). If the result is higher than 0, that players should draw a number of cards equal to the result. See also: Hand, Maximum Hand Size.

E

EMBEDDED ACTION

An **Action** that is resolved as part of another effect is called an Embedded **Action**. Embedded **Actions** can be resolved even if it would mean going above the limit of 1 **Ally Action** and 1 **Regular Action** per turn. See also:

Hero Turn, Inheriting Keywords.

ENCOUNTER

A card that spawns Enemies and introduces its own set of rules for how players can End it successfully. See also: Active Encounter, Encounter Aftermath, Encounter Setup, Retreating, Special Encounter.

ENCOUNTER AFTERMATH

A procedure performed during the Encounter Phase. For a complete breakdown of Encounter Aftermath, go to page 16. See also: Dispersing Enemies, Resting, Restoration Value, Rewards.

ENCOUNTER SETUP

Whenever a new Encounter becomes the active Encounter, first draw Starting Enemies, and then resolve any setup rules printed on the Encounter Card. See also: Active Encounter, Encounter Aftermath, Special Encounter.

ENEMY ELIMINATION

Whenever the number of Wound tokens  on an Enemy card is equal to or higher than that Enemy's Life , the Enemy is eliminated. An eliminated Enemy is discarded, and a number of Resolve tokens  equal to that Enemy's Resolve  value is added to the Resolve  common pool. Enemies discarded for reasons other than Wounds  are not considered eliminated. See also: Common Resolve  Pool, Resolve Tokens , Resolve Value .

ENEMY FOCUS

A measure of how threatening a Hero appears to Enemies in play. During the Pursuit Phase, an Enemy will always move into the Hero Area  of a Hero with the highest Enemy Focus  (players may choose how to break ties). See also: Enemy Focus Reset, Enemy Focus Track, Reducing Enemy Focus.

ENEMY FOCUS TRACK

An Enemy Focus Track  is printed on each Hero Charter. Whenever an effect tells a player to gain or decrease Enemy Focus , the player should move the marker cube on the track an indicated number of spaces. Any icons the marker cube moves through or stops on requires a specific effect to be resolved. When the marker cube reaches its final (rightmost) space, move it immediately 7 spaces to the left, ignoring any icons on the way. See also: Enemy Focus Reset, Enrage, Raging Enemies, Reinforcement Track .

ENEMY FOCUS RESET

As part of the Encounter Aftermath, each player should reset their Hero's Enemy Focus . To reset Enemy Focus , place the marker cube on the black background space of the track, ignoring any track icons. See also: Enemy Focus Track, Enrage, Raging Enemies, Reinforcement Track.

ENEMY LINE

A row of Enemy cards face-up in the Quest Area . When placing new Enemies (or moving any Enemies to the Quest Area  from a Hero Area  into the Enemy line, place them from left to right. See also: Hero Area, Quest Area.

ENRAGE

To Enrage  an Enemy, tilt its card to the side and follow the Enrage  effect printed on the Enemy card (as detailed on page 11). See also: Calm, Raging Enemies.

EXTENDED MOVEMENT

During the Travel Phase, players may decide to move through a contiguous line of Safe Locations to reach a Perilous or Overrun Location. In order to do so, they must pay 1 Resolve token  from the common pool for each Location the Party Token crosses on its way. See also: Location Status,

Party Relocation, Scouting.

F

FAST ACTION

A player may resolve any number of **Fast Actions** during their Hero Turn. **Fast Actions** may not be resolved outside of a Hero Turn, or after the player has started drawing cards to replenish their hand. See also: **Ally Action**, Hero Turn, **Reflex**.

FEATS

One of the two categories of cards each Hero Deck consists of. Basic Feats start the game in a Hero deck, while Advanced Feats can be purchased during the game. See also: Advanced Feats, Gear.

G

GEAR

One of the two categories of cards each Hero Deck consists of. Basic Gear starts the game in a Hero deck. Reward Gear can be purchased during Encounter Aftermath. See also: Advanced Feats, Encounter Aftermath, Personal Rewards.

H

HAND

The cards held by a player. Whenever a player hand is referred to in card text, it is abbreviated to the hand icon . If the icon precedes an **Action** description, the **Action** may only be resolved if the card is in the player's hand. See also: Draw Limit, Maximum Hand Size.

HEALING

Whenever a Hero or an Ally receives any Restoration , that Hero or Ally is considered to be Healing. See also: Resting, Restoration, Restoration Points.

HERO AREA

An area of the table belonging to one Hero. Enemies in a Hero Area  are considered to be pursuing the Hero. The Hero Area  also contains Feats, Gear, a discard pile, and the Burial pile belonging to that Hero. Hero Areas  are at Range 2 of each other. See also: Quest Area , Range.

HERO TURN

During their Hero Turn, a player may resolve a **Regular Action**, an **Ally Action**, any number of **Fast Actions**, and any number of **Reflexes** (in any order). None of these **Actions** are mandatory. A player may also purchase Advanced Feats during their Hero Turn. A Hero Turn ends when the player draws cards to replenish their hand. For a complete breakdown of a Hero Turn, go to page 10. See also: **Ally Action**, Draw Limit, Embedded, Maximum Hand Size, **Action**, **Fast Action**, **Reflex**, **Regular Action**.

I

IMPROVING LOCATION STATUS

Whenever players improve a Location status, they must remove 1 Wound token  from that Location. A Location with no Wound tokens  may not improve further (no more Wound tokens  can be removed). See also: Degrading Location Status, Locations, Location Status.

INHERITING KEYWORDS

Whenever an **Action** is modified by any effect originating from another card, all of the Keywords from that card are automatically transferred to the modified card. No keyword may appear more than

once on any card more than once, so matching Keywords do not double. See also: Keywords, Vulnerabilities.

K

KEYWORDS

A Keyword is an italicized word printed in the Keyword section of any card, or in the Vulnerabilities section of an Enemy. Keywords have no meaning of their own, but can be referenced by various game effects. See also: Inheriting Keywords, Vulnerabilities.

L

LOCATIONS

A game tile depicting one of the Locations of the game. Location setup varies depending on the Quest played. See also: Location Status, Scouting.

LOCATION STATUS

A Location may be Safe (no Wound tokens ) , Perilous (1 Wound token ) or Overrun (2 Wound tokens ) . Players may Rest only in a Location that is Safe (and only as long as there are no Enemies in play). A face-down Location is always considered Perilous. When it is flipped face-up for any reason, place 1 Wound token  on it to indicate its status. See also: Degrading Location Status, Improving Location Status.

M

MAGICAL ATTACK

One of the two types of attacks in the game. Abbreviated to a number and Magical Attack icon (1 , 2 , etc.). See also: Attack, Magical Defence.

MAGICAL DEFENCE

A type of defence that cancels Magical Damage  . Abbreviated to a number and Magical Defence icon (1 , 2 , etc.). Magical Defence  of an Enemy or an Ally is subtracted from each separate attack. See also: Attack, Magical Attack.

MAXIMUM HAND SIZE

The Maximum Hand Size of each Hero is 8. Whenever you have more than 8 cards at the end of your Hero Turn, you must discard down to 8. Effects that specifically change the Draw Limit do not modify Maximum Hand Size. See also: Draw Limit, Hand.

MOBILITY RANGE BONUS

Various effects and Special Abilities modify Action Range. While most of those modifications originate from card text, there is one important exception: a +① Range Bonus to any Action that targets an Enemy. A player receives it whenever there are no Enemies in their Hero Area  .

O

OBJECTIVE TOKENS

These tokens do not have a function of their own. Instead, their function is defined by game elements that place or use these tokens. See also: Placing Objective Tokens  .

P

PARTY RELOCATION

As part of the Travel Phase, you may move the Party Token to an adjacent Location. See also: Active Location, Adjacent Location, Dispersing Enemies, Location Status, Scouting.

PERSONAL REWARDS

A Reward Gear card with a Hero symbol is a Personal Reward. These cards can be purchased by players as part of Encounter Aftermath. See also: Advanced Feats, Encounter Aftermath, Gear.

PHYSICAL ATTACK

One of the two types of attacks in the game. Abbreviated to a number and Physical Attack icon (1 , 2 , etc.). See also: Attack, Physical Defence.

PHYSICAL DEFENCE

A type of defence that cancels Physical Damage  . Abbreviated to a number and Physical Defence icon (1 , 2 , etc.). Physical Defence  of an Enemy or an Ally is subtracted from each separate attack. See also: Attack, Physical Attack.

PLACING OBJECTIVE TOKENS

Objective Tokens  are placed on cards and Charters by various game effects. An Objective Token  can be placed on the Time Track  in lieu of placing an Objective Token  on the active Encounter card using the Encounter's Progression section, by effects that allow a player to place an Objective Token  on the active Encounter or by effects that allow for placement of Objective Tokens  on any card in play. See also: Objective Tokens  .

PROFICIENCIES

A list of Keywords on a Hero Charter that indicates what types of Gear that Hero may place in their Hero Area  . Each Hero is also automatically proficient with each Reward card with their Hero symbol. See also: Gear, Personal Rewards.

Q

QUEST AREA

An area of the table holding Enemies in play, as well as the Quest Charter and the Time Charter, and all cards and decks that are not part of Hero Areas  . A Quest Area  is at Range ② of any Hero Area  . See also: Enemy Line Hero Area  .

R

RAGING ENEMY

A Raging Enemy is an Enemy with a Raging Enemy icon  . When Enraging  an Enemy as an effect of a track icon, you must first choose from Raging Enemies in your Hero Area  . If there are no Raging Enemies in your Hero Area  , you may choose any Enemy in your Hero Area  to Enrage. See also: Calm  , Enrage  .

RANGE ②

Action Range is determined by the Range icon preceding the Action (①, ②, etc.). A Range ① Action may only target whatever is in the Hero Area  of the player resolving the Action, including their Hero Charter and any Enemies currently pursuing the Hero. A Range ② Action may target anything in any Hero Area  , or in the Quest Area  . Higher Ranges are used as a counter against game effects that negatively impact the Range of Actions. See also: Mobility Range Bonus.

REDUCING ENEMY FOCUS

Whenever an Enemy enters your Hero Area  for any reason, you must reduce the Enemy Focus  of your Hero by halving its current value and dropping any fractions, and moving the marker cube to the new position.

On most game elements this is abbreviated to  $\frac{1}{2}$  . See also: Enemy Focus  .

REFLEX

An **Action** that you can resolve during, but also outside of your Hero Turn. A **Reflex** may not disrupt another **Action**, unless its description clearly allows for it. See also: Hero Turn.

REGULAR ACTION

You can perform exactly **1 Regular Action** during your Hero Turn. Embedded **Actions** may allow you to go over that limit. See also: Hero Turn.

RESOLVE TOKENS

A common resource players may use to scout, perform extended movements and purchase Advanced Feats and personal Rewards. See also: Advanced Feats, Feats, Hero Turn, Personal Rewards.

RESOLVE VALUE

This value appears on many different cards, with its function varying from card to card. On Enemies, it shows the number of Resolve tokens  received after the Enemy's elimination. On Feats and personal Reward cards, it indicates their purchase cost. On regular Rewards, it indicates the number of Resolve tokens  that can be added to the common pool if the card is immediately returned to the Reward deck. See also: Feats, Hero Turn.

RESTING

A Hero may rest in one of two situations: either during a Hero Turn in a Safe Location if there are no Enemies in play, or as part of an Encounter Aftermath. When resting, the player totals the Restoration points  provided by the Restoration values  of the active Location and on their Hero Charter, and receives that many Restoration points . See also: Healing, Restoration Points, Restoration Value.

RESTORATION POINTS

Different effects grant Heroes and Allies Restoration points . For each point your Hero receives, you may move **1** card from your Burial pile into your discard pile, or from your discard pile under your deck. For each Restoration point  an Ally receives, **1** Wound token  is removed from that Ally's card. You do not have to spend all Restoration  received. Any unspent Restoration points  are considered not generated in the first place for purposes of any effects that use Restoration . See also: Healing, Resting, Restoration Value.

RESTORATION VALUE

This value appears on Location tiles and on Hero Charters, and are used only when a Hero Rests. Simply receiving Restoration points  does not allow you to use a Restoration value . See also: Healing, Resting, Restoration Points.

RETREATING

Whenever the Party Token moves out of a Location, and there is an active Encounter, the relocation is considered a Retreat. Start by degrading the status of the active Location, and, after the move is concluded, Disperse Enemies, resolve the Retreat Penalty section of the Encounter card, and then discard the active Encounter. The party may only Retreat into an adjacent Safe Location. See also: Adjacent Locations, Degrading Location Status, Dispersing Enemies, Location Status.

S

SCOUTING

At the start of the Travel Phase, players may spend Resolve tokens  from the common pool. For each Resolve  so spent, players may flip an adjacent Location face-up. Additional Resolve  may be spent after flipping each Location (in order to scout more Locations). See also: Adjacent Locations,

Location Status.

SPECIAL ENCOUNTER

Each Quest comes with a Special Encounter that is set aside until the party reaches the final Location of the Quest. Once that happens, the Special Encounter becomes the active Encounter. See also: Encounter Setup, Winning the Game.

SPECIAL ENEMY

Each Quest comes with a Special Enemy. Each Special Enemy card is double sided, and can be easily recognized by lacking a Life value . Eliminating the Special Enemy is usually the goal of a Quest. See also: Special Encounter, Winning the Game.

T

TRACK MOVEMENT

Movement of a marker cube on a track is always presented as a combination of an arrow, a number and a track icon pointing to the direction of the move. When moving the marker cube right, always resolve any icons the cube passes through or stops on. When moving the marker cube left, ignore any icons on its way. If the number to be moved is $\frac{1}{2}$, If the arrow is followed by a $\frac{1}{2}$, move the cube to the spot equal to half its current position, rounded down. See also: Enemy Focus Track .

V

VULNERABILITY

An Enemy Vulnerability is always shown as a number of Wound icons  followed by a set of Keywords. Whenever an Enemy is targeted by an effect, first check for any matches between the Vulnerabilities and the Keywords printed on the card that is the source of the effect. For each matching Keyword, place a number of Wounds  equal to the number of Wound icons  preceding the list of Vulnerabilities on the Enemy card. If an Ally attacks an Enemy, the Ally's Keywords may also trigger the Enemy's Vulnerabilities. See also: Embedded **Action**, Keywords, Inheriting Keywords, **Reflex**.

W

WINNING THE GAME

If you successfully finish a Special Encounter during an Encounter Phase, you immediately win the game!

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