

MISTFALL: HEART OF THE MISTS

NEW RULES AND RULES MODIFICATIONS

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Mistfall: Heart of the Mists
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This document introduces new elements and rules, as well as rule modifications needed to play **Heart of the Mists**. Most of the new rules are optional when playing **Quests** from the **Mistfall** base game, and even some of the new missions will work using the original rules, but using some of the new Heroes will require players to follow some or all of the new rules and elements used in this expansion.





NEW QUEST CHARTER

The new **Quest Charter** introduces alternate versions of the **Time Track**  and the **Reinforcements Track** . The new **Quest Charter** should be used exclusively with the **Time Charter** (explained below), although for an insanely difficult game, the players may decide to use it together with **Time Cards**.


TIME TRACK

Whenever the marker cube stops on or passes through a space with a white number, consult the **Quest** rules for any possible events. If the **Quest** does not list an event tied to the relevant number, no effects are resolved. For **Quests** from **Mistfall**, ignore the white numbers completely.


REINFORCEMENTS TRACK

In essence, the **Reinforcements Track**  works the same way in **Heart of the Mists** as it does in **Mistfall**, with one notable exception: whenever the marker cube stops on or passes (only while moving right) a space containing the time symbol , the marker cube on the **Time Track**  is also moved 1 space to the right (▶ 1 ).




TIME CHARTER



Heart of the Mists introduces a new type of **Charter**. The **Time Charter** regulates the pace at which the marker cube moves on the **Time Track** , leaving players with a degree of control over how fast their game will draw to an end.

SETUP






The **Time Charter** should be placed above the **Quest Charter**. Place the marker cube at the first (top left) position of the **Darkness Track**. Place 4 **Objective Tokens**  in the **Token Box** of the **Quest Charter**.

TIME CHARTER RULES

Whenever the marker cube stops on or passes through any symbol on an **Enemy Focus**  track on a **Hero Charter**, remove 1 **Objective Token**  from the **Token Box**. Immediately after the **Token Box** becomes empty (even if it interrupts another effect), move the marker cube on the **Darkness Track** 1 space to the right (▶ 1), and refill the **Token Box** with 4 **Objective Tokens** .

A single effect that generates an exceptional amount of **Enemy Focus**  may empty the **Token Box** multiple times, in consequence making the marker cube on the **Darkness Track** move more than once. However, any symbols on any of the game tracks are ignored when the marker cube is moving left (such as when reducing **Enemy Focus** , or when moving the marker cube left after it reaches the end of the track).

TIME CHARTER AND CARD EFFECTS

For all intents and purposes, the Token Box of the Time Charter is considered to be a card with no keywords, situated in the Quest Area  (Range ) from any player. An effect or ability that allows a player to place an Objective Token  on any card (not specified by type or certain Keywords), grants them the option to place the Objective Token  in the Token Box. This may never move the marker cube on the Darkness Track to the left, but it may result in more than 4 Objective Tokens  being present in the Token Box.








TIME PHASE RULES

Heart of the Mists does not include Time Cards. The movement of the marker cube on the Time Track is regulated by the Time Charter instead. During Time Phase, check the position of the marker cube on the Darkness Track. The space occupied by the marker cube will tell you how far the marker cube on the Time Track moves to the right.





COMPANION ALLIES

Allies are a new type of card introduced in **Heart of the Mists**. Allies are helpers Heroes can take with them on a Quest to make use of their abilities using a new type of **Action**: the **Ally Action**.


ALLY CARDS




Just like an Enemy, an Ally has their own Life , a Resolve  cost, a battle box (with a Physical  or Magical ) attack value, as well as both Physical Defence  and Magical Defence , as well as a text box with their special abilities. The battle box and Life  value work the same way as with Enemies, although (as explained below) Allies do not attack automatically each turn. Each Ally card is double sided, with some characteristics varying depending on the side that is currently face-up.

SETUP






During setup, players are allowed to add Allies to their Hero Areas . Any Hero Area  can start with a maximum of 1 Ally card. The Ally card should start the game with the side that contains the *Starting* keyword face-up. For each Ally the Heroes take on a Quest, move the marker cube on the Time Track 1 space to the right ( 1 ) before the game starts.

ALLY ACTIONS

Each Ally card features an **Ally Action**: a new type of **Action** that (much like a **Regular Action**) can be resolved a maximum of once per Hero Turn. Only the owner of the Hero Area  the Ally is in can use any of that Ally's **Actions**.



Ally cards also feature other types of **Actions**, like **Fast Actions** and **Reflexes**. When resolving them, players should treat them as any **Actions** printed on other types of cards in their Hero Areas . This means that they can be modified like any other effects, and that any Enemy Focus  generated by these **Actions** is marked on the Enemy Focus  track of the Hero the Ally is accompanying.

ALLIES AND RANGE

The Range of any **Actions** printed on the Ally card works exactly the same way as it does for any other effects resolved by a player. Allies are not considered Enemies, so they never prevent Heroes from receiving the extra + Range when their Hero Area  is empty. An Ally, just like any other card in a Hero Area , is in Range  for the owing player, and in Range  for all other players.

ALLY ATTACKS


Allies do not activate to attack automatically (like Enemies do). Instead, only when a specific **Action** is resolved, Allies deal damage to Enemies. When resolving such an **Action**, the Ally deals the amount and type of damage printed in their battle box to an Enemy in range of the **Action** resolved. Any keywords printed on Ally cards can trigger Enemy Vulnerabilities just like any other effects.


Damage dealt by Allies can be modified; however, it is the Ally and not the Hero Dealing the damage. Thus, no effects that are phrased using the word “you” can be resolved in order to modify the damage dealt by the Ally (such as: “whenever you deal damage”). Any effects that allow a player to “resolve any **Action** of a card in your hand  or Hero Area ” may, however, be resolved to modify the Ally's attack, provided that all their requirements (usually related to specific keywords) are met.

ATTACKING ALLIES





Allies may not become targets of any Hero attacks. Player-resolved effects that deal damage to Enemies may not target Allies, unless an effect specifically allows or forces the player to target an Ally. Allies may, however, be attacked by Enemies, either via effects that target Allies specifically, or when an Enemy blocked by an Ally is activated during the Defence Phase, as explained below.





ALLIES BLOCKING ENEMIES

An Ally can be used to block a Regular Enemy during a Defence Phase. At the start of the Defence Phase, a player may assign exactly 1 Regular Enemy in their Hero Area  (that would otherwise attack their Hero). The Enemy assigned to the Ally will deal its damage to that Ally. A player is allowed to assign a maximum of 1 Enemy to an Ally each Defence Phase.







Even if the first assigned Enemy leaves play (or just the Hero Area ) before that Enemy is activated, the player is not allowed to assign another Enemy to that same Ally again until the next Defence Phase.

ALLIES AND DAMAGE


Damage dealt to Allies is converted into Wounds  just like damage dealt to Enemies. First, the applicable type of defence (Physical  or Magical ) cancels some of the damage. Any damage that is not cancelled is then converted into Wounds  and placed on the Ally card.

When the number of Wounds  placed on an Ally card equals or exceeds their Life  value, that Ally is eliminated from play. Return the Ally card to the game box, and discard a number of Resolve  tokens equal to the eliminated Ally's Resolve  value from the common pool.

ALLIES AND RESTORATION




Allies may receive Restoration  much like Heroes: either via card effects, or when Heroes get to rest. For each Restoration  point received by an Ally, remove 1 Wound  from that Ally's card. Whenever Heroes rest, remove from each Ally card a number of Wounds  equal to the Restoration  value of the Active Location (Allies have no extra Restoration  of their own).

ENEMY EFFECTS ON ALLIES

If an Ally blocks an Enemy with a special ability that triggers when a player Buries any cards, that ability may also trigger if any Wounds  are placed on the blocking Ally, depending on the type of ability. Any Conditions generated by such ability are placed on the Ally. Any effects

that target the Enemy card itself resolve normally. Any other effects (such as making a player discard cards or attach them to Enemies) are ignored.

ALLY LIMITS

Each player may start a Quest with a maximum of **1 Ally** in their Hero Area , but game effects may add more Allies to their Hero Area  as the game progresses. A player with multiple Allies in their Hero Area  is still allowed only **1 Ally Action**, but the player is allowed to use each of those Allies to block **1 Enemy** during the Defence Phase.

REWARDS

The rewards system works differently than in the base game. Players now have more options and more control over which Rewards their Heroes will receive. Personal Rewards are no longer part of the Rewards deck, which allows every Hero to receive their personal Rewards, albeit at a price.







SETUP

When setting up a Quest using the **Heart of the Mists** rules, ignore any Quest rules for creating the Reward deck, shuffle together all of the General Rewards (the Reward cards without any Hero symbols), then draw **2** plus the number of Heroes (**2+♣**) and place them face up in easy reach of all players, forming the Reward Display. Personal Hero Rewards (the Reward cards with Hero symbols) are placed face up next to the Advanced Feat stacks.

When using Reward cards from both **Mistfall** and **Heart of the Mists**, shuffle all General Rewards together, and form a Reward Display by drawing a number of cards equal to **3** plus double the number of Heroes (**3+2♣**).


RECEIVING REWARDS

During Encounter Aftermath, instead of simply drawing **2** Rewards, players can choose twice from the following list of options (the same option may be used more than once):


1. Players can place **1** Reward card from the Reward Display at the bottom of the Rewards deck and add a number of Resolve  tokens equal to its Resolve  value to the common pool.
2. One player may discard from the common pool a number of Resolve  tokens equal to the Resolve  value of any of their personal Rewards (that they have not yet purchased this way), to put it in their hand . If they choose this option, they must also place **1** Reward card from the Reward Display at the bottom of the Rewards deck.
3. One player may take one of the Reward cards from the Rewards Display and place that card in their Hand .

After receiving Rewards, players should draw **2** cards from the Rewards deck and add them to the Reward Display.


REWARD DISPLAY AND CARD EFFECTS

The cards in the Rewards Display are not considered to be in play, and may be targeted exclusively by effects and special abilities that name the Reward Display as their target. For the purpose of those effects, the Reward Display is considered to be in Range .






RULES UPDATES

The following sections outline key rules that work differently when playing **Heart of the Mists**. It is recommended that players use the new Maximum Hand Size and Effective Restoration  rules also when playing the **Mistfall** base game. Using the new Enraging rules is optional for the base game, and mandatory for **Heart of the Mists**.

MAXIMUM HAND SIZE








A player is not allowed to have more than **8** cards in their hand  at the end of their Hero Turn. If this limit is exceeded, the player must immediately discard any excess cards. Resolving any effects (even **Reflexes**) is not allowed until cards are discarded.

EFFECTIVE RESTORATION





The potency of some game effects is based on Restoration  received by a Hero or an Ally. For the purpose of those effects (such as dealing a number of damage points equal to the number of Restoration  points received) count only the Restoration  actually used by the target to move cards or discard Wound tokens . All unused Restoration  is considered not to have been generated in the first place.

ENRAGING ENEMIES

Heart of the Mists introduces new rules for Enraging Enemies. These rules are optional for the base game of **Mistfall**, but mandatory for any games using the **Heart of the Mists** rules and/or components.

Whenever a marker cube stops on or passes through a space containing a Raging Enemy symbol , each player must Enrage  **1** Enemy in their Hero Area  if able. If a player has any Raging Enemies  in their Hero Area , they must Enrage  one of those Enemies. Otherwise, they are free to choose which Enemy they Enrage .

OBJECTIVE TOKENS ON CARDS

Any Hero Cards (Feats and Gear) that enter play via a **Fast Action** that places any Objective Tokens  on those cards, also receive the Objective Tokens  if they enter play in any other way (for example during setup). Any such card, when left in a Hero Area  with no Objective Tokens  is immediately discarded.

VARIANT RULES

This section introduces the Combined Turn variant: a new mode of play suited for players that want more interaction between Heroes, as well as a slightly lower level of difficulty (which can be remedied by using some Nightmare components).

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.