

# MISTFAITH

## RULES OF PLAY



# TABLE OF CONTENTS

2	Game Components
3	Game Overview
3	Victory and Defeat
3	Basic Concepts
3	Effects
3	Targets
3	Card Rules Override Game Rules
3	Always Round Down
3	Players Make the Choices
3	Keywords
3	Drawing and Discarding Cards
3	Hero Decks and Burying Cards
3	In Play
3	Dispersing
3	Attaching and Attachments
4	Allies
4	Game Setup
5	Play Areas
5	Hero Area
5	Quest Area
5	Hero Cards
5	Enemy Cards
6	Quest Cards (Encounter Cards and Time Cards)
6	Location Tiles
7	Charters
7	Game Tokens
8	Symbol Key
8	Round Structure
9	1. Reinforcement Phase
9	2. Travel Phase
10	3. Pursuit Phase
10	4. Hero Phase
11	5. Defence Phase
11	6. Encounter Phase
11	7. Time Phase
12	Advanced Rules
12	Advanced Feats and Reward Gear
12	Actions
13	Hero Area Restrictions
13	Resolving Actions
14	Damage, Wounds, and Healing
15	Conditions
16	Enraging and Calming Enemies
16	Enemy Special Abilities
16	Game Tracks
17	Location Tiles
18	Encounters
18	Appendix 1: Detailed Action Structure
19	Credits

# GAME COMPONENTS

## 385 Cards:

- 236 Hero Cards (numbered 1-236), including:
  - 79 Basic Feat cards
  - 108 Advanced Feat cards
  - 23 Basic Gear cards
  - 14 Reward Gear cards
  - 12 Transient Reward Gear cards
- 102 Regular Enemy cards (numbered 237-338), including:
  - 34 Regular Blue Enemies
  - 34 Regular Green Enemies
  - 34 Regular Red Enemies
- 4 Double-sided Special Enemy cards (numbered 339-342).
- 18 Regular Encounter cards (numbered 343-360).
- 4 Special Encounter cards (numbered 361-364).
- 13 Time Cards (numbered 365-377).
- 8 Double-sided Info Cards (numbered 378-385), including:
  - 4 Quest Info cards
  - 4 Player Aid cards

## 153 Tokens:

- 56 Wound tokens, including:
  - 48 value 1 tokens
  - 8 value 3 tokens
- 30 Resolve tokens.
- 20 Objective tokens.
- 40 Condition tokens, including:
  - 16 Burning tokens
  - 8 Daze tokens
  - 8 Poison tokens
  - 8 Weakness tokens
- 6 Quest tokens (with the letters A, B, C, D, E and F)
- 1 Party token (with an attachable base)

## 22 Location Tiles:

- 7 *Deadlands*
- 7 *Wildlands*
- 7 *Borderlands*
- 1 *Haven*

## 8 Boards:

- 7 Double-sided Hero Charters
- 1 Double-sided Quest Charter

## 10 Wooden Cubes

## Booklets:

- Rules of Play
- Quest Guide



## GAME OVERVIEW


**Mistfall** is a fantasy board game for 1-4 players that takes place in a mythical land of dangerous adventures, dire enemies, and eldritch magic. All players assume the roles of Heroes, who will struggle as a team to move through perilous, monster-ridden locations, and prevail against the tests they are put to through various encounters. Aiding each other in combat and overcoming the difficulties of the game, players will try to guide their Heroes to the location of a special Quest Encounter, and then succeed at the final Quest before their time runs out and the cold Mists swallow yet another part of Valskyrr – a snowy wilderness home to a proud people making their stand against the darkness!

## VICTORY AND DEFEAT

**Mistfall** is a fully co-operative game. This means that all players will either share a common victory or suffer defeat as a team.

**All players win** the game, if they manage to successfully finish the Special Encounter introduced by the chosen Quest.

**All players lose** the game:

- if **any 1** Hero is eliminated before the Quest Special Encounter becomes the Active Encounter,
- if **all** Heroes are eliminated when the Quest Special Encounter is the active Encounter
- when the marker cube on the Time Track  **reaches or passes** the final space of that track.

## BASIC CONCEPTS

Before reading the rest of the rules, please take a moment to familiarize yourself with the following basic concepts of **Mistfall**:

### Effects

**Actions** and special abilities create effects – essentially, anything that happens within the game, from dealing damage to drawing and discarding cards, is either an effect or the consequence of an effect.

### Targets

Generally, a single effect can target only one card. Unless an effect specifically allows or forces the players to choose multiple targets, by default, any **Action** or special ability resolved will target a single Hero, Enemy, deck, discard pile, etc.

### Card Rules Override Game Rules

If the text on a card directly contradicts these rules, the card always takes precedence. If a card text is in conflict with rules on another card, the negating rules take precedence. For example, if a card effect can target any Enemy, it is still not allowed to target an Enemy that cannot be targeted by any card effects.

### Always Round Down

If any game situation demands for any number to be halved ( $\frac{1}{2}$ ), always round down. In other words, a halved 5 becomes 2, and a halved 1 becomes 0.

### Players Make the Choices

If any game situation demands that the players make a choice between two or more equally viable options (like choosing one of the Enemies attacking


their Hero), the players are always free to choose the option that suits them best. This also applies to any game effects that might occur simultaneously. In such a case, the players are free to choose the order of these effects.


### Keywords

Keywords are italicized words that appear on many different game elements. Keywords have no inherent meaning but they are often referred to by specific game effects. Simply put, whenever an effect refers to *Combat*, *Arcane*, or *Ranged* cards, that effect will interact specifically with any card that has this keyword.



Please note that each keyword may only appear once on a card. No card can ever have 2 or more identical keywords, even if an effect temporarily grants that card a keyword that it already possesses.

### Drawing and Discarding Cards

**Mistfall** includes many different decks of cards. Each deck comes with their own discard pile. Whenever any card is discarded from any Area or hand , that card must be discarded to the corresponding discard pile.


Whenever a player is simply asked to draw cards, this implies that the player will be drawing from their own deck. Whenever a player is forced to or given the opportunity to discard cards, it is implied the player will be discarding cards from their hand . Any other case will be specified by the effect description.



### Hero Decks and Burying Cards

A deck of Hero Cards serves a double purpose: it represents everything a Hero can do as well as being a Life  meter for the Hero. Heroes (unlike Enemies) have no fixed Life  values. They are eliminated only after their deck and discard pile are fully depleted **and** they are forced to Bury cards as an effect of damage being dealt to them.

Burying a card means placing the card in the Burial pile: a special type of pile separate from the regular Hero discard pile. This effectively means that every player has 2 separate stacks of discarded cards. Consequently, whenever a player discards cards, they are placed on top of their discard pile, and whenever a player Buries cards, they are placed on top of their Burial pile.

### In Play

For a card to be in play, it needs to be face up in one of the Areas (for Feat, Gear, and Enemy cards), or it needs to be an Active Encounter (for Encounters). Cards in player hands , any decks, and any discard piles (including the Burial pile) are not considered in play. As a general rule, only game elements currently in play may be targeted by effects, although some effects allow or force players to manipulate cards that are discarded, Buried, or part of a specific deck.

Cards in hand  are also not in play, although players may play them, thus introducing them into play for the duration of their effects (or until they are removed from a Hero Area .

### Dispersing

Whenever the players are told to Disperse Enemies, they simply discard all Enemies in play.

### Attaching and Attachments

Some cards allow or force players to attach cards. To attach a card, simply place it under the card it is being attached to. By default, an attached card retains all of its characteristics, but may be manipulated only in ways described by the card it is attached to or by the effect that made the card become an attachment.

## Allies

Some cards refer to Allies. Ignore these remarks, as Allies are a mechanism that will become a part of the game in future expansions.

## GAME SETUP

To prepare a game of **Mistfall** carefully follow the setup below:

### 1. CHOOSE YOUR QUEST

Start by choosing a Quest to play. If it is your first time playing **Mistfall**, we strongly recommend that you play the **Into the Wilds** introductory quest. Take the Quest Reference card and the Special Enemy card and set them aside.

### 2. CHOOSE YOUR HEROES

Each player chooses a Hero and takes the corresponding Hero Charter, deck of Basic Hero Cards (Feats and Gear), deck of Advanced Feats, decks of Reward Gear, and one marker cube. All cards belonging to each Hero can be recognized by their symbol (☼ ☽ ☿ ♃ ♄ ♅ ♆ ♇ ♈ ♉ ♊ ♋ ♌ ♍ ♎ ♏ ♐ ♑ ♒ ♓). Each player then places their Hero Charter in front of them in their Hero Area, and places their marker cube on the darker space of their Enemy Focus track (usually value 3 or 4). Place the Quest Charter within easy reach of all players and place 1 marker cube on the space corresponding to the number of Heroes on the Time Track, and 1 marker cube on the starting (leftmost) position of the Reinforcement Track. If you are not an experienced player, do not place any Charters with the side that contains the Special Enemy Symbol face up.

### 3. PREPARE HERO DECKS

Each player should locate the Basic Gear listed on their Hero Charter, remove the specified cards from their Basic Hero deck and place them face up under their Hero Charter. The rest of the Basic Hero Cards should be shuffled and placed on the designated space next to the Hero Charter.

Each player also places all their Advanced Feats in a face up stack within easy reach.

### 4. PREPARE REWARDS

Each player shuffles their personal Hero Reward cards, draws 1 card face down and shuffles it into the General Rewards deck. Any leftover Hero Reward cards should be returned to the game box face down. They will not be used during this game. The Reward Deck should then be placed within easy reach of all players. **Please note that most Quests will provide alternative instructions for assembling the Reward Deck.**

### 5. PREPARE ENEMIES

Regular Enemy cards should be separated into three decks according to their card backs. Shuffle each deck separately and place it on the table, leaving ample space for a separate discard pile for each of these decks.

#### EXAMPLE SETUP

Here is how a setup of the game would look like. Please note that for demonstrational purposes all Locations and all decks are face up. Also, for the same reason, there are already three Enemies in the Quest Area. These would not be there at the beginning of the game.

1. Quest Special Encounter
2. Locations
3. Hero Charter with the deck (right) and starting gear (below).
4. Leave space for Enemies entering the Hero Area here.
5. Token bank.
6. Enemies in Quest Area (shown here for demonstration).
7. Quest Charter.
8. Time deck.
9. Encounter deck.
10. Reward deck.
11. Advanced Feat stacks (one per Hero)
12. Enemy decks.



**Note:** The Quest you choose to play will tell you which Special Enemy and Quest Special Encounter to use and how to set them up.









## 6. PREPARE QUEST CARDS

Shuffle the Encounter and Time cards separately to form two face down decks. Place them on the table within easy reach of all players, leaving ample space for a separate discard pile for each of these decks.


## 7. PREPARE LOCATIONS

Follow the Quest instructions on how to set up your Locations and where to place the Party Token.

## 8. PREPARE TOKEN BANKS

Separate the tokens into Wounds , Objective , Resolve , Burning , Daze , Poison  and Weakness  and place them in piles to form the Token Banks. Unless the Quest instructs you to do otherwise, place 1 Resolve Token  in the middle of the table, forming your starting Resolve Pool.

## 9. DRAW STARTING HANDS

Each Hero has a Draw Limit of 5 cards. Players should now draw that many cards to form their initial hand . You are now ready to play **Mistfall!**

# PLAY AREAS

A game of **Mistfall** is played not only on a board, but also in a number of different Play Areas on the table.

## Hero Area

Each player has their own Hero Area where they keep their Hero Charter, deck, discard and Burial piles, and their tokens. Part of the Hero Area is also designated for Enemy cards. Each Hero Charter indicates specific spaces for most cards and decks a player may use.

## Quest Area

The Quest Area includes the board constructed using the Location Tiles during game setup, the Quest Charter, and any Enemy cards that have been drawn from their respective decks and put into play. If there is currently an Active Encounter in play, its card will be situated face up on the Active Encounter space of the Quest Charter. The Quest Area is also where players will store their Resolve Pool.

**Note:** When arranging your table, make sure that you have enough space to place revealed Enemy cards, as the order in which they are drawn corresponds to important rules of the game.

## Hero Cards

There are two general types of Hero Cards in **Mistfall**: Feats and Gear. Basic Feats and Basic Gear form a player's starting deck and tableau. Advanced Feats are bought during the game from a separate stack belonging to the specific Hero. Reward Gear is gained whenever the game


allows for drawing cards from the Reward Deck, usually after successfully completing an encounter.



## Feat Cards

The Basic Feat cards form the bulk of any Hero Deck. They represent manoeuvres or powers a player has at their disposal. The Advanced Feat cards all start in a separate face-up stack and can be bought during the game. The Resolve Cost indicates how many Resolve tokens should be returned from the Resolve Pool to the Token Bank in order to buy that specific card. The Hero Area Restriction limits the number of cards of a given type that can be present at the same time in the same Hero Area (see page 13).

## Gear Cards

Every Hero starts the game with some of their Basic Gear in their Hero Area , and the rest in their Hero Deck. The Resolve Cost present on all Reward Gear cards (both the golden Reward Gear belonging to specific Heroes and the silver Transient Reward Gear) indicates how many Resolve tokens players may add to the Resolve Pool if they decide to forfeit the reward and return it to the Reward








Deck. The Hero Area Restriction limits the number of cards of a given type that can be present at the same time in the same Hero Area. The Hero Symbol on a golden Reward Gear card identifies the Hero the card belongs to. All Reward Gear cards without a Hero Symbol are considered General Rewards.



## Enemy Cards

There are two types of Enemy cards in **Mistfall**: Regular Enemies and Special Enemies. Regular Enemy cards are drawn during every encounter from their respective decks. Special Enemies are usually stronger opponents the players need to eliminate in order to succeed in their current Quest.

HERO CARD ANATOMY KEY

1. Card Title
2. Hero Symbol         
3. Hero Area Restriction
4. Resolve  Cost
5. Artwork
6. Feat  / Gear  Symbol
7. Keywords
8. Card Text
9. Card number

### ENEMY CARD ANATOMY KEY

1. Resolve Reward
2. Artwork
3. Card Title
4. Battle Box
5. Enemy Type: Regular Enemy / Raging Enemy / Special Enemy / Symbol
6. Life
7. Abilities and Vulnerabilities Box
8. Keywords
9. Card number



### Regular Enemies

Heroes will face Regular Enemies almost every turn during their Quest. All Enemies have a Battle Box that outlines the type of their attack and defence, a Life value, as well as a Resolve Reward – the number of Resolve tokens players will add to the Resolve Pool if that Enemy is eliminated.

### Special Enemies

A Special Enemy is easily recognizable by the lack of the Life value. The reward for eliminating a Special Enemy is usually detailed on the active Encounter card (most often it is directly related to completing the Quest at the end of the game). The Life value of a Special Enemy can always be found in the Quest rules and on the Quest Reference Card.

### Raging Enemies

A Raging Enemy (denoted by the Raging Enemy symbol) is not a separate Enemy class and should, for all intents and purposes, be treated as either a Regular or a Special Enemy (depending on other Enemy symbols on the cards). Some effects and abilities will, however, refer to Raging Enemies.



## Quest Cards

There are two types of Quest Cards: Encounters and Time cards. A new Encounter card is drawn at the end of the Travel Phase, if the Active Location is Perilous and there is no Active Encounter card in the Quest Area. A Time Card is drawn at the end of every round.

### Encounter Cards

Every Encounter card details what types and numbers of Enemies the Heroes will be facing as long as this is the Active Encounter. The Starting Enemies number and type denotes how many Enemies will be drawn and from which Enemy deck. The Reinforcement Value shows how far the marker cube will move on the Time Track of the Quest Charter.

### ENCOUNTER CARD ANATOMY KEY

1. Card Title
2. Encounter Type: Regular / Special
3. Starting Enemies (number and type)
4. Reinforcement Value
5. Rules Box
6. Card number



### Time Cards

A Time card is drawn at the end of every round. The Time Track Value is immediately applied and the marker cube on the Time Track is moved, after which any possible Time Track effects are resolved. Then, any possible Event part of the card is resolved.

### TIME CARD ANATOMY KEY

1. Card Title
2. Card Type (Time Card)
3. Time Track Value
4. Text Box
5. Card number

### Location Tiles

During setup, Location tiles will be placed on the table to create a unique environment for the party to explore.




**LOCATION TILE ANATOMY KEY**

1. Location Name
2. Location Keywords
3. Location Special Ability
4. Location Restoration Value
5. Dungeon Symbol (to be used in future expansions)



## Charters

The game comes with eight Charters: 1 Quest Charter and 7 Hero Charters (1 per Hero). All Charters are double-sided, with the side featuring the Special Enemy symbol  used for higher difficulty level games.

### Hero Charters

Every Hero comes with a unique Hero Charter placed in the centre of a player's Hero Area at the start of the game. A Hero Charter is used to determine the player's Starting Gear, as well as current Enemy Focus level and any Conditions a Hero might be suffering or benefitting from. A Hero Charter also lists Hero Special Abilities and Gear Proficiencies, as well as Hero Restoration Factor.

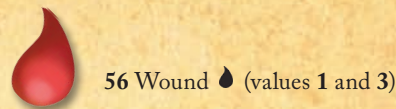
### Quest Charter

The Quest Charter helps with tracking the current state of the Quest.

The Time Track is the game's doom clock, showing how much time the Heroes have left until they are defeated. The Reinforcement Track details the number of Enemies added to the Hero Area every turn. The Active Encounter Space houses the current Active Encounter.

## Game Tokens

153 Game Tokens, including:



40 Condition Tokens, including:



6 Quest Tokens (with the letters A, B, C, D, E, and F)





1 Party token (with an attachable base).





### HERO CHARTER ANATOMY KEY

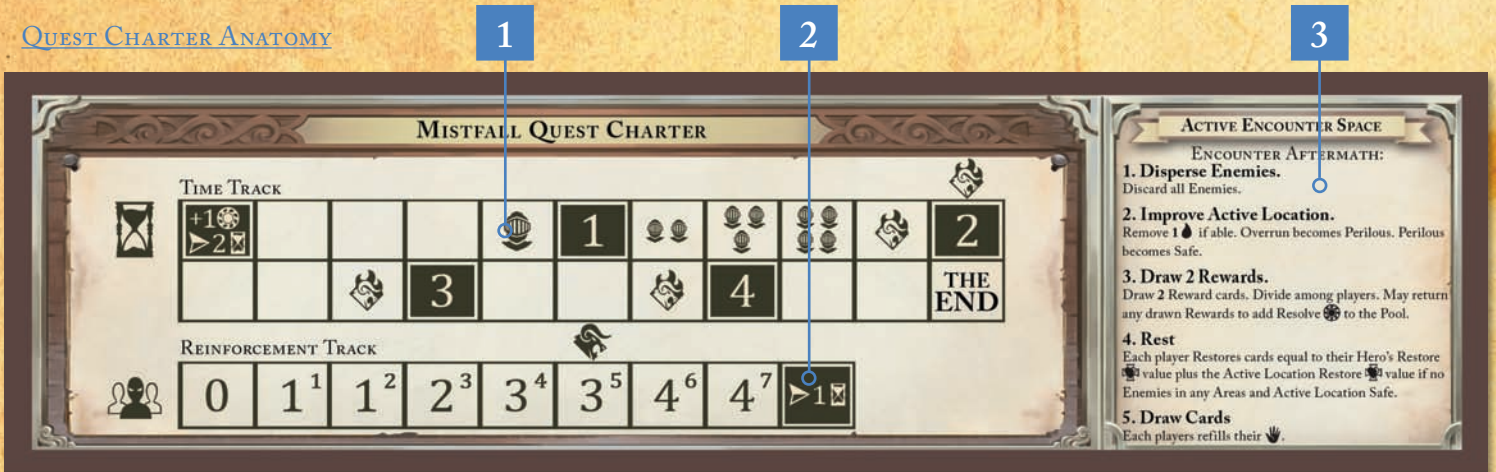
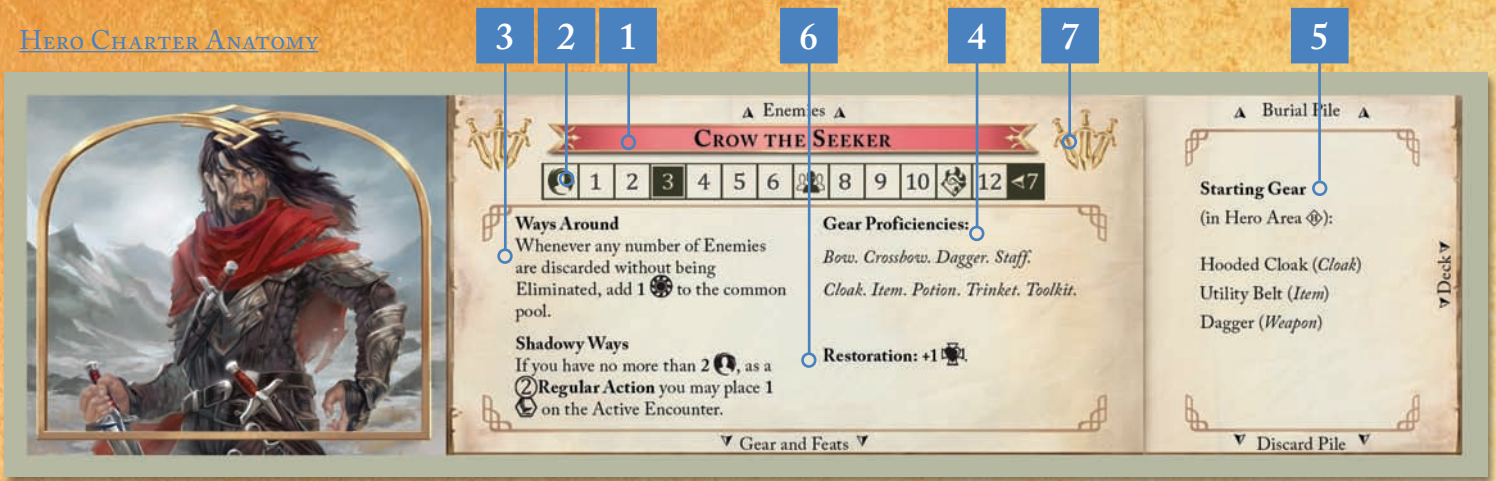
(SEE PAGE 8)

1. Hero Name and Class
2. Enemy Focus  Track
3. Hero Special Abilities
4. Hero Gear Proficiencies
5. Hero Area  Starting Gear
6. Restoration Factor
7. Hero Symbol

### QUEST CHARTER ANATOMY KEY

(SEE PAGE 8)

1. Time Track 
2. Reinforcement Track 
3. Active Encounter Space (with Encounter Aftermath Reminder)



## SYMBOL KEY

**Mistfall** uses a set of symbols to depict different types of game elements. Some of the symbols appear in two different versions: a full colour one that can be seen on cards, boards or tokens, and smaller, black and white versions appearing as part of text. For all intents and purposes these symbols should be treated identically.

- 🗡️ - Physical Damage
- 🌀 - Magical Damage
- 🛡️ - Physical Defence
- 🛡️ - Magical Defence
- 👤 - Enemy Focus
- 👤 - Reinforcements
- ⌚ - Time
- ①②③④ - Range
- 👤 - Restoration
- 👤 - Player Hand
- 🏠 - Hero Area
- 🏠 - Quest Area
- 👤 - Hero Number
- 👤 - Objective
- 🌀 - Resolve
- 💧 - Wound/Vulnerability
- ❤️ - Life
- 👤 - Regular Enemy Symbol
- 👤 - Raging Enemy Symbol
- 👤 - Special Enemy Symbol
- 👁️ - Calm
- 👁️ - Enrage
- 👤 - Left/Right arrow
- 🌀 - Daze
- 🔥 - Burning
- 👤 - Weakness
- 👤 - Poison

### Hero Number Value

The Hero Symbol is used specifically throughout the cards and other game elements to scale different in game values depending on the number of Heroes. Whenever it is used, players should read it as a number with a value equal to the number of Heroes that started the game.

#### EXAMPLE

With 2 Heroes, a 2 +1 value equals 5.  
With 3 Heroes, the same 2 +1 value will equal 7.

### Numbers and Arrows

A symbol can be preceded by a number or a number and an arrow. A number simply indicates how many of the elements the symbol depicts are meant (2 means 2 Physical Damage).

An arrow (◀ or ▶) followed by a number shows how many spaces and in which direction a marker cube should be moved on symbol. For example, ▶ 2 means that the marker cube on the Enemy Focus track should be moved two spaces to the right. An arrow pointing left may also be followed by ½ - in such a case, look at the current position of the marker cube, divide the position number by half (always rounding down) and move the marker cube to the new position.

#### EXAMPLE


The marker cube on Arani's Enemy Focus Track is on the seventh position, when an effect instructs her player to ▶ ½. The Arani player divides 7 by 2 and rounds down, and then moves the marker cube to the third position on the Enemy Focus Track.

## ROUND STRUCTURE

Within this section you will find a step-by-step explanation of each of the seven Phases in a round. Before playing the game you may want to become familiar with the Advanced Game Concepts section of this rulebook, where some of the mechanisms are explained in greater detail. If any element of the game (such as: types of Damage, Restoring cards or progressing through an Encounter) has not been sufficiently explained up until this point, and you find its explanation in the Round Structure section vague, you will be able to find a more detailed description, in the Advanced Game Concepts section.






## 1. Reinforcement Phase








During this Phase players check if new Enemy cards need to be drawn and placed in the Quest Area .









### Drawing Reinforcements

1. If there is no Active Encounter in play, move the marker cube on the Reinforcement Track  to the starting position (maximum to the left).
2. If there is an Active Encounter in play, move the marker cube on the Reinforcement Track  as indicated by the Active Encounter Reinforcement box.
3. Check the large number on the space that is currently occupied by the marker cube on the Reinforcement Track . The number will tell you

how many Enemies you will have to put into play.

4. Start drawing Enemy cards from the appropriate deck (Blue, Green, or Red), as specified in the Starting Enemies box of the Encounter card.
5. Each drawn Enemy that shares no keywords with the Starting Enemies box of the Active Encounter is immediately discarded without entering play.
6. When placing Enemies on the table, form a line by placing the first Enemy drawn furthest to the left and adding new Enemies to expand to the right.
7. If there were any Enemies on the table before the Reinforcement Phase, continue adding new Enemies to the existing line.
8. Keep drawing new Enemies until you have drawn and placed into the Quest Area  the required number of new Enemies, as indicated by the Reinforcement Track  (in addition to any Enemies which were already present in the Quest Area .
9. If the Enemy deck is depleted, immediately reshuffle the appropriate discard pile to form a new Enemy deck.
10. If for any reason the appropriate Enemy Deck does not contain enough Enemies that can legally be placed in the Quest Area  during this phase, reshuffle all Enemy Decks and move the marker cube on the Time Track  2 spaces to the right ( 2 .

### EXAMPLE






It is the start of the Reinforcement Phase, The Rising Dead is the Active Encounter. There is a Bonesorrow Shooter in the Quest Area , and the marker cube on the Reinforcement Track  is on the leftmost space. The Reinforcements box instructs the players to move the marker cube on the Reinforcement Track  four space to the right ( 4 ) , which moves the marker cube into a space with the number 3. The Encounter also defines the Enemy cards to enter play as only those with the *Mindless* keyword. Immediately afterwards the players start drawing from the Blue Enemy Deck, looking for Enemy cards with the *Mindless* keyword. The first card drawn is the Vampire Hound without the *Mindless* keyword, so this Enemy is immediately discarded without any effects. The next three cards are The Bonesorrow Warrior and two Cursed Walkers. These cards are placed (one by one) in the Quest Area , next to the Bonesorrow Shooter already present there, expanding the Enemy line to the right.

## 2. Travel Phase




During this Phase players decide whether or not the party will relocate

into an adjacent Location. Relocating may trigger a Retreat effect (if escaping an Active Encounter) or result in a new Encounter being revealed.



### Party Relocation

1. Relocating the Party Token is always optional.
2. If there is an Active Encounter in play, only revealed Safe Locations may be the destination of this movement. Otherwise, the Party token may be relocated to any adjacent Location, both revealed and unrevealed.
3. Immediately before relocating the Party Token, players may discard up to 4 Resolve  from the Resolve Pool to reveal 1 adjacent Location for each 1 Resolve  so discarded.
4. Immediately before relocating the Party Token, players may discard a number of Resolve  tokens equal to the number of players  to instead relocate the Party Token to any unrevealed, Perilous, or Overrun Location that is linked to the Active Location by a contiguous line of adjacent, revealed Safe Locations.
5. If the party decides to relocate while there is an Active Encounter in play, first discard the Active Encounter (and return any Objective  tokens to the Token Bank) and apply the Retreat Penalty of the Encounter, then relocate the Party token to an adjacent Safe Location..

### Entering a New Location

1. If the Location is unrevealed, reveal it immediately.
2. Any newly revealed Location (whether the result of party relocation or another effect) is initially Perilous – place 1 Wound  token on the Location to indicate its current status.
3. Any Locations previously revealed (before the current Travel Phase) retain their current status (Safe, Perilous, or Overrun).
4. Immediately after relocating the party, Disperse Enemies by discarding all Enemy cards from the Quest Area  and all Hero Areas .
5. Resolve any effects triggered by entering a new Location.
6. The new party Location becomes the Active Location.

### Encounter Check

1. Check if there is an Active Encounter.
2. If there is an Active Encounter in play, do not draw a new Encounter this turn.
3. If there is no Active Encounter, check the Location Status. If the Location is Safe (indicated by no Wound  tokens on the Location), do not draw a new Encounter this turn.
4. If there is no Active Encounter and the Location is either Perilous or Overrun (indicated by 1 or 2 Wound  tokens respectively), immediately draw a new Encounter.

### Drawing Encounters

1. Draw Encounter cards one by one.
2. If a drawn Encounter card shares at least 1 keyword (for example, *Borderlands*, *Deadlands*, or *Wildlands*) with the Active Location, put that card into play.
3. If the Encounter card shares no keywords with the Active Location, discard it and draw another Encounter (the discarded Encounter does not enter play).
4. Repeat this process until an Encounter that can be legally put into play is drawn. If the Encounter deck is depleted, immediately reshuffle the discard pile and continue drawing.

### Encounter Setup

1. Check the number in the Starting Enemies box on the Encounter Card.
2. Start drawing Enemy cards from the appropriate deck (Blue, Green, or Red).
3. Each Enemy that shares at least 1 keyword with the Starting Enemies box of the Active Encounter (for example, *Beast*, *Mindless*, or

*Brigand*) is placed in the Quest Area **Q**.

- Each drawn Enemy that shares no keywords with the Starting Enemies box of the Active Encounter is immediately discarded without entering play.
- When placing Enemies on the table, form a line by placing the first Enemy drawn furthest to the left and adding new Enemies to expand to the right.
- If there were any Enemies on the table before the Travel Phase, continue by adding new Enemies to the existing line.
- Keep drawing until you have placed a number of Enemies into the Quest Area **Q** equal to the Starting Enemies number. Remember to only place Enemies in the Quest Area **Q** who share at least 1 keyword with the Starting Enemies box of the Active Encounter.
- If the Enemy deck is depleted, immediately reshuffle the appropriate discard pile to form a new Enemy deck.
- If the Active Location has any special Setup Rules, follow them after drawing the Starting Enemies.
- If, for any reason, the appropriate Enemy Deck does not contain enough Enemies that can be legally placed in the Quest Area **Q** during this phase, reshuffle all Enemy Decks and move the marker cube on the Time Track **T** 2 spaces to the right (▶ 2 **T**).

### 3. Pursuit Phase

During this Phase Enemies move from the Quest Area **Q** into individual Hero Areas **H** according to their order in the Enemy line and the current Enemy Focus **E** of each individual Hero.

#### Enemy Movement

- Enemies move individually from the Quest Area **Q** to Hero Areas **H**.
- Enemies that start this Phase in any Hero Area **H** do not move.
- Always move the leftmost Enemy from the Enemy line first.
- Multiple Enemies may move during a single Pursuit Phase.
- Whenever an Enemy returns to the Quest Area **Q** from any Hero Area **H** for any reason, place that Enemy in the rightmost position of the Enemy line.
- If multiple Enemies return to the Quest Area **Q** at the same time (as a result of a single card effect or ability), players may choose the order in which they are added to the Enemy line.

#### Pursuing Heroes

- If there is at least 1 Enemy in the Quest Area **Q**, the leftmost Enemy will move into the Hero Area **H** of the Hero with the highest Enemy Focus **E** value (the further to the right on the Enemy Focus Track **E** a marker cube is situated, the higher the value).
- If two or more Heroes are tied for having the highest Enemy Focus **E**, players may break the tie in whatever way benefits them the most (players may choose which Hero Area the Enemy moves to).
- Enemies do not Pursue Heroes whose Enemy Focus **E** equals 0 (the marker cube on the Enemy Focus Track **E** on their Hero Charter is in the leftmost position – the one with the Enemy Focus **E** symbol).
- When an Enemy enters a Hero Area **H**, immediately divide the position number on the Enemy Focus Track **E** by half (always rounding down) and move the marker cube to the new position.
- If there are no Enemies in the Quest Area **Q** or no marker cube on any Enemy Focus Track **E** is beyond its starting position (leftmost space), the Pursuit Phase ends.
- In the unlikely event of all Heroes starting the Pursuit Phase with the marker cubes on their Enemy Focus Tracks **E** on the leftmost positions, no Enemies will enter any Hero Areas **H** this Phase.

#### EXAMPLE

At the start of the Pursuit Phase there are 4 Enemies in the Quest Area **Q** (from left to right): a Tracker Hound, a Ghoren Smallhorn, a Ghoren Warrior, and a Wild Icehound. There are also 3 Heroes: Fengray (marker cube on the 2 position of the Enemy Focus Track **E**), Celenthia (marker cube on the 1 position of the Enemy Focus Track **E**) and Crow (marker cube on the 0 position of the Enemy Focus Track **E**).

The leftmost Enemy (the Tracker Hound) moves into Fengray's Hero Area **H**, as Fengray currently has the highest Enemy Focus value **E**. The value is immediately reduced by half, so the marker cube on Fengray's Enemy Focus Track **E** is immediately moved to position 1.

Now the leftmost Enemy is the Ghoren Smallhorn. As both Fengray and Celenthia have their Enemy Focus values **E** equal (and both tie at the highest Enemy Focus **E** value), they may choose whose Hero Area **H** the Smallhorn will enter. They mutually agree that this Enemy will enter Celenthia's Hero Area **H**. Her Enemy Focus value **E** is immediately reduced by half. Since 1 halved and rounded down is 0, her marker cube is moved to the 0 position of the track.

Next, the Ghoren Warrior enters the Hero Area **H** belonging to Fengray, reducing his Enemy Focus value **E** by half, which moves the marker cube on Fengray's Enemy Focus Track **E** to the 0 position.

At this point all Heroes have an Enemy Focus value **E** equalling 0, which means that the Wild Icehound will remain in the Quest Area **Q**. None of the Enemies entered Crow's Hero Area **H**, as the Seeker started the Enemy Pursuit Phase with the Enemy Focus value **E** of 0. The Pursuit Phase ends immediately.

### 4. Hero Phase

The Hero Phase is the main Phase of each round, during which each Hero gets a chance to act. This is the time most cards will be played, most damage dealt, and most Objective **O** tokens placed on Active Encounter cards.

#### Hero Phase General Overview

- Players choose which Hero to activate.
- The owner of that Hero becomes the Active Player and carries out their Hero Turn.
- Each Hero Turn is played to completion before another Hero Turn starts.
- After each player has carried out their respective Hero Turn **once**, the Hero Phase ends.

#### The Hero Turn

- Resolve any "At the start of your/every Hero Turn" effects and abilities.
- Resolve **Actions** and purchase Advanced Feats.
- Resolve any "At the end of your/every Hero Turn" effects and abilities – at this point, you may no longer resolve any more **Regular Actions** and **Fast Actions** or purchase any cards until your next Hero Turn.
- Draw cards back up to your Draw Limit from your deck.

No Hero is allowed to resolve any **Reflexes** during any Hero's draw step.


#### Actions during Hero Turn

During their Hero Turn, between the start and the end of the Hero Turn, the Active Player may:




- Resolve up to 1 **Regular Action**.
- Resolve **any number** of **Fast Actions**.
- Resolve **any number** of **Reflexes**.
- Purchase any number of Advanced Feat cards from the Advanced Feats deck belonging to their Hero.

A player is allowed to resolve **Fast Actions** and **Reflexes** before and/or after their **Regular Action**. Resolving any **Actions** is not mandatory – a player may even choose to do nothing during their Hero Turn.





## 5. Defence Phase

During this Phase Enemies in Hero Areas  activate and attack, dealing damage to Heroes. Afterwards, Conditions are resolved.


### Defence Phase General Rules

1. Each Enemy in a Hero Area  must be activated once to attack.
2. Enemies in the Quest Area  do not activate.
3. Enemies are activated in any order chosen by the players.
4. After all Enemies in all Hero Areas  have been activated once, Conditions are resolved.

### Enemy Attacks

1. Activate 1 Enemy in any Hero Area .
2. The activated Enemy deals Physical  or Magical  Damage according to their Battle Box.
3. The Hero whose Hero Area  the attacking Enemy is currently in, becomes the target of the attack.
4. Each Enemy activation must be completely resolved before another Enemy is activated.

### Resolving Conditions

1. Activate an Enemy card or Hero Charter with one or more Condition tokens.
2. Resolve the effects of all Conditions that inflict any Wounds .
3. Discard any 1 single Condition token (or flip a double Condition token to its single side) from the activated Enemy card or Hero Charter.
4. Each Enemy card and each Hero Charter must be activated once to resolve all possible Conditions.
5. After all Enemy cards and Hero Charters have been activated to resolve Conditions, the Defence Phase ends.

## 6. Encounter Phase

During the Encounter Phase players check if they satisfy any of the conditions that would allow them to successfully complete an Active Encounter (if one is in play), Rest, and receive Rewards as a result of an Encounter Aftermath.






### No Encounter in Play




If, at the start of the Encounter Phase, there is no Active Encounter in play, and the Active Location is Safe and empty (there are no enemies in play), the Heroes may rest. Otherwise, proceed with the Encounter Objective Check.


### Encounter Objective Check

1. Players check the **End** section of the Active Encounter card.
2. If the End conditions are satisfied, the Encounter ends immediately and players proceed to Encounter Aftermath.
3. Otherwise, end the Encounter Phase immediately.

### Encounter Aftermath

1. Disperse Enemies by discarding all Enemy cards from the Quest Area  and all Hero Areas .
2. Improve the Active Location status (by removing 1 Wound  token from the Active Location, if possible).
3. Players draw a total of 2 Rewards from the Reward deck. If the Reward deck becomes depleted, add 1 Resolve  token to the Resolve Pool for each Reward card players are unable to draw.
4. Each Reward card may be taken into a player hand  or placed at the bottom of the Reward deck in exchange for a number of Resolve






 tokens equal to the card Resolve  value. Rewards may **not** be exchanged for Resolve  tokens in this way later in the game.

5. If the Active Location is Safe (there are no Wound  tokens in the Location tile and no Enemies in play) the Heroes may rest.
6. Discard the Active Encounter card.
7. End the Encounter Phase.



### Taking Reward Cards

Reward Gear cards kept by players during the Encounter Aftermath are placed directly into their hands. However, for a player to be able to take a Reward card, that Reward card must share at least 1 keyword with the Gear Proficiencies entry of their Hero Charter.




#### EXAMPLE

During the Encounter Phase the players check the active Encounter – Totem of Fury – to see if they can end it successfully this turn. Since there are 2 Heroes in the game, they need a total of 5 Objective tokens  (2  + 1) to successfully end the Encounter. Unfortunately, there are only 2 Objective tokens  on the card. However, an alternative option is having no Enemies in play, and since there are no Enemy cards in any Hero Areas  and no Enemies in the Quest Area , the players can immediately perform the Encounter Aftermath and discard the active Encounter card.


### Resting

If at the start of the Encounter Phase there is no Active Encounter in play, the Active Location is Safe and empty (there are no Enemies in play), the Heroes may rest: Each player Restores a number of cards equal to the Restoration  value of their Hero plus the Restoration  value of the Active Location, and then draws back up to their Draw Limit.

### Drawing cards and the Draw Limit

Unless modified by abilities or effects, a Hero's Draw Limit is always equal to 5. When drawing back up to their Hand Limit, a player draws cards from their deck into their hand  until they have a number of cards equal to their Hand Limit. If a player's hand  already contains a number of cards equal to or higher than their Draw Limit, they do not draw any cards, **but also do not discard any cards**. If at any point their deck is depleted, the player does not reshuffle their discard or Burial pile. Cards return to player's decks only when a Restoration  effect allows their Heroes to Restore cards. If a player's deck is depleted before their Hand Limit is reached, that player simply does not draw any more cards.

## 7. Time Phase

During this phase the players draw a Time Card to move the marker cube on the Time Track  and resolve any of the card effects.



## Resolving a Time Card

1. Check the Time  $\square$  value of the card drawn.
2. Move the marker cube on the Time Track  $\square$  accordingly.
3. If at any point the marker cube reached or passed the final space of the Time Track  $\square$ , the game is over and all players lose.
4. Resolve any Event part of the Text Box.
5. Time Track  $\square$  effects are resolved in the order they appear on the track.
6. Resolve any effects from the symbols on the Time Track  $\square$  the marker cube passed or stopped on.
7. Each effect must be resolved to completion before resolving another effect.

## ADVANCED RULES

Below you will find detailed explanations of some of the more advanced rules needed to play a game of **Mistfall**.

### Advanced Feats and Reward Gear



A player may buy any number of Advanced Feats during their Hero Turn:

1. Each Advanced Feat has a Resolve  $\text{⚡}$  value, representing the cost of the card – a number of Resolve  $\text{⚡}$  tokens that need to be returned to the Token Bank from the Resolve Pool in order to purchase that card.
2. A player may only purchase cards from their own Advanced Feats stack.
3. A player may buy any Advanced Feats: their order in the stack does not matter.
4. A player may never buy Advanced Feats outside of their Hero Turn (when they are **not** the Active Player) or after they draw cards to replenish their hand.
5. A purchased Advanced Feat card is placed into the purchasing player's hand  $\text{✋}$  and may be used immediately.

### Transient Reward Gear

All General Rewards are categorized as Transient Reward Gear. This signifies that such a card is returned to the Reward Deck after resolving one of its **Actions**. The **Action** that returns the card to the deck will instruct the player to do so.

#### EXAMPLE

During her Hero Turn, Celenthia resolves the **Fast Action** of the Invisibility Potion card and places it in her Hero Area  $\text{Ⓚ}$ . Then, she uses the **Reflex** of this card to move all the Enemies from her Hero Area  $\text{Ⓚ}$  to the Quest Area  $\text{Ⓚ}$ . As the **Reflex** instructs Celenthia to place the card at the bottom of the Reward deck after resolving the **Action**, the card is then placed there.



## Actions

There are three types of **Actions** in **Mistfall**: **Regular Action**, **Fast Action**, and **Reflex**. Although each of these types may work differently, whenever the word “**Action**” appears in bold print it refers to each of the above types.

### Effect Source and Target

Any **Action** effect originates from 1 single source to reach exactly 1 single target:

1. In case of player **Actions**, the source of the effect is either a player card or a Hero Charter ability. Even if an effect is modified by other cards, the card that carries the original effect remains the source.
2. In case of Enemy attacks and special abilities, as well as any Encounter Special Rules effects, the Enemy card or the Encounter in question is always considered to be the source of the effect.
3. Damage dealt by Hero **Actions** can target Enemies and certain Encounter cards. Other effects, such as Restoration, target other Heroes. Enemy or Encounter special abilities may target both Heroes and Enemies.
4. If an effect can target multiple game elements at the same time, this will be clearly indicated. Unless otherwise explicitly indicated, each effect can have only 1 target.

### Action Range

Every **Action** is always preceded by an encircled number (usually ranging from ① to ④). This is the **Action** range, which denotes which game elements an **Action** can influence:


1. Range ① **Actions** may target the Hero Area  $\text{Ⓚ}$  belonging to the player resolving the **Action**, including their Hero Charter with its Enemy Focus Track  $\text{Ⓚ}$ , any Feat, Gear, and Enemy cards in their Hero Area  $\text{Ⓚ}$ , their hand  $\text{✋}$ , deck, discard and Burial pile, whenever relevant. Range ① is also enough to modify any **Actions** resolved by the same player, even if the range of those **Actions** is ② or greater.
2. Range ② **Actions** may target the same game elements as the Range ① **Actions**, as well as their counterparts in any other Hero Area  $\text{Ⓚ}$  and (in case of cards that target Enemies) any Enemies in the Quest Area  $\text{Ⓚ}$ .

#### EXAMPLE



Arani has the Chainmail card in her Hero Area  $\text{Ⓚ}$  and a Divine Protection card in her hand  $\text{✋}$ . When Arani is dealt damage, she can use the range ① **Reflex** of the Chainmail card to cancel some of that damage, but cannot use this **Reflex** to cancel damage dealt to any other Hero. However, Arani may use the range ② **Reflex** of the Divine Protection card to cancel some of the damage dealt either to Arani, or to any other Hero.











3. Longer ranges (like ③ or ④) work the same way as range ② and are usually the result of a modification. They exist as a countermeasure to certain Enemy and Encounter abilities that may reduce the effective range of some **Actions**.

### Empty Hero Area




If a player has no Enemies in their Hero Area , all **Actions** (which can target Enemies) resolved by that player automatically receive a +① Range bonus. Any effects that modify these **Actions** still only need range ① to target them.

### Action Playability


Apart from range, each **Action** is also preceded by a hand  or Hero Area  symbol.



1. Hand  **Actions** may be resolved only if the card in question is in a player's hand . After resolving a  **Action**, the card it is printed on is discarded (unless otherwise instructed by any of the resolved effects).
2. Hero Area  **Actions** may be resolved only if the card in question is located face up in a Hero Area . The only player that is allowed to resolve the **Action** is the owner of the Hero Area  that includes the card in question. As a general rule, any card with **Actions** that may be resolved from the Hero Area  will also feature an **Action** that allows the player to place the card in their Hero Area . After resolving a Hero Area  **Action**, the card it is printed on remains in the Hero Area  (unless otherwise instructed by any of the resolved effects).
3. As a general rule, **Actions** may not be resolved from other players' Hero Areas or any players' discard or Burial piles.

#### EXAMPLE







Fengray has three cards in his hand : War Sword, Lunge and Strong Punch. The Lunge and Strong Punch cards can be played for any of their **Actions** out of the player's hand . In order to use any of the War Sword's **Regular Actions**, he needs to first use its **Fast Action**, which allows him to place the War Sword card in his Hero Area . If Fengray then decides to make use of the first **Regular Action** of the War Sword, he will resolve the **Action** and then place the card on top of his deck.

### Hero Area Restrictions

Whenever a card is placed in any Hero Area , the owning player must immediately check for and resolve any possible restrictions:

1. Count the cards of the same Restriction type (A, B, C, etc.) as the one just placed (including the placed one).
2. Obey the lowest number following the type letter: the number of cards of that exact type in the Hero Area  may not exceed that number.
3. Discard any combination of cards from the Hero Area  until no Restriction numbers on any cards are exceeded.

#### EXAMPLE

Arani currently has 3 cards in her Hero Area : Divine Protection, Blessing of Fire and Hammer of Dawn – all of them with the F3 Hero Area  Restriction. In her hand , Arani also has the Blessing of Restoration card, also with the F3 Hero Area  Restriction. If she places Blessing of Restoration in her Hero Area , she will have to immediately discard one of the F3 Hero Area  Restriction cards, to reduce their overall number to 3.

### Resolving Actions

Depending on the type of an **Action** (**Regular Action**, **Fast Action**, or **Reflex**), its effect may be resolved at different moments of the game. A **Fast Action** or a **Regular Action** generally cannot be used to modify or add to other **Actions**. Any **Regular Action** or **Fast Action** must be completely resolved before any other **Fast Action** or **Regular Action** may be resolved.

#### Regular Action

1. A **Regular Action** may be resolved only during a Hero Turn.
2. Each player may resolve no more than 1 **Regular Action** during their Hero Turn.




#### Fast Actions

1. A **Fast Action** may be resolved only during a Hero Turn.
2. Each player may resolve any number of **Fast Actions**.

#### Reflexes

1. A **Reflex** is a special type of **Action** that may be resolved at any time except when any player is drawing cards from their deck.
2. Any **Reflex** from a single card may be used only once to modify one specific effect. Multiple **Reflex** effects may be used to modify a single effect, but each has to originate from a different source (even if the different sources are copies of the same card).


#### EXAMPLE

Crow is resolving a **Fast Action** of a Dagger card in his Hero Area  to deal damage to an Enemy. He also has a Short Blade Mastery card in his Hero Area , with a **Reflex** that adds additional damage to the Dagger **Fast Action**. However, Crow cannot use a **Fast Action** of another Dagger card in his Hero Area  to add even more damage, as **Fast Actions** have to fully resolve before resolving any other **Fast** or **Regular Actions**, and are thus not allowed to modify other effects.



#### Embedded Actions

Some **Actions** specifically allow players to resolve other **Actions** of different cards. In such cases, a **Regular Action** or a **Fast Action** can be resolved before other **Actions** are completed.



#### Completing Actions

When resolving an **Action** that creates a number of simultaneous or consecutive effects, all effects are mandatory and must be applied, unless the **Action** allows a player to choose only some of its effects (indicated by the word "may"). For example, a player cannot decide not to gain Enemy Focus  after dealing damage, unless the card specifically allows for such an option.

#### Multiple Action Cards

Some cards list multiple possible **Actions**. Generally, a player may resolve only one of those **Actions** before discarding the card (in case of hand  **Actions**) or before resolving another **Action** (in case of Hero Area  **Actions**).

#### EXAMPLE

Crow's Misdirection card allows him to either switch positions of 2 different Enemies or move 1 Enemy card from his Hero Area  to the Quest Area . After resolving any 1 of those **Actions**, Crow immediately discards the card. He is not allowed to use both of them at the same time.

## Keywords in Actions

Some **Actions** require or give the player an option to modify their effects through discarding a number of cards with a specific keyword (like *Arcane*, *Combat*, or *Divine*). In such a case, the discarded card creates no additional effect and is treated as a card that has no **Actions**. Any card discarded this way is immediately placed on top of the discard pile.

### EXAMPLE

The first **Regular Action** of the Shieldbearer's War Sword card allows a player to deal damage and gives them the option of discarding some cards with the *Combat* keyword for additional damage. However, the player must also generate some Enemy Focus as instructed by the **Regular Action** and is obliged to then place the War Sword card on top of their deck – these elements of the **Action** are not optional.

## Keyword Inheritance

A Hero card effect modified by any other effects automatically inherits all keywords of any cards that modified it. Simply put, if a *Blunt* card **Action** effect is modified by a *Flame* card effect, the modified card inherits the *Flame* keyword for the duration of the **Action** resolution. As no keywords may ever appear more than once on any card, inheriting a keyword already present on the target card has no effect.

## Damage, Wounds, and Healing

Many game effects in **Mistfall** deal damage to Heroes, Enemies, and (in some rare cases) Encounter cards. This section details dealing damage, converting damage into Wounds, healing, and eliminating Enemies, as well as defeating Heroes.

## Attacking

1. Whenever a player resolves an **Action** or any other effect that deals any damage, that player's Hero is considered to be attacking.
2. Whenever an Enemy is dealing damage to a Hero, that Enemy is considered to be attacking.

## Types of Damage and Defence

There are two types of damage in **Mistfall**: Physical Damage and Magical Damage. In essence, both types of damage work the same way. However, some effects or abilities cancel only one type of damage:

1. Any **Actions** or special abilities that cancel damage detail which type of damage (Physical or Magical) they may cancel.
2. Every Enemy card comes with a Battle Box that details (in the form of Physical Defence and Magical Defence) how much damage of each type is cancelled whenever that Enemy becomes the target of an attack.

## Dealing Damage

1. A Hero deals damage while resolving specific **Actions** of their Feat and Gear cards, as well as Hero Charter special abilities.
2. An Enemy deals a fixed amount of damage during the Defence Phase of every turn when activated. The type and amount of damage dealt is indicated in the Battle Box.

## Cancelling Damage

1. A Hero cancels damage only while resolving specific **Actions** (usually **Reflexes**) or special abilities that allow the player to cancel a specific amount of damage (like 2 or 3) dealt to their Hero.
2. An Enemy cancels a fixed amount of damage whenever becoming the target of an attack. The type and amount of damage cancelled is indicated in the Battle Box (like 2 or 1).

3. If an Enemy is dealt damage from more than one attack, even during the same Round or Phase, their defence applies in full to each attack, so two separate attacks each dealing 2 Physical Damage to a single Enemy will be fully cancelled if that Enemy has a Physical Defence of 2 or more.

### EXAMPLE

Fengray is being attacked by a Ghoren Warrior. This Enemy deals 3 Physical Damage when activated to attack. Fengray uses the **Reflex** of a Chainmail card in his Hero Area to cancel 1 Physical Damage dealt, and then resolves the **Reflex** of the Block card in his hand to cancel 2 Physical Damage (since the Shield card is in his Hero Area). Thus all 3 of the Physical Damage dealt by the Ghoren Warrior is cancelled.

Next round, during Fengray's Hero Turn, he retaliates by attacking the Ghoren Warrior in his Hero Area. He resolves the second **Regular Action** of the War Sword card in his Hero Area and decides to discard 2 cards with the *Combat* keyword (a Toughness card and a Lunge card), dealing a total of 5 Physical Damage. The Physical Defence of the Ghoren Warrior is equal to 2, so 2 Physical Damage is cancelled.

## Wounds

Whenever any amount of damage dealt to a Hero or Enemy is not cancelled, any remaining damage is converted into Wounds. However, Hero and Enemy Wounds work differently:

1. Hero Wounds — For every 1 damage dealt to their Hero which they were unable or unwilling to cancel, that player must move 1 card from their hand, their discard pile, or the top of their deck into the Burial pile (Burying that card).
2. Enemy Wounds — For every 1 damage dealt to an Enemy in excess of their relevant defence (Physical or Magical), 1 Wound token is placed on that Enemy card.

### EXAMPLE CONTINUED

The Physical Defence of the Ghoren Warrior cancelled 2 Physical Damage dealt using the War Sword card. 3 Physical Damage is immediately converted into Wounds and placed on the Ghoren Warrior card.



Later in the same round, Fengray is attacked by a Ghoren Smallhorn. Fengray decides not to cancel any damage, so now he must Bury (move from his hand, deck and/or discard pile) a total of 2 cards. He decides to Bury a Toughness card from his hand and a Lunge card from his discard pile.

## Enemy Vulnerability


Some Enemy cards include a Vulnerabilities section: a list of keywords preceded by a number of Wound symbols. Whenever an Enemy becomes target of any effect of a Hero **Action** resolved by a player:

1. Observe the keywords (and possibly inherited keywords) on the card that is the source of the effect.
2. If a keyword of the source effect matches the keyword of an Enemy Vulnerability, immediately place a number of Wounds on the Enemy card as indicated by the Vulnerability. Such wounds are not subject to Enemy defence.
3. Even if the Enemy was eliminated, the **Action** that targeted that Enemy must be completely resolved (generating Enemy Focus, possibly target other Enemies or resolve any other effects).



#### EXAMPLE

Celenthia decides to attack a Bonesorrow Shooter using the **Regular Action** of the Fire Bolt card in her hand . Since the Bonesorrow Shooter is vulnerable when targeted by *Blunt* and *Flame* cards, **1 Wound**  is placed on the Enemy card as the **Action** resolves, regardless of any defence.



### Defeated Heroes



If a Hero is dealt at least **1** damage that no player is able or willing to cancel, and that Hero's hand , deck, and discard pile are all empty, that Hero is defeated. If any Hero is defeated and the final Special Encounter is **not** the Active Encounter, all players lose the game immediately. When the final Special Encounter is the Active Encounter, all Heroes must be defeated in order for the players to lose the game.

### Eliminated Enemies





When the number of Wounds  on an Enemy card is equal to or higher than that Enemy's Life  value, that Enemy is immediately eliminated.

When eliminating an Enemy:




1. Add a number of Resolve  tokens to the Resolve Pool equal to the Resolve  value of the Enemy.
2. Place the eliminated Enemy card in the corresponding discard pile.

If multiple Enemies are eliminated by a single effect (such as an **Action** that deals damage to multiple Enemies), players should find the eliminated Enemy with the highest Resolve  value and add a number of Resolve  tokens to the Resolve Pool as if only that Enemy was eliminated. Any other Enemies are discarded without further effect.




#### EXAMPLE

Celenthia uses the Chain Lightning card to eliminate a Bonesorrow Warrior and a Bonesorrow Magus. Before discarding the Enemies, players check the Resolve  Values on the Enemy cards. Since Bonesorrow Magus has the Resolve  Value equal to **2**, exactly **2** Resolve  tokens are added to the Resolve Pool. The Bonesorrow Warrior (with a Resolve  value of **1**) is discarded without effect.



### Removing Wounds

Enemies are considered to be healing whenever an effect removes any number of Wounds  from an Enemy card. Note that Enemy Life  values are not affected by the number of Wound  tokens on their card (but may be changed by other specific effects).


### Note on Special Enemies

If you wish, you may use alternative methods to track the Life  of Special Enemies (like a Wound  track). For all intents and purposes, placing and removing Wounds  on a Special Enemy has the same effect as on a regular Enemy, regardless of the tracking method.





### Restoring Cards

Unlike Enemies, Heroes in **Mistfall** have no set Life  values. Instead, their Feat and Gear cards serve both as their in-game abilities and their Life trackers. As Heroes play their cards and are dealt damage, more and more cards end up in their discard pile and in their Burial pile. To move those cards back into their deck, a Hero needs to become the target of a Restoration  effect.




### Restoration Effects

Whenever a Hero becomes the target of a Restoration effect (from an **Action** resolved by a player, or when resting), for every **1** Restoration  point that player may either:

1. Move any **1** card from their Burial pile to their discard pile.

2. Move any **1** card from their discard pile to the bottom of their deck. A player may decide to use their Restoration  points any way they see fit, even ignoring some or all of the Restoration  points received or using **1** Restoration  point to move a card from their Burial pile to their discard pile and then immediately another **1** Restoration  point to move the same card from their discard pile to the bottom of their deck.


#### EXAMPLE

Crow becomes a target of the Minor Heal **Fast Action**, which allows him to Restore  a total of **2** cards. He looks through his discard pile and his Burial pile and decides to use **1** Restoration  point to move a Dagger card from the Burial pile into the discard pile and then use the remaining Restoration  point to move the same Dagger card from his discard pile to the bottom of his deck.

### Returning Restored Cards

Whenever a player returns any number of cards from their discard pile to the bottom of their deck, that player may choose the order in which the cards will be placed there. This means that players may (and are encouraged to) effectively stack their decks whenever Restoring.

#### EXAMPLE








Crow becomes one of the targets of the Greater Heal **Fast Action** and receives **3** Restoration  points. He decides to return a Dagger, a Double Stab and a Misdirection from his discard pile to his deck, choosing for the Dagger to be first, followed by the Misdirection and the Double Stab cards.

### Conditions

Conditions are a special type of tokens placed on Hero Charters and Enemy cards by various effects.

### Condition Types

There are four types of Conditions in **Mistfall**:










1. Burning  - At the end of the Defence Phase, each Hero and Enemy suffers **1** damage  for every Burning Condition token on their Hero Charter or Enemy card, respectively. This damage cannot be cancelled.
2. Poison  - At the end of the Defence Phase, each Hero and Enemy suffers **1** damage  for every Poison Condition token on their Hero Charter or Enemy card, respectively. This damage cannot be cancelled.
3. Daze  - Whenever a Hero or Enemy deals damage, that Hero or Enemy deals **1** less damage  for every Daze Condition token on their Hero Charter or Enemy card, respectively.
4. Weakness  - Whenever a player draws cards at the end of their Hero Phase, that player draws **1** fewer card if **1** or more Weakness Condition tokens are on that player's Hero Charter (the effects of multiple Weakness tokens do not stack). As a **Reflex** a player may remove all Weakness tokens from an Enemy to ignore any **1** special ability of that Enemy until the end of the current Phase.

### Condition Resolving and Removal

At the end of the Defence Phase, resolve all Condition tokens on each Enemy card and every Hero Charter. Regardless of the number and the types of Condition tokens on any card or Hero Charter, remove exactly **1** Condition token from each Enemy card and each Hero Charter after resolving Conditions.

Conditions may also be removed by certain effects. In each case, the effect will indicate the types and numbers of Condition tokens removed.

### EXAMPLE






A Ghoren Warrior in the Hero Area  has 3 Condition tokens: 2 Burning  and 1 Daze . After all Enemies in Hero Areas  were activated once to attack, Condition tokens are resolved. The 2 Burning  Burning tokens place a total of 2 Wounds  on the Ghoren Warrior card. Daze  is a Condition that does not deal any damage, so no further Wounds  are placed. Now players must remove any 1 Condition token from the Ghoren Warrior card. They opt to remove 1 Burning  token.


## Enraging and Calming Enemies

Some game effects (like Enemy Special Abilities) Enrage or Calm Enemies.


### Enrage and Calm




To Enrage an Enemy:

1. Tilt the Enemy card to one side to indicate that the Enemy is Enraged .
2. Resolve any Enrage  effects immediately (effects starting with the words "Attack" or "Activate").
3. If the effect description ends with a Calm  symbol, Calm the Enemy immediately, by returning the Enemy card to its default position.
4. If the effect description does not end with a Calm  symbol, the Enemy remains Enraged  until Calmed by a specific effect or discarded from play.

Enraging an already Enraged Enemy has no effect. If any effect forces a player to Enrage  an Enemy if able, that player must first choose an Enemy that is not already Enraged. To Calm an Enemy, return the Enemy card to its default position. Calming an Enemy that is not Enraged has no effect.







### EXAMPLE

A Ghoren Warrior becomes Enraged. As a result, this Enemy is immediately activated to attack the Hero owning the Hero Area  the Ghoren Warrior is at this time. Afterwards, the Ghoren Warrior Calms immediately. If he is subsequently Enraged again, this procedure is repeated.





A Tracker Hound becomes Enraged. Since the Enraged ability text does not end with the Calm symbol, the Enemy remains Enraged until Calmed by a specific effect or until discarded. While Enraged, the Tracker Hound deals a total of 3 Physical Damage  (the regular 2 Physical Damage  found in the Battle Box and the additional 1 Physical Damage  from the Enraged ability) every time it is activated to attack.

## Enemy Special Abilities

Most Enemy cards, apart from basic values, also include one or more special abilities. These abilities modify the rules of the game. However, special abilities (much like **Actions**) work only in specific circumstances:

1. Any ability that is preceded by a Hero Area  symbol is ignored, unless the Enemy is in a Hero Area .
2. Any ability that is preceded by a Quest Area  symbol is ignored unless the Enemy is in the Quest Area .
3. Abilities preceded by both symbols ( ) are always resolved regardless of the type of Area the Enemy is in.



## Game Tracks

There are three types of tracks used in **Mistfall**: Enemy Focus Tracks  (each Hero Charter comes with an individual Enemy Focus Track ) , the Time Track  and, the Reinforcement Track , the last two printed on the Quest Charter.







### General Track Rules

Every track consists of a number of spaces filled with either numbers or symbols. Each number is used individually by specific game elements, while each symbol:

1. Is resolved whenever a marker cube reaches or passes a space containing a symbol, while moving right .
2. Is ignored whenever a marker cube reaches or passes a space containing a symbol, while moving left  (unless it is the leftmost space of that track).

Whenever a marker cube reaches the last space of a track, refer to the specific effect this has in the game.

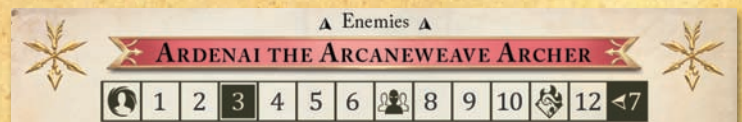
### Moving Marker Cubes



An arrow ( or ) followed by a number shows how many spaces, and in which direction, a marker cube should be moved on a track denoted by the symbol. For example,  2  means that the marker cube on the Enemy Focus Track should be moved 2 spaces to the right. An arrow pointing left may also be followed by  $\frac{1}{2}$  - in such a case, look at the current position of the marker cube, divide the position number by half (always rounding down) and move the marker cube to the new position.







### Activating Track Symbols

1. If a marker cube reaches or passes a space with a symbol, the effect of the symbol is resolved after the effect that caused the marker cube movement has been completely resolved. In other words, an **Action** that makes the marker cube move is never interrupted by the effect of any symbol the cube reaches or passes.
2. If a marker cube reaches or passes more than one space with a symbol, the effects of any symbols are resolved in the order in which they were reached or passed.

### Enemy Focus Track



An individual Enemy Focus Track  is located on each Hero Charter. The marker cube on the Enemy Focus Track  moves:

1. Left or right whenever any effect instructs the player to move their marker cube (such as a card effect simply stating:  1 .
2. Left to the position number equal to half (rounded down) of its current position number (  $\frac{1}{2}$  ) whenever any effect specifically instructs the player to move their marker cube this way or whenever an Enemy enters the Hero Area  belonging to that Hero for any reason (such as when an Enemy enters a Hero Area  during the Pursuit Phase).



## Enemy Focus Track Symbols and Numbers

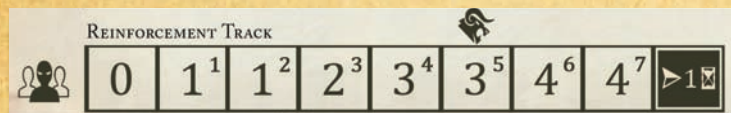
There are 3 types of symbols on each Enemy Focus Track:

1. The Reinforcement Track symbol immediately moves the marker cube on the Reinforcement Track exactly 1 space to the right.
2. The Raging Enemy Symbol requires the owner of the Hero Charter to immediately Enrage a Raging Enemy of their choice in their Hero Area, if able.
3. The Track End Symbol which immediately moves the marker cube 7 spaces to the left.
4. The Track End Symbol is the only symbol resolved immediately: the marker cube continues its movement from the 6<sup>th</sup> position of the Enemy Focus Track. Please note that no symbols are activated when the marker cube moves left.
5. The numbers on the Enemy Focus Track are printed for ease of play and have no in-game effect.

### EXAMPLE

During the Pursuit Phase, a Cursed Walker enters Fengray's Hero Area, reducing his Enemy Focus value by half ( $\leftarrow \frac{1}{2}$ ). Since the marker cube is on the eighth space of the track, it is now moved to the fourth space. The Reinforcement symbol is ignored, since the cube is moving from right to left. Later on, during his Hero Turn, Fengray decides to attack the Cursed Walker. He resolves the **Regular Action** of the War Sword card in his Hero Area (discarding Toughness and Lunge as part of the **Action** - both cards possessing the *Combat* keyword), which generates a total of 4 Enemy Focus. Since the marker cube crossed the space with the Reinforcement symbol (but this time moving from left to right), after the **Action** is fully resolved, the marker cube on the Reinforcement Track is moved one space to the right.

## Reinforcement Track



The Reinforcement Track is located on the Quest Charter. The marker cube on the Reinforcement Track moves:

1. Exactly 1 space to the right whenever a marker cube on any Enemy Focus Track stops on or crosses a Reinforcement symbol.
2. A number of spaces to the right as specified by the Starting Enemies Box of an Active Encounter card during the Reinforcement Phase.
3. Left or right whenever any effect instructs the players to move the marker cube.
4. All the way to the left after drawing Enemies at the end of the Reinforcement Phase.
5. All the way to the left if the Reinforcement Box of the Active Encounter card is empty during the Reinforcement Phase.
6. All the way to the left if there is no Active Encounter in play during a Reinforcement phase.

## Reinforcement Track Symbols and Numbers

There is exactly one symbol on the Reinforcement Track:

1. The Time Movement Symbol immediately moves the marker cube on the Time Track exactly 1 space to the right.
2. The marker cube on the Reinforcement Track does not move left after reaching the final position. Instead, move the marker cube on the Time Track exactly 1 space to the right for each space the marker cube was unable to move on the Reinforcement Track.
3. The large number in every Reinforcement Track space denotes

the number of Enemies that should be placed in the Quest Area during the Reinforcement Phase.

4. The small numbers in every Reinforcement Track space are printed for ease of play and have no in-game effect.

## Time Track



The Time Track is located on the Quest Charter. The marker cube on the Time Track moves:

1. Right by a number of spaces indicated on a Time Card drawn during the Time Phase.
2. Right whenever the marker cube on the Reinforcement Track moves into its last space or attempts to cross it (move the marker cube on the Time Track a number of spaces equal to the number of spaces the cube would still move, if it was not already on the last space of the Reinforcement Track).
3. Left or right whenever any effect instructs the player to move the marker cube on the Time Track (such as when suffering from certain Retreat Penalties).

## Time Track Symbols and Numbers

The Time Track introduces a number of symbols:

1. The Hero Number Symbol is used to establish the starting position of the marker cube but has no further meaning.
2. The leftmost space time and Resolve symbols indicate that if the marker cube moves into that space it immediately stops and moves exactly 2 spaces to the right (any other movement is ignored) and players add 1 Resolve token to the Resolve Pool.
3. The Raging Enemy Symbol requires each player to immediately Enrage a Raging Enemy of their choice in their Hero Area, if able.
4. The last space indicates immediate defeat and the end of the game.
5. The numbers on spaces are used by the Time Cards, with the highest number crossed (or currently occupied) by the marker cube being used in place of a symbol appearing in the text of a Time Card.

### EXAMPLE

The marker cube is on the last position of the Reinforcement Track and The Black Coach is the active Encounter. During the Reinforcement Phase the marker cube would have moved 1 space to the right, but since it is already on the rightmost position of the Reinforcement Track, the marker cube on the Time Track is moved instead.



## Location Tiles




The game board in **Mistfall** is created using Location tiles set up according to the Quest currently played. Each Quest includes a number of selected set up Locations, a revealed Starting Location and one Special Location which the players must reach in order to win the game.

## Active Location

The Location tile indicated by the Party token is considered the Active Location. The Active Location determines the types of Encounter cards that may become Active Encounters.

## Location Status






At any time, each revealed Location displays one of three possible statuses:

1. **Safe:** indicated by no Wound  tokens on that Location tile.
2. **Perilous:** indicated by 1 Wound  token on that Location tile.
3. **Overrun:** indicated by 2 Wound  tokens on that Location tile.

Entering a Perilous or Overrun Location will require the players to draw a new Active Encounter if no Active Encounter is in play during the Travel Phase. An Overrun Location will usually require successful completion of 2 Encounters to be made Safe.

## Improving and Degrading Locations



Different effects (usually Encounter card effects) may instruct players to Improve or Degrade the status of a Location:

1. When Improving the status of a Location, remove 1 Wound  token from the Active Location (unless specified otherwise), if able. Hence, an Improved Overrun Location becomes Perilous and an Improved Perilous Location becomes Safe. Improving a Safe Location has no effect.
2. When Degrading the status of a Location, add 1 Wound  token to the Active Location (unless specified otherwise), if able. Hence, a Degraded Safe Location becomes Perilous and a Degraded Perilous Location becomes Overrun. **Degrading an Overrun Location moves the marker cube on the Time Track  exactly 3 spaces to the right  3 .**

## Location Adjacency

Two Locations are considered adjacent if their sides touch (orthogonally). Two Locations are never considered adjacent if only their corners touch (diagonally). A contiguous line of Locations can be traced through any number of adjacent Locations.

## Encounters

Each Encounter instructs the players on what conditions need to be met to successfully end the Encounter. Most often, a number of Objective  tokens are required in order to proceed to the Encounter Aftermath, which allows the players to draw Rewards, Restore  cards, and Improve the Active Location.



## Active Encounter

An Encounter is considered Active from the moment it has been drawn and put into play. There can never be more than 1 Active Encounter at any time.


## Special Encounters

Every Quest comes with 1 Special Encounter listed in the Quest description. In order to win the game, players must successfully end that Special Encounter. During setup, the Special Encounter is placed next to the board. When the Location designated as the Special Encounter Location is reached, players draw and set up the Special Encounter, disregarding any normal rules for drawing and placing Encounters into play (such as a common keyword on both the Location tile and the Encounter card).

## Progressing Through an Encounter

1. The **Progression** section of the Active Encounter details specific ways in which the players may place Objective  tokens on the Encounter card.
2. The **End** section of the Active Encounter details any conditions that need to be met in order to successfully end the Encounter (usually requiring a minimum number of Objective  tokens on the Encounter

card, or having no Enemies in any Areas).

3. Some Encounters may be attacked directly by the Heroes. In such case, the Active Encounter may be targeted by any effects that normally deal damage to Enemies, but may not be moved or discarded by any such effect. The Active Encounter is always considered to be in range  from every Hero.

## Encounter Retreat Penalty

Some Encounters require the players to resolve negative effects if the players retreat by relocating the Party token before successfully ending the Encounter. Most Encounters will Degrade the Active Location while some will also trigger additional effects or outright disallow the players to relocate.

# APPENDIX 1: DETAILED ACTION STRUCTURE

Gathered below are all the rules for playing an **Action**, with a detailed breakdown of the timing of specific effects. If, during the game, you encounter any difficulties with determining the exact order in which to resolve a complicated **Action**, refer to this section to find clarifications.

### 1. CHOOSE AN ACTION.

The player picks a card in their hand  or Hero Area  and chooses a single **Action** (if multiple are available) to resolve.


### 2. CHOOSE TRIGGERED ACTION.

Some **Actions** allow a player to immediately trigger the **Action** of another card. For each such triggered **Action** go through this procedure starting from the first point until completion, before completing the **Action** that granted the player the triggered **Action**.

### 3. DISCARD KEYWORD CARDS.

If an **Action** allows for or requires other cards to be discarded in order to either improve or at all resolve the **Action** effect, discard any relevant cards immediately. Discarded cards are not activated or placed into play.




### 4. REFLEX MODIFICATIONS

Resolve any available **Reflexes** that may modify the original **Action**. If you resolve a **Reflex** on a card currently in hand , place that card near the relevant discard pile, but do not discard it yet.



### 5. RESOLVE EFFECT


After determining the final effect of the card, resolve it in its entirety.

### 6. DISCARD USED CARDS






Now, discard any cards that were played from the hand  (unless specifically instructed otherwise). When discarding multiple cards at the same time, a player may choose the order into which they are placed in the discard pile. Cards in a Hero Area  are not automatically discarded after resolving an **Action** printed on them. Unless instructed otherwise, the card remains in the Hero Area .









### 7. GENERATE ENEMY FOCUS






Move the marker cube on the Enemy Focus Track  a number of spaces to the right as indicated by the **Action** itself, and any applicable modifications (from cards discarded for their keywords, **Reflexes**, and any applicable special abilities). Please note that some **Actions** do not generate Enemy Focus  at all. Other **Actions** will actually allow the player to move the marker cube to the left. If Enemy Focus is increased, pay attention to any symbol the marker cube reaches or passes when moved. Resolve any symbols effects in the appropriate order (first passed or reached – first resolved).

**Helpful Tip:** You may want to immediately move the marker cube on the Enemy Focus Track  as you discard cards and resolve effects that modify the **Action**. Just remember to resolve any symbol effects after the **Action** is fully resolved.

#### EXTENDED EXAMPLE OF PLAYING AN ACTION.

The Fengray player is getting ready to fell a Ghoren Warrior in one strike, using the **Regular Action** of the Lunge card. The **Action** has a range of , but that is enough, since the Ghoren Warrior is in Fengray's Hero Area . Also, the player needs to deal a total of 5 Physical Damage  (the Life  value of the Ghoren Warrior equals 3, but this Enemy has a total of 2 Physical Defence .

The Lunge **Regular Action** allows the player to use a **Regular Action** of a Weapon card in their Hero Area  as an imbedded **Action**. Since there is a War Sword in Fengray's Hero Area , the player decides to make use of its first **Regular Action**, which deals 2 Physical Damage . Since this **Action** deals Physical Damage , the Lunge card adds additional 2 Physical Damage to it, which means that the Ghoren Warrior will be dealt a total of 4 Physical Damage . That is not enough to eliminate the Enemy, so the player also discards 1 card with a *Combat* keyword from their hand  (in this case it is the Toughness card), adding 1 more point of Physical Damage  for a total of 5. This is enough to eliminate the Ghoren Warrior. The Enemy card is discarded, and 1 Resolve  is added to the Resolve Pool.

The Lunge card is now discarded and the War Sword card is placed on top of the Fengray player's deck. The marker cube on the Enemy Focus Track  is moved a total of 4 spaces to the right (1 for the Lunge **Action**, 2 for the War Sword **Regular Action** and 1 for the Toughness card discarded for its *Combat* keyword). This moves the marker cube on the Enemy Focus  Track from position 8 to position 12, crossing over a Raging Enemy  symbol. Now (after fully resolving the **Action**) the Fengray player will have to choose a Raging Enemy from their Hero Area  to immediately Enrage .




## CREDITS

Game design:	Błażej Kubacki
Game development:	Andrei Novac
Illustrations:	Enggar Adirasa
Graphic design:	Agnieszka Kopera
English rules:	Błażej Kubacki, Rainer Åhlfors, James Thayer
A game published by:	NSKN Games & Passport Game Studios

©2015 Passport Game Studios™ and NSKN Games. All rights reserved. For more information about **Mistfall** please visit [www.nskn.net](http://www.nskn.net). If your copy of **Mistfall** is missing any components or if any game components are defective, please contact our customer support at [www.nskn.net](http://www.nskn.net).

**Mistfall** was financed through Kickstarter with the support of LudiBooster. We would like to offer our special thanks to the amazing Kickstarter community gathered around **Mistfall** and express our gratitude to our backers for their trust and support.

 [www.facebook.com/NSKNGames](http://www.facebook.com/NSKNGames)

 @NSKNGames

 [plus.google.com/+NsknNet](https://plus.google.com/+NsknNet)

**NSKN**  
GAMES



For comments, questions or suggestions, please contact us at 1402 Auburn Way North #422 Auburn, WA 98002 or [info@passportgamestudios.com](mailto:info@passportgamestudios.com). Tutorials and additional game information available at [www.passportgamestudios.com](http://www.passportgamestudios.com).

