

SAND & SNOW

MISTEALD & **HEART OF THE MISTS**

EXPANSION

RULES OF PLAY



COMPONENTS:

110 cards:

- 60 Lieutenant cards
- 25 Event cards
- 20 Reward Gear cards
- 5 Ally cards

1 Rules Sheet

WHAT IS SAND AND SNOW?

Sand and Snow is an expansion that can be combined when playing **Mistfall** or **Heart of the Mists** (or when using both of these sets). Sand and Snow is divided in 4 Modules. Each Module can be added to your game separately, or used in conjunction with any other Modules. Below you will find a description of each of the Modules, as well as any new rules it introduces to your game of **Mistfall** or **Heart of the Mists**.

MODULE 1: LIEUTENANTS



This Module allows players to introduce Lieutenants in their game. Lieutenants are more powerful Enemies that change the rules of the game, making it more difficult, but also providing players with specific rewards when eliminated.

Lieutenant Cards

Lieutenant cards are double-sided, but for all intents and purposes, they should be treated as regular, single-sided cards. The Lieutenant Rules side simply details any extra rules



the Lieutenant introduces, as well as the reward for eliminating the Lieutenant.

Setup

Place the stack of double-sided Lieutenant cards in easy reach of all players. These cards do not need to be shuffled.

Lieutenants as Regular Enemies

For all intents and purposes, a Lieutenant is considered to be a Regular Enemy. Any effects and abilities that can target and influence a Regular Enemy can also target and influence a Lieutenant.

Putting a Lieutenant into play

Immediately after concluding the Encounter setup (including any special setup rules), if the active Location has a Lair symbol (Lair), you may replace the rightmost Enemy in the Quest Area **Q** with its Lieutenant version. Discard the replaced Enemy without effect. If the Enemy triggered any effects on entry, do not resolve them until the exchange has been completed.

Lieutenant Rewards and Elimination

Lieutenants have no Resolve value. Instead, after a Lieutenant is eliminated, follow the instructions detailed in the Reward section of the Lieutenant card. After resolving the Reward effect, the Lieutenant card is returned to the stack of Lieutenant cards. A Lieutenant is never shuffled back or otherwise added to an Enemy deck. An effect that removes a Lieutenant from play automatically returns the card to the Lieutenant stack.



MODULE 2: EVENTS



This Module introduces a new set of challenges for the players, making the game more difficult, but also its own rewards, by creating a set of “side Quests” the Heroes will have to deal with on their way to the Special Enemy. It is more recommended for experienced players of **Mistfall** and **Heart of the Mists**.

Event Cards

Each Event card is double-sided. The Active Event side of each Event card with the same name is identical, whereas the Event Resolution sides are different.

Setup


Divide the Event cards into 5 stacks according to the Event names (Marked for Death, Poisonous Corpses, Time of Fury, Endless Reinforcements and Poisonous Lands). Shuffle each stack, making sure that the Active Event side of each card is facing up. Then, without looking at any Event Resolution side, take the top card of each stack to form an Event deck. Remove all other Event cards from the game. Finally, shuffle the event deck and place it in easy reach of all players.

Putting an Event in Play




Whenever the marker cube stops on or passes an Event space on the Time Track ☐ (a space with a white number printed on black background), observe the number in that space. If the number is 2 or higher, immediately resolve the following steps:

1. If there is an Active Event in play, immediately flip it and follow the instructions printed on the Event Resolution side.
2. Draw the top card of the Event deck and place it next to the Quest Charter.





Please note, that if you are using the **Mistfall** Quest Charter, 1 of the Events will remain in the Event deck until the end of the game, even if the marker cube stops on or passes the final Event space of the Time Track .

Interacting with Event cards



Each Active Event card provides instructions on placing Objective Tokens . However, any effect that allows a player to place an Objective Token  on “any card”, also allows them to place it on an Active Event (provided that the placing is not restricted to that player’s Hero Area .

Flipping an Active Event card

Whenever any Objective Tokens  are placed on an Active Event card, players may elect to flip it to the Event Resolution side. Any Active Event is also automatically flipped to its Event Resolution side immediately before putting a new Active Event into play (as detailed in the Putting an Event in Play section above). After an Active Event is flipped to its Event Resolution side it must be resolved immediately. No effects (including **Actions**) may place any

Objective Tokens  on an Event after it is flipped to the Event Resolution side.

Event Resolution

To resolve an Event, first count the number of Objective Tokens  on the Event card and check which of the sections of the Event will apply. Resolve only that section completely, then discard all Objective Tokens  and remove the Event card from play.

MODULE 3: NEW REWARD GEAR



These new reward cards may be simply added to any General or Transient Reward cards during setup. If you are playing **Mistfall**, it is recommended that you use the Reward Display rules from the **Heart of the Mists** set if you decide to add these new Gear cards. If you do not own **Heart of the Mists**, the Reward Display rules are available below.

Setup

Ignore any Reward Setup Quest Rules. Shuffle all Transient Rewards together, draw a number of cards equal to the number of Heroes plus 2 (🏰+2), and place them face-up above the Enemy decks, forming a Reward Display. Each player places the 2 personal Reward Gear cards belonging to their Hero together with their Advanced Feat cards.

Receiving Rewards

Whenever resolving the Encounter Aftermath, instead of simply drawing Reward cards, follow the procedure described below.

Draw 1 Reward card from the reward deck and add it to the Reward Display. Take 1

Reward card from the Reward display and put it in any player's hand 🖐️ or place it under the Reward deck. If you place it under the Reward deck, you have the option to either add a number of Resolve tokens 🌀 equal to its value to the common pool, or to spend Resolve 🌀 to purchase a personal Reward. This procedure (starting from adding 1 card to the Reward Display) should be resolved a total of 2 times. Each time you may choose a different option.

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



MODULE 4: ALLIES



Allies are a new mechanism introduced by the **Heart of the Mists** set. If you are playing **Heart of the Mists**, simply add the new Allies to the ones you already own. If you are playing **Mistfall**, the rules for Allies are available below.

Setup

During Hero Setup, each player may choose up to one Ally card, and place it left of their Hero Charter in their Hero Area \diamond , with the Starting side (the side with the Starting Keyword) face-up. Please note, that some Quests might limit Ally choices. After all players decided if they want to take Allies, move the cube on the Time Track \boxtimes one space to the right (\blacktriangleright 1 \boxtimes) for each Ally in any Hero Area \diamond .

Ally Action

When using Allies, a new type of **Action** becomes available to players: the **Ally Action**. A player may resolve **1 Ally Action** during their Hero Turn. A player is allowed to resolve an **Ally Action** only if they have an Ally in their Hero Area \diamond (and only using that Ally card).

Modifying Ally Actions


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

Assigning Allies to Block







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

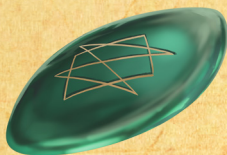


An Ally can only have a maximum of

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

Ally Elimination

Just like an Enemy, an Ally is eliminated when the number of Wound tokens  on their card is equal to or higher than that Ally's Life . When eliminated, an Ally does not provide any Resolve  to the party, and their card is removed from the game (placed back in the box). The Resolve values of Allies are used only when playing higher difficulty level variants of the game: if at least 1 Charter is flipped to the Nightmare side, whenever an Ally is eliminated, discard a number of Resolve tokens  from the common Resolve pool equal to the eliminated Ally's Resolve value  (if there are fewer Resolve tokens  in the pool, discard as many as possible).



CREDITS

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