Heroes IV CCTG – Reference sheet

The deck :
- <u>min</u>: 40 cards
- <u>max</u>:10 cards per tile in play

Starting army:
- 1 Hero
- 1 Town
- 3 lvl1 creature
- 2 lvl2 creature
- 1 lvl3 creature

Pick 8 cards, and place :
- 5 in your adventure stack
- 3 in your hand

One turn

Step	Action
1	Income
2	Purchase
3	Movements
4	Recycling

Native	Terrain	Effects on Native Units
Chaos	Scorched Earth	+ 2 Attack & Defense. Chaos spells cost ½ Mana. Order spells cost double Mana.
	Swamp	2 MP / Hex. +1 Attack & Defense.
Death	Cursed Ground	1 MP / Hex. +2 Attack & Defense. Morale & luck have no effect.
	Hot Volcanic	1 MP / Hex. +1 Attack & Defense.
Life	Field of Life	+2 Attack & Defense. Life units get max Morale.
	Grass / Dirt	½ MP / Hex. + 1 Attack & Defense.
Might	Field of Glory	+2 Attack & Defense. All Spells cost double Mana.
	Rough	1 MP / Hex. +1 Attack & Defense.
Nature	Forrest	1 MP / Hex. +1 Attack & Defense.
	Magic Garden	+2 Attack & Defense. Nature units get max Luck. Nature spells cost ½ Mana.
Order	Enchanted Stone	+ 2 Attack & Defense. Order Spells cost ½ Mana. Chaos Spells cost double Mana.
	Snow	2 MP / Hex. +1 Attack & Defense.

Hit points calculation
Hit points = Attack score + 1D10

Loss calculation
There are loss if :
Hit points $\geq$ Target's Defense Score

Morale (-5…+5)
If a stack has a morale <> 0, then roll 1D10 :
- If morale + > 1D10 : the creature attacks twice
- If morale - > 1D10 : the creature skip its turn

Luck (-3…+3)
If a stack has a luck <> 0, then for each attack roll xD10s (x = chance +1) :
- If luck + : take into account the best of the D10s
- If luck - : take into account the worse of the D10s

Battle action	Scores taken into account
Melee attack	• Stack attack score = Top creature attack score + lvl. creature x number of creature under • Stack defense score = Top creature defense Score x number of targeted creature
Range Attack	Idem melee attacks with the range attack score. **Range penalty:** a range attack from range line towards opponent range line gets a -2 penalty to the dice roll.
Casting a spell	If the stack can cast a spell, and if there is no contrary mentioned on the card, then you may choose it to cast its spell instead of attacking. Stack Spell Attack score = Top creature Spell attack score + lvl creature x number of creature under
Supported attack (Sacrificing for support)	Supported attack Score = Stack Attack Score + sacrificed stack lvl x number of sacrificed creatures
Swarming	Swarming Attack Score = Stack attack Score x 2
Protection	Protected stack defense Score = stack defense Score + creature lvl.
Reorganisation	Skip the attack of the Stack to move it from one line to the other.

Heroes IV CCTG – Frequently Asked Questions

Heroes evolution and skills

Hero secondary starting skill: it doesn't evolve with its primary skill before you posed the secondary skill card.

Charm/diplomacy: creatures gained from these two skills stay in the army.

Diplomacy: opposed alignments are: life vs death, order vs chaos, nature vs might. Consider the wearer's alignment.

Stealth: text of stealth basic, secondary skill is not the same on the thief hero card and on the stealth secondary skill card. It is normal: it gives a second ability that can evolve. Thief stealth starting skill can't evolve.

Melee: text of melee basic, secondary skill is not the same on the barbarian hero card and on the melee secondary skill card. It is normal: it gives a second bonus when that second skill card is posed at the first hero level up.

Leveling up two heroes: when an army contains two heroes and wins a battle, both heroes can level up, provided you have enough skill cards in your hand or adventure stack or heroes inventory stack to do it.

Magic resistance: Magic Resistance does work when spells are cast on the map.

Example: if you cast Mire for instance on an Army Stack, and the top card (on whom the Army's movement is based) has magic resistance, he would roll to see if the spell is effective. Likewise, if he has Grant Master Magic Resistance, or he is wearing Neener's Invulnerable Cloak, the spell would not work at all.

Artifacts

Helm of Command: it effects both ranged and melee attacks.

Dwarven shield / shield: They give the same bonuses. The difference: shield is a Nature and Chaos artifact. Thus it is purchasable in both castles. Dwarven shield is a treasure.

Hero's backpack: Heroes can carry extra artifacts, but can only USE one per slot. So, at the start of the battle you must decide which artifacts you are using...So, you can begin the battle with Armor of Chaos and Armor of Life for instance, and decide which one will be used in your battle. The other one would be unused during the battle.

Army without hero: an army without hero can't carry any artifact.

Armor of life / order: armor of order has a misprint: picture is right (gold armor) but it is labeled "armor of life" with the entire text of the armor of life. The real armor of life has the following picture on it: a silver armor with a "flash" of white on the center and gold trim around the collar.

Hideous mask: Its effect is not considered as a fear or terror effect (works against the badge of courage).

Halberd of swiftwatch: Works even against the dragon golems' ultra first strike.

Robe of the guardians: the first 3 attacks made by the enemy in the battle cannot target the wearer.

Exception: If there are no other targets on the field, the enemy can choose to "waste" 3 attacks and then attack the wearer with the 4rth attack. This is because otherwise, once you got the Robe of the Guardian, you could just send the hero off by himself and he would be impossible to attack.

Creatures

Harpies' swoop attack: Harpies may Swoop from their ranged line, attacking opponents melee line, starting from round 1. After round 1, they may also fly from their melee line to attack your opponents ranged line.

Thunderbirds and lightning spell: It involves another dice roll. Swatting with this lightning attack is authorized. As it is a spell, no retaliation is allowed (even with another spell).

Angels: No specific location is required to buy them. Resurrection is played instead of attacking.

Guarding spell casters: Whoever is playing the guard stack during the battle can use that ability.

Troll: its ability can't reduce the dice roll below 0.

Devils: Summon Ice Demon is played instead of attacking.

Combat scores

All friendly units: concerning all effects assisting "friendly" units in battle, the wearer does not get the effect, only his units do.

Defense bonus to all friendly units and swatted stack: each unit of a swatted stack gets the defense bonus.

Example: an army contains a hero equipped with a shield (+2 to all friendly units) and a stack of 3 Bandits with Def of 3 each. Assuming the bandits stack is swatted, its total defense score is then 15 (= (3+2)x3).

Sacrifice an attack: if the sacrificed stack dies before the boosted stack attacks, then the boosted stack looses its support.

Retaliation: swatting is authorized when a stack is retaliating, but no other special attack is authorized (like sac for support, etc...).

Morale: Both players will roll for THEIR morale.

Area attacks: Targets have not to be adjacent.

Dice roll maluses: No dice roll can be below 0.

Spells

Create illusion: consider the card as a single unit with:
*) an attack score equal to the targeted stack, total attack score
*) a defense score equal to 2+ caster's level.

Magic leech: don't affects spell caster creatures.

Raise vampire: text is correct, raised vampires stay in the army.

Pathfinding: can be cast on the caster's army (as any army you own is a friendly army!).

Lightning: see Creatures / Thunderbirds and lightning spell.

Regeneration: see Creatures / Troll.

Movement phase

Unreachable creature dwellings: they can be reached by army composed of only flying creatures. They can be claimed by army without any hero in it.

Undefined creature dwelling: A creature dwelling/location not defined by either the active player or its opponents remains undefined until next time it enters the scouting radius of any army and is consider a passable space.

Active player flipping for guards: even the active player has to flip for guards if opponents did not flip any creature.