

Index

Altars	26	Effects	23
Area 3x3	19	Empowered.....	23
Artifacts.....	27	Epic Campaign.....	37
Attacks.....	15	Evil Power.....	34
Attack Card.....	16	Experience Points	38
Attack Timeline	17	Exposed.....	23
		Fate Cards.....	16
Barrier	25		
Basic Attack	15	First Aid	14
Benefit	18	Flask.....	35
Blessed.....	23	Focus.....	20
Boss	35	Foe.....	33
Boss Fight.....	35	Forced Movement	24
Boss Spell	36		
BossPad.....	35	Hastened	23
Bruiser.....	10	Healer	11
Brute	10	Healing Effect.....	11
		Heroes.....	10
Campaign Cards	37	Heroic Action.....	14
Campaign Log	37	Heropad	10
Chest	25	Hit	22
Circles	20	Hit Points	11
Combat Role.....	10		
Condition	23	Immunity to new effects.....	24
Controller	11		
Controlling an enemy.....	24	Lava	26
Coordinates	30	Legitimacy	18
Cooperative mode.....	29	Level UP	38
Copying an attack	24	Lever	25
Critical Hit	22	Life Tokens	30
Cursed.....	23		
		Miss	22
Daydream Mode	39	Mission	33
Death.....	22	Mob	21
Declaration of target.....	18	Move Action.....	12
Defense	11	Movement.....	13
Door.....	25		
Drawback	18	Negate an attack.....	24
		Nightmare Mode	39

Obstacle.....	25	Spikes.....	26
Orb.....	26	Stairs.....	29
Passive Power.....	11	Statue.....	25
Permanent Effect.....	23	Straight line targets.....	19
Pick up Items.....	11	Striking Phase.....	20
Portal.....	26	Swamp.....	26
Primary Attacks.....	15	Tactician.....	10
Prime Action.....	14	Tank.....	10
Protected.....	23	Team Token.....	9
Quest.....	33	Teams.....	7
Range.....	19	Temporary Effect.....	23
Round.....	32	Terrain.....	26
Reaction Attacks.....	14	Thoughtened.....	23
Regain Special Attack.....	24	Tiles.....	25
Residual Damage.....	22	Time Token.....	31
Reviving.....	24	Turn Order.....	12
Ruins.....	26	Turn.....	12
Scrolls.....	27	Villain.....	33
Setup - PvE.....	30	Vision.....	19
Setup - PvP.....	8	Vulnerable.....	23
Shooter.....	11	XP Token.....	31
Sidestep.....	13	Wall.....	25
Slowed.....	23	Weakened.....	23
Special Attacks.....	15		

