QUICK REFERENCE GUIDE

ROUND ORDER

At the start of a round the model with the highest initiative takes their turn. Once a model has finished its turn, tilt their initiative card 90° to the left. A card that is tilted this way has been exhausted.

The next model to take a turn is determined by the card with the highest initiative that is not exhausted. Repeat this until each card has been exhausted, then the end phase begins.

HERO TURNS

Heroes can perform **two** actions during their turn, unless they have **third action token**. **Free actions** do not count towards the number of actions a hero can take.

Move – The hero moves up to their speed.
Use Ability – Resolve an active ability card. Individual cards can only be used once per turn.
Explore – Draw a card from the corresponding dungeon deck, and connect the tile shown to the portal the hero is in.
Open / Close Door – Flip a door token in the hero's zone.

ENEMY TURNS

During enemy turns, every enemy of that type takes a turn, starting with the north-most model, then working clockwise around the playing area. Once each enemy has taken a turn, their card is exhausted.

Enemy behaviour cards determine enemy actions and their targets. Entries are resolved from top to bottom.

MANDATORY

Enemies always perform mandatory actions unless they are unable to do so.

CONDITIONAL

Conditional actions appear as a series of actions within a bracket. Start with the top entry. If the enemy can't perform the action, proceed to the action directly below, repeating the process if necessary. Once the enemy has performed an action, do not resolve any other actions in the bracket.

ENEMY ACTIONS

Attack – The enemy performs an attack against a hero in its attack range.
Charge – The enemy moves up to its speed towards a hero, and then attacks.
Move Towards – The enemy moves up to its speed towards the listed model.

ENEMY PREFERRED TARGETS

Attack Range – A hero in the enemy's attack range.
Unengaged Zone – A hero that doesn't have an enemy in their zone.
Engaged Zone – A hero that has an enemy in their zone.
Closest – The closest hero, measured by counting zones.

If there are multiple eligible targets, the enemy will always target the hero with the highest initiative.

THE END PHASE

1. Resolve any condition token effects.
   a. Heroes resolve condition effects
   b. Enemies resolve condition effects
2. Resolve any 🕑 aspect cards from left to right.
3. Make an event roll.
   a. If the roll was a 6, resolve terrain hazards.
   b. If the roll is 1 or 2, activate the echo token.
4. Shuffle and deal a new marching order.
5. Resolve hero ability cards, in an order of the heroes' choice.
6. Resolve any other effects.
7. The round ends, and the next begins.

DICE BONUSES

Advantage - Roll an extra d20, and use the die with the highest result.
Disadvantage - Roll an extra d20, and use the die with the lowest result.
Reroll – Roll all of the dice again, and use the new result. A roll can only rerolled once.
Empower - Roll a d4 and add the number shown to the result.
Upgrade - Roll the die with the next highest facing size, to a maximum of d12.

ATTACK PROPERTIES

Physical Attack – See Enemy TN Modifiers

Magical Attack – See Enemy TN Modifiers

Powerful Attack – Defence rolls have disadvantage against this attack.

Area of Effect – After resolving attack, apply effects to every other enemy in the target's zone.

Pulse – The enemy attacks every hero in their attack range.

ATTACK EFFECTS

Wound - The target suffers a wound.

Serious Wound - The target suffers a serious wound.

Push – The target can be placed in an adjacent zone.

Dodge – The attacking model can be placed in an adjacent zone.

Inspire – Flip an exhausted fate token to the active side.

Quicken – Move the model's initiative card one space left on the marching order.

Haste – Move the model's initiative card to the space with the highest initiative.

Slow – Move the target's initiative card one space right on the marching order.

Stop – Move the target's initiative card to the space with the lowest initiative.

Bane – The target gains a bane token.

Bleed – The target gains a bleed token.

Blessing - The attacking model gains a blessing token.

Burn – The target gains a burn token.

Fatigue – The target gains a fatigue token.

Frostbite – The target gains a frostbite token.

Pinned – The target gains a pinned token.

Poison – The target gains a poison token.

Silence – The target gains a silence token.

Stunned – The target gains a stunned token.

Sundered – The target gains a sundered token.

Weaken – The target gains a weaken token.

ENEMY TN MODIFIERS

Physically Resilient - physical attacks (⚔) against this enemy have disadvantage.

Physically Vulnerable - physical attacks (⚔) against this enemy have advantage.

Magically Resilient - magical attacks (✹) against this enemy have disadvantage.

Magically Vulnerable - magical attacks (✹) against this enemy have advantage.

CONDITIONS

Bane – The next time this enemy is attacked, the attack roll has advantage, then discard this token.

Bleed – Subtract -1 from the event roll for each hero suffering this condition. Discard this token when the heroes rest.

Blessing – This hero gains advantage on their next action roll, then discard this token.

Burn – At the end of the round, this model suffers a wound, then discard this token.

Fatigue - This hero suffers disadvantage on their next action roll, then discard this token.

**Frostbite** – When this hero suffers a wound, they suffer a serious wound instead, then discard this token. When this enemy suffers a wound, they suffer an additional wound, then discard this token.

Pinned – When the marching order is shuffled, this card is left in the space it already occupies. After the new marching order is dealt, discard this token.

Poison – A model may have multiple poison tokens. When a model suffers poison, before the poison token is placed next to their model, they suffer a number of wounds equal to the number of poison tokens they already have, then gain the token. Discard all poison tokens when the heroes rest.

Silence – this hero's player can't speak or communicate with the other players.

Stunned – A hero may have multiple stunned tokens. Reduce this hero's actions by one for each stunned token on them. At the end of each of this hero's turns, discard one token.

Sundered – This hero doesn't add modifiers to their next defence roll, then discard this token.

Weaken – The next time this enemy attacks, the hero's defence roll has advantage, then discard this token.

TERRAIN ELEMENTS

FIREPIT
A model that is pushed into a zone containing a firepit token suffers 🔥. If a hero suffers a push from an enemy attack and is adjacent to a zone containing a firepit token, they must be pushed into that zone.

WATER
If a hero moves or is pushed into a zone containing a water token, they make an event roll.

GAS
A model that ends their turn in the same zone as a gas token suffers 🧪.

RUBBLE
When a hero in the same zone as a rubble token is attacked, empower their defence roll, then discard the token.

ELEVATION
When a hero in the same zone as the elevation token attacks an enemy in another zone, empower the attack roll.

BANNER
The first enemy card to become exhausted each round suffers ≫, and then is unexhausted. Heroes in the same zone as the banner token can spend an action to discard the token, if there are no enemies in the zone.

GRASPING VINES
If a hero attempts to leave a zone containing a grasping vines token during a move action, they suffer a TN10 parting blow. If they fail this roll, they suffer 💗. If there are enemies in the same zone, ignore this token.

STALAGMITES
If a hero moves or is pushed into a zone containing a stalagmite token, they suffer 🔴. If a hero suffers a push from an enemy attack and is adjacent to a zone containing a stalagmite token, they must be pushed into that zone. When an enemy is pushed into a zone containing a stalagmite token, roll a d6. If a 4, 5, or 6 is rolled, the enemy suffers 💗.

DRIFT
A model that ends their turn in the same zone as a drift token suffers ❄️. If a model in a zone containing a drift token suffers 🔥, discard the drift token.

MUSHROOM PATCH
If the event roll is a 6, each model on the same tile as one or more mushroom tokens suffers 🧪, then remove the mushroom patch token(s). If there are no enemy cards on the marching order, a hero in the same zone as a mushroom patch may discard the token and earn three gold. If they do, they make a TN14 🟣 action roll. If they fail, they suffer 🧪.

OLD WELL
This token's rules are detailed on an aspect card.

PIPE
This token's rules are detailed on an aspect card.

FORGE
This token's rules are detailed on an aspect card.

BARDSUNG