GLOOMHAVEN

Gloomhaven is a mostly cooperative game of battling monsters and advancing a player's own individual goals. The game is meant to be played as part of a campaign, where a group of players will use the accompanying scenario booklet to string together a series of adventures, unlocking new content for the game as they progress. Any revealed scenario, however, can also function as a highly variable stand-alone experience.

This rule book is split into two parts. The first part will teach you how to play through an individual scenario, interacting with monsters and the environment using hero ability cards. The second (not included) will teach you how to use the scenario booklet to string together a series of adventures to create a story of your own choosing, advancing your hero's abilities and unlocking new content to further enhance your experience.

COMPONENTS

Provided in print-and-play files:

- Modular board pieces (including smaller pieces for traps, doors, etc.)
- Hero mats for 4 classes
- Ability cards for 4 hero classes (Brute: 10, Tinkerer: 12, Scoundrel: 9, Spellweaver: 8)
- Item cards (36)
- Monster base stat mats (3)
- Monster ability cards (18 – 6 for each type)
- Attack modifier cards (108 – 20 for each deck, plus extra -1s for items)
- Battle goal cards (16)
- Status tokens (20)
- Elemental tokens (6)
- "10 experience" tokens (4)

Other bits needed:

- 4 hero figures
- ~6 markers each for 3 types of monsters (Carcassonne meeples work well for this or dice to make keeping track of hit points easier)
- ~25 money tokens
- ~8 paper clips or cubes to keep track of player hit points and experience
- ~20 damage tokens (preferably in 1s and 5s)
- ~4 elite tokens (colored discs work well)

INDEX

Play Overview

The following section will teach you the mechanics for playing through an individual scenario, using the first scenario in the scenario book, Black Barrow, as an example.

Play Area Setup

(d) (g) (i) (a) (b) (f) (j) (e) (c) (h) (m) (o) (k) (l) (n)

The play area includes:

- A modular board of map tiles (a), constructed in a specific configuration using the scenario booklet as a reference (see page 8 for details). The map tiles should be laid out with doors (b) connecting them and the configuration of overlay tiles and monsters for the first room (c) should also be set up.

- A hero mat for each player (d) and the hero class's corresponding hand of ability cards (e), a face-down battle goal card (f) and any equipped item cards (g)

- All monster statistic cards (h), their corresponding tokens and ability cards set in individual decks.

- Decks of attack modifier cards for each player (i) and one for the monsters (j) – **a standard attack modifier deck consists of 6 "Blank" cards, 5 "+1" cards, 5 "-1" cards, 1 "+2" card, 1 "-2" card, 1 "2x" card and 1 "Null" card**, however a deck may be modified by hero level-up bonuses, items, scenario effects and the "Curse" and "Bless" ability effects.

- Piles of damage tokens (k), money tokens (l), "10 experience" tokens (m) and condition tokens (n).

- The elemental infusion table (o) with all 6 elements set in the "None" column.

3

HERO MATS

When a player begins their journey with the game, they will select one of the available hero classes to play. Only one copy of each hero class can be played in any given scenario. Each hero class has a unique set of abilities, so this is an important decision to make.

Once a hero class has been chosen, the player can take the corresponding hero mat and that hero's starting hand of level 1 ability cards. These are the cards that hero uses in a scenario when starting at level 1.

A hero mat includes:

- A portrait (a), icon (b) and name (c) of the class

- A hit point tracker and indicators of the maximum hit points at each level (d) of the class

- An experience tracker (e)

- The maximum number of ability cards the class can take into battle (f)

- A short reference (g) for the round structure

- Designations along the border (h) for where to place **discarded**, **lost** and **active** cards.
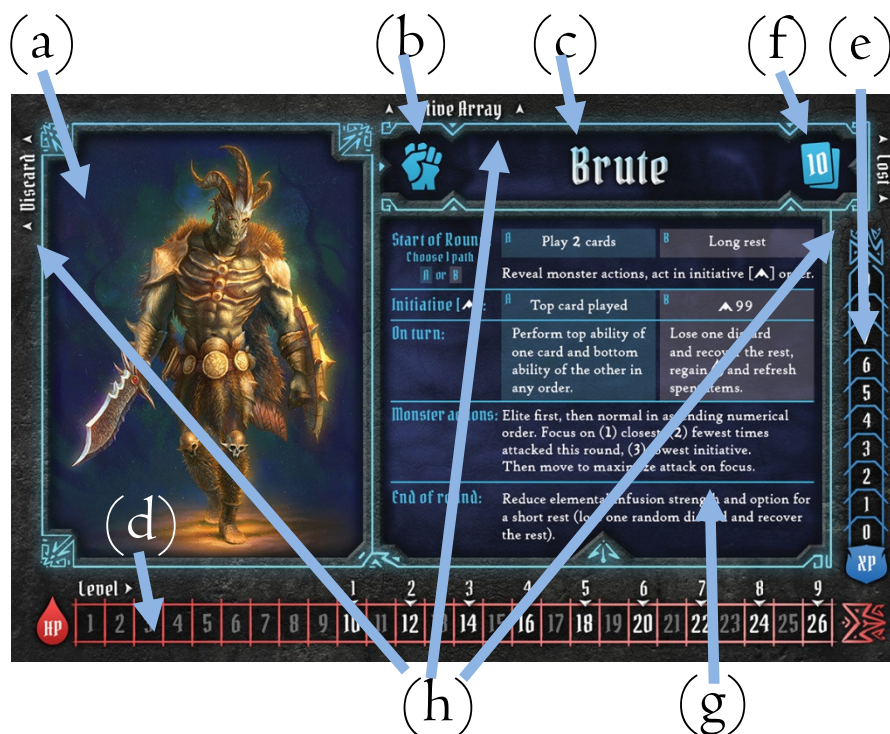
HERO ABILITY CARDS

Playing **ability cards** is what allows a hero to perform **actions** in a scenario by choosing a combination of 2 ability cards and using the **top action** of one card and the **bottom action** of the other card, resulting in 2 **actions** per turn. All ability cards are specific to a hero class and are acquired when starting a new hero or leveling up.

An ability card includes:

- The name of the ability (a)

- An initiative number (b) – the initiative number of the leading card a player plays determines their order in the initiative of a given round (see page 11 for more details)

- The level of the class card (c) – a hero starting at level 1 can only use their level 1 cards, but as they level up, they gain more powerful cards to add to their pool of available action cards

- A top action (d) and bottom action (e) – when two cards are played on a player's turn, one can be used for the top action and the other for the bottom action. Note that a single **action** can contain several separate **abilities** (f) (see pages 12 for more details on hero actions)

4

ITEM CARDS

Items cards can acquire in addition to a player's ability cards by spending gold at the Gloomhaven shop. All item cards a hero equips will be placed below their player mat and can be used once or multiple times during a battle to augment their hero's abilities. Item cards are not class-specific. Any hero can use any item, however heroes are limited on the number of items they can **equip** (bring into a dungeon). Each hero can only equip 1 "head" item, 1 "body" item, 1 "legs" item, 2 "one hand" item or 1 "two hand" item and a number of "small items" equal to half their level rounded up. **Heroes also cannot own more than one copy of any item.**

An item card includes:

- The name of the item (a) and the amount of gold a hero must pay to acquire the item (b)

- What happens to the card after it is used (c)

  This symbol means the item is **spent** after use, which is denoted by rotating the card to its side. Spent cards can be refreshed when a hero performs a full-rest (see page 11 for more details). Sometimes an item can be used multiple times before it is spent. This is depicted by circles (d) on the card and can be tracked using a token.

  This symbol means the item is **consumed** after use, which is denoted by flipping the card over. Consumed cards can only be refreshed by specific abilities.

  If a card depicts neither of these symbols, there are no restrictions on the number of times it can be used.

- When the item can be used and the bonus gained by the hero when the item card is used (e)

- The equip slot the item occupies (f)

- Some equipped items cause the negative effect of adding a number of negative battle cards to the equipping hero's battle modifier deck. The type and number of modifier cards is specified on the item (g).

MONSTER STATISTIC CARDS

Monster statistic cards give easy access to the base statistics of a given monster type for both its normal and elite variants. Monsters base statistics will vary depending on the **scenario level** (see page 9 for more details). Each edge of the cards on both sides reflects the statistics for a given scenario level so that the card can be rotated or flipped depending on what level is required.
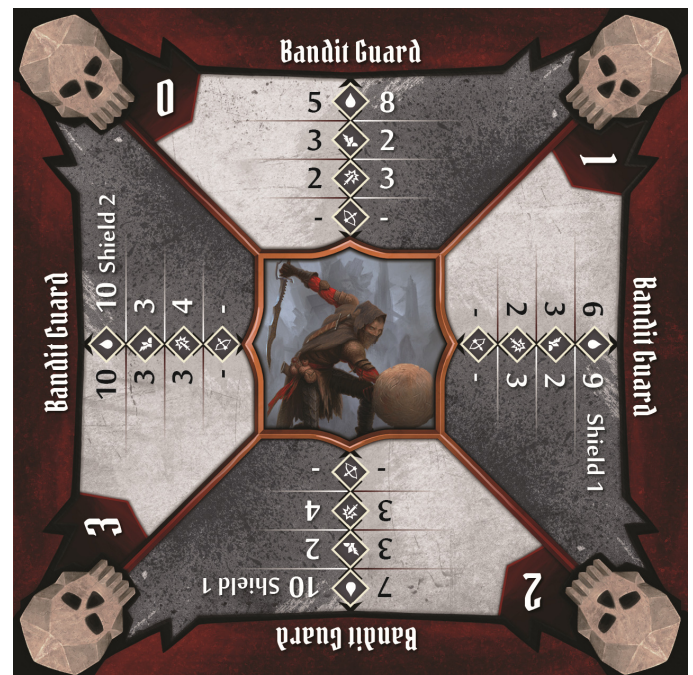
A monster statistic card includes:

- The monster name (a) and level of the statistic set (b) corresponding to the scenario level

- Sections for normal (c) and elite (d) monsters

- A monster's **hit point** value (e) – the amount of damage inflicted on the monster before it dies

- A monster's **attack** value (f) – the base amount of damage the monster does with an **Attack** action

- A monster's **movement** value (g) – the base number of hexes a monster can move during a **Move** action

- A monster's **range** value (h) – the base number of hexes away from the monster's own hex that the monster can reach with its attack (a "-" as the range value signifies the monster's normal **Attack** action can only target adjacent hexes, i.e. a **melee** attack)

- Any special traits this monster type possesses (i) – these traits are permanent and persist from round to round

MONSTER ABILITY CARDS

Each round after players select their own ability cards, the players play 1 card for each monster type currently on the board from the respective decks of monster ability cards. These cards determine which actions each monster of that type – both normal and elite – will perform during the round on its turn. If there are no draw cards left in a monster type's ability deck at the end of a round, players shuffle the played action cards and create a new draw deck.
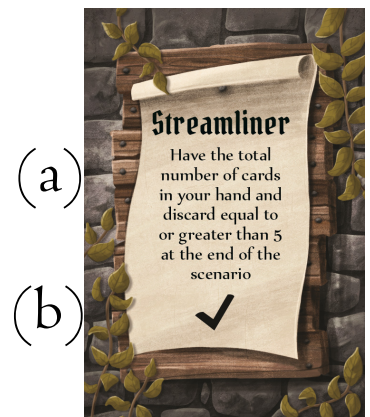

A monster ability card includes:

- The name of the monster type (a)

- An initiative number (b) – this number will determine when every monster of that type will act in a given round (see page 11 for details)

- A list of actions (c) – a monster will perform each of these actions in the order listed (if possible) and then end its turn (see page 18 for details)

BATTLE GOAL CARDS

At the beginning of every scenario, each hero receives two battle goal cards and chooses to keep one, discarding the other. If the scenario is successfully completed and the hero meets the criterion of the chosen card (a), they will earn a number of check marks specified on the bottom of the card (b). Check marks are used to enhance a player's attack modifier deck (see campaign rules for details). If the scenario was failed, the hero receives nothing from their battle goal card, regardless of whether the goal was achieved. Players can keep track of their battle goal progress using notes if necessary.

Streamliner

Have the total number of cards in your hand and discard equal to or greater than 5 at the end of the scenario

✓

ATTACK MODIFIER CARDS

Any time an **Attack** is performed, a single attack modifier card is drawn for each individual target of the attack. Players draw from their hero's personal attack modifier deck and monsters draw from a collective monster deck. The modifier listed on the battle card is applied to the attack, possibly reducing or increasing its numerical value. The following are possible effects of attack modifier cards:

The "Blank" card means the attack goes through unmodified	A card with a numerical value adds that value to the attack strength	The "Null" card means that no damage is done with the attack	The "2x" card doubles the value of the attack

If a modifier card must be drawn and there are none left in the corresponding draw pile, players will shuffle the corresponding discard pile and form a new draw deck. In addition, at the end of any round in which a "Null" or "2x" card is drawn from a deck, players will shuffle all the corresponding played modifier cards back into that draw deck.

Some advanced attack modifier cards may have a ⟳ symbol. These are **rolling modifiers** and indicate that an additional modifier card should be played. Modifier cards should be played until a rolling modifier is **not** revealed, at which point all played modifiers are added together.

Advanced modifiers may also have other special effects, such as conditions (see page 14) or elemental infusions (see page 15). These are applied with the attack as well.

SCENARIO SETUP

A scenario page includes:

- The name (a) and reference number (b) of the scenario location

- Any achievements (c) required to play the scenario in a campaign

- The victory conditions of the scenario (d)

- When playing the scenario in a campaign, the page provides introductory text (e), additional story points (f) to be read when the corresponding hex on the board (g) is entered, and concluding text (h) to be read when the victory condition of the scenario is met

- The name and reference number of any new scenario locations (i) unlocked by completing the scenario in a campaign

- Any other achievements or bonuses (j) earned by completing the scenario in a campaign

(a) **BLACK BARROW** (b) **1**

(c) **Requirements:** None

(d) **Goal:** Clear all rooms of enemies

(e) **Intro**

The hill is easy enough to find - a short journey past the north gate and you see it jutting out on the edge of the Corpsewood like a rat under a rug. Moving closer you see the mound is formed from a black earth. Its small, overgrown entrance presents a worn set of stone stairs leading down into the darkness.

As you descend, you gratefully notice light emanating from the below. Unfortunately, the light is accompanied by the unmistakable stench of death. You contemplate what kind of thieves would their camp in such a horrid place as you reach the bottom of the steps. Here you find your answer – a rough group of cut-throats who don't seem to have taken very kindly to your sudden appearance. One in back matches the description of your quarry.

"Take care of these unfortunates," he says backing out of the room. You can vaguely make out his silhouette as he retreats down a hallway and through a door on his left.

"Well, not every day we get people stupid enough to hand-deliver their valuables to us," grins one of the larger bandits, unsheathing a rusty blade. "We'll be killing you now."

Joke's on them. If you had any valuables, you probably wouldn't be down here in the first place.

(f) **1**

Kicking through the door, you find yourself face-to-face with the reason these bandits chose this particular hole to nest in: skeletons – unholy abominations of necromantic power.

Nothing more to do but lay them to rest along with the rest of this troublesome rabble.

(h) **Conclusion**

With the last bandit dead, you take a moment to catch your breath and steel yourself against the visions of animate bones ripping at your flesh. Your target is not among the dead, and you shudder to think what horrors await you in the catacombs below.

(i) **New location:** Barrow Lair (2)

(j) **Achievement (party):** First Steps

(n)
- **G** Bandit Guard
- **A** Bandit Archer
- **S** Skeleton
- (p) Damage trap
- (q) Side location map

- The configuration of map tiles (k) and door tiles (l) to be placed during setup

- Indications used to populate the scenario map (m) based on the monster key (n). Monster placement is indicated in a symbol's upper left for 2 players, upper right for 3 players and lower right for 4 players. **"-"** means the monster is not present, **"N"** means a normal monster is present and **"E"** means an elite monster is present.

Example: $^{-}\text{G}^{\text{N}}_{\text{E}}$ Indicates which type of monster is placed on this hex – no monster is placed in a 2-player game, a normal Bandit Guard is placed for 3-players and an elite Bandit Guard is placed for 4-players.

Note that only monsters in the starting room are placed at the beginning of the scenario, and they should be placed down randomly in regards to the number on their token.

- The available starting player locations, depicted by blue boxes (o) – players can choose to place their figure on any empty blue hex at the start of the scenario.

- The type of traps used in this scenario (p) and the reward for looting any treasure tiles on the board (q)
- Locations of money tokens (r) and overlay tiles (s) to be placed on the map when the room tile is revealed

OVERLAY TILES

A scenario is constructed from a set of map tiles as instructed in the scenario book. Additionally there will be special overlay tiles to fill out the encounter.

Types of overlay tiles:

- **Doors.** A door acts as a threshold into the next room. When a hero moves onto a closed door tile, they immediately flip the door tile over to the open side and reveal the room in the adjacent tile, placing overlay tiles, monsters and money tokens as indicated in the scenario description. While closed doors do not hinder hero movement at all, they act as a wall for any monsters or hero-summoned figures. Open doors do not hinder any movement and cannot be closed.

- **Traps.** There are two types of traps, as specified by the scenario description: **stun traps**, which STUN the figure (hero or monster) that springs them; and **damage traps**, which deal **2+X damage** to the figure that springs them, where X is the **scenario level**. A trap is sprung when a figure enters its hex with normal or forced movement. Flying and Jump movements are unaffected by traps. Traps are not hidden and once sprung or disarmed they are removed from the map.
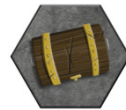
- **Treasure.** Treasure tiles must be looted by a player (see page 17 for details) and they can provide a number of different benefits as indicated in the scenario description: **specific item name** – find this item in the deck of unique items and immediately add it to your pool of items; **item design** – find all copies of that item design and add them to the blacksmith shop; **location map** – that location is unlocked for play (see campaign rules for details). **Treasure tiles can only be looted once.** After they have been looted, they should be crossed off in the scenario book as a reminder.
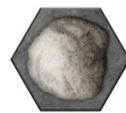
- **Obstacles.** Any overlay tile that is not a door, trap or treasure is considered an obstacle. Obstacles have varying artwork, but they all have the same function. Figures cannot move through obstacles with a normal movement, but can move through them with a flying or jump movement. Obstacles do not hinder ranged attacks.

SCENARIO LEVEL

Monster base statistics, **trap damage**, the **amount of gold given by money tokens** and the **amount of bonus experience for completing the scenario** is all dependent on the level of the scenario being played. The **scenario level** is chosen by the players before the scenario begins based on the average level of the party and how difficult the players want the scenario to be.

The **recommended** scenario level is equal to the average level of the heroes in the party, divided by 2 and rounded up. This would be considered "Normal" difficulty. If players desire an "Easy" experience, they can reduce the recommended scenario level by 1. If a more difficult experience is desired, the scenario level can be raised by 1 for "Hard" or 2 for "Very Hard."

Difficulty	Level modification
Easy	−1
Normal	+0
Hard	+1
Very Hard	+2

9

Example: If you have a level 6 hero, 2 level 4 heroes and a level 3 hero, the average would be 4.25 – divided by 2 and rounded up is 3, so a normal scenario difficulty level would be 3. If players thought that might be too difficult, they could set the scenario level to 2 instead.

The choice of scenario level is completely up to the players. Higher scenario levels will result in more difficult monsters, but will also yield more gold and experience. A scenario's level can be set to any number from 0 to 7, but cannot be changed once the scenario begins.

Scenario level	Monster level	Gold gained	Trap damage	Bonus EXP
0	0	2	2	4
1	1	2	3	6
2	2	3	4	8
3	3	3	5	10
4	4	4	6	12
5	5	4	7	14
6	6	5	8	16
7	7	6	9	18

ROUND OVERVIEW

A scenario consist of a series of **rounds** until players either meet the victory conditions of the scenario or are defeated due to all heroes being **exhausted**. A round will consist of the following steps:

1. **Card selection:** Each player will either select 2 cards from their hand to play or declare they are performing a **full-rest action** for the round.
2. **Determining initiative:** Players will reveal their leading card (see below) for the round, and an action card for each monster type currently in play is also revealed. An initiative order is then determined based on the initiative values of these revealed cards.
3. **Hero and monster turns:** Starting with the lowest initiative, players and monsters will act out their turns, performing the actions on their cards, possibly modified by hero item cards.
4. **Cleanup:** Some cleanup may be required at the end of the round (see page 20 for details).

CARD SELECTION

At the beginning of a scenario, each player will start with a number of ability cards in their **hand** equal to their maximum hand size. At the beginning of each round, players will each secretly select two cards from their hand to play face-down in front of them. Of the two cards, one should be selected as the **leading card,** which will determine the player's order in the initiative for the round (see page 11 for details). Players should not tell each other what cards they are playing, but they are allowed to give general statements about their actions for the round (something like: "I'm attacking this monster around the middle of the round").

During a player's turn, the two played cards will be used to perform actions and then are either **discarded**, **lost** or **activated**, depending on the actions that were taken. Played cards are normally placed in a player's **discard pile** unless otherwise noted. **Discarded** cards can be returned to a player's **hand** through **resting** (see page 11). If the performed action on a card contained an "X" symbol in the lower right of the action field, the card is instead placed in a player's **lost pile**. **Lost** cards can only be returned to a player's hand during a scenario by using a special **recover** action. Whether the corresponding card is lost or discarded, some actions may contain an **active** effect (denoted by the symbols on the right). Instead of being placed in the discard or lost pile, the card is placed in the **active array** in front of the player to keep track of the effect. Once the effect wears off, the card is the transferred to the appropriate pile (see pages 16 for details).

10

Players **must** either play two cards from their hand or declare a **full-rest action** at the beginning of **every** round. If a player only has one or zero cards in their hand, the full-rest action is their only option. If this option is **also** not available at the beginning of a round because they only have one or zero cards in their discard pile as well, they are considered **exhausted** and can no longer participate in the scenario (see page 18 for details).

Resting

Resting is the main way players can return discarded cards back into their hand of available cards. A player has 2 options when resting: a **quick-rest** or a **full-rest**. In both cases, the rest action can **only** be taken if a player has 2 or more cards in their discard pile, and a rest action **always** results in losing one of the discarded cards.

- **Quick-rest**: During the cleanup step of a round, a player can perform a quick-rest. This allows them to immediately shuffle their discard pile and **randomly** place one of the cards in their lost pile, returning the rest to their hand. If the player would like to keep the card that was randomly lost, they can choose to suffer 1 damage and **randomly** lose a different discarded card.

- **Full-rest**: A full rest is declared during the card selection step of a round and constitutes the player's entire turn for the round. Resting players are considered to have an initiative value of 99 for the effect of monster focusing (see page 18), but they can immediately perform the rest action after declaring it by **choosing** 1 of the cards in their discard pile to place in their lost pile and returning the rest of the cards to their hand. That player also **regains 2 hit points** and can **refresh all of their spent item cards**.

Determining Initiative

After players have either selected their action cards or declared a full-rest, the players play a monster ability cards of each type of monster which has at least one figure currently on the map. In addition, each player not full-resting reveals their selecting **leading card** for the round.

Initiative order is determined by comparing the initiative values on all played monster ability cards and all the players' leading cards (this is the only significance of the "leading card" designation). Whoever has the lowest initiative value takes their turn first, then the next highest and so on until every figure on the board has acted.

When a monster type takes an action, each monster of that type will perform the actions listed on their played ability card. If there is ever a tie in initiative between players, the players decide who goes first. If there is a tie between a player and a monster type, the player goes first.

Example: At the start of the round, the Brute decides that he wishes to play the two cards shown. He also decides she wants to go late in the round, so he choses the "61" as his leading card. If he had wanted to go early, he could have chosen the "15" as the leading card. the Scoundrel reveals a leading card with "86" initiative, and the played Living Bones and Archer action cards have "45" and "32" initiatives respectively. The Bandit Archers act first, then all the Living Bones, then the Brute, and finally the Scoundrel.

Hero Turn

On a player's turn, their hero will perform the **top** action of one of their two played cards played and the **bottom** action of the other. The **leading card** designation used to determine initiative is **no longer significant**. Either card can be played first for its top or bottom action. When playing a card's action, the abilities of the action must be done in the order written and can't be interrupted by the action of the other card.

Players can instead use **any card they play** as an **"Attack 2"** action on the **top** half or a **"Move 2"** action on the **bottom**. If a card is used this way, it is always discarded, regardless of what is printed on the card.

Players can use any active items they have equipped on their turn **in addition** to their 2 ability cards. Players can use multiple items in a turn. The possible abilities heroes can perform on their turn are discussed below.

Move

A **"Move X"** ability allows a hero to move **up to** X number of hexes on the map. Figures (heroes and monsters) can move through allies, but cannot move through enemies or obstacles. Traps and other terrain effects of tiles must be resolved when a figure moves through them with normal movement. A figure also cannot end its movement in the same hex as another figure. Figures can also **never** move through walls.

Some Move abilities are specified as a "Jump." **Move X (Jump)** allows the hero to ignore all figures and terrain effects during their movement, however, the last hex of a jump is still considered a normal movement, and so must obey the normal movement rules above.

Some figures may also have the **"Flying"** special trait. This allows figures to completely ignore any figures and terrain tiles during any part of their movement, including the last hex, **except** that they still cannot end their movement in an occupied hex. If a figure loses its Flying trait while occupying an obstacle hex, it takes damage as if it had sprung a damage trap and then moves immediately to the nearest unoccupied valid hex.

Revealing a room

During any part of a player hero's movement, if they enter a closed door tile, the adjacent room on the other side of the door is immediately revealed. The scenario book specifies which monsters, money tokens and special overlay tiles should be placed in the revealed room. Note that new monster placement should be random in regards to the number on the monster tokens.

Once everything is placed in the new room, if any monster type that did not play an action card at the beginning of the round is placed on the board at this time, an action card is immediately played for them. Once the revealing hero's turn ends, the initiative values on the monster cards of the monsters that were just placed are reviewed, and any monster type that has a lower initiative value than the revealing hero (i.e., they should have acted earlier in the round) must immediately act out their turn (in normal initiative order in case of multiple monster types in this situation). This ensures that all monsters revealed in the new room will **always** take a turn in the round in which they are revealed.

Attack

An **"Attack X"** ability allows a hero to do a base X amount of damage to an enemy within their range. Figures cannot attack their allies. There are two types of attacks: **ranged** and **melee**.

- **Ranged attacks** are accompanied by a **"Range Y"** value, which means that any enemy within Y hexes can be targeted by the attack as long as a straight line can be drawn from any corner of the attacker's hex to any corner of the defender's hex without passing through a wall.
- **Melee attacks** have no accompanying range value and are considered to have a default range of 1 hex, which means that they can only target adjacent enemies.

When attacking, the base attack value written on the card can be modified by three values in the following order: the **attacker's attack modifier**, a played **attack modifier card** and the **defender's shield modifier**. If there are multiple modifiers in any step of this process, the player chooses the order in which they are applied.
- An **attacker's** attack modifiers are first added to an attack and any other attack bonuses are applied.
- After that, an **attack modifier card** is played from the attacker's attack modifier deck for each attack on an individual enemy and added as well.
- Lastly, the **defender** subtracts any shield modifiers from the incoming attack's value and applies any other defensive bonuses.

Example: The Scoundrel performs an "Attack 3" ability on an adjacent elite Bandit Guard. The Scoundrel adds a +2 attack modifier because of specific conditions set by the card and also is allowed to double the attack because of an active card in front of her. She chooses to add the +2, then double, resulting in an "Attack 10." She then plays an attack modifier card to reveal a "-1," so the attack is reduced to 9. Finally, the Bandit Guard has a shield value of 1, so the attack is reduced to 8 and the bandit suffers 8 damage.

When a monster is brought to zero or fewer hit points with an attack or any source of damage, that monster dies and is removed from the board. If the monster was placed when setting up the room (i.e. **not** summoned by another creature), a money token is also placed on the hex where it died.

Advantage and disadvantage

Some attacks may be made under **advantage** or **disadvantage**.
- An attacker with **advantage** will draw 2 modifier cards from their deck and use whichever one is **better**. If 1 rolling modifier card was drawn, its effect is added to the other card played. If 2 rolling modifier cards were drawn, continue to draw cards until a rolling modifier is not drawn and then add all drawn effects together.
- An attacker with **disadvantage** will draw 2 modifier cards from their deck and use whichever one is **worse**. Rolling modifiers are disregarded in the case of disadvantage. If 2 rolling modifier cards were drawn, continue to draw cards until a rolling modifier is not played and then only apply the effect of the last drawn card.

Example of an ability giving advantage

Instances of advantage or disadvantage don't stack, and if an attack has instances of both advantage and disadvantage, they cancel each other and the attack is performed normally.

Instances of advantage and disadvantage are mostly caused by specific hero or monster abilities. However, **if a ranged attack targets an enemy in an adjacent hex, that attack also suffers from disadvantage**.

Area effects

Some attacks and other abilities allow figures to target multiple hexes at the same time. In these cases, the area of effect of the ability is shown on the ability card. **Note that any rotational orientation of the depicted diagram is valid. Also note that each target constitutes a separate *attack*, but all attacks together make up a single *attack action*.**

Grey indicates the hex on which the figure is currently located.

Red indicates the hexes affected with the ability.

 Example: Indicates the figure can perform an "Attack 3" on two adjacent hexes that are also adjacent to each other.
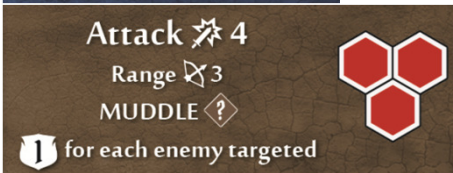
 Example: Indicates the figure can perform an "Attack 4" on a cluster of three hexes if at least one of those hexes can be targeted at range 3.

Attack effects

Often attack abilities will have riders that make them more powerful. If an attack effect is listed on an ability card after an attack, the target (or targets) of the attack is subject to the additional effect as well. Some character actions can also apply these effects without an attack and in such cases the target of the effect is written on the ability card. Attack effects are applied regardless of whether an attack actually does damage.

- **PUSH X** – The target is forced to move X hexes in a direction specified by the attacker, but each hex moved must put the target **farther away from** the attacker than it was previously.
- **PULL X** – The target is forced to move X hexes in a direction specified by the attacker, but each hex moved must put the target **closer to** the attacker than it was previously.
- **PIERCE X** – Up to X points of the target's Shield are ignored for the attack. **Example:** an Attack 3 PIERCE 2 ability on an monster with Shield 3 would ignore 2 of the monster's Shield points and inflict 2 damage (modified by a battle card).

Conditions

Certain attacks and other abilities may also cause conditions on the attacker or the target of the attack. When a condition is applied to a figure (except CURSE and BLESS), a token is placed on it to signify the effect. The condition remains on the figure until the requirements for removing the specific effect are met. Any one figure can only have one instance of a condition applied to it.

The following are **negative conditions**. If an attack has the name of condition as part of the action, then all targets of the attack are inflicted with the condition, regardless of whether the attack did damage.

- **POISON** – If a figure is poisoned, any enemies receive a +1 attack bonus when attacking them. If a Heal ability is used on a poisoned figure, the POISON token is removed, and the Heal has no other effect.
- **IGNITE** – If a figure is ignited, they take one point of damage at the start of each of their turns. If a Heal ability is used on an ignited figure, the IGNITE token is removed.
- **IMMOBILIZE** – If a figure is immobilized, it cannot perform any **move** abilities on its turn. At the end of its turn, the IMMOBILIZE token is removed.

- **DISARM** – If a figure is disarmed, it cannot perform any **attack** abilities on its turn. At the end of its turn, the DISARM token is removed.
- **STUN** – If a figure is stunned, it cannot perform **any** abilities on its turn **except full-rest**. At the end of its turn, the STUN token is removed (unless the creature was stunned **on its own turn** – then the stun remains for another round). Players must still play 2 cards or rest on their turn, and if a player plays 2 cards while stunned, the actions played are not used, and the cards are simply discarded.
- **MUDDLE** – If a figure is muddled, it is considered to have disadvantage on all attacks it performs. At the end of its turn, the MUDDLE token is removed.
- **CURSE** – The target must shuffle a "Null" curse card into their attack modifier deck. When this card is revealed through one of their attacks, it is removed from the game instead of being placed into the attack modifier discard.

The following are **positive conditions**. Figures can apply positive conditions to themselves or allies through specific actions.

- **INVISIBLE** – If a figure is invisible, they cannot be focused on or targeted by an enemy. The next time an invisible figure attacks or rests, the token is removed.
- **STRENGTHEN** – If a figure is strengthened, they gain advantage on attacks. At the end of its turn, the STRENGTHEN token is removed.
- **BLESS** – The target must shuffle a "2x" bless card into their attack modifier deck. When this card is revealed through one of their attacks, it is removed from the game instead of being placed into the attack modifier discard.

Elemental infusions

Some abilities have an elemental affinity associated with them (either **Fire, Ice, Air, Earth, Light** or **Dark**). If any of these symbols is shown by itself in an action's description (a), this means that by performing the action, the figure is infusing the battlefield with that element. This is represented by moving the corresponding element's token to the "Strong" column of the elemental infusion chart.

At the end of every round, all elemental infusions will wane, however, moving one step to the left in the chart, from "Strong" to "Waning" to "None."

Elemental infusions can be used to augment the effects of certain abilities. This augmentation is represented by an elemental symbol covered with a red "X" (b), followed by a colon and how the ability is augmented if the element is consumed. If an ability is used which consumes an element and the corresponding element token is present next to the map, that element token **may** be removed to augment the ability. A single icon cannot be used to consume more than 1 infusion, and it is **not** possible to create an element and consume it on the same **turn**. Monsters also have the ability to create and consume elements just like heroes. Monsters always consume elements if they can.

 This multi-colored circle represents **any** of the six elements.

15

Active bonuses

Some abilities can give a hero or their allies bonuses on other abilities, either **persistently** until certain conditions are fulfilled or for the rest of the **round**. These abilities are denoted with symbols and the cards with these effects are played into the **active array** in front of the player to keep track of these bonuses.

Persistent bonuses will have the shown symbol written on the card. The effect of the ability will be active from the time the card is played until the conditions specified on the card are met, at which time, the card will be placed in the player's lost pile. Persistent bonuses usually last until the hero does something specific a set number of times. A player places a token in the first circle on the ability card to keep track of this and moves the token forward every time the bonus is used. If there are no conditions specified, the card may remain in the player's active array for the rest of the scenario and can also be removed from the array at any time.

Example: The Spellweaver plays her ice shield ability, which negates the next 2 sources of damage against her. She places a token on first circle of the card. Then each time afterwards that she suffers 1 or more points of damage, the bonus is applied, the damage is negated and the token is moved forward. Once the token moves twice, the card is moved to the player's lost pile and the bonus is no longer active.

Round bonuses will have the shown symbol written on the card. The effect of the ability will be active from the time the card is played until the end of the round, at which point the card will be placed in the player's discard or lost pile (depending on whether the action also contains an "X" symbol).

As soon as a bonus card is placed in the active array, it is still considered **discarded** or **lost** (depending on whether the action also contains an "X" symbol). Abilities that recover discarded or lost cards can be used to pick these cards up as well, even before they are moved to the discard or lost pile. Doing so, however, immediately removes any bonuses they were applying.

Shield

One important active bonus ability is "Shield X," which is a defender's bonus that reduces any incoming attack value by X. Multiple shield bonuses stack with each other.

Retaliate

Another important active bonus ability is "Retaliate X," which causes enemies to suffer X points of damage whenever they attack a figure with this bonus from an adjacent hex. A retaliate bonus can also be accompanied by a "Range Y" value, which means that the retaliate damage is applied to any attacker within Y hexes. Multiple retaliate bonuses stack with each other.

Heal

A "Heal X" ability allows a figure to return X hit points to either themselves or one ally within the ability's range. Heals are always either accompanied by **"Range Y,"** which means that any ally within Y hexes can be targeted by the heal (including the figure performing the heal), or accompanied by **"Self,"** which mean the figure can only target themselves with the heal.

Summon

Some abilities summon other figures to the board. Summons are placed in an empty hex adjacent to the figure performing the summon. If there are no available hexes, the summon ability cannot be used. Summons have

basic statistics for hit points, attack value and move value written on the ability card and are considered persistent bonuses (card placed in front of the player) until the summon loses all its hit points or its corresponding ability card is recovered back into the players hand, at which point the summon is removed from the board. A player's summon's turn order in the initiative order is always directly before the player who summoned them, however they are not controlled by the summoning player. Instead they obey automated monster movement rules, permanently following the action card **"Move+0, Attack+0"** (see page 18 for details). A player can have multiple different summon abilities played at once and the order in which the summons act is the same order in which they were played. Summoned figures never take a turn in the round they are summoned.

Recover and refresh

Certain abilities allow the player to **recover** discarded or lost **ability** cards. This means that the player can look through their discard or lost pile (or discarded or lost cards in the player's active array), select up to a number of cards specified in the ability and immediately return them to their hand. Keep in mind that some cards specify they cannot be recovered once lost. **Refresh** allows players to regain the use of spent and consumed **item** cards. In the case of both recover and refresh, the type of card gained (discarded or lost for ability cards, spend or consumed for item cards) is specified in the ability.

Loot

A "Loot X" ability allows a hero to pick up every money token and treasure tile within X hexes. Money tokens are kept in a player's personal supply and are not shared with other players. If a special treasure token is looted, refer to the scenario description to determine what is found. If it is a **specific item**, that item is added to a player's pool of unequipped item cards (or they can immediately equip the item if they can do so without exceeding the item slot limitations (see page 5)). If it is an **item design** or **location map**, this new content is unlocked for the entire game state (see campaign rules for details).

End-of-turn looting

In addition to specific loot abilities, **a hero will also loot any money tokens or treasure tiles present in the hero's occupied hex at the end of that player's turn**.

Gaining experience

Some actions also have an experience value attached to them, denoted by a white shield. When that action is taken, the hero gains the number of experience specified within the crown symbols. In addition, sometimes the action specifies that experience is earned only under certain conditions, such as consuming an elemental infusion or if the attacked target is adjacent to an attacker's allies (a). These conditional statements are written in smaller font on the ability card. In addition, some persistent bonus will give a hero experience when a charge of the bonus is expended and a token is moved (b) off the icon.

Hero damage

Whenever any **damage** is dealt to a hero, the player has 2 options:
- Either **suffer the damage** and **move their damage track down** the corresponding number of spaces
- Or **lose any card** from their **hand** to negate the damage

Whenever a hero is healed, move their damage track up the corresponding number of spaces.

Exhaustion

A hero can become **exhausted** in one of two ways:
- If a hero ever reaches zero on their damage track, or
- If, at the beginning of a round, a player cannot play two cards from their hand (because they have 0 or 1 card in their hand) and also cannot rest (because they have 0 or 1 card in their discard).

In either case, all active bonuses are removed from their active array, their figure is removed from the map and the hero can no longer participate in the scenario in any way. **There is no coming back from being exhausted**, and thus should be avoided at all costs. If all players become exhausted during a scenario, the scenario is lost.

MONSTER TURN

Monsters' decisions are controlled by a system of action cards which **automate** what the monsters will do on their turn in the initiative order. They are not controlled by a separate player.

Note that each type of monster can come in two variants: **normal** and **elite**. An elite monsters is identified by placing an elite token under its figure. When an elite acts, use the statistics in the "Elite" row of the monster statistic card.

Order of action

All monsters of the same type take their turn at the same initiative value listed monster ability card. **All elites of a type act first, then the normal monsters of that type act.** If more than one elite or normal monster of a given type is present on the board, then the numbers on the tokens are consulted and monsters act in ascending numerical order.

Example: With the setup to the left, the elite monster to the right (2) will act first, then the other elite (3). Next the normal monster on the top will act (1), then the lower monster (4). Even though (1) is lower in numerical order than (2), (2) is elite, so it acts first.
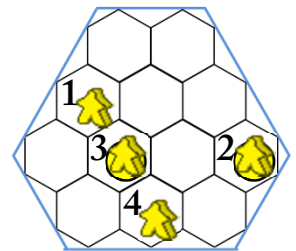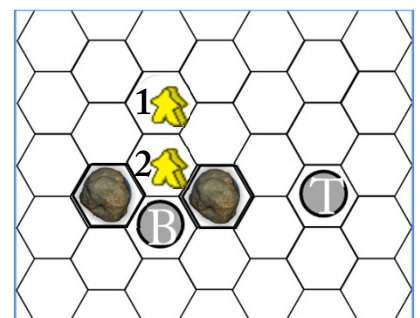
Monster focus

Before acting, each individual monster will focus on a specific hero or hero summon (enemy).
- Their first priority is to focus on the enemy **closest** to them.
- If there are multiple enemies the same distance from them, they will focus on the enemy who has been **attacked the least** number of times already in the round.
- If multiple enemies tie for being attacked the least number of times, the third priority is to focus on the enemy who is **earlier in the initiative order** (summons are focused on before the hero who summoned them in this regard, and a hero who is resting would be focused on last).

Note: Determining the closest enemy to a monster should take into consideration anything that would hinder the movement of the monster in determining what it can attack.

Example: Even though the Brute is technically closer to monster 1, it is performing a melee attack and it can get into attack range of the Tinkerer in fewer steps (2 instead of 4), so the monster focuses on the Tinkerer.

In the case where there are no valid targets on which to focus, a monster will not move or attack on its turn and simply perform any of the other actions on its ability card that it is able to.

Monster Movement

A monster can move on its turn if **"Move±X"** is part of its ability card. It can move up to a number of hexes equal to its base move value (written on its monster statistic card) modified by X (either positive or negative).

If a monster has a move but no attack afterwards as part of its ability card, it will use its movement to get as close as possible to the target of its focus (determined as if it had a melee attack), moving along the shortest possible path and ending its movement when it enters a hex adjacent to its focus.

If a monster will attack after its movement, it will move the least number of hexes possible in such a way as to attack its focus with **maximal effect**. If it is a **single-target melee** attack, it will simply move to the nearest adjacent hex to attack. If it is a **multi-target attack**, it will move to a position where its attack will hit its focus and as many other enemies as possible. If the monster is performing a **ranged** attack, it will only move until it is within range to perform a maximal attack. It will also move away from its focus if possible until it can perform the attack without disadvantage. A monster will prioritize losing disadvantage on its focus over maximizing its attack on secondary targets when forced to choose.
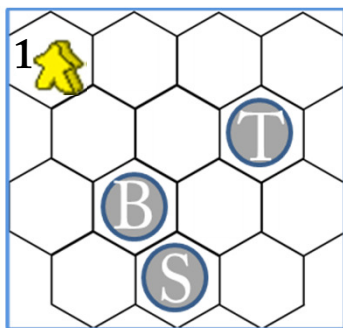

Example: Monster 1 can perform a "Move 3" ability. It first focuses on the Brute, since he is the closest enemy. If the monster had a ranged attack, it would remain in its current hex and attack the Brute. If it had a single-target melee attack, it would move 1 hex adjacent to the Brute and attack. If it could attack 2 targets with a melee attack, it would move 2 hexes to be adjacent to both the Brute and Tinkerer. If it could melee attack 3 or more targets, in would move 3 hexes to be adjacent to all three heroes.

Having abilities other than "Atttack" on its ability card does not affect its movement in any way. It will simply move according to these rules and then use its other abilities as best as possible.

Monsters interaction with traps

Monsters without the flying trait consider traps to be obstacles when determining a focus and moving except in the situation where they have no choice but to consider it otherwise. If their only choice for a focus is on the other side of trap and the only way to get in range to attack that focus is across the trap, they will spring the trap to get at their focus, suffering the consequences.

Example: Even though the Tinkerer is closer, monster 1 with a melee attack will focus on the Brute because it considers traps to be obstacles. Only if the Brute were not there and the only enemy the monster could focus on was the Tinkerer would it do so and cross the traps to get to him.
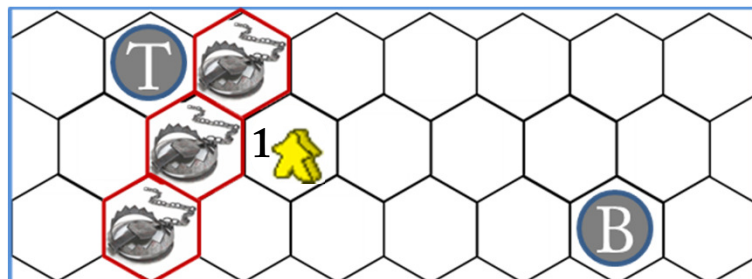
Monster attacks

A monster will attack on its turn if **"Attack±X"** is part of its ability card. Any damage dealt is calculated from its base attack value (written on its monster statistic card) modified by X (either positive or negative). Monsters will always attack their focus (see page 18 for details) but if the monster can attack multiple targets, it will attack its focus and as many other enemies as possible to **maximum effect**.

Monster attacks function exactly like character attacks, modified by the attacker's attack bonuses, then attack modifier cards, then their target's defense bonuses. They may be performed under advantage or disadvantage as discussed on page 13.

Other monster abilities

Healing: Monster healing functions exactly like hero healing described on page 16. With a "Heal X" ability, the monster will heal the ally within the specified range who has lost the most hit points.

Summons: Monster summon abilities place new monsters on the board that behave exactly like the normal monsters, acting according to played monster ability cards of their type. Summoned monsters are placed in an empty hex adjacent to the summoning monster and also adjacent to an enemy if possible. If there are no empty adjacent hexes, the summon fails. Summoned monsters never act on the round they are summoned. Summoned monsters also don't drop money tokens when killed.

Bonus abilities: Any bonuses a monster activates on their turn are only active until the end of the round in which the card was drawn.

Ambiguity

If the rules ever make any monster action ambiguous because there are multiple viable hexes to which the monster would move or multiple viable targets to heal or attack, the players must decide which option the monster will take.

END OF ROUND

Once all creatures have taken a turn, the round ends and a couple of clean up steps may be necessary:
- If a **"2x"** or **"Null"** attack modifier card was drawn from a specific modifier deck during the round, shuffle the discards of that deck back into its draw deck.
- If there are any elemental infusion tokens in the **"Strong"** column, move them to the "Waning" column. If there are any elemental infusion tokens in the **"Waning"** column, move them to "None."
- Players can also perform a **quick-rest**, as described on page 11, if they are able.

FINISHING A SCENARIO

Once a scenario's objective is completed by the players, the remainder of **the round is played out** and then the scenario ends. Players tally their experience and add the bonus experience for completing the scenario equal to **4 plus twice the scenario level.**

Players also tally the money tokens they looted during the scenario and convert them into gold. Each money token looted is worth the number of gold gained specified on the chart on page 10, which is based on the scenario level. Also any treasure looted during the scenario is resolved and unlocked for future play. Anything not looted during the scenario is **not** collected.

Players will also earn check marks for their completed battle goal cards at this time. Check marks are kept track of on the player's character sheet and their effects are discussed further in the campaign rules.

Even if a scenario is failed, players still receive the experience and loot they collected during the scenario. Players also recover all lost and discarded ability cards and refresh all spent and exhausted item cards so that they can use them again in any future scenario.

If players are playing as a campaign, then money and experience collected will be very important in their quest to improve their heroes' skills and abilities and should be tracked on the player's character sheet. If the scenario was not part of a campaign, money and experience can be used as bragging rights to see which player performed the best.

Note: If any of the combat mechanics are unclear, you can visit
https://www.youtube.com/watch?v=VMsfgDRGNFQ
to watch a video of a round of play