

# Warfighter: Fantasy New Adventurer Manual



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## 0. Important Information

This section contains important information you should know before starting your Warfighter: Fantasy game; be sure to read this thoroughly.

### 0.0 An Overview of this Manual

This Warfighter: Fantasy manual has been made in the interest of introducing new players to the game. While it is a somewhat complex game, it's made leagues more difficult to learn by the Warfighter Universal Rulebook, which is a good reference but bad learning material for baseline Warfighter, and the Fantasy manual, which is full of contradictions, missing rules and mistakes.

This rulebook is meant to replace the standalone Fantasy manual in its entirety, due to the inherent contradictions between the Warfighter Universal Rulebook, Keywords Sheet and Fantasy manual causing a bad new player experience. Hopefully, by the time you have digested this manual, you will be able to play through a campaign of Warfighter Fantasy from start to finish without needing to reference the Fantasy manual or Warfighter Universal Rulebook at all.

*Gameplay tip: Every now and again I'll pop in to tell you a nugget of wisdom learned from playing the game, to hopefully make your learning experience much smoother. Feel free to ignore my advice and just dive right in, though!*

### 0.1 Contents of the Box

In the box, you'll find:

- 392 cards of varying types
- 4 sheets of pop-out counters
- 4 dice – three ten-sided and one six-sided
- Two boards: A large, rectangular mounted board, this is the Tactical Display Sheet, and a smaller, square mounted board, this is the Campaign Board
- Up to four manuals – the Nation Guide, the Keywords Reference, the Fantasy Manual, and the Universal Rulebook

We'll go over most of these components (excluding manuals) in the next couple of sections.

You will also need two opaque cups or containers that you can draw from without observing the contents. If you have any spare ten-sided dice, you may also want to borrow two or three.

### 0.1.1 Cards

This section will quickly go over all the cards in the box to aid you in sorting them out; we'll go into more detail for each card in later sections of the manual.

#### Heroes



Hero Front      Hero Back

Heroes represent the adventurers sent on their dangerous mission. To sort them properly, sort them by their card backs, and then by level; the bottom of the banner on the left side of the card.

#### Weapons, Armor and Mundane Gear



Weapon Front      Weapon Back

These represent everything from weapons, shields, armor and small trinkets to up the chances of the Heroes on the Adventure. Sort them by their card backs.

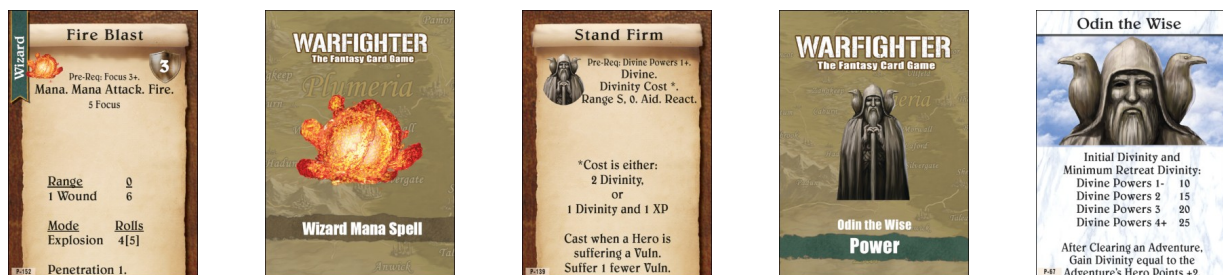
#### Skills



Skill Front      Skill Back

Skills are used by the four different Classes of Heroes to give them a leg up in the fight against evil. Sort them by their card backs, by class.

#### Powers, Spells and Deities



Spell Front      Spell Back      Power Front      Power Back      Deity

These are the magic and holy powers made available to Wizards and Clerics. Sort them by their card backs. You'll also have a double-sided Deity card, Odin the Wise; keep it with the Power cards.

## Action Cards



Action Cards are used by Player Heroes to pull cool battle tricks and to proceed through the Adventure. Give them a good shuffle and store them together.

## Items



Loot, glorious loot, looted from the lootable bodies of lootable Hostiles. Keep them together by their card back.

Item Front

Item Back

## Locations & Hostiles



Location Front

Location Back

Hostile Front

Hostile Back

Hostiles and Locations are the enemies you'll be fighting and rooms you'll be traveling through on your Adventures. They are sorted by four Tiers, noted on the back of their cards; sort them out by tier, shuffle each individual tier, and keep them together.

## Towns, Adventures, Objectives and Objective Locations



Town

Town Back

Towns are places you'll visit during your Campaign, and they also determine what Adventures you'll be going on. They have multiple tiers like Locations and Hostiles, sort them by their backs and shuffle them.

The Adventure, Objective Location and Objective Hostile are a set of 3 cards that determine the start, finish and final boss of the Adventure. Keep them grouped together; look at the names of the cards on the Adventure card in the "Objective:" field to help.



Adventure



Objective Location



Objective Hostile

## 0.1.2 Boards

Fantasy comes with two boards, the Tactical Display Sheet which is where the Adventure is played out, and the Campaign Board which is where the Campaign is played.

### 0.1.2.1 Tactical Display Sheet

This is the board where most of the magic happens.

*Note: The board displayed here is from an earlier revision of the game, and the gameplay references shown here are not the same as the ones on your board. The ones on your board are correct.*

The (1)s denote gameplay references. This manual will list all of these steps for you under normal circumstances, so you may ignore them if you wish.



(2) is the area that shows steps for setting up your game, whether it'll be the Campaign or a single Adventure. During the Campaign, this area will be covered by the Campaign Board.

(3) is where the Town card will go during the Adventure, as a reminder for any potential special effects.

(4) will be where the Adventure card goes; it'll be where your party of Heroes starts their journey through the dungeon.

(5) is the battle board, which can be used to help you organize combat in individual Locations. It's entirely possible to play the game without it, however.

(6) is the Guards track; if you spend too much time on an Adventure, Guards will start progressing down this track to make the final fight harder for you.

(7) is also a gameplay reminder of how Attacks work.

(8) is the Timer Track, which extends clockwise around the board.

The rest of the board holds Location cards, which show your progress throughout the Adventure.

### 0.1.2.2 Campaign Board

The Campaign Board is used to track your progress in the Campaign across Plumeria.

To the left of (1) is a reminder of how many Resource Points you start the Campaign with.

To the left of (2) is a reminder of how to build the Town Deck for this Campaign.

Below (3) is a reminder of how much it costs to heal wounds, gain Hero Points for party leveling, and currency conversion respectively.

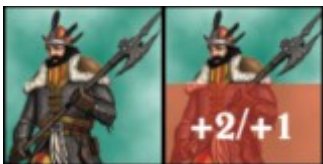
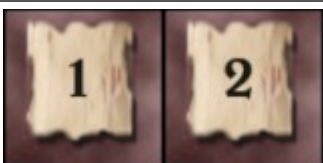
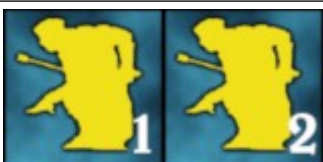
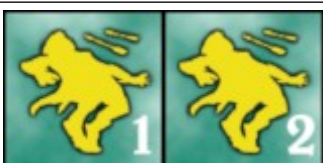
Below (4) is a reminder of how many Desperation Adventures (we haven't explained those yet, don't panic) will cause your score to drop.

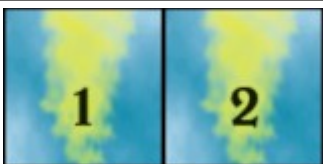
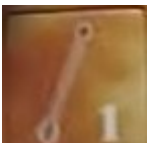
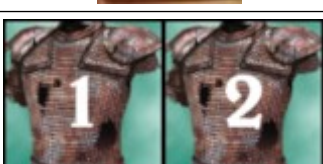
Below (5) is a reminder of the victory condition of the Campaign, and a special ability you can perform once per Campaign for more Hero Points.

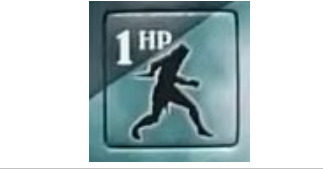
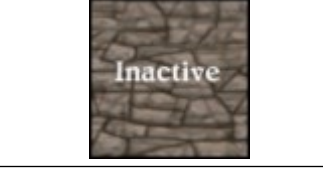
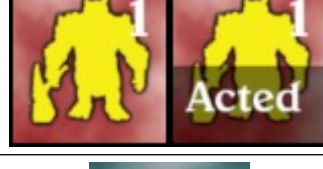
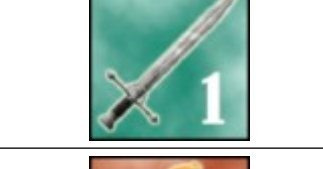


### 0.1.3 Counters

The box comes with a lot of counters that are used throughout the game. Akin to the previous section I'll just provide a quick outline here; more details will be given when these counters are more appropriate.

|                                                                                     |                                                                                                                                                                                       |
|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | Each Hero in the box comes with their own double sided Hero Counter to represent them on the board, and to determine whether they have a Vuln or not.                                 |
|    | These counters are Actions; each Hero will have two of them to spend per turn under normal circumstances to Move, Attack and otherwise progress the Adventure.                        |
|    | These special Action counters are made available under certain conditions, and can only be used as Actions to Attack Hostiles.                                                        |
|   | These Shadows Counters are used as a reminder as to whether a Hero has hidden in the Shadows successfully or not during their turn.                                                   |
|  | These are Wound counters, which show how hurt a Hero or Hostile is. The second picture is of the "bandaged" side, which is a Wound that has been partially but not completely healed. |
|  | These are Vulnerability (shortened to Vuln) counters, which show that a Hero or Hostile is more likely to be hit if attacked.                                                         |
|  | These counters are XP, which are used throughout Adventures for special effects such as powered up Action Cards or stronger melee Attacks.                                            |
|  | These represent your Hero's Toughness, which can be used to negate Wounds the Hero would otherwise take.                                                                              |
|  | These represent your Hero's Luck, which can be used to add to dice you need to hit.                                                                                                   |

|                                                                                     |                                                                                                                                                                                                                                                   |
|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | These represent your Hero's Divinity, used to cast Divine Powers.                                                                                                                                                                                 |
|    | These represent your Hero's Focus, used to cast Mana Spells.                                                                                                                                                                                      |
|    | These represent two summonable counters through certain Mana Spells; they are treated like Hero Counters.<br><i>Note: These counters have been misprinted with two "Vuln" sides. See the errata section at the end of the manual for details.</i> |
|    | These represent Torches that have been used in the current Location to provide a benefit.                                                                                                                                                         |
|   | These represent Hardy, which is used to withstand certain Environmental effects.                                                                                                                                                                  |
|  | This counter can be used as a reminder to roll for Environmental effects.                                                                                                                                                                         |
|  | These represent the amount of items you have in certain situations (mainly on Mundane Gear).                                                                                                                                                      |
|  | These represent arrows used in ranged weapons.                                                                                                                                                                                                    |
|  | These represent damage taken by Armor while fighting on Adventures.                                                                                                                                                                               |
|  | Gold. Glorious, wonderful gold. (And silver and copper.)                                                                                                                                                                                          |

|                                                                                     |                                                                                                                                                                                                                                                                                                    |
|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | <p>This Adventure Reminder Counter for the Campaign Map is to track whether you succeeded or retreated in an Adventure.</p>                                                                                                                                                                        |
|    | <p>This Party Position Counter can be used to show where you are on the map, and whether you're at Town or on an Adventure. Town side is left, Dungeon side is right.</p>                                                                                                                          |
|    | <p>These counters can be used to keep track of Hero Points you haven't used yet.</p>                                                                                                                                                                                                               |
|    | <p>The Inactive Objective counter shows that the Objective Location is not doing anything; the Objective Location starts this way until the Adventurers reach it.</p>                                                                                                                              |
|   | <p>These Hostile Targeting Counters are used to determine what Hero is being targeted by any particular Hostile; for each Hero you have, you'll put that number into the cup and draw randomly. You'll have multiple copies of each counter. This serves as the base for each "Hostile Stack".</p> |
|  | <p>These Hostile Extra Attack Counters are used for Hostiles that can Attack or act multiple times; these will be put in a second cup and drawn at random for each attack a Hostile can do. (Imagine a berserk man swinging wildly at multiple members of your party.)</p>                         |
|  | <p>These Objective Hostile Attack Counters are used as the head of the Objective Hostile's Hostile Stack, in the same way that the Hostile Targeting Counters are the head of a regular Hostile Stack.</p>                                                                                         |
|  | <p>These Hero Identification Counters are used to identify each Hero you have, for uses such as the targeting counters above.</p>                                                                                                                                                                  |
|  | <p>These Hero Striking Engaged counters are normally used if you take your Hero to another Warfighter era, but they can be used for purposes such as keeping Hero counters on the Location card while using these on the battle board as a representation.</p>                                     |
|  | <p>This is used to represent the amount of time you have on the Timer on the corner of the board before Minions rush in to defend the Objective.</p>                                                                                                                                               |

## 0.2 Important Concepts

Here I'm going to list out several concepts that are important and used frequently throughout the game, for easy reference back in later sections of the manual. Don't worry if you can't memorise all of these right now; refer back here later if you need to.

### 0.2.1 Dickey Matters

On your ten-sided die, if you ever roll a 0, treat it as a result of 10.

### 0.2.2 Empty Decks

If you ever have an empty deck of any kind and need to draw from it, shuffle the discard pile into a new deck and draw from that deck.

### 0.2.3 Keywords

Many cards have Keywords, which are designations of the behaviors of a card. If you see a word you don't recognize, check your Keywords Sheet; the definition will be there.

*Special note: The first print of Fantasy is missing these two important Keywords.*

*Fodder: Gain 1 XP for each Hit you inflict on a Hostile in the Location. Do not gain XP for Hits inflicted on Objective Hostiles.*

*Vamp: The Hostile inflicts the indicated number of Hits on the Soldier, and also gains that same number of Health. Use Health gained to first Heal the Hostile of Hits it has suffered, once the Hostile is fully Healed, add to the Hostile's normal maximum Health. The Hostile can exceed their starting Health.*

### 0.2.4 Experience Costs

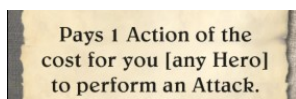
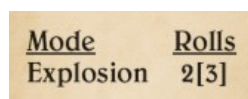
XP can be paid from the pool of any Hero if an XP cost is required anywhere during the game.

*Example: Hero #1 is attacked by a Hostile; but he uses an XP from Hero #2 to avoid the negative effect of the attack.*

### 0.2.5 Temporary Counters

The Focus, Luck and Toughness counters each have a limit based on what is printed on a Hero's card. By default, this limit is 0. A Hero may gain Focus, Luck or Toughness if they do not have any through an effect of some kind, but when they use one of those counters, they do not gain the ability to regain them during the Recovery step of End of Game Turn.

### 0.2.6 Upgunning



If a card ever has text in [square brackets], whenever you take advantage of the card, you may spend 1 XP to use the text in the square brackets instead of the regular text. This applies across the entire card, and not just one set of square brackets.

## 0.2.7 Skill Checks



Throughout your adventures, you'll gain the opportunity to perform skill checks. These can be anything from preventing traps to learning about the world. The skill check usually lists a skill, then a bonus or detriment, in brackets. To perform a skill check, you roll a ten-sided die and check it against the Hero's skill. If the number is equal to or higher than the Hero's skill, the check is a success, otherwise it is a failure.

A skill check difficulty is determined by the Hero's card; in this case, Elanar at 4<sup>th</sup> level succeeds whenever she rolls a 7 or higher during her Lore skill check.

A bonus or detriment can be provided by the skill check itself. In the case of Wabryc, the skill check here provides a plus one bonus to the roll; 4<sup>th</sup> level Elanar would only need to roll a 6 instead of a 7.

Some checks provide a Success bonus, which is what happens when the check succeeds, and a Fail condition, which is what happens if the check is not successful. If the check does not have a Success or Fail heading like the Wabryc town card, assume you need to succeed in order to gain the benefit.

Some checks can have XP spent on them to improve their odds. In the case of Elanar, if she spends an XP during the Wabryc Lore skill check, she can improve her odds to the number in the [square brackets]. (This is upgunning, 0.2.6.) In this case, spending an XP to roll for Lore would improve the skill to 5 or higher, and the Wabryc check would add one to that, for 4 or higher in total.

A skill check can only be performed by Heroes with that particular skill. Elanar at 4<sup>th</sup> level can perform a Lore skill check, but she cannot perform the Pick skill check in The Aerie, and thus would instantly fail it if she were the one to attempt it. Some traps specify "no roll"; this is the only time that this would occur.

## 0.2.8 Range

A very important concept to Warfighter is *Range*. There are multiple different kinds of Ranges; I'll go over them here.

- Range 0 is the Location the Hero currently inhabits, and represents, in rough terms, a big room or a small building. You'll smash through the door and everything between you and the next door is Range 0. Most Spells and Powers hit at Range 0; it's like a fireball being chucked across the room.
- Striking Range is a special Range. It's different from Range 0/Range 1, in that you swap between Range 0 and Striking Range while remaining in the same Location. Striking Range basically represents "I'm in your face and beating your skull in with a mace" while Range 0, by comparison, is you and the Hostile staring at each other menacingly. The only way to get a swing in with a physical weapon is being in Striking Range.
- Range 1 is the next Location over in either direction. Once you move to your next Location after starting the Adventure, the Adventure card is considered "Range 1". Very little cares about Range 1 in the base box. Range 2 and further do exist, but nothing in the Fantasy base box takes advantage of this, as every Location in Fantasy at this moment has the Dungeon keyword, which prevents most Range 1+ effects from working as they normally would.

## 0.2.9 On Healing During an Adventure

Healing Wounds outside of an Adventure is very simple; pay up, med up. But in the middle of an Adventure, it can be a different story.

Your individual Wound counters can only be attempted to be healed once each during an Adventure. If a Wound is healed completely, return it to the box; you're fine. If a Wound is not healed completely, however, it is merely reduced by the healed amount, and then flipped to the bandage side.

*Example: My Fighter Hero has taken a nasty 3-point Wound, and the Cleric wants to help. The Cleric casts Minor Heal, and rolls a ten-sided die, for a result of 5. This heals two wounds; the 3 Wound counter is returned to the box and replaced with a 1 Wound counter on its bandaged side. If the Cleric had rolled better or used a Holy Water, the Wound could have been healed completely, but for now, the adventure continues with a wounded Fighter.*

Wounds can be fully healed, ignoring bandaged Wounds, during the Town Phase during a Campaign.

If a Hero that was previously Wounded badly enough to lose an Action is Healed above the threshold to return the Action, they may immediately regain and use the lost Action that Game Turn.

## 0.2.10 Hostile Stacks

Note that for this manual, due to the potential confusion of referring to a "Hostile" on a "Hostile card", "Hostiles" are referred to as "Hostile Stacks" for ease of differentiation. This is not an official Warfighter term, you won't find it in any official manual. If a card or part of the game refers to a "Hostile" by itself, this manual refers to it as a "Hostile Stack".

# 1. Campaign Setup

The campaign for Warfighter Fantasy is simple to understand; you start with a set amount of Resource Points to build your initial party, then you'll partake in multiple Adventures (games) around the Fantasy map, earning more Resource Points, Treasure and Gold to improve your party.

The eventual objective of the Campaign is simple; defeat the Wyrms which inhabit the town of Mooncrag by going on Adventures through a Town Deck, of which the Wyrms' Dungeons are always the last. If your entire party is wiped out during an Adventure, the Campaign ends in failure.

## 1.1 Select Campaign

First thing's first; place out the Tactical Display Sheet. Then, in the top left corner, place the Campaign map over the top of the Set-Up lists. (We're going over the details it'll be covering here, don't worry.) Since Plumeria is the only Campaign in the base box for Fantasy, we've just selected it as our campaign.

## 1.2 Organize Town Deck

Create a Town Deck by shuffling the Town cards by their individual tier. Then, deal out one Mythic Town card, face down, followed by a Legendary Town card on top of the Mythic card, three Renowned Towns on top of that, three Common Towns on that and 2 Nuisance Towns to top off the deck. This should leave you with a handful of Towns left, keep them to the side. You'll progress through the Town Deck as part of the Campaign, with the leftover cards being used for Desperation Adventures.

## 1.3 Making the Initial Party (Select Heroes, Select Skills for Heroes, Purchase Gear for Heroes)

Follow the rules in Chapter 3 to create a Party.

## 1.4 Build Item Deck

Choose 20 of your Item Cards to build the Item Deck you'll be using through the Campaign, returning the extras to the box. Then, shuffle the Item Deck and keep it close by.

*Gameplay tip: You have 31 Item Cards to start, but expansions will add more. Since you're allowed to make your party before you begin the campaign, you can actively remove cards that won't be useful to your party; if you aren't taking any Clerics and don't plan on recruiting any later, feel free to remove every card that requires Divine Powers. You'd be mental not to take a Cleric, though...*

## 1.5 You're Ready!

Begin your first Campaign Turn in the next chapter.

## 2. Campaign Turn

Perform each of these steps in order.

### 2.1 Draw Town Card

Draw the top card of the Town Deck, placing it onto the Town space on the board. Put the Party Position counter on the current Town, Town side up. Resolve the text on the Town card. Part of the card may be flavour text, but there may be opportunities for skill checks on the card. Place all of your Hero counters on the Town Card.



*Example: The party visits Padun, and my Wizard, 3rd-level Elanar, has a Lore skill, so we can make a skill check (0.2.4). I roll a ten-sided die, and the result is a 6, which is raised to 7 due to the +1 provided by the skill check. This is enough for the roll to succeed, and my Party gains a Leather Straps Mundane Gear card.*

### 2.2 Replenish

All counters on cards go back to their printed values; this means you reset XP, Focus, Toughness and Luck to their printed values. Divinity is not reset. All Divine Power cards are removed from Player and Team Clerics that have them.

If the most recently resolved Town Card gives you any counters that would be lost as a result of this, do not lose those counters.

### 2.3 Town Activities

You have multiple Activities that can be performed in Town, and you can perform each as many times as you have the resources to do so.

Note that you can freely exchange coins at any time at the rate of 1 Gold = 2 Silver = 4 Copper.

#### 2.3.1 Heal

Spend one Copper coin to remove one Wound from any Hero, whether or not it was previously healed during an Adventure.

#### 2.3.2 Train

Spend one Gold to get a Hero Point. You can spend it immediately on Skills, Improving a Hero or Purchasing a Hero.

### **2.3.3 Improve Hero**

Spend saved Hero Points to either level up a Hero or buy Skill or Spell cards for a Hero. If you level up a Hero and the new level gains or loses Gear of any kind, gain or lose that Gear. You don't gain anything for the lost Gear. If the new level has a Skill you already bought for the Hero, you get the cost of that skill as Hero Points.

### **2.3.4 Purchase Hero**

Spend saved Hero Points to buy a new Hero at the Resource Point cost; give them any cards they're entitled to as outlined in Chapter 3.

### **2.3.5 Repair**

You can Mend any item (remove damage counters) at the rate specified on the card. If a card does not specify a cost to repair, you cannot repair the item.

### **2.3.6 Buy and Sell**

You can buy any Weapons, Armor, Shields and Mundane Gear that you can afford and sell undamaged Weapons, Armor, Shields, Mundane Gear and Items for the purchase price. Damaged gear must be fully repaired (have no damage counters) before it can be sold.

### **2.3.7 Read the Nation Guide**

For those of you who got in on the first print, you have an extra advantage; the Nation Guide outlines an extra action you can do in each Town. Go give it a read!

## 2.4 Adventuring

Take your party and perform the Adventure following the rules in Section 4.

Whether you Succeed or Fail the Adventure, once you're done, return any discarded Location, Hostile, Action cards and the Adventure/Objective Location/Objective Hostile cards to their relevant places, shuffling the Location, Hostile and Action card decks.

### 2.4.1 Success



If the Adventure was completed, you gain the listed Hero Points on the Adventure card for your party – use them to level up Heroes and purchase Skill cards. When you level up a Hero, return their current card to the box and get the next level up from the box. If you level up a Hero and the new level has or doesn't have any Weapons/Shields/Armor/Mundane Items of any kind, you gain or lose that card with no compensation. If the new level has a Skill you already bought for the Hero, you get the cost of that Skill in Hero Points. You can hold onto leftover Hero Points for use in the next Town Activities step. Place an Adventure Reminder Counter on the Town the Party Position Counter is located, Cleared side up.

### 2.4.2 Retreat

As mentioned at the beginning of this Section, if your entire party of Heroes is Downed, you lose the entire Campaign. However, as long as one Hero has 1 Health at the end of a Turn during the Adventure, you may Retreat. Follow these steps:

- Do *not* gain the listed Hero Points. You failed, you know.
- Place an Adventure Reminder Counter on the Town the Party Position Counter is located, Retreated side up.
- All Hero Wounds are discarded.
- All Hero Divinity is restored to the level listed on their Deity card.
- Remove all Damage counters from Armor and Shields.
- Gain 4 Gold.
- Perform the Town Activities step again.

You may then move onto the next Town in the Town Deck, or you can play a Desperation Adventure. To perform a Desperation Adventure, pick one of the Towns that are not part of the Town Deck, and perform the listed Adventure. While this lets you stave off needing to fight the Wyrms and build up your party more, it does reduce your overall Campaign score. At the end of this Desperation Adventure, perform the Success or Retreat chapters as per a normal Adventure.

## 2.5 Repeat

Discard the current Town card, return to the beginning of this chapter and repeat this sequence of events until the Campaign is successful (you beat the Wyrms) or ends in failure (your entire party is Downed).

### 3. Creating a Party

Depending on what situation you are in, you get a certain amount of Resource Points.

- If you are playing a Campaign, you get 50RP to build your initial Party.
- If you are playing a single Adventure, you get the Resource Points listed on the Adventure card.

#### 3.1 The Process

You will use Resource Points to buy Heroes, equip them with Weapons, Armor, Shields, Spells, Powers and Mundane Gear, so that they're ready to face the dungeons of Plumeria.

You do not need to spend all the Resource Points available to you, but you cannot exceed your total available Points. Note that, unlike in other Warfighter games, there's no 'penalty' for spending all your RP, so feel free to max out that credit card.

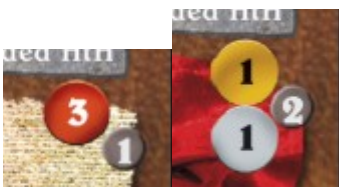
Creating a Party proceeds in two 'phases'; the Resource Point phase, where you buy all of your Heroes, and equip them with Skills and Spells where you see fit. Then, all of your leftover Resource Points are converted, one to one, into Gold, which you use to buy Weapons, Armor, Shields and Mundane Gear. Any Gold you do not spend here you keep for the Adventure or Campaign.

You may buy any card multiple times, even if you don't have multiple copies of that card.

*Tip: My personal technique for this is to use a face down card I'm not using as a proxy, and lay out my Party in a way that I can use the face down card in a column or row to make it obvious.*



The Resource Point cost of every relevant card is shown in the top right corner of each card inside of a bronze shield.



The Gold cost of every relevant card is shown in the top right corner of a card, in a bronze, silver or gold circle. Some cards may have multiple circles; in this case, the card on the right costs 1 Gold and 1 Silver, much more expensive than the 3 Copper on the left. Remember the conversion ratio is 1 Gold = 2 Silver = 4 Copper; you may make change at any time. (The small, dark grey circle will be explained later in this chapter.)

## 3.2 Heroes



Let's take a closer look at some Heroes. Our first example is Gareth, a 4<sup>th</sup> Level Human Fighter, indicated on the banner on the left. There is no indication of what kind of Hero he is, so he is a Player Hero, the strongest kind. You need to take at least one Player Hero in your party, as the only way to progress is by drawing Location Markers from the Action Card Deck.

His cost, as stated earlier in the chapter, is in the bronze shield, right of (1). Below that is the amount of Hero Points he will need to level up during the Campaign; irrelevant for a single Adventure.

Right of (2), the brick arrow shows his Movement Value, which determines how much trouble he has moving through the Dungeon. The higher this is, the better, in all circumstances.

Below (3) is his Terrain Cover value. This determines how easy it is for a Hostile to hurt him when he's Attacked. This weakness can be offset by the use of Armor.

Right of (3) is his Health, Loadout and HtH bonus. Health is how many Wounds this Hero can take before he's Downed, and how many Action cards he can hold in hand. Loadout is how much he can carry with him to an Adventure. HtH indicates a bonus this Hero gets to any HtH Attacks on the Attack Die, such as with his fists or with an Axe.

The box indicated by (4) is this Hero gets 'for free' when buying him. Any text that isn't underlined and in black indicates a Keyword. The CX keyword gets Gareth free Action Card draws each turn, and he can have an extra Action Card in his hand. He starts each Adventure with 2 XP and 3 Toughness; expendable resources that activate special effects and prevents Wounds respectively. The underlined text indicates a Skill; in this case, the Melee Speed card. Any cards listed on the Hero in this sense are gained 'for free' as part of the Resource Point cost of the Hero; take those cards and place them with the Hero. Any cards given 'for free' to a Hero ignore any Pre-Reqs or other requirements on the card itself.



You may buy any cards you wish for a Player Hero – Skills, Weapons, Shields, Armor or Mundane Gear. However, keep note of the Loadout values of certain cards (grey circle, left); a Player Hero cannot carry more than their Loadout value. This value may also be modified by certain Adventures. Cards gained 'for free' off Hero cards count towards Loadout. If a card does not have the grey circle, it has no cost towards Loadout.

The second example is Colin, right. The banner has (TH), which means this is a Team Hero. Team Heroes are identical to Player Heroes in all ways but one; they do not draw Action Cards under any circumstances. They are cheaper than Player Heroes as a result.





Our third example is Herka, a Non-Player Hero. Non-Player Heroes come with a default set of equipment that cannot be added to; in this case, the brown text signifies she gains a Flail and Studded Armor, and that's all she gets in the way of any kind of buyable cards. (She also gains the other benefits listed on the card.)

All Non-Player Heroes have a table that determine their starting Health and how many Actions they get. Their starting Health is determined by the highest number in the table; in this case, Herka starts with 4 Health, but if she takes 3 Wounds, bringing her to 1 Health, she loses an Action, making her less capable. (In the case of Player and Team Heroes, they always have two Actions by default.)

Herka is also different from our previous two examples in that she's a Cleric, which has a Deity; in this case, Odin, left of (5). (If a Cleric has no Deity, they may choose any Deity.) She receives the Odin Deity card, which gives her Divinity, and a set of Powers to spend that Divinity to cast. The underlined cards in this case are Powers, which are treated the same as Skills in this case. Player and Team Heroes do not gain Powers when bought, it's only for the other Hero types. She also has some Keywords like other Hero types; a bonus to HtH combat and 4 XP.

Our fourth and final example is Kymoor, a Squad Hero. All our other Hero types attack with the equipment they have or have bought for them; in the case of Squad Heroes, they have their attacks determined by a table on the card itself, and like Non-Player Heroes, they cannot have any cards bought for them.

To explain the table, Kymoor has a HtH attack, that hits on a roll of a 7, and has no penetration bonus. However, if he takes 3 Wounds, bringing him to 1 Health, this will result in his attack requiring an 8 to hit instead (also bringing him to 1 Action). It's a Striking Range attack that does one Wound to whatever it hits. (We'll explain these concepts later.) He also has Spells he can cast.

Squad Heroes are the cheapest, but they're also the easiest to run in your party, having everything they need on a single card. If you want to keep your game nice and simple, one Player Hero with multiple Squad Heroes backing them up is an entirely valid way to play.



Kymoor is a Wizard, the third class. Unlike Clerics, they do not have a Deity, but they do have Focus, which can power their Spells, which in Kymoor's case are the underlined cards. Wizards are powerful, but squishy. To the left is a Thief. They aren't as complicated as Wizards or Clerics, just lucky and sneaky. See Vex, left; she can't equip Shields or Weapons and Armor that are heavier than 2 Loadout, making her easier to hit than Fighters, but her Luck allows her to improve dice rolls, and you always have doors to Pick. A good party uses a mix of Heroes of all kinds; Fighters and Clerics at the front, Thieves and Wizards in the back.

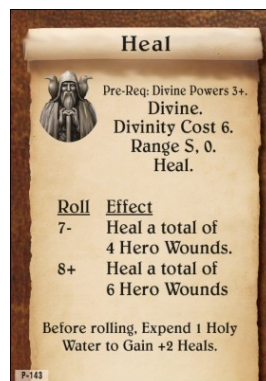
### 3.3 Skills, Spells, Powers and Deities



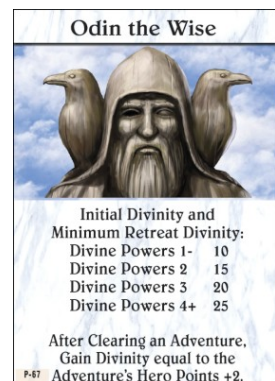
Skill



Spell



Power



Deity

Skills and Spells can be bought for their RP cost, but often come with certain conditions. The big one is the class restriction; in the banner in the top left, you can see the class the Skill or Spell is restricted to.

Some cards also have other restrictions, listed under a “Pre-Req:” heading. In the case of the above Spell for example, the requirement is for the Wizard to buy Ice Lance is to have a Focus value of at least 2, while Heal requires the Hero to have Odin (the picture), and at least Divine Powers 3.

If there is no listed cost in the Skill or Spell itself, you do not need to do anything to use it, but in the case of the examples above, the Skill requires you to discard an Action card. Spells have multiple extra requirements to cast, but you only need to choose one; in the case of Ice Lance, alongside the baseline Action cost, you need to spend 4 Focus, or an extra Action and 4 XP.

Powers are different in that they are not purchased regularly. They do require a certain level of Divine Powers, as written on the card, and you need to have the same Deity, as shown in the top left of the card, but Powers are chosen on the Adventure and not beforehand, and can choose ‘on the fly’ to cast Powers, but the amount of different Powers they can cast is limited each Adventure.

Spells and Powers have Keywords in the top middle of the card; Mana and Divine, Ice and Heal. Refer to the Keywords Sheet to learn more details, but one example is that certain Hostiles are more affected by an Ice Spell.

The table at the bottom of the Spell and Power determines how they’re used, although it may vary across cards. For example, the Range of the Spell is in the table, but the Range of the Power is closer to the top of the card instead. The cost to use each Power is also in the text at the top instead of below the Keywords. Read and refer to the Keywords Sheet carefully before you choose your Spells and Powers.

A Deity card is provided to all Clerics, and provides not only Divinity for casting Powers, both at the start of the Campaign and for each Adventure, but the back side provides a series of useful battle tricks that give Clerics a leg up in a lot of ways. Odin allows Clerics, for example, to recover Divinity upon landing Attacks, become more powerful when they’re in the Objective, and to gain extra Actions upon entering a Location twice per Adventure.

*Gameplay tip: Don’t be like me and consistently forget they’re there, use those Cleric benefits like they’re going out of style.*

## 3.4 Weapons, Armor, Shields and Mundane Gear



Weapon



Armor



Shield



Mundane Gear

Once you've spent all your RP, you can convert it to Gold and spend it on any of the above cards.

**Weapons** go swish swish swish and hit Hostiles. You'll note that weapons have their own Pre-Req, Keywords and, in some cases, a Stealth bonus (this will be covered later). The main table at the bottom of the card details the attacks available. The lower levels have bonuses on top of the original attack stats.

*Example: The Shortsword hits on a 7 and has a Penetration penalty of -1. If I spend an XP, I can use the second attack row, which hits on a 6 and no penalty to Penetration.*



Some Weapons are *Old*; instead of having two bonus tiers, if a 1 is rolled during an attack, the weapon *breaks*; you can either spend an XP, or the Weapon is lost and returned to the supply of cards.

Weapons can be 1-Handed or 2-Handed, and this can affect what you can equip alongside them – i.e. Shields. *No Greatsword + Shield, you don't have 3 hands.*

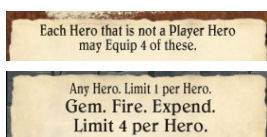
All Weapons in the base box are "HtH" – they can only hit within Striking Range.

Some cards provide a bonus to "Weapon Usage" – you can use this to partially fill a Pre-Req for equipping a Weapon. For example, my Weapon needs HtH +1 and I have HtH +0, if something gives me +1 to my Weapon Usage, that counts as HtH +1, allowing me to equip the Weapon.

**Armor** is used to provide extra cover for Heroes; when an attack hits your Hero but it doesn't Defeat the Armor's Cover, it can be used to absorb Wounds you would otherwise take. Armor has an initial value in Sturdiness, at the top of the Stur column; the Armor above starts at 12. The more damage it takes, the less likely it is to take more hits. If Armor hits 0 Sturdiness, it becomes useless.

**Shields** can be equipped by Heroes, and may be used at any time to absorb Wounds. All Shields are one-handed, so you can't hold a two-handed weapon and a Shield.

**Mundane Gear** is a series of small items that can be bought that have small effects listed on their card. They aren't massively different than any other card we've gone over so far. However, remember that you can buy multiple items at once, although their Loadout does count for each individual item you buy. Two Holy Water = two Loadout used.



Note that some cards break the rules of what certain Heroes can carry. See part of the Torch card, to the left, first image. While Non-Player and Squad Heroes, under normal conditions, can't change their Loadout or equip Gear or Items, certain cards will allow them to do so. In the case of the Torch, Player and Team Heroes can equip as many as they want, but Non-Player and Squad Heroes can equip up to 4 Torches. In the case of the Fire Ruby, below the Torch example, Player and Team Heroes can hold 4 Fire Gems, while Non-Player and Squad Heroes can only hold 1 Fire Gem.

### 3.5 An Example Party

Below is a party made for the beginning of the Campaign. This is purely an example; you may move onto the next chapter if you understand everything else in this chapter. This may not even be a good Party; simply one that is used to explain how to create a Party.



I begin with 50 Resource Points. To start my party, I need Heroes, and I pick three of them - 3<sup>rd</sup> Level Gareth, 2<sup>nd</sup> Level Arrin, and 1<sup>st</sup> Level Elanar. That's a total of 40 RP that I've spent on Heroes. I have 10 RP left.

Gareth gets an XP and Toughness counter, and the Melee Speed Skill. The Skill is free as it's printed on Gareth's card.

Arrin starts with nothing but an XP

counter, however, he needs to pick his Deity, and Odin is the only one in the base box, so he gets Odin and 10 Divinity, as that is what Odin gives him at his Level. I also buy Arrin the Weapon Experience skill, for reasons I'll explain shortly. 8 RP left.

Elanar starts with 2 Focus, and the Spells Fire Hands and Minor Deflect. I could buy her more Spells, but I decide to see how she rolls with Gareth and Arrin taking up the front.

I've spent 42 Resource Points so far - 40 on the Heroes and 2 on the Skill. The 8 remaining points are converted into 8 Gold, and I start spending Gold on items for my Party.

I convert 1 Gold into 2 Silver, and buy Gareth a Shortsword for 1 Gold and 1 Silver. I also buy him an Old Leather Armor. This is 5 of his 10 total Loadout. This leaves me with 5 Gold, 1 Silver.

I buy a Dagger for Elanar with 1 Gold and 1 Silver. 1 of 2 Loadout. This leaves me with 4 Gold.

Under normal circumstances, Arrin wouldn't be able to use the Mace, since he doesn't have the HtH requirement, but his Weapon Experience Skill allows him to act as if his Hero card reads HtH +1, so I spend the 2 Gold, convert a Gold into 4 Copper, and spend 3 of it. I have 1 Gold, 1 Copper left. I then buy the Holy Symbol for 1 Gold to improve Arrin's healing chances, and 1 Copper to buy a Holy Water for when I need to improve a Power cast. 4 of 7 Loadout.

I've spent all 50 of my Resource Points, and I have a party ready to go. It may be a mistake to not save some Gold for later or to have so few party members, but that's half the fun of the game, right?

## 4. Playing an Adventure

It's time to go show these monsters what-for, old chap.

### 4.1 Setup

Follow these steps in order to set up your Adventure.

#### 4.1.0 Gather Relevant Components

##### 4.1.0.1 The Cards

If you are playing a Campaign, find the Adventure, Objective and Objective Hostile cards **that match** the Town in your Town card space.

If you are playing a single Adventure, take the Town, Adventure, Objective and Objective Hostile **set** of your choice, and place the Town on the Town card space.



*Example: I'm visiting Fahyrst during my Campaign. I've flipped Fahyrst onto my Town card space. I find the Forsaken Temple Adventure, as it says "Plumeria – Fahyrst" in the title, and the two cards mentioned in the "Objective:" area of the card, "Haunted Hall" (the Objective Location) and "Zurian Lich (L)" (the Objective Hostile).*

Shuffle each of the four Location and Hostile tiers individually, and leave them all face-down nearby. Shuffle the Action card deck, leave it face down nearby.

##### 4.1.0.2 The Targeting Cups

If you have not assigned a Hero Identification Counter to each of your Heroes yet, do so, then find the matching numbers of Hostile Targeting Counters and Hostile Extra Attack Counters, and put those counters into two different cups, and shake them to randomize the cups.

*Example: I have three Heroes, Gareth, Arrin and Elanar. I assign each hero a Hero Identification Counter - #1, #2 and #3 in that order - therefore I need to find all of the 1, 2 and 3 Hostile Targeting Counters in one cup, and all of the 1, 2 and 3 Hostile Extra Attack Counters and put them in another cup. I then shake both cups vigorously to randomize them.*

##### 4.1.0.3 The Counters

Give each Hero two Action counters, unless their cards, Skills or otherwise specify differently. Flip them to the non-Acted side. Take the Inactive Objective counter; keep it nearby.

### 4.1.1 Place Adventure Card

Place the Adventure Card on the Adventure card space on the board.

### 4.1.2 Place Objective Location, Objective and Objective Minion



Look at the bottom right corner of the Adventure card you have placed and sum up all of the numbers, then count that many spaces on the board's Location slots; then place the Location one slot *higher* than the sum.

*Example: The Forsaken Temple has 3 Nuisance, 1 Renowned and 1 Legendary Location. This takes up 5 Locations; therefore, I place the Objective Location card on the 6<sup>th</sup> Location slot.*



Flip over the Objective Hostile card and read the back of it. It will mention a Minion card by name and tier, the tier being in (rounded brackets). Make a note of that card; you will need to find it in the appropriate deck later.

*Example: The back of the Zurian Lich Objective Hostile specifies the Minion is to be the Skeletal Swordsmen card from the Nuisance deck. I'll have to deal with 19 of these Swordsmen (7 normally, 12 extra) when I attack the Lich - possibly more if I'm not fast.*

Place the Objective Hostile and Minion near to the Objective Location for easy reference while you play. Take the Inactive Objective counter and place it over the Objective Location card.

### 4.1.3 Place Counters and Draw Action Cards

Move the Hero Counters to the Adventure card from the Town card; this is their starting spot for the Adventure. Place the Timer counter on the space indicated on the Adventure card. Deal each Player Hero a hand of Action Cards equal to their Health. The Adventure begins!

## 4.2 Game Turn

Warfighter Fantasy plays out in a series of Game Turns. These Turns follow a mostly “I Go, You Go” sequence. Your Heroes have Actions they can perform, and if a Hero performs an Action while a Hostile is in that Hero’s Location, a single Hostile in that Location will get to respond.

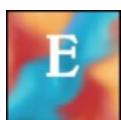
The Adventure only ends if you choose to Retreat, all your Heroes are Downed, or you successfully complete the Objective. You need to control your Party, proceed through Locations to the Objective, Activate it, then complete the Objective (which is usually killing the Objective Hostile). The Adventure ends immediately when this Hostile is defeated.

Play starts with your first Hero Action and proceeds back and forth until both the Heroes and Hostiles have exhausted all their Actions and Attacks respectively. If one side runs out of things to do, the other side must exhaust all of their Actions or Attacks before moving to the End of Game Turn step. Note that the Heroes do not immediately defer to the Hostiles if all of their Actions are spent; they may continue performing Actions through Skills and Action Cards.

### 4.2.0 Environment

Each Game Turn starts with an Environment step, if applicable.

For each Hero that is on a Location with an Environ: keyword, roll a ten-sided die. If your Hero does not meet or exceed the number listed, the Hero gains a Wound. Otherwise, nothing happens, carry on.



You may use the Environment Counter on relevant Locations to remind you of certain Locations that have Environ: keywords.



Some Items can give you Hardy: XXX counters, where XXX is the name of a keyword. If you fail your Environ roll and the Hardy counter matches the keyword, you may discard one Hardy in order to treat the roll as if it was successful.

If a Location has multiple Environ: Keywords due to a combination of cards, roll for each separately. Hardy counters of a certain type can only be used for their type of Environ:.

### 4.2.1 Hero Actions

The following is a list of Actions that can be performed by a Hero on their Turn. Whenever any of these Actions are taken, move immediately to the Hostile Attack when you finish resolving the Action. If one of the sections below tells you to “spend an Action”, flip one of your Action tokens to the “Acted” side. If you cannot spend an Action, you cannot perform an Action that requires one.

#### 4.2.1.1 Play an Action Card



Player Heroes have a hand of Action Cards they can play at any time, as long as it is specified on the card that it is the proper timing to perform the Action Card.

The most important kind of the Location Marker; this allows you to draw a card from the supply of Locations to proceed through the Adventure. This can be done immediately as the card as drawn, even during the game setup.

The Location Deck you draw from depends on played Locations. You must play Locations as they are listed on the Adventure card, from the top down. Once you have played a number of Locations equal to that tier, you may start drawing from the next tier of Locations.



*Example: This Adventure has 3 Nuisance Locations, 0 Common, 1 Renowned and 1 Legendary. Whenever I discard a Location Marker, I draw a Nuisance Location. I need to play 3 Nuisance Locations of any kind. I can then draw Renowned Locations (the Common Location Tier is skipped, because of the listed 0). Once I've played a Renowned Location, I can draw from the Legendary Locations.*

Note that unless you spend an Action, or would otherwise have spent an Action performing the listed Action normally, using an Action Card does *not* prompt a Hostile Attack.

*Example: Attack! would cause a Hostile Attack as an Attack being performed normally would cause a Hostile Attack, while the Endure card being played would not.*

#### 4.2.1.2 Play a Location



Locations are the bread and butter of adventuring. You will need to play them in order to proceed in the Adventure. Only one Location may be played per Game Turn.

You may play a Location card as long as one Hero is in the furthest forward Location (it does not matter what Hero's hand the Location card is in).

You cannot place a Location further forward than the Objective Location.

You cannot play Locations of a tier that you have already played the listed amount of on the Adventure card. If you have a Location card you cannot play, you may treat it as an Action Card to discard it for Actions like Moving or Discarding and Drawing.



*Example: I've played 3 Nuisance Locations, but I have a fourth in my hand. I cannot play this Location as the next Location I must play has to be a Renowned Location.*

Some cards will have differing costs. The Warming Fire Location card is free, while the Locked Door costs an Action. Note that, even though a Location may be “free to play”, the act of playing a Location will induce a Hostile Attack.

To play a Location, pay whatever cost is listed on the card, and place it in the next empty Location slot. There are four types of Locations to worry about:



The first example is this Torch-Lit Corridor. There's nothing in particular to note with this particular Location.



The second example is this Locked Chest. It contains a skill check that can benefit the Party. This check can be attempted at any time, but only once, as long as a Hero that can do the check is in the Location. If the skill check is successful, you gain the Success bonus.



The third example is this Lair. Like the Locked Chest, it contains a skill check, but this is a Fail skill check, which will have consequences if the check is *not* successful. The check *must* be attempted by the first Hero that moves into the Location, with nothing happening if they succeed and the listed penalty being performed if they fail; if that Hero does not have the skill, the check automatically fails, and the penalty listed is applied.



The final example is this Trap. Like the third example, it's a skill check with a fail, but the result differs depending on whether the skill check was successful, a failure, or wasn't attempted at all, in climbing order of severity. The first Hero, if they had Pick in this example, would gain 7 XP and no-one would be wounded on a successful skill check, a failed skill check would cause 2 wounds and 4 XP, and if the Hero couldn't make the check, 4 wounds, no XP. The wounds, as stated on the card, would be inflicted on random Heroes. This Location also has Must Play, which means it has to be played as the next Location, end of story. Hope you bought a Thief along.

## Drawing Hostiles

Hostiles are drawn at different times depending on the type of Location played. If the Location does not contain a skill check, or contains a skill check with a positive outcome, draw Hostiles as soon as the Location is played. If the skill check has a penalty for failure or a Trap, you draw Hostiles after that skill check is performed (the first Hero enters the Location).

Reference the Hostile tiers in the bottom right corner of the Location; draw that many Hostiles from the appropriate decks and place them near the newly placed Location.



*Example: The Treasure Room Renowned Location would draw two Nuisance Hostile cards and one Common Hostile card.*

Draw Hostile Targeting Counters equal to the number of Hostiles on the card, and draw Hostile Extra Attack Counters equal to the number of each Hostile Targeting Counter that was drawn. This combination of one Hostile Targeting Counter and any amount of Hostile Extra Attack Counters creates a "Hostile Stack". If you run out of Targeting Counters, use Extra Attack Counters as a replacement.



*Example: When I draw a Nuisance Hostile, this Berserkers card is drawn. The Berserkers will have 2 Hostile Stacks, right of (1), showing "x2" or times two. Both Stacks can take 4 Wounds each, shown to the right of (2). Each has three attacks, left of (3). I draw two individual Hostile Targeting Counters, then I draw two Hostile Extra Attack Counters for each of those Hostile Targeting Counters, to equal the sum of their attacks (one Targeting Counter + two Extra Attack Counters = three Attacks). Each set of one Hostile Targeting Counter and two Hostile Extra Attack Counters creates two Hostile Stacks.*

### 4.2.1.3 Move

To move a Hero between Locations, you will need to pay an Action, and meet the Entrance Cost. A Hero may only move between Locations once per Game Turn.



The Entrance Cost is in the top right corner of every Location. You must meet this cost, or beat it, to be able to move into the Location successfully.



Heroes have a Movement Value, as talked about earlier in the manual. This is their default ability to move between Locations. With these two examples, Whisper (left) would be able to move into the Maze (top left) without any issue.

However, if a Hero does not have high enough Movement Value, they must discard Action Cards. Each Action Card discarded this way gives a one time +1 bonus to the Hero's Movement Value. Player Heroes may discard Action Cards only from their own hands, but Team, Non-Player and Squad Heroes may discard Action Cards from the hand of any Player Heroes.

Note that some cards (mainly Hostiles) can cause the Entrance Cost of a Location to change. You must take these modifiers into account and meet/beat all of the total costs combined. A Hostile Card provides a penalty to an Entrance Cost once, not individual Hostile Stacks multiple times.

If the Location you are Moving from has no Hostiles, this does not cause a Hostile Attack. If there are Hostiles in the Hero's Location from where they Move, this will cause a Hostile Attack.

*Example: The first Location has been played and a Hostile Card has spawned. Moving into this new Location will not cause a Hostile Attack. However, if a Hero moves into this Location, and decides they want to move back to the Adventure and the Hostile Card is still there, this will cause a Hostile Attack.*

### 4.2.1.4 Enter/Leave Striking Range



Under most circumstances, Heroes can't Attack Hostile Stacks unless they are within Striking Range. In order to enter Striking Range, spend the amount of Actions indicated on the current Location. In this example, you would only need to spend one Action. If the number is 0, there is no cost; the Hero can move into Striking Range for free.

Once the Hero has spent the Action, take the Hero Striking Engaged Counter that matches the Hero's number, and place it on that Hero's Counter as a reminder, or move them onto the Striking Range band of the Tactical Display Sheet if you're using that part of the board.

A Hero may move out of Striking Range by spending the same amount of Actions, in which case they return to Range 0.

You may Move between Locations normally while you are in Striking Range, but after moving to the new Location, you will be at Range 0.

Moving in and out of Striking Range, even if there is no Action cost due to the Location, causes a Hostile Attack.

### 4.2.1.5 Hero Attack

If you are in Range of a Hostile Stack with any of your available Attacks (Weapons, Spells, Powers, Items like the Fire Ruby, etc.), you may Attack it by spending an Action from your Hero. Attacking happens in a series of steps which are helpfully listed on the board.

#### Declare Attack Mode



Choose an Attack that is in Range of your target. All HtH weapons require you to be in Striking, while other Attack types can declare their own Ranges. If your Attack vector of choice has multiple Fire Modes, this is the time to pick that mode (and spend XP if relevant).

*Example: The Shortsword, left, has three Fire Modes. Standard is free, but Skillful and Finesse cost XP, while increasing the Weapon's effectiveness. You need to be in Striking Range to use the Shortsword as it is an HtH Attack.*

|              |   |
|--------------|---|
| <u>Range</u> | 0 |
| 1 Wound      | 5 |

*Example: Part of the Fireball card, left, lists "0" in the Range part of the table; this Attack can only be used at Range 0, not at Striking.*

This is also the time to play Action Cards that refer to "declares an attack".

#### Roll Attack and Defeat Cover

Roll the amount of ten-sided dice your Attack Mode specifies, and a single six-sided die. The ten-sided dice are "Attack Dice" and the six-sided die is the "Defeat Cover" die. If the Attack does not specify dice to be rolled, only roll one Attack Die.

|             |              |
|-------------|--------------|
| <u>Mode</u> | <u>Rolls</u> |
| Explosion   | 4            |

*Example: Every HtH Weapon in the game only rolls one Attack Die, but the Divine Storm Power rolls 4 Attack Dice.*

#### Apply Modifiers

Any modifiers given by Skills, Spells, Powers, Action Cards, Stealth bonuses, Vuln Counters on the Hostile Stack, etc, are applied now.

#### Resolve Attack

Check your Hostile Stack's root card for its Cover value.



*Example: Berserker Hostile Stacks have a Cover of 3 when their Stack has no Wounds, but when they have 2 Wounds or more, their Cover drops to 2.*

Check any Attack Dice you rolled. If the final, modified number is equal to or higher than the H number listed on the card and mode you are attacking with, you have successfully Hit. If not, you Miss.

Check your Defeat Cover die. If the final, modified number is equal to or higher than the Cover value listed on the Hostile Card, you have Defeated the Cover. If not, the cover remains Undeclared.

Check the table below for the result:

|                  | Hit   | Miss            |
|------------------|-------|-----------------|
| Defeated Cover   | Wound | Vuln            |
| Undeclared Cover | Vuln  | Nothing Happens |

On a **Hit**, you place a Wound counter on the Hostile Stack.



On a **Vuln**, you place a Vuln counter on the Hostile Stack. Vuln counters add +2 to the Attack Die and +1 to the Defeat Cover die when the Hostile Stack that has the counter is attacked. If a Hostile Stack would take a second Vuln Counter, flip the counter they already have to the opposite side. If they would take more, add more counters as appropriate.

Note that certain Hostiles have the “Fearless” Keyword, such as the Skeletal Swordsmen, which is provided by the “Undead” Keyword. Despite the Keyword Sheet saying otherwise, Fearless Hostiles do not gain Vuln counters.

On a **Nothing Happens**...flip the counter off aggressively.



| Mode     | H  | P       |
|----------|----|---------|
| Standard | 7  | -1      |
| Skillful | +1 | 0, 1 XP |
| Finesse  | +2 | 1, 2 XP |

*Example: I attack a Berserkers (left, top) Hostile Stack with no Wounds, but 1 Vuln, with a Shortsword (left, bottom). I spend one XP to use the “Skillful” fire mode, which removes the penalty to the Defeat Cover roll and adds 1 to the final Attack Roll. I also discard a “Deadly Attack” Action card to add 2 to the final Attack Die roll. The result is a 2 on the Attack Die and a 2 on the Defeat Cover die. My XP usage, the Action Card, and the Vuln up the Attack*

*Die to a 7. The Defeat Cover die is upped to 3 by the Vuln. This causes the Berserkers to take a Wound. If the Defeat Cover roll had been a 1, or had I not used the Deadly Attack card, this would have resulted in another Vuln instead.*

If your Weapon is an Old Weapon and the Attack Die is an unmodified 1, the weapon *breaks*; unless you spend an XP to keep it, the Weapon is returned to the supply of cards. Any benefits given to the Attack – Action Cards, Vulns, different modes – do not stop this from happening.

This ends the Attack action, and triggers a Hostile Attack.



Under normal Attack circumstances, even when rolling multiple Attack Dice, you only deal one Wound to the specific Hostile Stack you attack. One of the few times this changes is with an Explosion attack type. Choose a Hostile Card, not a stack; before you roll, you choose which Attack Die are going to be used on what Stacks on that card, and then, for *each* Attack Die that Hit, assign either a Wound, a Vuln or nothing (referring to the table at the top of the page) as appropriate.

*Example: I use the Fire Ruby to Attack a Berserkers with 2 Stacks, one of which has 2 Wounds. I assign two Attack Die to each. The wounded Berserker rolls two Hits and the unwounded rolls one Hit, and the Defeat Cover die is a 4, beating both Stacks’ cover. The wounded Berserker takes two Wounds, killing it, and the unwounded Stack takes a Wound and a Vuln (as the fourth die did not Hit, but the Cover was still defeated). If the DC die had been a 1, the Wounds would have been Vulns and the Vuln would have been a complete miss.*

If your Attack dealt enough Wounds to a Hostile Stack to exceed its total Health on the Hostile Card, return the contents of the Stack to the respective cups and shake them to shuffle.

If that Stack was the final Stack originally spawned by the Hostile Card, you've defeated the Hostile! Congratulations, time for loot.

*Note: If a Hostile Card is returned to gameplay after being beaten once (the major example being a Minion through a Guard Roll) you don't get the reward for defeating the Hostile card the second time. Nice try.*



The Hero that dealt the final blow gets XP equal to the value in the top right corner of the card.



You immediately gain the treasures listed on the card. From left to right, you have Copper, Silver and Gold coins, which you immediately add to your own inventory for later. Item points, however, are a little special.



On the back of each card in the Item deck is the value of that item, inside of the gem. Keep a running total of how many item points you have remaining. If the value of the top item equals or is less than the amount of item points you have, draw the card for yourself, and subtract them from the running total. If you still have item points left, but the card on top of the deck exceeds your remaining item points, discard the card and check the next card. Repeat this process of checking the item points and drawing if you have enough points, then subtracting item points, until you have no item points left. Any Hero that can equip the drawn Items may take any of the Items you draw this way. Keep the discarded Items in a discard pile; they may be reshuffled later.

*Example: I defeated a Hostile card that gave me 3 item points. The top card on the item deck is a 4 point item, so I discard it and look at the next card. It's a 1, I take it, 2 points left. The next card is a 3, so I discard it. The next card is a 2, so I take it. I'm out of item points and so I stop drawing.*

Discard the Hostile Card to a discard pile for its Tier.

#### **4.2.1.6 Discard and Draw**

Any Player Hero may spend one Action to discard any number of Action Cards in their hand, then draw up to their current Hand Size. This causes a Hostile Attack.

#### **4.2.1.7 Remove a Vuln**

Any Hero can spend one Action to remove one of their Vuln counters. If you have a Vuln 2 counter, flip it back to its Vuln 1 side instead. You may use the opposite side of the Hero counter to track one Vuln. This causes a Hostile Attack.

#### 4.2.1.8 Cast a Spell



Spells can be cast by Wizards that have them by spending one Action. Spells also have an additional cost; you need to pay one (and only one) of these costs to cast the spell.

*Example: If a Hero wanted to cast Fire Hands, it has a base cost of 1 Action from them, but I must also pay either a second Action, 4 XP, or 2 Focus.*

Some Spells have the “React” keyword, which means that the Spell cannot be freely cast, but is instead cast when the card specifies. Using React spells does not cost an Action or cause a Hostile Attack, but does cost

one of the additional costs as per a normal cast.

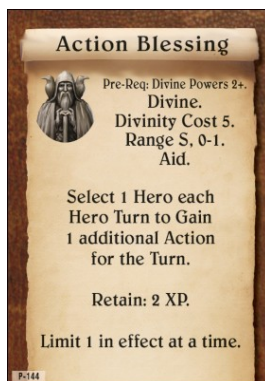
*Example: A Hero can cast Minor Deflect when they are about to receive Wounds, but otherwise cannot freely cast the Spell.*

If a card lists “X Discards” as a cost for discarding, Team, Non-Player and Squad Heroes may discard any card from a Player Hero’s hand, but Player Heroes must discard from their own hand.

Casting a Spell causes a Hostile Attack.



#### 4.2.1.9 Cast a Power



Casting Powers and Casting Spells are identical in most ways, but Powers do not have any secondary costs, only Divinity and an Action.

Player and Team Clerics do not start with any Powers (excluding the power on the back of their Deity’s card). When a Cleric chooses to use a Power, they may cast any Power they have the prerequisites for, at which point they take the Power card.

A Cleric’s Divine Powers level determines how many Powers they can have at a time; a character with Divine Powers 2 can only hold two Power cards, as an example. At the end of an Adventure, all Powers are returned to the supply, and a fresh set can be picked during the next Adventure.

Non-Player and Squad Heroes may only cast the Powers they have printed on their cards.

Some Powers have the React keyword, which are identical to how React works for Spells.

Casting a Power causes a Hostile Attack.

#### ***4.2.1.10 Regain One Luck***

A Hero with the Luck Keyword printed on their card, and less Luck than the printed amount on their card, can spend one Action to regain one Luck.

#### ***4.2.1.11 Regain One Toughness***

A Hero with the Luck Keyword printed on their card, and less Luck than the printed amount on their card, can spend one Action to regain one Luck.

#### ***4.2.1.12 Remove Armor***

Player Heroes may spend one Action to ‘remove’ their current Armor and drop it in the Location they’re in. This can only be done when there are no Hostiles in the Hero’s current Location.

## 4.2.2 Hero Activities

The following is a list of Activities that can be done without inviting a Hostile Attack before performing a Hero Action.

### 4.2.2.1 Pass Gear

Player and Team Heroes can freely drop, or exchange (if they occupy the same Location) Weapons, Shields, unequipped Armor, or pick up such things off the floor, as long as those items were not used by a Hero this Turn. Non-Player and Squad Heroes cannot drop any of their Gear, unless they have a ‘rule breaker card’ (see Chapter 3.4) such as Torches or Bandages; in those cases, they may only drop those items for Player or Team Heroes to pick up.

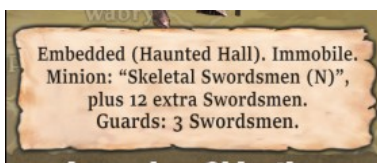
### 4.2.2.2 Activate the Objective

The Objective starts “Inactive”, which means that, for all intents and purposes, the Objective and whatever threats it carries doesn’t exist. When any Hero is Range 1 from the Objective, they may Activate it by removing the Inactive Objective marker from the card.

No Hostiles are spawned from the Hostile Decks as per a regular Location; instead, the Objective Hostile becomes Active; use the Targeting Counters included specifically for the Objective Hostiles to create their Hostile Stack.

*Example: I roll a six-sided die to determine which Hero the Objective Hostile targets; I take that to start their Hostile Stack. I then draw Hostile Extra Attack Counters as with a regular Hostile to finish their Hostile Stack. The Objective Hostile behaves as a regular Hostile Stack.*

The Objective Hostile spawns in their Minion card now; find it in the appropriate deck and place it with the Objective Hostile, drawing Targeting Counters for both the card as normal, and extra Targeting Counters according to the back of the card. If any Guards are on the card, spawn them in as appropriate as well.



*Example: Three sets of Guards made it to the end of the Guards Track before I Activated the Objective. Therefore, the Objective Hostile will spawn the Nuisance Skeletal Swordsmen card with its 7 regular Swordsmen, 12 extra Swordsmen on top of that, and then the three Guards that made it will add three Swordsmen each, totalling 9 Swordsmen, for a total of 28 Swordsmen. I'll need to use some Extra Attack Counters to represent Targeting Counters, in this case.*

### 4.2.2.3 Make a Shadows Check



Once per Game Turn, any Hero with a Shadows skill on their Hero card may perform a Shadows skill check. The die result is boosted by the Shadow Modifier, seen left. If the check is successful, place a Shadows counter on the Hero. Whenever they perform an Attack while in Shadows, they can add the Stealth bonus on their Weapon, if any. If the check fails, another check can't be made for this Hero until the next Game Turn. The Shadows status goes away at the end of the Game Turn.

*Note: Heroes are always in No Shadows if they didn't make a successful Shadows roll, so there's no need to use the No Shadows counters on most Heroes as they can't make Shadows rolls. Save them for your Thieves.*

#### 4.2.2.4 Use a Skill Effect



You may use the effects of any Skill that does not provide a passive benefit as an Activity, but as with Action Cards, if you end up doing an Action that would otherwise spend an Action, such as moving, attacking, etc., you will cause a Hostile Attack. (Melee Speed, left, would cause a Hostile Attack, as it is performing an Attack.)

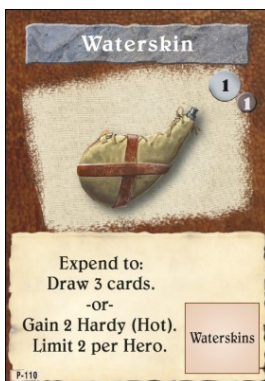
Skills list when they can be used, what their costs are, and what they'll do for you. Simply read the card to learn how it works.



Tithe Skills are different. To use their ability, you must spend Copper, Silver or Gold, or discard items equal to or higher than the value listed on the card. You then get the benefit of the Skill. You do not 'make change' if you discard a more valuable item than the cost of the Skill. You cannot discard items that have been Damaged or otherwise aren't in perfect condition. Items and C/S/G gained at the beginning of an Adventure, Campaign or in the Replenishing step cannot be Tithed.

*Example: A Cleric discards a Longsword, worth 1 Gold and 1 Silver, to use the Vow of Devotion. They do not receive a Gold back despite the Longsword being worth more than the cost of the Skill.*

#### 4.2.2.5 Use an Item or Mundane Gear



Items and Mundane Gear can be used on a Hero Turn without spending an Action by default, but again, remember, certain items can cause Actions, and therefore cause a Hostile Attack.

*Example: The Volcanic Ruby, right, is a Thrown Attack, and when used, will cause a Hostile Attack. The Waterskin, left, does not perform any particular Action, and does not.*



### 4.2.3 Hostile Attack

Whenever a Hostile Attack is triggered, in the Location of the Hero that triggered the Attack, choose a Hostile Stack with a counter that is not on the Acted side to be used for an Attack against a Hero.

Flip the chosen counter to the Acted side. The number on the flipped counter determines which Hero will be the target of the Attack, unless the Hero in question is out of Range of the Attack; in which case, return the counter to the relevant cup and draw a new counter to replace it. Repeat this process until you draw a counter that matches a Hero in range. The new counter is immediately flipped to the Acted side, and the Attack proceeds with the listed Hero on the new counter as the target. If you cannot draw a Hero that is in range this way, return the original counter returned to the cup to the Hostile Stack on it's non-Acted and choose another Counter for the Attack.

Note that Hostiles treat Striking Range and Range 0 as identical, so whenever a card says Range 0, assume the Hostile can also attack Heroes in Striking Range.

#### Roll Attack and Defeat Cover

Roll a single ten-sided (Attack) die and six-sided (Defeat Cover) Die.

#### Apply Modifiers

Apply any modifiers from any relevant cards, Keywords, total of all Vuln counters on your Hero, etc.

#### Resolve Attack



| Roll | Roll | Attack (Range 0) |
|------|------|------------------|
| 3+   | 2-1  | 2                |
| 2    | 1    | Miss             |
| 7-   | 4-   | 1                |
| 8-11 | 5-13 | 2                |
| 12+  | 14+  |                  |

Check the final number of the Attack Die against the table on the Hostile card. Anything other than a Miss is considered a Hit.

Some Hostile Stacks become more or less effective when they take Wounds. Refer to the column that matches the Stack's current Wounds.

*Example: In the Hostile card to the left, a Hostile Stack will be more likely to Hit on the Attack Die when they only need one or two more*

*Wounds to be eliminated.*

If the targeted Hero does not have Armor of any kind, apply the listed effect if the result is a "Hit". Singular numbers are Wounds; draw a Wound counter equal to the number and place it on the Hero's card. Otherwise, flip the Hero Counter to the "Vulnerable" side, or take a Vuln counter if the Hero has already been flipped to the Vulnerable side.

*Note: We do not check Defeat Cover on the first roll as all Heroes have 1 Cover by default. It's always going to do \*something\* if the target isn't wearing Armor, whether it be a Vuln or an attack effect.*

When you take a Vuln Counter, you have more of a chance to be Hit and have your Cover defeated, just the same as Hostiles. Your Hero Counters have a "Vuln" side that you can use, but this does not mean you can only take one Vuln; take another counter if you need to. Vuln counters are double-sided; if you take another Vuln and have a Vuln 1 counter, you may flip it to the Vuln 2 side.

|   |             |
|---|-------------|
|   | <u>Stur</u> |
| 4 | 5-8         |
| 3 | 1-4         |
| 0 | 0-          |

However, if the targeted Hero has Armor equipped, roll a second Defeat Cover die. Check the Attack Die again - do not roll a new Attack Die. Check the amount of Damage counters on the Armor; subtract the total damage from the highest number on the “Stur” table to find the Cover value of the Armor.

*Example: My Armor (left) with 8 total Sturdiness has taken 4 damage, leaving its Sturdiness at 4; this means the Armor has 3 Cover.*

There are four possible outcomes:

- The Attack Die was a Miss and the new Defeat Cover die is lower than the current Sturdiness of the Armor: The attack misses completely and no effect is applied. *The monster is having a bad day.*
- The Attack Die was a Miss and the new Defeat Cover die is equal to or higher than the current Sturdiness of the Armor: The attack deals a Vuln to the Hero. *The monster scrapes the armor and knocks the Hero back a little; while off stance, he’s vulnerable.*
- The Attack Die was a Hit and the new Defeat Cover die is lower than the current Sturdiness of the Armor: Wounds are dealt as listed on the Hostile card, but the Armor may take the Wounds as Damage. *The Attack hits the Armor the Hero is wearing.*
- The Attack Die was a Hit and the new Defeat Cover die is equal to or higher than the current Sturdiness of the Armor: The attack deals Wounds directly to the Hero, the Armor cannot intercept them. *The Attack hits an unarmored part of the Hero’s body.*

If the Hero has a Shield equipped that is not completely damaged, it may also take the Wounds. Shields, Armor and the Hero can take any combination of Wounds this way. Action Cards may also be played at this point that can stop Wounds.

*Example: Gareth takes 3 Wounds. He directs one to his Shield, one to his Armor, and another Hero plays the Endure card to negate the final Wound.*

|       |              |
|-------|--------------|
| 7-10  | 1            |
| 11-13 | 2, Push 1 XP |
| 14+   | 2, 1 Rnd     |

Some enemies have effects listed as Keywords, which also take effect on a successful Attack and Defeat Cover die. Some of *these* also have XP values; XP can be spent in order to negate that part of the effect.



*Extended Hostile Attack Example: Gareth, with 3 XP, is attacked by a Harpy he has engaged in Striking Range. His Armor isn't in the best shape; the imaginary 5 armor damage counters on it have reduced its overall Cover to 4. The Harpy rolls a 9 for the Attack Die and a 2 for the Defeat Cover die, ensuring it will do 1 Damage and a Push. A second Defeat Cover die is rolled, which is a 3; with the Armor's Sturdiness being a 4, it can take the Wound, or Gareth can choose to take it. He can also choose to spend an XP to avoid the Push Keyword being used on him, preventing him from being pushed out of Striking Range.*

When a Hero takes any amount of Wounds, take a Wound counter equal to the amount of Wounds taken from the box, and place it on the Hero. They are now hurt; in the case of Player Heroes, this reduces the amount of Action cards they can draw, while every other Hero type will find a general decrease in their effectiveness.

### **Downed Heroes and Revival**

If a Hero is reduced to 0 Health by being Attacked, or through other means such as a Trap Location, they are Downed. All counters such as XP, Focus, Toughness and Luck are lost (but Wound counters remain), any ongoing effects through Powers or Spells end and their hand of Action Cards is discarded if applicable. If the downed Hero was a Wizard or Cleric with an ongoing effect such as Enchanted Falcon, the effect ends immediately. Remove all of their relevant Targeting Counters and Extra Attack Counters from both cups. If a Hero is being targeted by any Hostile Stacks, remove the relevant counters from those Stacks and draw new ones to replace them.

While a Hero is Downed, they may not act (use Actions, Activities or Items) in any way, nor may they pass Gear to other members of the Party.

A Hero may be Healed to 1 Health or beyond, in which case they may act as normal, but you must return all the relevant Targeting and Extra Attack counters to the relevant cups. Player and Team Heroes must draw a new hand of Action Cards via Discard and Draw.

You may pay to Heal a Hero from Downed in the next Town Activities step, if your Party survives.

## **4.2.4 End of Game Turn**

### **4.2.4.0 End of Hostile Turn**

Some cards may mention “at the end of the Hostile Turn”. Their effects happen now.

#### **4.2.4.1 Recovery**

If there are Hostiles in a Location with Heroes, skip this step for Heroes in that Location.

Heroes with Focus, Luck and Toughness printed on their cards regain one of those counters during this step, if they are below their printed amount. There may also be other effects on cards, such as Skills, Spells or Powers.

#### **4.2.4.2 Pay Retain Costs**

If anything has a Retain cost, you must pay it now, or discard whatever it is that requires the cost to be retained. If you pay the Retain cost, you keep it through the next Game Turn.

#### **4.2.4.3 Hostiles Close Range**

All Hostile Cards, if every Stack shows Heroes that are out of their Range, move one Location closer to the nearest Hero. All counters on the Guards track move down one space. If this results in a counter reaching the end of the Guards track and the Objective is Activated, add them to the Minion card as new Hostiles (or return the Minion card into play, if no Minions remain alive). Otherwise, place them on the Minion card and leave it to the side; they will join the battle later.

The Objective Hostile, their Minions and their Guards never move from the Objective Location. Keep an eye out for Keywords, as always.

#### **4.2.4.4 Remove Vuln Counters**

All Hostiles lose all their Vuln counters.

#### **4.2.4.5 Advance Adventure Timer**

Move the Timer counter one space clockwise. If the Timer counter reaches, or is already in, the G space, perform a Guard Roll instead.

*Tip: This does mean that multiple sets of Guards can join the fight eventually. Move quickly.*

##### **4.2.4.5.1 Guard Roll**

Roll a ten-sided die. Place a generic counter on the Guards Track on the board equal to the result.

*Tip: I say to use ‘generic counters’ (no counters being actively used) to save Targeting Counters for currently active Hostile Stacks.*

#### **4.2.4.6 Other Miscellany**

All Heroes in Shadows lose their Shadows Counters. All Heroes refresh their Actions by flipping them to the Action side, and remove any temporary Actions given in the previous turn. All Hostile Stacks flip their counters off the Acted side.

## 5. Everything Else

### 5.1 Playing a Single Adventure

You don't need to play a full Campaign if you just want to go on a single dungeon dive.

- Build an Item Deck as specified in Chapter 1.4.
- Follow the steps in Chapter 4.1.0.1 and 4.1.0.2 to set up the Adventure.
- Follow the steps in Chapter 3 to build a Party, using the Resources value on the Adventure card as the amount of Resource Points you have to build your Party.
- Follow 4.1.0.3, and the rest of Chapter 4, to play the Adventure.

### 5.2 Integrating Expansions

Warfighter Fantasy has 12 expansions available at this time. To integrate them into your game, you simply do the following:

- Heroes, Weapons, Shields, Armor, Mundane Gear, Items and Action Cards can all be put into their respective decks without issue. Enjoy the extra variety.
- Three expansions can modify base game Adventures with their own set of Items and Hostiles – mainly expansions 10 through 12, which modify the Molluk's Pit, Forsaken Temple and Kaza Undor Adventures respectively.
  - When you're playing through these Adventures, you can use the base game Hostile and Item decks or the ones included in the expansion instead, setting them up as you would the normal Hostiles and Items.
  - When you would draw a Hostile, only draw from the expansion's Hostile decks.
  - When you would draw Items, you may draw from the Items included in the expansion, or from the regular Item pool.
  - There are also "On the Adventure" cards, which can be used by choice or at random to add an extra challenge to their Adventure. Simply read what the card says and follow it.

*Example: I own Expansion #11, Lich's Halls. When I come across the Fahyrst Town in the Campaign, I can use the cards included in Expansion #11 when I play the Forsaken Temple Adventure instead of the cards from the base box to represent the Locations and Hostiles, and the extra Item Deck is available during the Adventure separate from the Item Deck I already built for the Campaign. I can also randomly or purposefully select an On the Adventure card. All of these cards are returned to the expansion box when the Adventure is completed.*

### 5.3 Known Errata (as of first printing)

- The Mythical Adventure Card Kaza Undor has a misprinted back, marking it as a Legendary Adventure. It's the only Mythical Adventure Card in the game and is not used outside of its Adventure, so this is not a huge problem.
- Backstab II has no benefit over Backstab.
- Missing keyword: Fodder: Gain 1 XP for each Hit you inflict on a Hostile in the Location. Do not gain XP for Hits inflicted on Objective Hostiles.
- Missing keyword: Vamp: The Hostile inflicts the indicated number of Hits on the Soldier, and also gains that same number of Health. Use Health gained to first Heal the Hostile of Hits it has suffered, once the Hostile is fully Healed, add to the Hostile's normal maximum Health. The Hostile can exceed their starting Health.
- Missing keyword: Pest: Reference.
- Modified keyword: Fearless does cause Hostiles that have it to be immune to Vulns as well as Suppresses.
- The Summon counters in the base box and expansion boxes have been printed with two "Vuln" sides instead of one as they should be, akin to Hero Counters. The Summons are not immediately Vulned like this might imply. Use Vuln counters to track their Vuln status.
- The expansion hero "Swipe" does not have his "Squad Hero" reference on his banner.