

## Hero Player's Turn      Conquest Tokens Gained or Lost      Actions

<b>Step 1</b>	Refresh cards	+3	Activating a glyph
<b>Step 2</b>	Equip items	Varies	Opening a chest
<b>Step 3</b>	Declare an action	-2 to -4	Last overlord card drawn
		Varies	Hero is killed
		Varies	Triggering an encounter
		Varies	Killing a named monster

<b>Run</b>	Take up to 2 move half actions only.
<b>Battle</b>	Take up to 2 attack half actions only.
<b>Advance</b>	Take 1 move half action, <i>and</i> 1 attack half action at any point before, during, or after movement.
<b>Ready</b>	Take 1 hero order half action at any point during your turn, <i>and take either</i> 1 concentrate half action (only with a prolonged action order), 1 move half action, or 1 attack half action.






## Attack Sequence

- Step 1** Declare target space and equipped weapon to be used
- Step 2** Confirm line of sight
- Step 3** Count range and roll attack
- Step 4** Determine attack success
- Step 5** Spend power surges, power enhancements, and fatigue
- Step 6** Inflict wounds

## Spending Fatigue

- ...For Movement** At any time during your turn, spend 1 fatigue to gain 1 movement point, as often as desired and even when taking a battle action.
- ...For Attacks** After rolling an attack, spend 1 fatigue to roll 1 additional power die, up to a maximum of 5 power dice in total.
- ...For Prolonged Actions** When taking a prolonged action, spend 1 fatigue to roll 1 additional power die, up to a maximum of 5 power dice in total.

## Hero Orders

-  **Aim:** Before rolling an attack, declare an aimed attack. You may re-roll any dice and must keep the second roll. Cancels Dodge.<sup>♡, M, C, U</sup>
-  **Dodge:** Force an attacker to re-roll any dice and must keep the second roll. Can be used once for each attack. Cancels Aim.<sup>B</sup>
-  **Guard:** Interrupt the overlord player's turn to make 1 attack. Resolve this attack before continuing play.<sup>♡, U, B</sup>
-  **Prolonged Action:** Roll power dice to make a prolonged action.<sup>E</sup>
-  **Rest:** Fatigue is restored to maximum at the start of the hero's next turn.<sup>♡, B</sup>


- <sup>♡</sup> Removed by taking 1 or more wounds.
- <sup>M</sup> Removed by moving 1 or more spaces.
- <sup>C</sup> Removed by changing equipped items.
- <sup>U</sup> Removed when the order is used.
- <sup>B</sup> Removed at the beginning of the hero's next turn.
- <sup>E</sup> Removed at the end of the hero's current turn.

## Movement


Used	Task
0	Pick up a token in your space <sup>N</sup>
0	Drop an item (it is lost forever) <sup>N</sup>
1	Move between a glyph and town (or vice versa) <sup>1</sup>
1	Walk up or down a staircase
1	Give <i>one</i> item to an adjacent hero
1	Drink a potion <sup>1</sup>
2	Open or close a normal door
2	Open a chest
2	Open or close a rune-locked door (only when unlocked)
2	Re-equip
2	Climb out of a pit
2	Enter a mud or tree space
3	Jump over ice, lava, mud or a pit (per space crossed)
3	Shop in town

<sup>N</sup> Can be performed even with no movement.    <sup>1</sup> Not to exceed once per turn.

## Limits on Equipped Items

- Items whose total number of  equals 2 or less
- 1 armour
- 3 potions
- 2 other
- 3 *unequipped* items in pack
- Any amount of money


## Unarmed Attacks

Fists are a melee weapon that grants  and has no special abilities.

## Wielding Two Weapons

Add to the equipped melee weapon *used to attack* the Off-Hand Bonus of the other equipped melee weapon you *do not* attack with.

## Shopping

Item	Cost in Coins
Healing potion (restore up to 3 wounds)	50
Vitality potion (restore all fatigue)	50
Power potion (roll all 5 power dice on next attack)	50
Invulnerability potion (+10 Armour against any 1 attack)	50
Invisibility potion (gain <b>Stealth</b> until a  is rolled)	50
Draw 1 copper treasure at random*	250
Draw 1 silver treasure at random*	500
Draw 1 gold treasure at random*	750
Draw 1 new skill card at random	1,000
Gain 1 training token <sup>†</sup>	500
Item card	Varies

\* Only available if at least 1 chest of that colour has been opened already.

<sup>†</sup> +1 to a trait, to a maximum of 5 in each trait.

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**Prolonged Action:** Roll power dice to make a prolonged action.<sup>E</sup>



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