

## The Round Sequence

### One Round Consists of:

- Turn 1: First Hero Player's Turn
- Turn 2: Second Hero Player's Turn
- Turn 3: Third Hero Player's Turn
- Turn 4: Fourth Hero Player's Turn
- Turn 5: Overlord Player's Turn

If playing with fewer than four hero players, simply skip the turns of the missing heroes.

## Hero Player's Turn

A hero player's turn is divided into three steps:

- Step 1: Refresh cards
- Step 2: Equip items
- Step 3: Take an action

## Hero Action

### A. Run

A hero that **runs** may move up to a number of spaces equal to **twice** his speed during his turn, but **cannot attack** (see "Movement," page 9).

### B. Battle

A hero that **battles** may make up to **2 attacks** during his turn, but **cannot move** (see "Attacking," page 9).

### C. Advance

A hero that **advances** may move up to a number of spaces **equal** to his speed **and** may make **1 attack** during his turn.

### D. Ready

A hero that **readies** can **either** move up to a number of spaces **equal** to his speed **or** make **1 attack** during his turn. In addition, a hero that readies may **place one hero order token** face up next to his hero on the board. (see "Hero Orders," page 14).

## Attack Sequence

Whether the attacker is a hero or a monster, all attacks follow these steps:

- Step 1: Declare Attack
- Step 2: Confirm Line of Sight
- Step 3: Count Range and Roll Attack
- Step 4: Spend Power Surges, Power Enhancements, and Fatigue
- Step 5: Determine Attack Success
- Step 6: Inflict Wounds

## Hero Orders



### Aim

Before the hero rolls dice for an attack, he may use the aim order to declare that he is making an aimed attack. This allows him to re-roll any number of dice after rolling for the attack. The hero must keep the second result.



### Dodge

A hero that has placed a **dodge** order may, when attacked, force his attacker (usually the overlord player) to re-roll any number of dice rolled for the attack. The hero player may only do this once for each attack, and must accept the second result. A dodge order stays with a hero until the start of his next turn, **which means that he can "dodge" multiple attacks.**



### Guard

A hero that has placed a **guard** order may make an **interrupt attack**. At any point during the overlord player's turn (not during a hero's turn), a hero may use his guard order "interrupt" the overlord player's turn and make one attack. A guard order stays with a hero until the hero takes one or more wounds, the beginning of the hero's next turn, or the hero uses the order to make an interrupt attack.



### Rest

A hero that has placed a **rest** order may use it **at the start of his next turn** to return his fatigue to its maximum value (see "Spending Fatigue," pg. 17). A rest order stays with a hero until the hero takes one or more wounds, or at the beginning of the hero's next turn, when it is used to restore the hero's fatigue.

## Overlord Player's Turn

After the overlord player has resolved all three steps, his turn is over and the round ends.

- Step 1: Collect Threat and Draw Cards
- Step 2: Spawn Monsters
- Step 3: Activate Monsters

## Movement Actions

Used	Task
0	Pick up a token in your space $\neq$ *
0	Drop an item (it is lost forever, unless it is a relic) $\neq$
1	Move from a glyph to town (or vice versa) *
1	Walk up or down a staircase (see "Props," page 17) *
1	Give one weapon or potion to adjacent hero *
1	Drink a potion (see "Treasure," page 18) *
2	Open or close normal door
2	Open chest *
2	Open or close rune-locked door **
2	Re-equip *
3	Jump over pit (see "Props," page 16)

$\neq$  Can be performed even with no movement  
 \* Hero players only  
 \*\* Hero only, and only when unlocked

## Shopping

Item	Cost in Coins
Healing Potion	50
Vitality Potion	25
Draw 1 Copper Treasure *	250
Draw 1 Silver Treasure *	500
Draw 1 Gold Treasure *	750
Draw 1 New Skill Card *	1,000
Gain 1 Training Token **	500

\* When purchasing treasures or skills, the hero player draws the card at random from the appropriate deck (selecting any one of the three skill decks when purchasing a skill).

\*\* When purchasing a training token, the hero player chooses one training token and places it on his hero sheet. Each training token adds +1 to one of the hero's traits, as shown on the token itself. A player may never improve one of his traits to a value higher than 5.

## Limits on Equipped Items

Heroes may have the following items equipped at one time:

- Items whose total number of "hand" icons equal two or less
- 1 armor
- 3 potions
- 2 other

**NOTES:**  
 Shopping costs 3 movement

Heroes are safe in town

## Conquest Tokens

Tokens Gained or Lost	Notes
+3	Activating a glyph (see "Glyphs of Transport," page 17)
Varies	Opening a chest (see "Chest Munkers," page 18)
-2 to -4	Hero killed (see "Monster and Hero Death," page 16)
Varies	Triggering encounters
Varies	Killing named monsters