



PLAYER AID

Player Actions

During your turn, perform up to 2 actions. Each action can only be taken once per turn:


- ◆ Move
- ◆ Outpost Movement
- ◆ Fast Travel
- ◆ Mobilize the Soldiers
- ◆ Brave the Wilds
- ◆ Go on a Quest
- ◆ Rest - Can only be used during the night and at the cost of 2 actions


You may also perform any number of free actions, but only once each:


- ◆ Trade
 **Note:** Can only be used if your hero and another hero from your team are in the same area.
- ◆ Use a Merchant
 **Note:** At the end of your hero's turn you may buy cards from a chosen merchant that your team controls.

Round Steps


1 ○ Check the round type


 If it is the 1st round, skip this step and jump to step 2.


 If it is a round marked by a skull symbol <Skull>, cause a scenario-specific event to occur.


 If it is a round marked by a Day symbol <Day>, each team immediately gains Eternium equal to the amount shown on each outpost they control.


2 ○ Teams take turns by alternating between themselves


 Activate one hero of your choice.

 Perform up to 2 actions (look at the Player Actions section).


 If your team controls a merchant area, you may perform the Use a Merchant action.


 **Note:** When you buy a card from a merchant, refill that merchant's available cards by up to 4.

 If it is a night round and you don't use the rest action, you may heal 1 HP from this hero.

 Repeat step 2 until all heroes have been activated.

3 ○ End turn

 If it is the round with the 4th skull event, the game ends.


 Advance the round tracker by 1 and return to step 1.


Epic Combat


1 ○ Each player chooses which of their hero weapons they will use for this combat.

2 ○ Check and resolve any abilities that trigger at the start of combat.


3 ○ Play cards on the combat grid.


 Vs. heroes - starting with the active player, each player takes turns drawing one card and playing it on their combat grid until both players play 4 cards. Abilities and effects may change this limit.


 **Note:** You may not play a card in the same zone twice in a row.


 Vs. beasts/boss - only the hero uses the combat grid, roll an epic die for the enemy and resolve the effect, then play cards like in vs. hero combat.


4 ○ Play active abilities.

 Resolve surge cards.


 Use combat spell cards.

 **Note:** Every hero can use spells even if they are not involved in the combat.


 Use consumable cards.

 **Note:** Only heroes that are involved in the combat may use consumable cards.

5 ○ Calculate your statistics.

 **Note:** The hero who loses the initiative also loses 1 HP.

6 ○ Resolve damage in the initiative order.

 **Note:** The hero with the higher initiative attacks first. If there is a tie in the initiative, the active player's hero attacks is first.

7 ○ If any hero is defeated, the combat ends, and you must check the defeated hero.

8 ○ If it is the first round, then the active player chooses whether to flee or continue combat.

△ If a player chooses to flee, that player moves their hero to an adjacent area without any enemy models and the combat ends.

! **Note:** You cannot flee if every adjacent area has an enemy model.

▷ If the player chooses to continue the combat or is unable to flee: Perform another combat round, and return to step 2.

9 ○ If after 2 combat rounds, if both heroes still have HP, the hero that did the most damage across both rounds is the winner, and the combat ends. The winner moves the opposing hero to an adjacent area.

! **Note:** The defender wins a tiebreaker situation.

Wilds Combat

1 ○ Check and resolve the enemy's ability.

2 ○ Roll a number of wilds die equal to your hero's body attribute.

3 ○ For every rolled reroll icon you may reroll that die, plus one other die if you choose to do so.

4 ○ Allocate wilds die on enemy attributes.

! **Note:** You must first reduce the enemy's defense to 0 before allocating dice to the enemy HP.

! **Note:** Double successes cannot be split! You allocate dice, not successes, to each attribute.

5 ○ Resolve attacks.

△ If an enemy attack is not reduced to 0, you take damage equal to the attribute left.

▷ If an enemy's HP is reduced to 0, then the enemy is defeated.

! **Note:** If you defeat a beast that can be tamed without also being defeated, you may pay its Eternium cost to tame it.

© If the enemy still has some HP left, then shuffle it back into the wilds deck.

Defeated Hero

If your hero's health drops to 0, they are defeated. When a hero is defeated:

1 ○ Move the defeated hero model to their team's base.

2 ○ Discard all damage tokens on their hero card.

3 ○ The owner of the defeated hero must pay a value of 5 Eternium, in any combination of Eternium from their team's pool, or by discarding cards the hero owns of equivalent value based on the Eternium cost.

! **Note:** If a defeated hero doesn't have any equipment, and the team's pool doesn't have enough Eternium, you must pay as much as you can, and ignore the rest.

