

TURN REFERENCE

TURN SEQUENCE:

Journey Phase

- Nightfall Step
- Quest Step

Destiny Phase

Initiative Phase

- Activation Roll
- Initiative Step
- Gambit Step

Activation Phase

- Heroes and Hostiles activate in initiative order

Event Phase

EVENT TABLE	
RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-3	The Will of the Master: The hostile group with the model furthest from any hero makes a Move action. If there are no hostile groups on the battlefield, treat this as a result of 4-5 instead.
4-5	Our Time Runs Short: Move the nightfall token clockwise one space. If the nightfall token is already on the space with the night symbol, treat this as a result of 6-7 instead.
6-7	Crisis: Resolve one crisis for your journey from the quest book.
8	Eerie Quiet: No event.
9-10	Born Hero: The leader picks one hero. If that hero is out of action, place that hero on the battlefield in the nearest empty space to another hero. Then make a free Recuperate (1+) or Recover (4+) action for that hero, or remove one ailment from that hero.
11	Inspiring Effort: The leader picks one hero. That hero gains 1 inspiration point.
12	A Destiny Fulfilled: After the destiny roll is made, move all discarded destiny dice to the available destiny dice section of the skyvessel board.

TERRAIN REFERENCE

GETTING READY TO PLAY:

After setting up the battlefield for combat during a Hunt or Scavenge Journey, but before Deploying Hostiles, roll the quest dice and look up the result on the Terrain Table. The leader places the indicated number of objects on the board, according to the following restrictions:

- Objects must be placed so that they are not adjacent to a Doorway or Lychgate.
- Objects may not be placed so that they render an open space inaccessible from another space on the same board tile.
- No more than one object (not including mysterious objects) may be placed on the same board tile.
- If there are no valid spaces on the battlefield in which a terrain piece may be placed, it is not placed.

TERRAIN TABLE	
RESULT	OBJECTS
1-2	6 Walls
3-4	4 Walls, 2 Obstacles
5-8	3 Walls, 3 Obstacles
9-10	2 Walls, 4 Obstacles
11-12	6 Obstacles

DELIVERANCE JOURNEY TERRAIN:

When beginning a Deliverance Journey, and each time a hero makes an **Explore (4+)** action, the leader rolls the quest dice and looks up the result on the Deliverance Terrain Table, and places any resulting terrain according to the above restrictions.

DELIVERANCE TERRAIN TABLE	
RESULT	OBJECTS
1-6	None
7-8	1 Wall
9-10	1 Obstacle
11-12	1 Wall, 1 Obstacle

TERRAIN REFERENCE

TERRAIN TYPES:

There are three types of terrain: Walls and Obstacles and Mysterious Objects. All three are considered to be Objects.

Obstacles: Obstacles are placed on the battlefield so that they fully occupy either one space or two adjacent spaces. Models cannot move through spaces occupied by obstacles, unless allowed by a specific ability. A model cannot end its move in the same space as an obstacle.

Walls: Walls are placed on the battlefield along the white border between spaces - never across. Wall come in a variety of shapes, usually one or two spaces long. Models cannot move between spaces separated by walls, unless allowed by a specific ability.

Mysterious Objects: Models may move through mysterious objects, and small models may end their move in the same space as an object, as long as there are no other models in the same space.

COVER:

Each time a model makes a weapon action, the player controlling the model which is making the action draws a straight line from any part of that model's space to any part of the space occupied by the targeted model. If this line passes through a doorway, through an Object, or crosses an empty area off of a board tile, the target model is In Cover.

In Cover: A hero that is In Cover rolls two action dice when they make their Defence roll, rather than one.

A hostile that is In Cover adds two to the result of the quest dice rolled for that hostile's Defence. A hostile with a Defence value of **None** is considered to have the Defence value "**11+** / **Reduce Wounds by 1**" instead - do not add two to the result of the quest dice in this instance. Hostiles that gain a Defence effect without rolling the quest dice are not effected by Cover.

***Exception - Taking Aim:** A model adjacent to a wall ignores that wall for purposes of cover when they are making a ranged attack.

EXAMPLE TERRAIN:



Obstacles



Walls



AILMENTS REFERENCE

AILMENTS:



Buried: When a hero is buried, place a buried token in the same space as the hero, then remove the hero from the battlefield. No model can move into or be placed in the same space as the buried token. While the buried token is on the battlefield, the buried hero cannot make actions or use unique abilities, and suffers 2 damage at the end of their activation. To remove a buried token, the buried hero or a hero adjacent to the buried hero must spend an activation dice with a score of 6+. When this happens, remove the buried token and place the buried hero back on the battlefield in the same space the buried token was in.



Cursed: When a hero or hostile is cursed, increased the Damage value of all weapon actions that target it by +1/+2.



Diseased: When a hero is diseased, place a diseased token on an activation space that does not contain any wound markers, if possible. Reduce the score of any activation dice in that space, and any activation dice that would be placed there, to 1. When a diseased hostile is attacked, if the result of an attack roll is a success, change the result to a critical success.



Fatigued: After a fatigued hero activates, before they make any actions, change all their activation dice scores to 1. Then discard that hero's fatigued tokens.



Marked: While a hero or hostile is marked, re-roll one failed action dice from each weapon action made against that hero or hostile. In addition, when a hostile would make a **Move** action towards the nearest hero, they will instead move towards a marked hero if it would not prevent them from attacking. If a marked hero is taken out of action, discard their marked tokens.



Stunned: When a stunned hero is next activated, they must discard one activation dice or destiny dice of their choice for each stun token they have. When a stunned hostile's hostile group next activates, discard all stun tokens instead of making any actions for that hostile.



Trapped: Heroes that are trapped cannot make **Move (1+)** or **Run (3+)** actions until the trapped token is removed. To remove a trapped token, a hero that is trapped or adjacent to a trapped hero must spend an activation dice with a score of 4+. When a trapped hostile would make a **Move** action, remove their trapped token instead.

HERO REFERENCE

BASIC HERO ACTIONS:

Move (1+): Move up to as many spaces as the first number of Move value. Heroes entering a space adjacent to a hostile are pinned; the hero must end their move or make an Agility roll. If the roll is a critical success, they may continue their move.

Run (3+): Make a **Move** action as above, but move a number of spaces equal to the second number of Move value. Additionally, when making an Agility roll, they may continue their move if the roll is a success or critical success.

Recuperate (1+): Make a Vitality roll. If the roll is a success, remove one wound counter, or flip over one grievous wound counter. If the roll is a critical success, remove two wound counters or one grievous wound counter.

Recover (4+): Make only while there are no visible hostiles. Make a **Recuperate** action as above, rolling one additional action dice for Vitality roll.

Search (4+): Make only while adjacent to a mysterious object and no hostiles. Draw the top card off from the Discovery deck.

Extract (4+): Make only while adjacent to a closed gateway and no hostiles. Place the extraction zone tile so that at least one space touches the closed gateway and flip the closed gateway token to its open side.

INSPIRING:

Inspiring: The first time a hero gains their third inspiration point, they are immediately inspired. Flip their character card to its Inspired side. A hero must spend 3 inspiration points immediately upon inspiring.

SPENDING INSPIRATION POINTS

COST	EFFECT
3	During that heroes activation, make a Search (4+) action when not adjacent to a mysterious object. This action does not remove any mysterious objects from the battlefield.
2	That hero can attempt a gambit without spending an activation dice.
1	Re-roll one action dice from a roll made by or for that hero.

DELIVERANCE JOURNEY

The heroes try to help the citizenry escape the path of a Suffocating Gravetide - an endless spell that roams the streets, protecting the Wolf's bastions and keeping the people of Ulfenkarn in check. As lives are saved, hope returns to the city and fear will shrink. However, Radukar's minions will be left to grow his influence elsewhere.

JOURNEY RULES

When an exploration card is drawn with the  on it, there are citizens nearby that need to be warned of the approach of the Suffocating Gravetide. A hero on a board tile whose exploration card is face up and has the  symbol on it can make the **Warn (6+)** action if there are no hostiles on that board tile. If they do, turn the exploration card face down and advance the quest token one space.

During a Deliverance journey, a hero may spend Inspiration Points for the following special effect:

SPENDING INSPIRATION POINTS - DELIVERANCE

COST	EFFECT
3	During that hero's activation, make a Warn (6+) action if there are no hostiles on that hero's board tile. Advance the quest marker one space. This does not turn over an exploration card, and does not require a  .

VICTORY CONDITIONS

If the journey ends while there is at least one hero not out of action, and the quest maker is on space six or higher, the heroes are successful. Any other result is a failure.

If the heroes are successful, they each gain experience. Shrink fear by 1. If the quest marker is on space eight or higher, shrink fear by 2 instead.

After this journey, roll the quest dice. Add 2 to the roll if the heroes failed their journey and add 1 to the roll for each hero out of action. If the result is 3 or more, grow influence by 1. If the result is 12 or more, grow influence by 2 instead.

GETTING READY TO PLAY

Instead of preparing a combat map, the leader builds an exploration deck. Remove each realmstone card with a value of 2 or 3 from the discovery deck.

THE SUFFOCATING GRAVETIDE

The first time the nightfall token reaches the third space on the nightfall tracker, place the Suffocating Gravetide adjacent to the drop zone during that turn's quest step (or, if it is the event phase, the next turn's quest step).

In each subsequent quest step, check to see if the board tile adjacent to the Suffocating Gravetide has a face up exploration card with the  symbol on it, if there is, turn that card face down. Otherwise, remove the board tile adjacent to the Suffocating Gravetide. Any hostiles on that board tile are slain and any heroes on that board tile are placed on the nearest empty space on an adjacent board tile, then suffer 2 damage. If no spaces are available, or the hero is buried, the hero is taken out of action instead. Any remaining models, tokens and objects on that board tile are removed. The leader then moves the Suffocating Gravetide so that it is adjacent to the next board tile.

CRISES

When a crisis occurs during a Deliverance journey, roll the quest dice and consult the table below to determine which entry the leader must read aloud.

DELIVERANCE CRISIS TABLE			
Day		Night	
1	pg 30, 19	1-2	pg 31, 31
2	pg 30, 20	3-4	pg 31, 32
3	pg 30, 21	5-6	pg 31, 33
4	pg 30, 22	7-8	pg 31, 34
5	pg 30, 23	9-10	pg 31, 35
6	pg 30, 24	11-12	pg 31, 36
7	pg 30, 25		
8	pg 30, 26		
9	pg 31, 27		
10	pg 31, 28		
11	pg 31, 29		
12	pg 31, 30		

HOSTILE REFERENCE

BASIC HOSTILE ACTIONS:

Move: Move a number of spaces equal to Move value towards the closest hero, unless otherwise instructed. Hostiles that moves into a space adjacent to a hero are pinned, and must end their move action.

Advance: Make a **Move** action, then one weapon action.

Charge: - Make a **Move** action, then an **Advance** action.

Regroup: - Make one weapon action, then make a **Move** action towards the closest lychgate (or closed door if there are no lychgates).

Assault: - Make one weapon action with one dice upgrade. If there are no heroes in range, make an **Advance** action instead.

HOSTILE DEPLOYMENT:

When a hostile group is deployed, place them at a random lychgate (or closed gate if there are no lychgates). Once all models are placed, each model in the hostile group makes an **Advance** action.

When a hostile model is being deployed as reinforcements, place it at the closest lychgate to another model in its hostile group (or closed gate if there are no lychgates).

HOSTILE DEFENCE:

When a hero attacks a hostile with a Defence value other than **None**, roll the quest dice along with the attack dice. Trigger the listed effect if the result of the quest dice is equal to or greater than the listed value. Damage may be reduced to a minimum of 0.

DICE UPGRADES:

When a hostile model gets a dice upgrade, replace one of the lowest ranked dice in their weapon action with a dice one rank higher. If their dice are all at the maximum rank, add one dice of the lowest rank to their weapon action instead.

DICE RANKS:		
RANK	DICE	
1		
2		
3		

HUNT JOURNEY

The heroes set out to destroy as many minions of the Wolf King as they can find in order to weaken his hold on the city. However, as they attack Radukar's armies directly, fear of reprisals will grow in the citizenry.

JOURNEY RULES

During a Hunt journey, each time a hostile group is driven off, or a hostile *Champion* is slain, advance the quest token one space. Each time a hostile *Villain* is slain, advance the quest token two spaces.

The first time the nightfall token reaches the third space on the nightfall tracker, draw one encounter card and place it face down on the earliest available empty space above the combat track. If there is no more room for encounter cards on the combat track, no encounter track is drawn.

During a Hunt journey, a hero may spend Inspiration Points for the following special effect:

SPENDING INSPIRATION POINTS - HUNT	
COST	EFFECT
1	That hero may look at a face down encounter card on the combat track. They may either return it to its place on the combat track, or replace it with the next card from the top of the encounter deck.

VICTORY CONDITIONS

If the journey ends while there is at least one hero not out of action, and the quest maker is on space six or higher, the heroes are successful. Any other result is a failure.

If the heroes are successful, they each gain experience. Shrink influence by 1. If the quest marker is on space ten, shrink influence by 2 instead.

After this journey, roll the quest dice. Add 2 to the roll if the heroes failed their journey and add 1 to the roll for each hero out of action. If the result is 3 or more, grow fear by 1. If the result is 12 or more, grow fear by 2 instead.

SCAVENGE JOURNEY

The heroes delve into the city to locate magical realmstone with which they can empower their armour and weapons to give them a better chance of surviving future journeys. However, while they scabble for forgotten riches, the Wolf's rule goes unchallenged.

JOURNEY RULES

During a Scavenge journey, place one mysterious object in each of the spaces marked with ❶ on the combat map. Then place a face up mystery token on each space marked with ❷, and a face down mystery token on each space marked with ❸. When a mysterious object is removed from the battlefield as a result of a **Search (4+)** action, advance the quest token one space.

A hero adjacent to a mystery token can make the **Scavenge (6+)** action if there are no hostiles adjacent to the token or the acting hero. If the mystery token is face up, the player controlling the acting hero replaces mystery token with a mysterious object. If the token is face down, the player flips over the mystery token instead.

During a Scavenge journey, a hero may spend Inspiration Points for the following special effect:

SPENDING INSPIRATION POINTS - SCAVENGE	
COST	EFFECT
1	That hero may draw one additional card from the top of the discovery deck the next time they make a Search (4+) action during their activation. Choose one card and put the others on the bottom of the discovery deck.

VICTORY CONDITIONS

If the journey ends while there is at least one hero not out of action, and the quest maker is on space six or higher, the heroes are successful. Any other result is a failure.

If the heroes are successful, they each gain experience.

After this journey, grow fear and influence by 1.

GETTING READY TO PLAY

In the Prepare the Combat Map step, the leader rolls the quest dice and compares the result to the table on the reverse of this card. This lists a combat map and the page it can be found on in the quest book. Set up the combat map as shown on that page.

SCAVENGE COMBAT MAP TABLE		
1	Abandoned Marketplace	Page 24
2	Wraith's End	Page 24
3	Gravelight Boulevard	Page 24
4	Ven Alten Estate	Page 24
5	Abattoir Alley	Page 25
6	Derelict Mansion	Page 25
7	Gheistlight Square	Page 25
8	The Black Streets	Page 25
9+	The leader chooses one of the above.	

CRISES

When a crisis occurs during a Scavenge journey, roll the quest dice and consult the table below to determine which entry the leader must read aloud.

SCAVENGE CRISIS TABLE			
Day		Night	
1	pg 32, 37	1-2	pg 33, 49
2	pg 32, 38	3-4	pg 33, 50
3	pg 32, 39	5-6	pg 33, 51
4	pg 32, 40	7-8	pg 33, 52
5	pg 32, 41	9-10	pg 33, 53
6	pg 32, 42	11-12	pg 33, 54
7	pg 32, 43		
8	pg 32, 44		
9	pg 32, 45		
10	pg 33, 46		
11	pg 33, 47		
12	pg 33, 48		

GETTING READY TO PLAY

When you are getting ready to play, in the Prepare the Combat Map step, the leader rolls the quest dice and compares the result to the table on the reverse of this card. This lists a combat map and the page it can be found on in the quest book. Set up the combat map as shown on that page. Remove each realmstone card with a value of 2 or 3 from the discovery deck.

HUNT COMBAT MAP TABLE		
1	Alleyways	Page 20
2	Barracks	Page 20
3	Barrow Lane	Page 20
4	Punishment Row	Page 20
5	Square of Bones	Page 21
6	The Bloodways	Page 21
7	The Forsaken Crypts	Page 21
8	The Hunting Grounds	Page 21
9+	The leader chooses one of the above.	

CRISES

When a crisis occurs during a Hunt journey, roll the quest dice and consult the table below to determine which entry the leader must read aloud.

HUNT CRISIS TABLE			
Day		Night	
1	pg 28, 1	1-2	pg 29, 13
2	pg 28, 2	3-4	pg 29, 14
3	pg 28, 3	5-6	pg 29, 15
4	pg 28, 4	7-8	pg 29, 16
5	pg 28, 5	9-10	pg 30, 17
6	pg 28, 6	11-12	pg 30, 18
7	pg 28, 7		
8	pg 29, 8		
9	pg 29, 9		
10	pg 29, 10		
11	pg 29, 11		
12	pg 29, 12		