



MODELS	
<u>Types</u>	Depending on their side, a model is part of one of these types
<i>Heroes</i>	Models that team-up to combat an Overlord
<i>Minions</i>	Models used by the Overlord
<i>Bosses</i>	Models that are Overlord's Hero version They follow the same rules as Heroes
<u>Facing</u>	A model faces one of the 4 orthogonal adjacent squares The squares adjacent to a model are divided into a front arc and a rear arc, based on the direction the model is facing A model can only attack from its front arc
<i>Normal models</i>	1x1 square base : the 3 squares behind the model form its rear arc, the remaining 5 are its front arc
<i>Large models</i>	2x2 square base : the 4 squares behind the model form its rear arc, the remaining 8 are its front arc A Large model can be in an enemy's front and rear arcs at the same time : they will only get the bonus for attacking from behind if it is fully within its enemy's rear arc
<i>Huge models</i>	3x3 square base (or more) : the 5 squares behind the model form its rear arc, the remaining 13 are its front arc Huge models follow same rules as Large models
<u>Adjacent</u>	Whenever the text refers to something being adjacent it means in any one of the squares next to the model in question, orthogonally and diagonally
<u>Outnumbered</u>	The model is in the front arc of more than one enemy model are considered outnumbered
<i>Large models</i>	Large models always count as outnumbering single square models even if they are the only model in contact, and even if they are in contact with multiple enemy models (in this case they will also be outnumbered themselves)
<i>Huge models</i>	Huge models always outnumber both single square models and Large models, regardless of how many are in contact Huge models are only outnumbered if they are in contact with at least 2 Huge enemy models

MODEL STATS	
<u>Shared Stats</u>	A model cannot have a spell, song, stat improvement or ability more than once
<i>Movement</i>	The model may move up to this value in squares during its turn
<i>Combat Dice</i>	The model rolls as many dice as its value in combat situation (hand-to-hand attack and defence)
Shoot	The model may shoot at short or long range, depending on what stat is given
<i>Armour</i>	The value attacker dice must overtake to harm the defender Regardless of modifiers for spells, items or anything else, Armour values never go above 5
<i>Level</i>	Model's experience level
<i>Abilities</i>	The various abilities a model owns are described in the table "ABILITIES"
Ranked abilities	Abilities that have a (x-y) written are available in several levels : x is the basic value and y the maximal value of the ability
<i>Stuff</i>	Only Heroes and Bosses can use items
<u>Heroes</u>	Each Hero has a Hero card that lists his parameters
<i>Feats</i>	The number of Feats for a Hero is limited by his level : see table GLORY
<i>Wound Track</i>	Each Hero owns a Wound Track of 5 Hearts Each time he suffers 1 Wound, place 1 Wound counter on the most left hand uncovered Heart of his Wound Track
Normal state	As long as there's at least 1 uncovered blue Heart on the Wound Track, the Hero is in his normal state
Injured	A Hero is Injured if all the remaining uncovered Wound spaces on their Hero card are red
Crippled	A Hero that takes a 5th Wound becomes Crippled : he is removed from the board
<u>Minions</u>	Minions are all listed in the Bestiary
<i>Wounds</i>	By default, a Minion model suffers 1 Wound per hit it receives and are killed by a single Wound Specific abilities listed on the appropriate Bestiary entry or Overlord panel change this rule : compare the number of hits scored on the defender's model type to the relevant damage table to find out the effect

BOARD	
<u>Tiles</u>	The board is made of tiles which are made of multiple squares Some effects may affect a tile in particular
<u>Map</u>	The map shows distinct tiles with a white line between each tile : what matters is the shape of each tile not the art on it Furniture are listed on the map
<u>Walls</u>	The edges of each tile going outside the board is a wall
<u>Squares</u>	Squares containing models or furniture are considered blocked Squares with only counters are considered empty squares
<u>Models</u>	Only models placed on zones that have been laid down take any part in the adventure
<u>Placement</u>	Map lists which model appears where
<u>Lava</u>	Squares edged in red on the adventure map Lava attacks are never modified
<u>Moving over lava</u>	A model that moves onto a Lava square suffers a separate 3 dice Lava attack for each lava square it moves onto in its turn, each attack is rolled immediately
Large models	??
Fire ability	Models with Fire ability don't have to roll 3 dice Lava attack when moving onto Lava
<u>Stopping on lava</u>	Any model that ends its turn on a lava square suffers a 6 dice Lava attack
<u>Stepping stones</u>	Squares placed onto Lava that prevent models from rolling Lava attacks
Gaps	A model may move from a stepping stone to another by jumping if the gap between each stepping stone is 1 square and only orthogonally The jump is counted as a 1-square normal move
<u>Cave-ins</u>	The map may show weak spots on some tiles, which may collapse
<u>Setup</u>	At the beginning of the game, place any Weak spot marker shown on the map and the Cave-in marker on the Weak spot marker pointed at Each time a new zone is laid down, place 1 Weak spot marker on any tile stated on the map
<u>Collapse</u>	At the end of each round, the Overlord and 1 player from the Heroes' side roll 1 dice each and compare the results
Numbers rolled are different	Subtract the lowest from the highest roll and move the Cave-in marker that many spaces from Weak point to Weak point in a clockwise direction If there's only 1 Weak spot marker left, the Cave-in marker doesn't move
Numbers rolled are equal	The tile where the Cave-in marker stands on is removed from the game along with anything on it and any tile that can no longer trace an unbroken route to either the starting heroes points or an exit point are also removed from the game in the same way The Cave-in marker now moves clockwise a number of times equal to the number rolled The Cave-in marker is removed from the game if there are no more Weak spots markers Any Hero on tiles that are removed are crippled
FURNITURE	
<u>Furniture models</u>	Furniture are counted as models only for the purpose of abilities or Feats They do not make Free Strikes, attack other models or count towards outnumbering
<u>Blocking the way</u>	Most furniture simply blocks the way for Movement Each piece occupies 1 or more squares based on its size : no model may Move into those squares
<u>Shoot and Magical attack</u>	Bookcases block Shooting and block Magical attacks that require LOS LOS can be drawn as normal over any other piece of furniture, but if the Shooter is not adjacent to the piece of furniture they will suffer a -1 modifier to their attack dice on top of any others Magical attacks don't suffer from this modifier
<u>Doors</u>	Doors occupy 1 or 2 squares depending on their size Each door has a Lock counter placed next to it to show what kind of lock it has Doors may only be opened by the Heroes When a door is unlocked it is removed from the game
<u>Chests</u>	Chests occupy a single square Each Chest has a counter placed next to it to show what kind of lock it has Chests may only be opened by the Heroes unless a special rule says otherwise
<u>Hidden compartments</u>	Any item of furniture apart from a door can have a hidden compartment and will be marked on the adventure map This piece of furniture follows the same rules as a Chest
<u>Magical furniture</u>	These specific furniture have Item cards and are represented by immobile pieces of furniture rather than being carried around by Heroes
<u>Destroying furniture</u>	All Furniture can be attacked : it is destroyed by a single Hit Single square furniture : 3 Attack dice, 3 Armour Multi square furniture : 4 Attack dice, 4 Armour

LOCKS	
<u>Mundane locks</u>	Shown in red on the map Mundane locks can be smashed open or picked They have a Combat value and an Armour value and sometimes a Picking value
<i>Smash</i>	A Hero fights the Lock, following the Fight rules as if the lock were an enemy The Overlord should consult the lock counter (noted on the Adventure Map) for Combat Dice and Armour values Getting at least 1 Hit will smash the lock open
Limitations	Mundane locks cannot be smashed by Shooting or Magical Attacks
<i>Picking locks</i>	Each action a model with the Lockpicking ability spends trying to open a lock reduces its Picking value by 1 When this reaches 0 the lock has been opened
Chest	Remove the lid from the Chest model to remind players that it has been opened
<u>Wards</u>	Shown in orange on the map Wards cannot be opened by a fight attack or picked They have a Ward counter : the higher the value is, the longer it will take to break Certain Spells reduce the power of a Ward : when a ward is reduced to 0, the door or chest it is protecting has been successfully unlocked
<i>Chest</i>	Remove the lid from the Chest model to remind players that it has been opened

TRAPS	
<u>Trap layout</u>	Traps can be set in two places : on a lock or on the map The type of trap is listed on any adventure maps or chosen by the Overlord player before the game A Hero can't know for sure if there is a trap until he takes the risk of triggering it
<u>Triggering a trap</u>	Triggering a trap ends that Hero's turn, regardless of whether they manage to avoid the effects or not
<u>Trap cards</u>	Each kind of trap has its own card which explains how to resolve what happens when it is triggered
<u>Lock traps</u>	Lock traps are triggered the first time a Hero tries to open it whatever the way
<u>Map traps</u>	When a new part of the dungeon is revealed : for each map trap, place 1 Trap counter of the appropriate type on the square in question and 1 Blank Trap counter anywhere on the newly revealed part of the map

ITEMS	
<u>Items</u>	Each Item's card explains any special rules or restrictions that apply to the user Unless otherwise mentioned, it is assumed that any Hero can use any magic item
<i>Item level</i>	A Hero must be of at least the level shown on the card to use an Item If not, he may still carry this Item
<i>Use</i>	Items can be used repeatedly An item that has the "One Use" keyword is discarded after it's been used
<i>Continuous effect</i>	Most Items have effects that apply at all times : they can be used at any point during the turn of the Hero or Boss carrying them, and this does not count as the model's Move or Action for the turn
<i>Triggered effect</i>	Items with the Cog symbol on their card must be triggered by their owner to be used Some Items are triggered automatically in response to a game effect, in which case it will be detailed on the card
<i>Item cost</i>	The cost of an item is the value in the Coin symbol at the bottom the item card Item cost is used during campaign to buy magical items at the listed cost Items cannot be sold apart from other Heroes of the party
<i>Quantity</i>	The number of Paraphernalia a Hero can carry is illimited Other Items exist in 1 card : only 1 Hero may have it
<u>Weaponry</u>	Any Hero can use only 1 of each type at a time : all the weaponry they own and which they don't use is put in a stack with the one that is being used on top : the rest are not used for this game
<i>Weapons</i>	Crossed out axes icon
<i>Armour</i>	Breastplate icon
<i>Shields</i>	Shield icon
<u>Paraphernalia</u>	Purse icon, any Hero can have as much magical Paraphernalia as he can find Paraphernalia are displayed side by side or on top of one another unless if they are identical
<u>Magical furniture</u>	Chest icon, this magical furniture cannot be carried or moved
<i>Use</i>	A Hero adjacent to a piece of Magical furniture it and not in the front arc of any enemy model may use it : it costs the Hero's Action for that turn A Hero may only gain the effects of each piece of Magical furniture once per adventure
<u>Trading items</u>	During a game, only Paraphernalia can be traded between Heroes Other types of Item must remain on the Hero they began that adventure with

SPELLS	
Game pieces	A spell can be used by more than 1 model : if this is the case, copy the card or use anything that can keep the Spell's recharging state
Schools of magic	Spell are spread in different Schools of Magic A School of Magic is made of 1 Spell of each from this particular School
Casting Spells	Each Spell card explains the effects of this Spell, some use a counter to show that they are in effect Spells that don't require a dice roll have an automatic effect
Level limitation	At bottom of the Spell card is a Level value A Spellcaster must be at least this level to be able to use the spell, unless he boosts his power with Energy Crystals
Types	There are two types of spell : Major and Minor
Recharging	Spells need to recharge between uses and will be unavailable to use again straight away Rotate Minor spells 90° anti-clockwise when cast Rotate Major spells 180° anti-clockwise when cast
Target	By default, the Spellcaster can always target himself with his spells
	By default, if a Spell affects more than 1 target at a time, roll 1 separate attack for each target
	Tuile Each square of the tile the Spellcaster stands on is afflicted by the spell
	Adjacent The target must be adjacent to the Spellcaster
	Caster The Spellcaster can only target himself with that Spell
Range	Some Spells need a short or long range : the target must be in the Spellcaster's range and in his LOS to be targeted If the LOS is blocked, the target is not valid
LOS	Spells with an eye icon need a LOS Spells with a crossed out eye icon don't need a LOS and can be cast behind the Spellcaster, through walls, round corners, past other models or furniture, even when being in the front arc of an enemy

SONGS	
Songs	See the card for the effect of each song Songs that don't require a dice roll have an automatic effect
Target	Songs affect all models of the specified type within range
Range	Some Spells need a short or long range : the target must be in the Singer's range to be targeted If the LOS is blocked, the target is not valid
LOS	Songs don't need a LOS

GAME SETUP	
Choices	Choose 1 type of game : simple game (an adventure) or campaign
	Choose 1 scenario or Uncharted Dungeon game
	Choose Human Overlord or Invisible Overlord
Overlord side	Choose Overlord forces (Overlord Panel) if not predefined
Human Overlord	Take aside the number of Minions defined (if any) Create Bosses if needed
	Create the Overlord deck by shuffling the 13 Generic Overlord Command cards and 9 Type specific Overlord Command cards, then deal out the number of Command cards listed in the adventure to form the Overlord deck, the remainder is discarded without looking at them
Invisible Overlord	See table "SOLO PLAY - INVISIBLE OVERLORD"
Hero side	Choose 4 Heroes : prewritten for the adventure or generated following the rules If generated, the total of their levels cannot exceed the level required for this adventure Each Hero gets a Hero counter and place it in front of him on the side the symbol is shown
Prewritten	Create those Heroes by taking the Hero panel and appropriate stuff listed in the adventure
Generated	Take a blank Hero panel to write abilities and stuff each Hero owns
Weaponry	A Hero can change which weaponry he uses at the beginning of an adventure
Components	Place the card decks, counters and dice on the table
Game start	Heroes define with which Weaponry the begin the adventure with
Storyline	The Overlord tells the Hero players about any extra items
Board	The Overlord sets up the tiles from the Heroes' starting position to the first door(s) In case of Invisible Overlord, Heroes will build the board
	Locks Doors and Treasure Chests always start an adventure locked
Overlord deck	the Overlord draws 3 cards from his Overlord deck, he can look at those and keep them secret
Scenario	The Overlord reads out the story text, the victory conditions and any special rule needed
Victory conditions	Each side get their goal
Timer	By default, the Overlord wins if he must draw a Command card and he cannot
First turn	Heroes take the first turn of the round

GAME ROUND	
<u>Counters</u>	Any counter on the board cannot move, do not have any arcs and cannot attack or be attacked By default, there's no limitation in quantity about counters
<u>Models</u>	Destroyed models go back to the Overlord pool
<i>Free Strikes</i>	Each model can make a Free Strike against any enemy model that is placed on the board by any effect in his front arc
<u>Dice rolls</u>	Effects that use dice are written xD where x is the number of dice to roll Abilities that add dice work the same way as modifiers After all modifiers have been taken into account, no dice roll can use more than 6D, any extra are lost
<i>Re-rolls</i>	The specific ability will define the circumstances you may re-roll and how many dice Each dice can only be re-rolled once
Results	The result of the second roll replaces the first, even if it is worse
<u>Order of play</u>	Whenever two opposing models both need to decide something at the same time, the model whose turn it is must do so first Completely resolve any associated dice rolls before his opponent makes their choice
<u>Hero turns</u>	Heroes can take their turn in the order they choose If a player controls more than 1 Hero, he chooses when each Hero takes his turn During a turn a Hero may move and/or perform 1 Action, in that order A Hero can choose to do nothing in their turn if they wish
<i>Movement</i>	The model moves according to its Move value and can be rotated in any direction
<i>Trading items</i>	A Hero that moves adjacent to another Hero during his turn can give, receive or swap eligible Paraphernalia items with that Hero : both Hero players must agree to the trade
Timing	This can be done in the middle of a Heroes movement, and does not count as performing an action
<i>Actions</i>	The Actions available to a model depend on their abilities and situation Every model can Fight Models with Short range or Long range ability can Shoot Models with Spellcaster ability can cast either 1 Major or up to 2 different Minor Cast spell Models may execute a specific action if described in the adventure or from an effect
<i>Feat</i>	Instead of taking a normal turn, a Hero may instead decide to use 1 Feat they know which hasn't already been played during this adventure The Feat replaces the Hero's entire turn : he cannot move, change facing or perform an Action when using a Feat unless the Feat itself says so
<i>Opening a door</i>	When a hero opens a door may reveal an area of the dungeon which was not yet laid out If that happens, the Overlord sets up the revealed area, but only as far as the next locked door(s) and has to place Minions and chooses their facing, Lock counters next to the doors and chests and must tell Heroes is a particular door is the exit for the adventure
<i>Opening a chest</i>	The Hero who opened the Chest takes all the Items and gold that were inside
<i>End of turn</i>	At the end of his turn, the Hero flips his Hero counter on the blank side Any Hero that has not yet played may take his turn If all heroes have played their turn, the Overlord plays his turn
<u>Overlord turn</u>	Each adventure lists the number of Commands the Overlord gets in a turn Overlord's has no maximum hand size
<i>Commands per turn</i>	With each Command, The Overlord may activate 1 of his models : move and/or perform 1 Action, in that order Instead of activating 1 model that is already on the board, a magic-using Overlord can use this command to cast 1 spell (this model counts as if it had acted) None of the Overlord's models may act more than once in a turn, but may act more than once in a Round using Interrupts
<i>Command cards</i>	The Overlord can play 1 Overlord Command card : this can be done at any point before or after Moving and Acting with a model, but not during
<i>End of turn</i>	When the Overlord has played his turn, the end of the round begins
<u>End of the round</u>	All Heroes get their Hero counter back on the side the symbol is shown
<i>Draw</i>	The Overlord draws 1 Command card If the Overlord deck is exhausted then the Overlord cannot draw any more
<i>Spells</i>	All spell cards that are not currently the right way up are rotated 90° clockwise

OVERLORDS	
<u>Playing a Command card</u>	When a Command card is used, it is discarded
<u>Generic Overlord</u>	Base cards used buy all of the Overlords
<i>Extra commands card</i>	Allow to move and act with that many additional models this turn
<i>Double commands card</i>	These allow the Overlord to give double the base number of commands allowed in the adventure for that turn
<i>Interrupt cards</i>	These are played in between two Hero turns, after one Hero has completed their turn and before the next begins, this is outside the Overlord's turn The Overlord immediately gets to move and act with the number of models listed on the card, as he does during his turn
Limitations	The Overlord cannot play an Interrupt card before the first Hero's turn, or after the last Hero's Turn in that round The Overlord cannot play 2 Interrupt cards in a row without a Hero taking their Turn between them
<u>Necromancer Overlord</u>	This kind of Overlord can change Pile of Bones into Minions, but has some limitations
<i>Newly placed zones</i>	When the Overlord lays down a new part of the dungeon and he cannot add some Minions because his pool is empty for these models, he places 1 Pile of Bones in their starting position instead
<i>Raise Dead Command</i>	This Command card works like the Raise Dead spell but doesn't need to rotate the Raise Dead spell and has not range limit
<i>Raise Dead Spell</i>	When the Overlord cast the Raise Dead spell, he replaces 1 Pile of Bones counter with 1 miniature of his choice from the adventure's list into either Skeleton Warriors, Skeleton Archers, or Revenants, the range will determine which types of Minion can be raised, he chooses their facing (consider Free Strikes) A Minion that is raised from a Pile of Bones counts as having made its action for that turn Any model that cannot be raised is lost
Limitation	The Overlord cannot cast Raise Dead on a Pile of Bones if any model is standing on top of it or another Piles of Bones
<u>Overlord Orc</u>	When the Overlord must draw a Command card and this deck is empty he instead places 1 Orc Minion or 2 Goblin Minion on the Hero starting points of his choice (if they are empty), he 's still limited by the number of Minions he has in his pool Each of these newly arrived models may move up to 3 squares but do not fight or shoot in any way
<u>Infernal Overlord</u>	-
<u>Dragon Overlord</u>	-

MOVEMENT	
<u>Move</u>	A model may move a number of empty squares up to its Movement value in any direction The model is moved 1 square at a time to show the intended path Models may move diagonally as long as movement into 1 of the squares either side of the diagonal would be permitted A model cannot enter or end its movement on a square containing another model or a piece of furniture The whole of a model's base must remain on the dungeon tiles at any moment If a model moves into the front arc of an enemy model it must immediately end its movement, choosing its final facing
<i>Large models</i>	They may only move straight forward, diagonally forward, or straight backward
<i>Facing</i>	A model may change its facing freely and only during movement (a move can be 0 square to change facing)
Large models	They must spend 1 point of movement for each quarter turn (90°) they wish to make to change facing
<u>Enemy front arc</u>	If a model starts its turn in an enemy's front arc, it cannot move freely and has 2 options : - remain in the same square and may change its facing - try to Break Away
<u>Traps</u>	The Overlord's models never set off map traps If a Hero moves onto a Trap counter, then pause their turn while it is flipped over : - if it is a blank then the Hero can continue with the rest of their turn as normal - if it is a Trap, then resolve it as described on the matching trap card

RANGE	
<u>Range</u>	Range is measured from any part of the attacker's square to any part of the target's square As long as the ruler can reach from base to base the target is in range
<i>Short range</i>	Use the short ruler to define if target is in short range
<i>Long range</i>	Use the long ruler to define if target is in long range

LINE OF SIGHT	
<u>Line Of Sight (LOS)</u>	A model can only attack things from its front arc, the LOS cannot cross its rear arc Use the straight edge of the used ruler to see if there is anything blocking the LOS between any part of the attacker's base and any part of the target's base : LOS is blocked by any square that contains a model, a bookcase or a wall

ATTACK RESOLUTION	
<u>Resolution</u>	When each side has rolled their dice, follow these steps in order Only attacker deals damage
<i>Step 1</i>	The attacker discards any dice that are less than or equal to the defender's armour If this leaves the attacker with no dice, the attack has bounced off and has no further effect 6 are automatic hits
<i>Step 2</i>	Pair up attack and defence dice highest with highest, the second highest with the second highest and so on Each attack dice with no defence dice paired up is an automatic 1 Hit
<i>Step 3</i>	Each pair in which the attacker's result is higher than the defender's result counts as 1 Hit
<i>Step 4</i>	Total up all Hits to see inflicted damages
Heroes	Heroes only suffer 1 wound per attack, regardless of how many times they are Hit Wounds on them are cumulative : when a Hero suffers 1 Wound, place 1 Wound counter on the first space on the Wound track of his Hero card

FIGHTING	
<u>Fight</u>	When a model starts its turn with an enemy model in its front arc or moves so that this is the case during its turn, it may fight
<i>Basic stats</i>	No model can ever roll fewer than 2 dice : if a model is reduced to 2 dice, further reductions reduce Armour score instead (to a minimum of 1, extra penalties are ignored)
<u>Attacker</u>	Roll dice equal to his Combat Dice value taking into account his Items and the following modifiers
<i>Modifiers</i>	-1 dice if injured -1 dice if outnumbered
<u>Defender</u>	Roll dice equal to his Combat Dice value taking into account his Items and the following modifiers
<i>Modifiers</i>	-1 dice if defender is injured -1 dice if outnumbered -1 dice if attacker is in its rear arc (no part of its base if the front arc of the defender)
<u>Resolution</u>	When each side has rolled his dice follow the table "Attack resolution"

BREAKING AWAY	
<u>Resolution</u>	A model starting its Movement in an enemy model's front arc must try to Break Away to move To Break Away a model must first survive a Free Strike from its foes
<i>Restrictions</i>	The first square it moves may not be in the front arc of any enemy models
<i>Compensation</i>	Each enemy model that has the Breaking Away model in its front arc gets to make a separate Free Strike, each resolved in the order chosen by the player making the Free Strikes
<i>Success</i>	The model may continue its Movement normally if it survives to Free Strikes

FREE STRIKE	
<u>Reaction to Breaking Away</u>	This is a normal Fight action which is free and does not count as the model's turn A model gains a Free Strike only when a rule specifically mentions it A models that gains a Free Strike is the attacker

SHOOTING	
<u>Shoot</u>	To shoot, a model needs to have a target in its range and in its LOS A model that is in the front arc of an enemy model cannot shoot If the target is out of range, it cannot be shot at If the LOS is blocked, the target cannot be shot at
<i>Basic stats</i>	No model can ever roll fewer than 2 dice : if a model is reduced to 2 dice, further reductions reduce Armour score instead (to a minimum of 1, extra penalties are ignored)
<u>Attacker</u>	Roll dice equal to his Shooting Dice value taking into account his Items and the following modifiers
<i>Modifiers</i>	-1 dice if attacker is injured -1 dice if the LOS crosses a piece of furniture that is not adjacent to the shooter
<u>Defender</u>	Roll dice equal to his Combat Dice value taking into account his Items and the following modifiers
<i>Modifiers</i>	-1 dice if defender is injured -1 dice if attacker is completely its his rear arc
<u>Resolution</u>	When each side has rolled his dice follow the table Attack resolution

MAGICAL ATTACK	
<u>Magical attack</u>	Magical Attacks require the players to roll for an attacker and defender Some Magical Attacks have elemental abilities : the attack is treated with taking it into account
<i>Modifiers</i>	Magical attacks are never modified by any standard modifiers Some game effects or Items may affect the roll
<u>Attacker</u>	The Spell will list the number of Attack dice to use
<u>Defender</u>	The defender's Combat Dice and Armour values are used as normal
<u>R��olution</u>	When each side has rolled his dice follow the table Attack resolution

SOLO PLAY - INVISIBLE OVERLORD (1/2)

<u>Setup</u>	Game setup is done as normal
<i>Invisible Overlord deck (IO)</i>	Choose 1 type of Overlord and put his panel next to the board, take the corresponding Bestiary Shuffle the 24 generic IO cards and the 6 specific IO cards linked to the chosen type of Overlord
<u>Victory conditions</u>	The Invisible Overlord wins if he cripples 1 Hero The Heroes win following the scenario prerequisites
<u>Game flow</u>	Heroes take the first turn After each Hero turn, draw the top card of the IO deck to check if there is an interrupt After all the Heroes have played their turn, the Overlord takes his turn : 1) draw the top cards of the IO deck and resolve it entirely using the number of activations defined for the adventure 2) draw the top cards of the IO deck and resolve it entirely using the number, Threat and Order shown on this card
<i>Interrupt</i>	When a IO card is drawn to check if there's a Interrupt, check the last line on the card
NO	Discard this IO card The next Hero takes his turn or the Overlord if all Heroes have played
YES	Resolve this card entirely using the number, Threat and Order shown on it
<i>Overlord actions</i>	The Overlord makes act a number of models up to the number used
<i>Overlord cards</i>	Whenever a specific IO card is drawn, it is resolved entirely, then it is discarded
Invisible Overlord actions	
<u>Order</u>	Orders are commands given by the Overlord to combat the Hero that gets the most Threat level
<i>Attack</i>	An individual model will attack the Heroes with the stat they have the most dice for The model tries to do as much damage to the Hero as possible
Order	Minions who can cast a Spell act first, then those who can Shoot and finally those who can Fight
Target	Where there is a choice of Minion within a type of attack, choose the one with the highest Minion level In case of a tie use the one that needs to Move furthest to perform the action
<i>Support</i>	Move Minions that are more than a single Move From any Hero towards the action
Precisions	Minions who can cast a Spell may cast Spells that are not Attacks For the Undead, this includes casting Raise Dead on Piles of Bones that are not adjacent to Heroes
<i>Surround</i>	Minions are moved to block all exits for the Heroes, but without moving adjacent to them
Blocking exits	Minions are placed physically in front of a door or by having a front arc Heroes cannot move through without stopping
<i>Gang Up</i>	Minions are moved so that as many Minions as possible can Fight the same Hero If there is no more room, the next Hero becomes the target
<i>Pin</i>	Minions are moved so that as many Heroes as possible are in the front arc of one or more of the Minions, Heroes must be pinned as evenly as possible in Fights When all the Heroes are in at least one front arc, start doubling up

SOLO PLAY - INVISIBLE OVERLORD (2/2)

<u>Threat level</u>	Each Hero has a Threat level equal to his level This value is modified by the 3 following informations, resolved in order
1. IO Threat	Any Heroes matching any of the Threat types listed on the IO card add +3 per type they match
Spellcaster	Any Hero that has the Spellcaster ability
Marksman	Any Hero that has a Shooting Dice value
Armoured	Any Hero with 4 or 5 Armour
Unarmoured	Any Hero with 1 or 2 Armour
Weakest	The Heroes that currently has the most wounds have their Threat modified There is no modifier if all the Heroes are uninjured
Wounded	Any Hero that has suffered any number of wounds There is no modifier if all the Heroes are uninjured
Quest	Any Hero that is either the object of the quest or is carrying something required by it
2. Acting Minion's character	Minion's character types modify Threat of each Hero and react to it differently These characters are listed for each Minion in the Bestiary tables
Brutal	The Minion always attacks the closest model, regardless of what it says on the card
Cowardry	Count Wounded and Weakest Hero as +3 Threat (cumulative and in addition to any modifier from the card)
Cunning	Count Quest Heroes as +6 Threat (cumulative, and in addition to any modifier from the card)
Warrior	No modifier
Undead	If there is a draw when deciding which Minion to act with, all concerned Minions act
3. Proximity	Heroes adjacent to Minions have their Threat doubled for these Minions
<u>Models acting</u>	When an IO card is resolved, players have to determine which Minions follow the Order Select Minions 1 at a time and resolve their actions, in order
Step 1	Choose Minions that can do the Order without moving
Exception	Ignore this step for a Pin order
Step 2	Choose Minions that can do the Order if moving by starting with those who are the furthest from their target
Step 3	Choose any other Minion : if the Number has not been reached and are no models left who can perform the Order drawn, then do a Support Order with the remainder If the Number has still not been reached then do an Attack Order If any still remain after all these Orders then they are ignored and the card is considered complete
	If not defined under the section on Orders, when you need to decide between 2 or more Minions to act then choose the one with the highest Level In case of a tie : roll a dice to choose at random
<u>Target</u>	Attack and Gang Up Orders need a specific target which must be determined for each of the Overlord's acting models separately Unless otherwise specified, the target will always be the Hero with the highest Threat If that Hero is not a possible target (usually because it cannot be reached) then go to the next highest Threat Hero, and so on down until one can be targeted
Tie	If there is a tie for highest Hero Threat, then choose the nearest Hero as the target If there is still a tie then roll a dice to choose at random

UNCHARTED DUNGEON (1/2)	
<u>Cards</u>	Shuffle the Event cards to create the Event deck Shuffle the Trap cards to create the Traps deck
	Sort Uncharted Dungeon cards (UD cards) by letter into piles and shuffle each pile Draw the top card of each pile and shuffle them into 1 deck Draw x cards from this deck to form the Dungeon deck for this adventure (the remainder is discarded)
<u>Default values</u>	By default : x=4, it can be changed to have a shorter or longer game
<u>Overlord side</u>	The Overlord selects a type of Minions in the Bestiary If the type of Minions doesn't fit aspecific Overlord, use only Generic Overlord cards
<u>Minions</u>	The Overlord can use up to 6 models of each type for single square models, and up to 2 of each type of larger model
<u>Bosses</u>	Before the adventure begins, the Overlord selects or creates 2 Bosses These should match the set of models he has selected
<u>Command cards</u>	The Overlord gets 3 Overlord Command cards per UD card used
Balance	If Heroes are inexperienced, the Overlord gets 4 Command cards per UD card used
<u>Commands per turn</u>	The number of Commands the Overlord gets per turn depends on the total number of levels among the Heroes
Total Level 0-8	2 Commands per turn
Total Level 9-16	3 Commands per turn
Total Level 17+	4 Commands per turn
<u>Hero side</u>	Draw 1 Event card to determine victory conditions and keep this secret until the end of the game Place a 2x2 tile on the table with the 4 Heroes on it (they choose their facing)
<u>Victory conditions</u>	When the Overlord places the final UD card worth of tiles, the Heroes have reached the end of the dungeon : continue playing until one side wins
<u>Overlord</u>	The Overlord wins by either crippling 1 of the Heroes or stalling them long enough to run the Heroes out of time, measured by his Overlord cards
<u>Heroes</u>	The bottom line of the Event card drawn at the start of the adventure states the victory condition
Exception	If the victory condition cannot be fulfilled because they rely on the Overlord having a particular type or number of models to kill : the Heroes win if they get to the end of the dungeon and kill all of the inhabitants before they run out of time

UNCHARTED DUNGEON (2/2)

<u>Dungeon discovery</u>		At the start of the game and each time the Heroes open a door to a new set of tiles, turn over the top card of the Dungeon deck and the top card of the Event deck
<i>Creating the dungeon</i>		Create the map showed on the UD card by linking the side pointed at by the red arrow to the exit taken by the Heroes Always try to place the new tiles so that as many doors as possible go somewhere Doors that do not connect to tiles are dummies that open onto a blank wall After placing these tiles, roll 1 dice : place a door beside each green arrow on the side the dice result matches If there doesn't look like enough room for a set of tiles beyond the side you've rolled, go clockwise around the options on the card until you find one that will work : this is the way through to the next zone of the dungeon If this puts a door on top of a model placement square, or a piece of furniture, the door takes precedence and any underlying model placement square or furniture is ignored
	Placement exceptions	If the tiles do not fit with what has already been placed, 3 options : - you can either miss out one or more tiles from the new set, giving you a slightly different shape - you can leave a small gap between areas or place them at a different angle - you can remove some of the older tiles
	Random map traps	After laying the tiles, turn over the top Event card to see whether there are any map traps : if the card says yes, shuffle the Trap counters face down and place 3 of them on the map in some of the locations marked for models without looking at those counters until they are triggered
<i>Placing Overlord models</i>		The Event cards tells how many levels of Minions can be placed and where they can go All of the Minions placed must be the same line in the Bestiary and the Overlord cannot place more than 4 from a single Event card Choose models from your available pool up to a total value listed on the Event card
	Placement sites	The UD card maps all show a number of placement sites for models (red dots) Once the Overlord has chosen his models he then places them on the board in some of the positions shown on the UD card : he may leave some empty, but cannot place models in other parts of the dungeon If he runs out of places to put the models then he must save those models for the next zone : they will be added to those he can place with his first card (they need not be the same type) Large models must be placed so that at least one of the squares they cover is a placement site (they can stand on a map trap counter) Exception : if you cannot place more than a single model with this first card and you have no choice about placing only a single (or no) models, you may take a second Event card and place models up to that level as well Models placed by a second card follow the same rules as those for the first and can be a different type from the first
	Placing Bosses	Bosses are never in the first zone of the adventure The Overlord gets to choose which Boss appears first Whenever an Event card is turned to see how many models are in a new zone, a Boss may turn up if the number of levels on the card is 3 or 6, roll 1 dice : if the dice roll is equal to or greater than the number of levels on the card, a Boss is added in addition to any other models If the Heroes reach the final zone before either Boss turns up, then 1 of them is always waiting there
<u>Open Doors and Chests</u>		
	<i>Locks on doors and chests</i>	The first time a Hero moves adjacent to a door or chest, draw 1 Event card to see what type of lock it has on it and if it is trapped
	<i>Lock Trap</i>	If trapped, when trying to open the door or the chest : draw 1 Trap card
	<i>Treasure</i>	Once a treasure chest is opened, draw 1 Event card to see what treasure is inside

CAMPAIGN	
Heroes' Level	Heroes begin the campaign at Level 0
Campaign balance	Give the Heroes x campaign tries to get through all the adventures The easiest way to balance a campaign is to change the number of campaign hours available. You can either do this by simply picking what you think will work better for your group, or you can bid
Dwarf King's Quest	8 adventures : 15 tries
Other expansions	6 adventures : 10 tries
Bidding	Choose 1 side to bid for : Heroes or Overlord Bidding for the Overlord means offering higher numbers and for Heroes lower numbers of tries Choose 1 player at random : he declares if he can win with a particular number of campaign tries Then one of the other players who would like that role declares that he can do it in less/more Continue until all players bar one have dropped out : the last player then plays through the campaign with this load of tries
	Pre-written adventures
	Compare the total levels of the 4 Heroes to the limits listed in the expansion's Quest Book : as long as they have not exceeded it they're ready to play
Heroes Downtime	After an adventure, each Hero will have Downtime, apart from the cases where adventures are tied in the campaign and doesn't provide Downtime Step are done in order
Recover	Remove all the Wound counters from the Hero card
Trade between Heroes	Trade between Heroes can be done any time during Downtime : only Gold and Items can be traded Heroes must be clear about which Hero begins each adventure with each Item
Swapping Items	Heroes can swap Items between themselves as much as they like : these swaps can be free gifts, exchanges for Gold and/or other Items, pricing being their concern
Collect Gold	Gain 1 Gold, then following who's the winner :
if winning	Gain 1 Glory Keep 1 Item you found in the dungeon, the other ones are discarded If the Hero found no Items , he gets 1 Gold instead
if losing	The Hero does not keep any Items and gets no extra Gold
Visit	Each Hero has the choice between learning a Feat and going to some Locations
Feat	A Hero that has enough Glory to advance 1 level during this Downtime is allowed to learn 1 new feat if he hasn't already reached his current limit : it counts as his experience boost for that level and is done instead of visiting the Locations, this ends immediately his Downtime The Hero chooses his new feat freely from either his racial Feat or the general Feats
Locations	Place the Market and Tavern Locations on the table, they are always available for Downtimes Remove any Boss-location from the Location deck and shuffle it Deal 1 Location for each Hero (not Boss) that took part in the adventure A single location can be visited by some, all, or none of the Heroes in any given Downtime Each Hero may visit Market, the Tavern and another single Location in any order Each Location is represented by its own card and offers its own combination of benefits and risks
Experience	Calculate each Hero's experience : if the total Glory of a Hero is sufficient he rises to a new level Heroes can rise to a maximum of level 10 Each new level that a Hero gains gives him a boost or Gold as he chooses
Take the Money	The Hero gains Gold equal to the level he just reached
Learn from the Master	Choose 1 Boost between the Race table and the Profession table for the level the Hero just reached and potentially an Boost offered or modified by a Location A Hero can only get each game value increase once through experience Ranked abilities are a special case because each numbered rank works like a separate ability
Boost icons	<i>Crossed blades : ranked abilities, followed by (*)</i> When a Hero gains a new ranked ability it will be at the lowest level listed If the Hero already owns this ability and hasn't reached the maximum level, he adds +1 to the ability Crystal : get 1 new Spell separate out the Spell cards for the schools of magic the Hero knows, shuffle the ones he doesn't know and deal 6 at random, face up Choose 1 Spell from this group of 6 Star : choose a new school of magic Guitar : get 1 new Song Shuffle the Song cards the Hero doesn't know and deal 3 at random Choose 1 Song from this group of 3
End of Downtime	Heroes are ready to start the next adventure
Overlord Downtime	Bosses' Downtime works in exactly the same way as those of the Heroes, either a campaign where Heroes explore an Overlord's dungeon or where Bosses explore a Heroes' dungeon The Overlord he may choose to run his Bosses through the Downtime even if he loses the adventure

CREATING HEROES / BOSSES

Creation	Use a Hero sheet to create a Hero panel
	Choose 1 Race, 1 Profession, 1 Bonus and a name : this is the starting Hero
Races	Race gives the basic stat line of the Hero and sometimes an ability
Professions	Profession modifies the stat line of the Hero and gives him some abilities and starting equipment
Spellcaster	When choosing a profession that requires to draw spells, do the following
	Separate out the spell cards for the schools of magic the Hero knows, remove the Spells he already knows, shuffle the remaining cards, and deal 6 at random, face up
	The Hero must choose the first 2 spells from this group of 6
	Put the 4 cards he didn't take back in the pile : he chooses 1 Spell among these cards
Bonus	Chosse 1 Bonus from the following
Choices	+1 Move
	+3 Gold
	1 Item at random from the deck (mix 1 card of each Item other than Paraphernalia and Magical furniture that is still available and not used by any Boss in the whole campaign)
	If the Hero draws an Item he cannot use, he still keeps it
	1 spell drawn at random from a deck of cards that includes 1 of each of the spells the Hero doesn't know from all the schools of magic that he does
Bosses	1 Song at random, chosen from those the Hero doesn't know
	Boss creation follows the same rules
Experience	It is possible to pick from all the spells instead of a random selection, but keep to the numbers that they would normally be allowed.
	Then the Boss can benefit from experience

HEROES RACES (1/3)

Dwarf			
Starting values			
Movement	Combat	Armour	Wounds
6	2	1	2
Starting ability :		none	
Level 1		Teller of Tales	
Level 2		Stalwart	
Level 3		Slam	
Level 4		Tough	
Level 5		Frenzy	
Level 6		+1D Combat	
Level 7		Speed of a Bullet	
Level 8		Stalwart	
Level 9		Slam	
Level 10		Teller of Tales	

Human			
Starting values			
Movement	Combat	Armour	Wounds
7	2	1	1
Starting ability :		none	
Level 1		Dubious Character	
Level 2		Teller of Tales	
Level 3		Stalwart	
Level 4		Teller of Tales	
Level 5		Dubious Character	
Level 6		Sure Shot	
Level 7		Nimble	
Level 8		+1 Move	
Level 9		Frenzy	
Level 10		Tough	

Elf			
Starting values			
Movement	Combat	Armour	Wounds
8	2	1	1
Starting ability :		none	
Level 1		Nimble	
Level 2		+1 Move	
Level 3		Sure Shot	
Level 4		+1 Shooting Dice (Long)	
Level 5		Nimble	
Level 6		Speed of a Bullet	
Level 7		Sure Shot	
Level 8		+1 Move	
Level 9		Speed of a Bullet	
Level 10		+1 Shooting Dice (Long)	

Halfling			
Starting values			
Movement	Combat	Armour	Wounds
6	2	1	1
Starting ability :		none	
Level 1		Dubious Character	
Level 2		Teller of Tales	
Level 3		Stealth	
Level 4		Dubious Character	
Level 5		Stalwart	
Level 6		+1 Move	
Level 7		Sure Shot	
Level 8		Lockpicking	
Level 9		+1 Shooting Dice (Short)	
Level 10		Stealth	

HEROES RACES (2/3)

Gladewalker

Starting values

Movement	Combat	Armour	Wounds
8	2	1	2
Starting ability :		Earth	
Level 1		Stalwart	
Level 2		Tough	
Level 3		+1 Shooting Dice (Short)	
Level 4		+1 Move	
Level 5		Nimble	
Level 6		Stalwart	
Level 7		Tough	
Level 8		Slam	
Level 9		Teller of Tales	
Level 10		Slam	

Salamander

Starting values

Movement	Combat	Armour	Wounds
6	3	1	1
Starting ability :		Fire	
Level 1		Tough	
Level 2		Stalwart	
Level 3		Relentless	
Level 4		Frenzy	
Level 5		Teller of Tales	
Level 6		Slam	
Level 7		+1D Combat	
Level 8		Stalwart	
Level 9		Smash !	
Level 10		Slam	

Naiad

Starting values

Movement	Combat	Armour	Wounds
8	2	1	1
Starting ability :		Water	
Level 1		Stealth	
Level 2		Nimble	
Level 3		+1 Move	
Level 4		Sure Shot	
Level 5		Nimble	
Level 6		+1 Move	
Level 7		+1 Shooting Dice (Short)	
Level 8		+1 Move	
Level 9		Relentless	
Level 10		Nimble	

Sylph

Starting values

Movement	Combat	Armour	Wounds
8	2	1	1
Starting ability :		Air	
Level 1		+1 Move	
Level 2		Nimble	
Level 3		+1 Shooting Dice (Short)	
Level 4		Sure Shot	
Level 5		Stalwart	
Level 6		Nimble	
Level 7		+1 Move	
Level 8		+1 Shooting Dice (Short)	
Level 9		Stealth	
Level 10		Nimble	

RACES DE HÉROS (3/3)

Lord of the Abyss			
Starting values			
Movement	Combat	Armour	Wounds
6	2	1	2
Starting ability : Fire, Essence of Fire			
Level 1		Tough	
Level 2		Relentless	
Level 3		Frenzy	
Level 4		Tough	
Level 5		Frenzy	
Level 6		Smash!	
Level 7		Slam	
Level 8		Stalwart	
Level 9		Frenzy	
Level 10		Relentless	

Ogre			
Starting values			
Movement	Combat	Armour	Wounds
6	3	1	2
Starting ability : Large			
Level 1		Tough	
Level 2		+1D Combat	
Level 3		Slam	
Level 4		Dubious Character	
Level 5		Frenzy	
Level 6		Slam	
Level 7		Smash!	
Level 8		Stalwart	
Level 9		Slam	
Level 10		Teller of Tales	

Orc			
Starting values			
Movement	Combat	Armour	Wounds
5	2	1	2
Starting ability : none			
Level 1		Tough	
Level 2		Frenzy	
Level 3		Slam	
Level 4		Stalwart	
Level 5		Frenzy	
Level 6		Dubious Character	
Level 7		+1D Combat	
Level 8		Stalwart	
Level 9		Frenzy	
Level 10		Tough	

Abyssal Dwarf			
Starting values			
Movement	Combat	Armour	Wounds
6	2	1	2
Starting ability : none			
Level 1		Slam	
Level 2		Tough	
Level 3		Frenzy	
Level 4		Stalwart	
Level 5		Slam	
Level 6		Teller of Tales	
Level 7		Stalwart	
Level 8		Frenzy	
Level 9		+1D Combat	
Level 10		Tough	

Goblin			
Starting values			
Movement	Combat	Armour	Wounds
7	2	1	1
Starting ability : none			
Level 1		Dubious Character	
Level 2		Stealth	
Level 3		+1 Move	
Level 4		+1 Shooting Dice (Long)	
Level 5		Lockpicking	
Level 6		Dubious Character	
Level 7		Sure Shot	
Level 8		Stealth	
Level 9		+1 Shooting Dice (Long)	
Level 10		Dubious Character	

PROFESSIONS (1/2)

Barbarian			
Value modifications			
Movement	Combat	Armour	Wounds
+0	+3	+1	+2
Starting abilities : none			
Starting equipment : none			
	Option 1	Option 2	
Level 1	Stalwart	Hammer Time	
Level 2	Relentless	Freny	
Level 3	+1 Déplacement	Slam	
Level 4	Hammer Time	Freny	
Level 5	Smash!	Stalwart	
Level 6	Slam	+1 Combat Dice	
Level 7	+1 Déplacement	+1D Tir (Long)	
Level 8	Freny	Relentless	
Level 9	Sure Shot	Freny	
Level 10	Tough	+1D Tir (Long)	

Demon Hunter			
Value modifications			
Movement	Combat	Armour	Wounds
+0	+2	+1	+2
Starting abilities : Null			
Starting equipment : none			
	Option 1	Option 2	
Level 1	Relentless	Dubious character	
Level 2	Stalwart	Tough	
Level 3	Speed of a Bullet	+1 Shooting Dice (Short)	
Level 4	Teller of Tales	Relentless	
Level 5	Stealth	+1D Tir (Long)	
Level 6	Slam	+1 Déplacement	
Level 7	Smash!	+1 Shooting Dice (Short)	
Level 8	Sure Shot	Hammer Time	
Level 9	+1 Combat Dice	+1 Shooting Dice (Short)	
Level 10	Sure Shot	Hammer Time	

Fighter – Ranger				
Value modifications				
Movement	Combat	Shooting	Armour	Wounds
+0	+1	+3 (long)	+1	+1
Starting abilities : none				
Starting equipment : none				
	Option 1	Option 2		
Level 1	Stalwart	Slam		
Level 2	Hammer Time	Sure Shot		
Level 3	Slam	Freny		
Level 4	Speed of a Bullet	+1 Combat Dice		
Level 5	Smash!	+1D Tir (Long)		
Level 6	Freny	+1 Déplacement		
Level 7	Sure Shot	Hammer Time		
Level 8	Stalwart	+1D Tir (Long)		
Level 9	+1D Tir (Long)	Freny		
Level 10	Speed of a Bullet	Stalwart		

Bard			
Value modifications			
Movement	Combat	Armour	Wounds
+1	+1	+1	+1
Starting abilities : Singer of Songs			
Starting equipment : 2 Songs			
	Option 1	Option 2	
Level 1	Dubious Character	New song	
Level 2	Stealth	+1 Shooting Dice (Short)	
Level 3	New song	Nimble	
Level 4	Teller of Tales	+1 Shooting Dice (Short)	
Level 5	New song	Projecting	
Level 6	Nimble	Stealth	
Level 7	Projecting	+1 Shooting Dice (Short)	
Level 8	New song	Sure Shot	
Level 9	Stalwart	+1 Shooting Dice (Short)	
Level 10	New song	Sure Shot	

Fighter – Warrior			
Value modifications			
Movement	Combat	Armour	Wounds
+1	+2	+3	+2
Starting abilities : none			
Starting equipment : none			
	Option 1	Option 2	
Level 1	Stalwart	Slam	
Level 2	Hammer Time	Sure Shot	
Level 3	Slam	Freny	
Level 4	Speed of a Bullet	+1 Combat Dice	
Level 5	Smash!	+1D Tir (Long)	
Level 6	Freny	+1 Déplacement	
Level 7	Sure Shot	Hammer Time	
Level 8	Stalwart	+1D Tir (Long)	
Level 9	+1D Tir (Long)	Freny	
Level 10	Speed of a Bullet	Stalwart	

Fighter – Dervish			
Value modifications			
Movement	Combat	Armour	Wounds
+0	+1	+2	+2
Starting abilities : Frenzy			
Starting equipment : none			
	Option 1	Option 2	
Level 1	Stalwart	Slam	
Level 2	Hammer Time	Sure Shot	
Level 3	Slam	Freny	
Level 4	Speed of a Bullet	+1 Combat Dice	
Level 5	Smash!	+1D Tir (Long)	
Level 6	Freny	+1 Déplacement	
Level 7	Sure Shot	Hammer Time	
Level 8	Stalwart	+1D Tir (Long)	
Level 9	+1D Tir (Long)	Freny	
Level 10	Speed of a Bullet	Stalwart	

PROFESSIONS (2/2)

Cleric			
Value modifications			
Movement	Combat	Armour	Wounds
+0	+1	+1	+1
Starting abilities : Holy, Spellcaster, Divinity			
Starting equipment : Draw 3 Divinity spells			
	Option 1	Option 2	
Level 1	Stalwart	New spell	
Level 2	Nimble	Stealth	
Level 3	New spell	Stalwart	
Level 4	Magister	Tough	
Level 5	Nimble	New spell	
Level 6	Magister	Stalwart	
Level 7	New spell	Magus	
Level 8	Relentless	+1 Shooting Dice (Short)	
Level 9	Magus	New spell	
Level 10	Smash!	New spell	

Druid			
Value modifications			
Movement	Combat	Armour	Wounds
+0	+0	+0	+0
Starting abilities : Spellcaster, Druidism			
Starting equipment : Piocher 3 Druidism spells 2x Power 1 Energy crystal			
	Option 1	Option 2	
Level 1	Stalwart	Hammer Time	
Level 2	Relentless	Freny	
Level 3	+1 Déplacement	Slam	
Level 4	Hammer Time	Freny	
Level 5	Smash!	Stalwart	
Level 6	Slam	+1 Combat Dice	
Level 7	+1 Déplacement	+1D Tir (Long)	
Level 8	Freny	Relentless	
Level 9	Sure Shot	Freny	
Level 10	Tough	+1D Tir (Long)	

Thief				
Value modifications				
Movement	Combat	Shooting	Armour	Wounds
+0	+1	+2 (short)	+1	+1
Starting abilities : Lockpicking				
Starting equipment : none				
	Option 1	Option 2		
Level 1	Dubious Character	+1 Shooting Dice (Short)		
Level 2	Nimble	Disaem Traps		
Level 3	Stealth	Dubious character		
Level 4	+1 Déplacement	Nimble		
Level 5	Disarm Traps	Relentless		
Level 6	+1 Shooting Dice (Short)	Nimble		
Level 7	Tough	+1 Déplacement		
Level 8	+1 Shooting Dice (Short)	Master Locksmith		
Level 9	Tough	Stalwart		
Level 10	Master Locksmith	+1 Shooting Dice (Short)		

Paladin			
Value modifications			
Movement	Combat	Armour	Wounds
-1	+2	+3	+2
Starting abilities : Holy, Spellcaster, Divinity			
Starting equipment : Healing (minor spell)			
	Option 1	Option 2	
Level 1	Hammer Time	Stalwart	
Level 2	New spell	Tough	
Level 3	Hammer Time	Relentless	
Level 4	+1 Combat Dice	Smash!	
Level 5	New spell	Relentless	
Level 6	Stalwart	Slam	
Level 7	Tough	New spell	
Level 8	Stalwart	Slam	
Level 9	Smash!	New spell	
Level 10	Tough	New spell	

Wizard			
Value modifications			
Movement	Combat	Armour	Wounds
+0	+0	+0	+0
Starting abilities : Spellcaster, Petty Magic Choose 1 School of magic from Sorcery, Geomancy, Pyromancy, Aeromancy, Hydromancy or Necromancy (Bosses only)			
Starting equipment : Crystallise (minor spell) Draw 3 additionnal spells 2x Power 1 Energy crystal			
	Option 1	Option 2	
Level 1	New school	New spell	
Level 2	Stealth	Dubious character	
Level 3	Magister	New spell	
Level 4	Magister	+1 Déplacement	
Level 5	Magus	New spell	
Level 6	New school	Stalwart	
Level 7	Magus	New spell	
Level 8	New school	New spell	
Level 9	New school	New spell	
Level 10	Magus	New spell	

BESTIARY (1/2)

FORCES OF THE ABYSS							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Lower Abyssal	7	3	-	1	2	Warrior	Fire, Wounds (2)
Abyssal guard	7	3	-	3	3	Warrior	Fire, Wounds (2)
Lower Abyssal Flamebearer	7	3	-	1	3	Warrior	Fire, Wounds (2), Flamespitter
Succubus	8	4	-	2	5	Cunning	Fire, Wounds (2), Hypnotic Gaze
Hellhound	8	3	-	2	4	Brutal	Fire, Frenzy (1)
Tortured Soul	5	2	-	1	4	Brutal	Fire, Soul Drain
Efreet	6	4	-	2	5	Warrior	Fire, Halo of Flame, Essence of Fire, Wounds (2)
Moloch	5	5	-	3	10	Brutal	Fire, Large, Wounds (6), Tough, Hammer Time, Slam
Boss :		Lord of the Abyss					

ABYSSAL DWARFS							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Decimator	6	4	3 (Long)	3	5	Warrior	Wounds (2)
Blacksoul	6	4	-	3	5	Cunning	Slam, Wounds (2)
Gargoyle	8	4	-	2	5	Warrior	Swoop, Wounds (2)
Obsidian Golem	5	4	-	4	8	Brutal	Large, Wounds (6)
Boss :		Abyssal Dwarf					

BASILEANS							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Crossbowman	7	4	3 (Long)	2	4	Warrior	Wounds (2)
Man-at-Arms	7	3	-	3	4	Warrior	Slam, Wounds (2)
Sisterhood	8	4	-	4	5	Warrior	Hammer Time, Wounds (2)
Paladin	7	4	-	4	6	Cunning	Hammer Time, Wounds (2)
Elohi	8	5	-	4	10	Warrior	Hammer Time, Tough, Swoop, Wounds (3)

DWARFS							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Ironclad	6	4	-	3	5	Warrior	Slam, Wounds (2)
Shield Breaker	6	4	-	3	5	Brutal	Hammer Time, Wounds (3)
Berserker	6	5	-	1	6	Brutal	Frenzy (2), Wounds (2)
Crossbowman	6	4	3 (Long)	3	5	Warrior	Wounds (2)
Rifleman	6	4	3 (Long)	3	6	Warrior	Speed of a Bullet, Wounds (2)
Dwarf Mastiff	4	2	1	1	2	Warrior	Small

ELVES							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Spearman	8	4	-	3	5	Warrior	Nimble, Slam, Wounds (2)
Archer	8	4	3 (Long)	3	6	Cunning	Nimble, Wounds (2)
Scout	8	4	3 (Long)	2	7	Cunning	Nimble, Sure Shot, Wounds (2)
Palace Guard	7	5	-	4	9	Warrior	Nimble, Frenzy (1), Wounds (2)
Sabre-toothed Cat	10	3	-	2	2	Cunning	Nimble, Stealth

OGRES							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Warrior	5	4	-	2	6	Warrior	Nimble, Slam, Wounds (2)
Smasher	5	4	-	2	8	Brutal	-
Shooter	5	4	3 (Long)	2	7	Brutal	-
Boomer	5	4	3 (Long)	2	8	Brutal	-
Boss :		Ogre					

BESTIARY (2/2)

GOBLINS							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Warrior	7	3	-	2	2	Cowardly	Wounds (2)
Archer	7	2	3 (Long)	1	2	Cowardly	Wounds (2)
Mawbeast	8	4	-	2	7	Brutal	Frenzy (2)
Goblin Mincer	4	4	-	5	9	Cowardly	Large, Frenzy (3), Smash!
Troll	4	5	-	4	10	Brutal	Large, Wounds (5), Regenerate
Goblin War Trombone	4	2	4 (Long)	2	7	Cowardly	Large, Speed of a Bullet, Wounds (2)
Boss :		Goblin					

ORCS							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Ax	5	5	-	3	5	Warrior	Green Rage, Slam
Greatax	5	5	-	3	6	Brutal	Green Rage, Hammer Time
Morax	5	5	-	3	6	Brutal	Green Rage, Frenzy (1)
Orc Archer	5	4	3 (Long)	2	7	Warrior	Green Rage
Orclings	4	4	-	3	2	Cowardly	Pesky, Small, Wounds (2)
Boss :		Orc					

UNDEAD							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Pile of Bones counter	-	-	-	-	0,5	-	-
Skeleton Warrior	4	2	-	2	1	Undead	Skeletal
Skeleton Archer	4	2	3 (Long)	1	2	Undead	Skeletal
Revenant	4	4	-	3	3	Undead	Skeletal
Wraith	4	2	-	5	2	Undead	Walk Trough Walls
Mummy	4	4	-	3	5	Undead	Wounds (2)
Zombie	4	2	-	1	1	Undead	Mob Rule, Zombified
Armoured Zombie	4	2	-	3	2	Undead	Mob Rule, Zombified
Zombie Troll	4	4	-	4	9	Undead	Large, Mob Rule, Regenerate, Wounds (4)
Ghoul	7	3	-	2	2	Cowardly	-
Werewolf	8	5	-	3	7	Brutal	Large, Slam, Wounds (3)
Vampire	7	5	-	2	8	Cunning	Wounds (3), Spellcaster (Spell : Transfix), Swoop
Skeletal Hound	6	2	-	1	2	Undead	Small

DUNGEON DWELLERS							
Model	Movement	Combat	Shooting	Armour	Level	Character	Notes
Giant Rat	5	2	-	1	1	Cunning	Stealth
Giant Spider	5	3	-	1	2	Cunning	Wounds (2)
Bat Swarm	6	2	-	1	2	Cunning	Swoop, Wounds (3)

The Dwarf King's Quest	
Adventure	Heroes Total Level
1	0
2	3
3	6
4	9
5	12
6	15
7	18
8	20

GLORY		
Total Glory	Level	Number of Feats
0	0	0
1	1	1
2-3	2	
4-6	3	
7-10	4	
11-15	5	2
16-21	6	
22-28	7	
29-36	8	
37-45	9	3
46-55	10	

ABILITIES (1/2)	
Air	When defending against an Aeromancy spell the model may re-roll up to 3 dice that fail to beat its own Armour
	Any Geomancy spells, or Fight attacks from a model with Earth, modify the model's Armour by -1 while resolving that attack
	Any Hero with this ability can cast a Short-ranged 2 dice Magical attack in his LOS This attack counts as a minor Aeromancy spell and can be cast even if the model is not a Spellcaster This attack requires Line of Sight and is Short-ranged
Disarm traps	Effects depend on the kind of Trap
Lock Traps	Before attempting to open a lock (by any means) a model with this ability spends its action try to disarm any trap that may be hidden on it (the Heroes don't know the item is actually trapped or not at this point, unless in solo game)
	When a Hero subsequently tries to open the lock, roll 1 dice : - on a 2 or better any trap has been disarmed and can be ignored - on a 1 you should roll to see if it goes off as usual
Map Traps	Map traps can be disarmed by a model with this ability moving adjacent to the map trap counter and spending an action to try disarming it
	When a Hero subsequently steps on the trapped square, roll a 1 dice to see if the disarming worked : - on a 2 or better the map trap is removed - on a 1 it is triggered as normal
Dubious Character	During Downtime : if the model chooses the Thieves' Den they may roll 1 dice more than normal and keep the preferred result
Earth	When defending against an Geomancy spell the model may re-roll up to 3 dice that fail to beat its own Armour
	Any Aeromancy spells, or Fight attacks from a model with Air, modify the model's Armour by -1 while resolving that attack
	Any Hero with this ability can cast a Short-ranged 2 dice Magical attack in his LOS This attack counts as a minor Geomancy spell and can be cast even if the model is not a Spellcaster This attack requires Line of Sight and is Short-ranged
Essence of Fire	The model gains Regenerate as long as it is standing on a Lava square
Flamespitter	The model may Shoot at Long Range, with the effect of a 4 dice Magical attack
Fire	When defending against an Pyromancy spell the model may re-roll up to 3 dice that fail to beat its own Armour
	Any Hydromancy spells, or Fight attacks from a model with Earth, modify the model's Armour by -1 while resolving that attack
	Any Hero with this ability can cast a Short-ranged 2 dice Magical attack in his LOS This attack counts as a minor Pyromancy spell and can be cast even if the model is not a Spellcaster This attack requires Line of Sight and is Short-ranged
Frenzy (1-3)	When the model is the attacker in a Fight he may re-roll a number of dice that fail to beat the defender's Armour
Green Rage	The first time a model with this ability suffers at least 1 Wound it gets 1 Green Rage counter regardless of the amount of damage it suffers (whatever the number of Wounds it suffers)
	Any model with a Green Rage gets +1 Combat dice and +2 Movement and is killed by any Wound it suffers
Halo of Flame	Any enemy model that makes a Fight attack against this model suffers a 3 dice Pyromancy Magical attack after the Fight has been resolved
Hammer Time	When the model uses a Fight attack, the target gets -1 Armour for this roll
Holy	During Downtime : if the model chooses the Temple Location they may roll 1 dice more than normal and keep the preferred result
Huge	The model is a Huge Creature
Hypnotic Gaze	The model may cast a Petty Magic spell with Long range that requires line of sight The target gets a Hypnotic Gaze counter
	The Hypnotic Gaze counter is removed if either the caster or target is attacked The Hypnotic Gaze counter is removed if the caster moves, Fights or casts another spell A friendly model adjacent to the hypnotised model can use their action to remove the Hypnotic Gaze counter
Large	The model is a Large Creature
Lockpicking	Each time a model with this ability spends their turn trying to open a lock its value is reduced by 1
Long range/Marksman	Shooting Dice (Long)
Magister	When the model casts Minor spells, they may cast 3 in a single turn instead of 2
Magus	When the model casts Major spells, they may cast 2 in a single turn instead of 1
Master Locksmith	Each time a model with this ability spends their turn trying to open a lock its value is reduced by 2
Mob rule	When a model with this rule is attacking, each other model that has the defender in its front arc gives the attacker an extra dice

ABILITIES (2/2)	
Nimble	If the model suffers at least 1 Hit in a Fight, roll 1 dice before working out any damage On a 6 the model is not hurt and makes an immediate Break Away move with no Free Strikes If there is nowhere for the model to Break Away to then the model is damaged as normal
Null	Any model that is within Short range of the Null model must roll 1 dice for each spell they wish to cast : - on a 1 : the spell is disrupted and cannot be cast again that Round - on a 2 : the spell works, but the caster's turn ends once it has been resolved - on a 3-6 : the spell works as normal
Pesky	The model cannot trigger Fight attacks
Projecting	Any song that is listed as short range may be sung as long range instead
Regenerate	When the model suffers any damage it rolls a single dice : on a 5 or 6 it reduces the number of wounds suffered by 1, down to a minimum of 0
	At the end of each round roll a single dice : on the a 5 or 6 the model heals 1 wound
Precision	If the model has Regenerate as well as Tough then it only rolls for Regenerate
Relentless	If the model's first Fight attack in a turn results in any damage to the defender then they may immediately make a second Fight attack against the same or different enemy model
Short range/Deft Throw	Shooting Dice (Short)
Singer of Songs	The model can sing songs
Skeletal	The model ignores the first Hit that it takes every time it is attacked If the model suffers 2 Hits in a single attack, it is replaced by a Pile of Bones counter If the model suffers 3 Hits in a single attack, it is removed from the Board
Slam/ Shield Bash	When the model is the attacker, he may choose to make a Slam instead of a normal Fight attack if the defender has a base size that is not larger than his This causes no damage, the defender is pushed into one of three possible squares, chosen by the attacker, the direction the defender is facing remains the same (there must be an empty square on the board for the model to be pushed into)
Small	The model is so short that it does not block Shoot attacks
Smash!	When the model uses a Fight attack, the target gets -1 Armour for this roll
Soul Drain	The model may use Soul Drain as an action : the model itself, plus all adjacent models (friend and foe) immediately suffer 1 Hit each., this bypasses all Armour and other protections
Speed of a Bullet	When the model uses a Shoot attack, the target gets -1 Armour for this roll
Spellcaster	The model can use magic to cast spells
Stalwart (1-3)	When the model is the defender he may re-roll a number of dice that fail to beat his own Armour
Stealth	The model cannot be targeted beyond Short range if a LOS is required
	IO game A model with this ability that is not adjacent to an enemy model counts as half the Threat it would otherwise
Sure Shot (1-3)	When the model shoots at an enemy he may re-roll a number of dice that fail to beat the defender's Armour
Swoop	The model can glide for small distances : treat their move as if they are not touching the floor The model can freely move over map traps without triggering them The model can move over lava, water or furniture that a model can Shoot over The model cannot end its movement on any square which would normally be prohibited
Teller of tales	During Downtime : if the model chooses the Tavern Location they may roll 1 dice more than normal and keep the preferred result
Tough	At the end of each round : the model rolls 1 dice : on a 6 the model heals 1 wound
Versatile	During Downtime : the model may roll 1 dice more than normal in their chosen Location and keep the preferred result
Walk through Walls	The model can move through solid walls : the square immediately before and after a wall must lie in a straight line from each other and it cannot end its turn inside a wall A wall counts as 1 space regardless of its actual size
Water	When defending against an Hydromancy spell the model may re-roll up to 3 dice that fail to beat its own Armour
	Any Pyromancy spells, or Fight attacks from a model with Earth, modify the model's Armour by -1 while resolving that attack
	Any Hero with this ability can cast a Short-ranged 2 dice Magical attack in his LOS This attack counts as a minor Hydromancy spell and can be cast even if the model is not a Spellcaster
Wounds (1-10)	Every hit the model suffers counts as 1 wound The model can take the specified number of wounds, and when it takes the last one it dies
Zombified	A zombified model will ignore the first two hits that it takes every time it is attacked Only with a third hit in a single attack will a zombified model be killed and removed from the Board

GENERAL FEATS	
Blessed Aura	All adjacent friendly models heal 1 wound
Blessing	All friendly Heroes in Short range heal 1 wound
Dead Zone	For the rest of this Round, no spell can be cast within Short range of the Hero
Energy	<i>The Hero must be a Spellcaster to use this feat</i> The Hero can cast a single spell at a greater distance than usual: adjacent becomes short, short becomes long, long becomes twice as far The effects of the spell remain the same
Essence	<i>The Hero must be a Spellcaster to use this feat</i> Roll 1 dice : - on 1-2 : the Hero gets 4 Power 1 Energy crystals - on 3-4 : the Hero gets 2 Power 2 Energy crystals - on 5-6 : the Hero gets 2 Power 3 Energy crystals
Focus	<i>The Hero must be a Spellcaster to use this feat</i> The Hero can cast up to 3 Major spells, they may be cast even if they are currently Recharging, these spells are not rotated if they are recharging
Hail of Arrows	<i>The Hero must have a Shooting Dice value to use this feat</i> The Hero may Shoot 3 times in the same turn, resolve each one before deciding on the next target
In Tune with Nature	<i>The Hero must be a Spellcaster to use this feat</i> The Hero can cast up to 4 Minor spells
Nature's Withering	All enemy models within Short range that have an elemental ability (Earth, Air, Fire, Water) are stunned and cannot move or act for the remainder of this round
Now I'm Angry	All enemy models adjacent to the Hero must move away 1 square if there is room If there is a choice, the Hero decides which square they move into
Sing Me Another	<i>The Hero must know Singer of Songs to use this feat</i> The Hero can sing two songs this Turn
Unstoppable	The Hero fights as normal Then, if the defender is removed from the board, he may immediately fight again If there are no models to fight, he may move 1 square : if he can now Fight then he must do so Continue until the Hero can no longer fight or fails to remove his target in 1 attack
Whirlwind	The Hero makes a separate 4 dice attack against every enemy model adjacent to him, even in his rear arc The Hero's attacks are not modified, but the defender's are modified as normal

RACIAL FEATS	
DWARF	
None Shall Pass!	The Hero cannot be injured for the remainder of this round In addition, all adjacent, non-Hero enemy models cannot make Free Strikes, move, or perform any action for the rest of this round They make all defence rolls at -1 dice
HUMAN	
Chameleon	The Hero can use the feat of any friendly Hero as if it was his own This does not count as a use of the feat for the other Hero
ELF	
Trick Shot	<i>The Hero must have a Shooting Dice value to use this feat</i> The Hero may Shoot any model on the board, at up to twice the distance of long range
HALFLING	
Make it Look Easy	<i>The Hero must know Lockpicking to use this feat</i> The Hero can move up to 3 squares using the normal rules, and then open a single, adjacent, mundane lock, regardless of its difficulty
GLADEWALKER	
Take Root	The Hero cannot move or be moved for the rest of this round In addition, the Hero gains +3 Armour (up to a maximum of 5)
NAIAD	
Cool Waters	For the rest of this Round, no enemy model may move adjacent to a friendly Hero if they are not already there Enemies are also prohibited from making a Free Strike or breaking away
SALAMANDER	
Firestorm	All adjacent models are attacked with a 3 dice magical attack, those two squares away with 2 dice, and those 3 squares away with 1 dice The Hero himself cannot be wounded by this fire
SYLPH	
Sudden Storm	The Hero can select up to 3 enemy models within 3 squares of him He may then move each of them up to 2 squares, ignoring all arcs and Free Strikes and choosing their direction of facing at the end (they may not be moved off the board) They do not Fight if they are moved adjacent to an enemy
LORD OF THE ABYSS	
Halo of Flame	For the rest of this Round and all of next Round, an enemy that makes a Fight attack against this model suffers a 3 dice magical Pyromancy attack after the Fight has been resolved
ABYSSAL DWARF	
Rolling Stone	The Hero can move up to 3 squares ignoring enemy arcs and Free Strikes He may move into squares containing other models : the model is pushed out of the way into an adjacent square of the moving model's choice, facing is decided by the owner of the pushed model
Limitation	The Hero cannot move into a square containing another model if there is no empty square to push it into
OGRE	
Grind their Bones	The Hero may make a Fight attack against up to 3 separate models in his front arc (he may only attack each model once) Each attack is resolved as normal, with the additional penalty of -2 to the target's Armour
GOBLIN	
Sneak Off	The Hero can make a move of his normal distance, ignoring enemy arcs and Free Strikes
ORC	
Warcry	Any friendly Orc models within long range may be changed to their Green Rage state immediately In addition, the Hero may Fight as normal