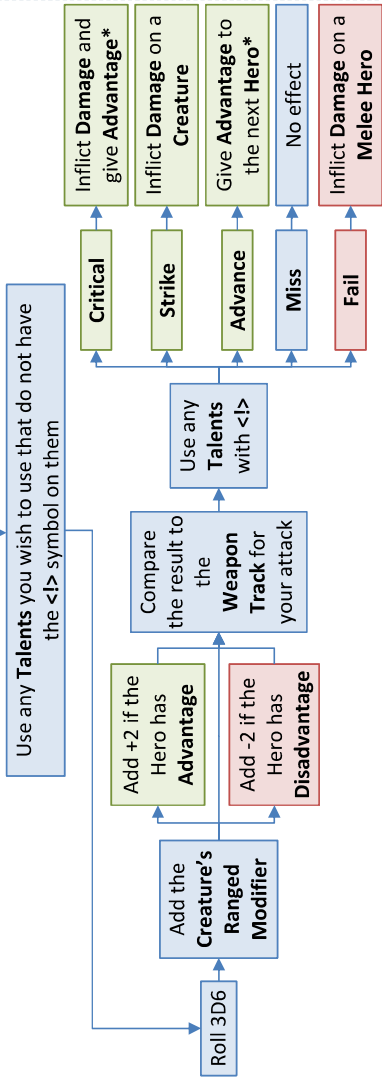
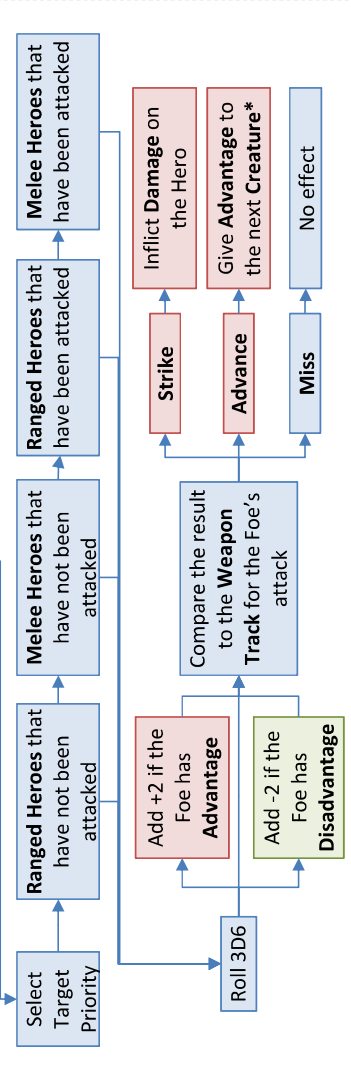


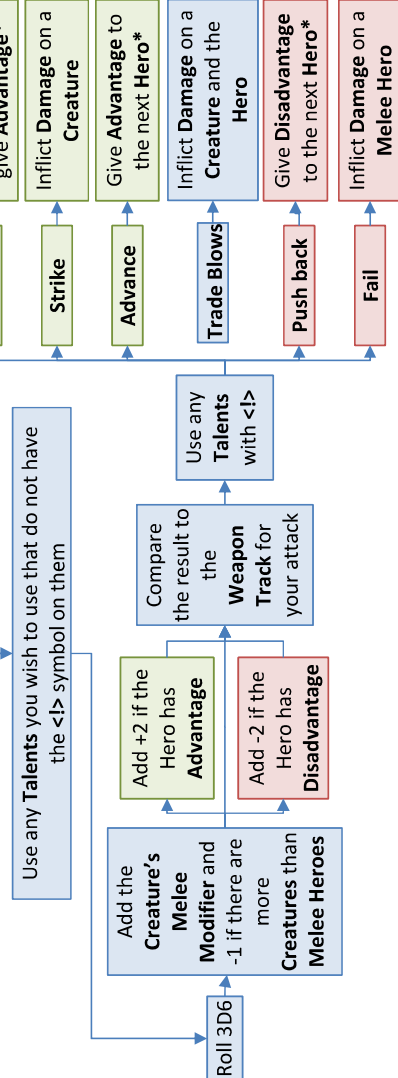
Hero Ranged Attacks



Creature Ranged Attacks

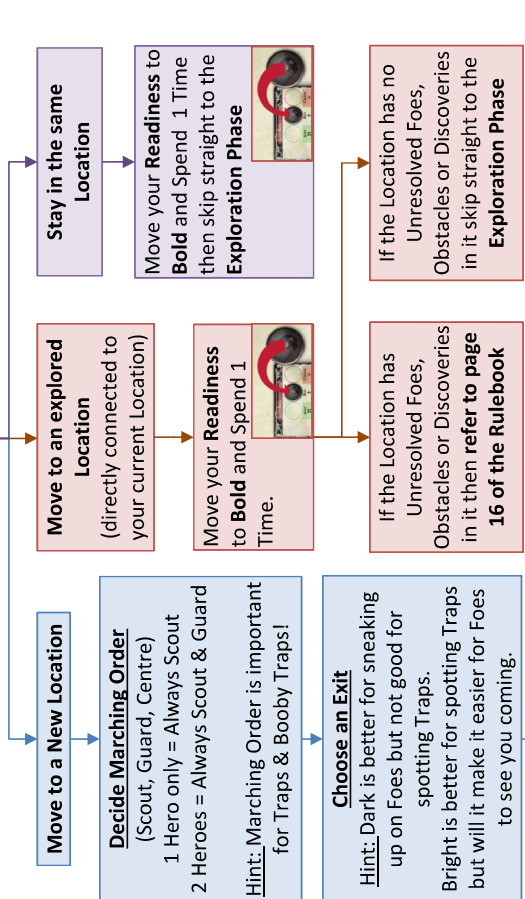


Hero Melee Attacks



*If a result would give Disadvantage/Advantage and it's their opponent who acts next (e.g. a Foe gains an Advantage result and it's a Hero's action) then they gain the opposite effect. (e.g. Disadvantage instead of Advantage)

SCOUTING PHASE



Decide if you want to Sneak

Hint: Sneaking will cost you 1 Time but grants a +2 on Scouting and Surprise Tests this turn.

Add the new Location to the Map.

Place the footprints under the Exit you have elected. If there are no footprints place any Entrance under the Exit.
Hint: You can place the new card at any angle, leave yourself space to add further locations.

Make a Scouting Test

Compare the Brightness of the Exit from the current Location to the Brightness Table on the new Location. This gives you the Brightness Difficulty. Roll 3d6. Add +2 if you chose to Sneak. Compare the total on the Scouting Table Below.

Scouting Table	
Result vs Brightness Difficulty	Readiness
+4 or more	Alert
between 0 and +3	Bold
-1 or below	Careless

Adjust the Readiness token on the Readiness Tracker. Spend 1 Time or 2. Spend 2 Time if you chose to Sneak. Proceed to the Adventure Phase

ADVENTURE PHASE

Move the Party Token to the entrance of the new Location

Resolve the challenges in the Location in the order **Obstacles**, then **Foes** then **Discoveries**.
Hint: The **Obstacle** icon is printed just next to the **Entrance** and the **Foe** or **Discovery** icons are printed along the edge of the **Location**, next to the environment icons.

Obstacle

Draw an **Obstacle** card if there is an **Obstacle** icon in the new **Location**

See the **Test** rules to **Resolve** the **Obstacle**

Foe

If there is a **Foe** icon in the new **Location** then draw from the **Adventure Deck** until you draw a **Foe** card.

If you draw any **Loot** cards then place them to one side. You gain these **Loot** items if you **Resolve** the **Foe**

If you draw any **Booby Traps** and the **Party** is **Careless** then resolve them immediately upon drawing them. If the **Party** is not **Careless** then discard the **Booby Trap** card.

Discard any other cards you draw that are not **Foe**, **Loot** or **Booby Trap** cards

See the **Combat** rules to **Resolve** the **Foe**

Discovery

If there is a **Discovery** icon in the new **Location** then draw from the **Adventure Deck** until you draw a **Discovery** card

If you draw any **Loot** cards then place them to one side. You gain these **Loot** items if you **Resolve** the **Discovery**

If you draw any **Booby Traps** and the **Party** is **Careless** then resolve them immediately upon drawing them. If the **Party** is not **Careless** then discard the **Booby Trap** card.

Discard any other cards you draw that are not **Discovery**, **Loot** or **Booby Trap** cards

See the **Test** rules to **Resolve** the **Discovery**

Once all mandatory **Obstacles**, **Foes** and **Discoveries** have been **Resolved**, the **Location** counts as **Resolved**. Move to the **Exploration Phase**

Melee Attacks step

A **Melee Hero** attacks

Repeat until all **Melee Heroes** have attacked once.

Move to the **Check Morale** step

Check Morale step

Unique Foes

If all **Creatures** have been killed, then the **Foe** is **Defeated**, the card is **Resolved** and removed from the game.

If the number of remaining **Creatures** reaches the **Breakpoint** or less then the **Party** may conduct one more **Combat Round**, during which all **Heroes** gain **Advantage** for all **Combat Tests**.

If not **Creatures** have been killed, after this additional **Combat Round** then the **Foe** is **Defeated**, the card is **Resolved** and placed in the **Adventure Deck** discard pile.

Non-Unique Foes

If the number of remaining **Creatures** reaches the **Breakpoint** or less then the **Foe** is **Defeated**, the card is **Resolved** and placed in the **Adventure Deck** discard pile.

If the **Foe** is not **Defeated** then move to a new **Combat Round**

Combat Round

Versus Ranged Creatures

For each **Melee Hero** one less **Ranged Creature** can attack during the **Ranged Step**.

Versus Melee Creatures

For each 2 **Melee Creatures** one **Hero** must choose to be a **Melee Hero**.

All **Heroes** choose to use a **Weapon** or **Talent** for their **Attack**. Choosing a **Ranged Attack** makes you a **Ranged Hero**. Choosing a **Melee Attack** makes you a **Melee Hero**.

Ranged Attacks step

Melee Attacks step

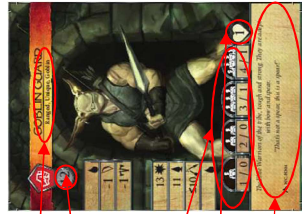
Check Morale step

As per the early steps

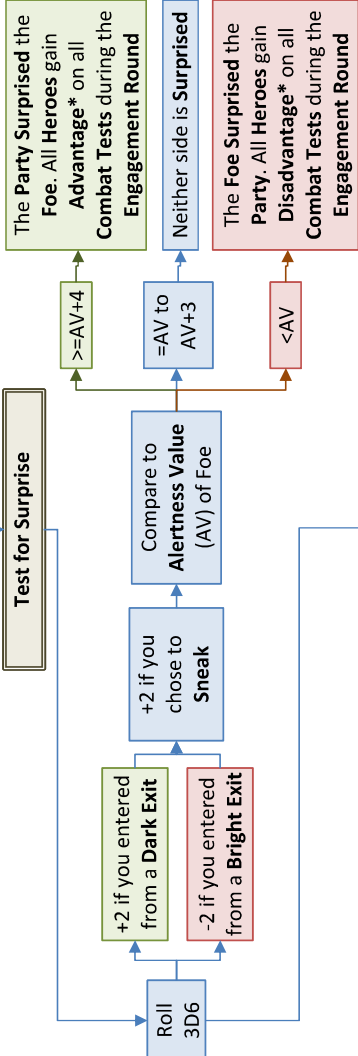
Combat

Setup

- Check to see if the **Foe** is a **Ranged** or **Melee** Creature and if it is **Unique**
- Check the **Alertness Value** of the **Foe**
- Compare the size of the **Party** to the tracker at the bottom of the **Foe** card to see the number of **Creatures** that are present and their **Breakpoint**.
- Setup **Health** tokens for each **Creature** present
- Read the special rules for the **Creature**.



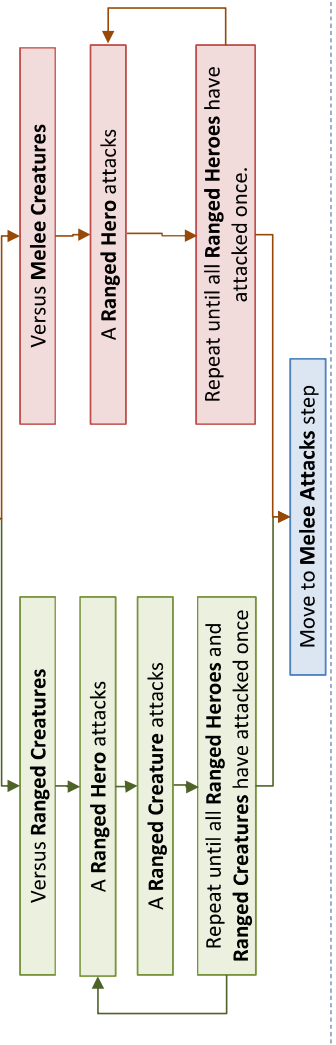
Test for Surprise



Engagement Round

- The **Engagement Round** is the first round of **Combat**. There is only ever one **Engagement Round**.
- All **Heroes** choose to use a **Weapon** or **Talent** for their **Attack**. Choosing a **Ranged Attack** makes you a **Ranged Hero**. Choosing a **Melee Attack** makes you a **Melee Hero**.

Ranged Attacks step



EXPLORATION PHASE

Move the **Party Token** to the middle of the new **Location**



Draw a **Barrier** card from the **Barrier Deck** for each **Barrier** icon in the **Location**.

See the **Test** rules to **Resolve** the **Barrier**.
Hint: **Barriers** do not have to be resolved, they are optional, but you cannot use any icons blocked by the **Barrier** until it is resolved.

Once the **Barrier** has been **Resolved**, draw the top card of the **Adventure Deck** and resolve it if it is a **Booby Trap**, **Foe** or **Discovery**, or gain it if it is **Loot**.

Add a **Search Zone** token to each **Search Zone** icon in the **Location** with the picture of the closed barrel face up

Once you reach a **Search Zone**, choose to make a **Quick Search** or a **Careful Search**

Quick Search
 Draw 3 cards from the **Adventure Deck** and resolve any **Booby Traps** and gain any **Loot** cards.

Careful Search
 Spend 1 **Time** and draw 3 cards from the **Adventure Deck** and gain any **Loot** cards.

Flip the **Search Zone** token over to show the open barrel to indicate that the area has been searched

Once all **Barriers** and **Search Zones** that the **Party** wishes to attempt have been **Resolved**, move to the **Rest Phase**

REST PHASE

Restore all Exhausted Talents and Kit

Choose if the Party wishes to Camp

Not Camping

Camping

The Party must choose to spend 1 or more Time

Resolve all Events caused by spending Time (see below for Events)

For each 2 Time spent if there is a Campsite in the Location) each Hero may Heal one Drained Talent or remove their Unconscious Token. A Hero cannot Heal while they have an Unconscious token.

All Heroes remove the Poison Condition if they have it.

Reset the Party's Readiness to Bold and all Heroes remove the Fear Condition if they have it.

End of Turn, return to the Scouting Phase

EVENTS

Each time the Party spends Time you must discard the top card of the Event Deck face down. When you get to the last card in the Event Deck, follow the steps below. See Page 14 in the rulebook for more details.

1) Instead of discarding the card, flip it face up and place it nearby. It will be Resolved later in this sequence.

2) Shuffle any previously discarded Event cards and place them back face down as a new Event Deck. You may continue to spend cards from this Event Deck even if you are waiting to Resolve an Event.

3) Once you have finished Resolving the activity that caused the Time to be spent, Resolve all face-up Events (in the order in which they were revealed) by following the instructions on the front side of the Event card. Only resolve the Legendary Effect of each Event if you are playing Legendary Mode.

4) After Resolving an Event, if it says 'Remains in play', place it face up on the table. Otherwise, remove the card from the game by placing it back in the box.

Tests

Test Types: There are three types of Tests on the Challenges you face: Basic, Table, and Staged. All tests types are resolved in a similar manner, only the outcome changes depending on the test type.

Choose a Hero to take the Test (or each Hero in turn if it is a Party Test)

Choose one of the Tests listed on the action bar of the card.

Check to see if the Hero gains Mastery from having a matching Speciality

Use any Talents, Kit or other cards that they want to use that give bonuses to the Test.

The Hero has Weakness

Roll 4D6 and add up the three lowest dice

Has neither Weakness or Mastery, or has both.

Roll 3D6 and add them up

The Hero has Mastery

Roll 4D6 and add up the three highest dice

Add the Attribute and the bonuses from Talents, Kit or other cards to the result

Basic Test

Check the difficulty (DC) of the test on the card.

>=DC

Take the green column effects for that Test, and the card is Resolved

<DC

Take the red column effects for that Test and the card is not Resolved. You may try the same or another test on that card.

>=DC+2 Party test

Take the green column effects for that Test and one other Hero does not need to test.

Staged Test

Compare the result to the difficulty (DC) of the current Stage.

>=DC

Move up one Stage. You may then repeat the Test to move up another Stage, or Resolve the card on the current Stage.

<DC

Drop one Stage on the card and Resolve that Stage. The card is Resolved.

Table Test

Take the highest result on the table that the result is equal to or greater than. The card is Resolved.

Party Tests: Normally Tests only need to be completed by one Hero, but sometimes the entire Party needs to pass the challenge and these are called Party Tests. Any of the three Test types can be Party Tests (e.g. Basic Party Test instead of Basic Test).

Mandatory Tests: Many Tests must be Resolved in order for the Party to Resolve their Location. If the action bar of a card reads "One/Each Hero must..." then it is mandatory. If the action bar read "One/Each Hero may..." then it is not mandatory. All mandatory Tests must be Resolved in order to Resolve the Location.