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Game Overview

Warfighter Fantasy is a fast-paced card game depicting a party of Heroes engaging hostile forces. To succeed, your Heroes must complete Adventures near Towns on the Map. They only have the weapons and equipment they bring with them to battle the Hostiles they encounter, so planning and preparing for the Adventure is vital to your success.

The Warfighter Fantasy series features boxed core games, as well as expansion packs to add Heroes, Hostiles, Locations, Weapons, and more.

You can play solitaire, or work co-operatively with your friends, while the game controls the hostile forces. You win or lose the game as a team.

The components and examples appearing in this rulebook are specific to Warfighter Fantasy. Unless noted, however, all rules apply to all Eras.

Warfighter has now expanded into the Fantasy Era. This a pre-gunpowder time with early medieval technology, magic, and divine powers. For convenience, think of the Fantasy Era as generally being around the year 900 AD in our world.

Player Tip

We suggest playing your first few Fantasy games with a 4 Hero party. The party should have 1 or 2 Player Heroes, and a good mix of Team Heroes, Non-Player Heroes, and Squad Heroes based on the available Adventure or Campaign Resource Points.

The party should have a mix of Heroes with abilities that cover Toughness, Divinity, Mana, and Pick.

Be sure and save enough Resource Points after purchasing Heroes to buy Weapons, maybe Armor, and the Player Heroes should start the Adventure with a few Torches and maybe other pieces of Gear.

INTERCHANGEABLE TERMS

Now that Warfighter spans several Eras, we use terms specific to each Era for feel, but the terms have the same meanings.

| | |
|--------------------------|------------------|
| Modern & WWII | Fantasy |
| Soldier | Hero |
| Mission | Adventure |
| Team | Party |
| Region | Nation |
| Gear-Up | Replenish |
| Recon | Scout |
| Money | Coins |
| Reticle | Hostile |
| On the Ground | On the Adventure |

Victory

The Adventure immediately ends in success when you complete the Objective card's requirements.

The game ends in failure when the last member of your party has zero Health remaining.

Component Overview

TACTICAL DISPLAY SHEET



The Tactical Display Sheet is where you will place your Map, Adventure, Locations, Hostiles, Counters and more during the Adventure and/or Campaign.

KEYWORD SHEET

WARFIGHTER CARD KEYWORDS

This is a comprehensive list of the Keywords used in the Warfighter series.

Reference words: Some keywords have the "Reference" notation in their description. These keywords do not represent a game rule, but are rather referred to by other cards.

Example: The keyword "Ranged" on Weapon cards does not

The Keyword sheet defines the Keywords found on the Warfighter Fantasy cards. If you see an unfamiliar word on a card, reference the Keyword sheet for its rules.

ADVENTURE CARDS

You will select one of these cards at the start of each Adventure.





Adventure cards give you the information needed to purchase your party and start your Adventure.

HOSTILE CARDS



The Hostile cards detail the threats to your team during the Adventure.

Each Hostile card shows the Hostile's Level. From lowest to highest level, they are:

- N = Nuisance
- C = Common
- R = Renowned
- L = Legendary
- M = Mythical

OBJECTIVE CARDS



The Adventure card will display which Objective you will fight for this Adventure.

Objective cards are like Hostile cards, but you must eliminate them to succeed in the Adventure.

If you need to draw a Hostile card, and the Hostile Draw Deck is empty, shuffle the discards and re-form the Hostile Draw Deck.

ON THE ADVENTURE CARDS



On the Adventure cards represent special situations that happen during the Adventure. The first of these cards will be found in the Molluk expansion.

These cards have both positive and negative Adventure adjustments.

LOCATION CARDS



Location cards detail the terrain you travel through on your way to your Objective.



There are Location Marker cards in the Action card deck, indicating when to draw a Location card.

HERO CARDS

There are 4 kinds of Hero cards: Squad Heroes, Non-Player Heroes, Team Heroes and Player Heroes. Each player can play one or more Heroes and those Heroes can be of any type.



Player Heroes have a hand of Action cards and can be equipped with the Weapons, Skills, and Equipment of your choosing.

You must take at least 1 Player Hero to play through Adventures.



Team Heroes do not have a hand of Action cards, but they can be equipped with the Weapons, Skills, and Equipment of your choosing.

It is suggested you take at least 1 Team Hero for their versatility and price.



Non-Player Heroes (NPH) come with the predesignated Weapons, Equipment, and Skills noted on their cards.

It is suggested you take at least 1 NPH for their price and Gear that gets better through their Levels.



Squad Heroes come as they are shown on their cards.

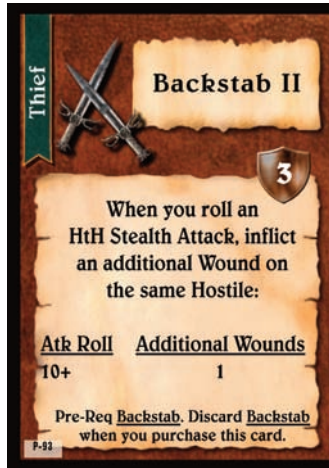
It is suggested you take at least 1 SH for their price and ease of play with little Gear or Skills.

SKILL CARDS



You can purchase Skill cards to improve your Player Hero's abilities.

Skills cannot be transferred to other Heroes.



Class Skill cards are specific to each Class in the game. These cards give the Heroes of each Class a unique feel. Purchase these Skill cards as normal. Some Class cards have a Pre-Requisite (Pre-Req). The Hero must meet this requirement to purchase the card.

Example: A Thief Skill has a Pre-Req of "Backstab". In order to purchase the card, the Hero must have the "Backstab" Skill

purchased.

Heroes are still only allowed to have one instance of each Skill card.

Example: You have 2 physical copies of the Fighter "Melee Skill", you can only assign one of these to a Hero.

SPELL CARDS

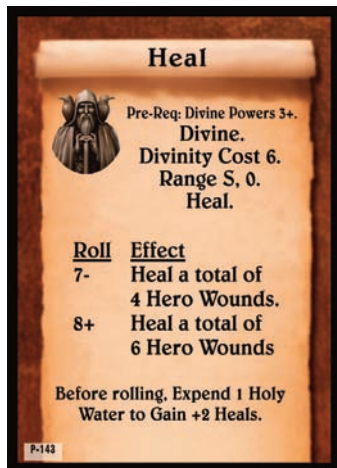


If you have the Mana ability, you can purchase Spell cards to improve your Player Hero's abilities.

Spells cannot be transferred to other Heroes.



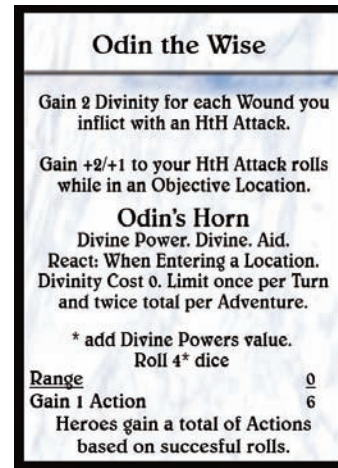
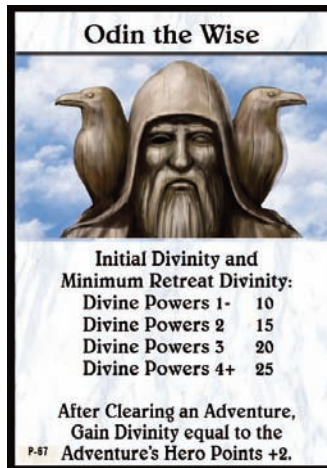
DIVINE POWERS



If you have the Divinity ability, you can assign Divine Powers.

Divine Powers cannot be transferred to other Heroes.

DEITY CARDS



Tithe Skill cards specify which Heroes are allowed to use the card.

Tithe cards allow Heroes to convert (Tithe) Gold and Gear to Oath card abilities. Heroes can only Tithe at the start of a Hero Turn.

Tithe the noted value in Gold and Gear to gain the noted ability.

Immediately Tithe (discard) any Gold and Gear spent on Oath cards.

Gear and Gold gained at the start of an Adventure or Campaign or due to Replenishing, cannot be Tithed.

Gear that has suffered Damage, Expended Charges, or is in any way not fully functional, cannot be Tithed.

When Tithing, do not “make change”, the entire card or Coin must be Tithed when purchasing counters.

Group the counters gained with any other counters of that type owned by the Hero. Do not keep a separate set of counters gained from Tithing. Expend the counters as they are used.

Example: A Hero with Oath of Courage acquires a Dagger with a value of 3 Copper. The Hero Tithes it to Regain 2 previously Expended Toughness. This costs 1 Silver. The remaining 1 Copper in value from the Dagger is lost.

Example: A Hero with Oath of Courage and 1 Copper acquires a Dagger with a value of 3. The Hero Tithes the Dagger and the 1 Copper, to Regain 4 previously Expended Toughness.

Heroes with Divine Powers noted on their card must select a Deity. Some Heroes have Divine Powers and a Deity Printed on their card, they must select that Deity.

Example: NPH and SQH typically have a Deity Printed on their card.

EQUIPMENT CARDS



You can purchase Equipment cards for your Team and Player Heroes.

Team and Player Heroes may freely transfer Equipment to other Team and Player Heroes in their same Location card.

Weapons and Equipment are collectively known as Gear.



WEAPON CARDS



You can purchase Weapon cards for your Team or Player Heroes.

Team and Player Heroes may freely transfer Weapons to other Team and Player Heroes in their same Location card.

You can only transfer Gear to other Heroes if that Gear has not been used this Turn.

ACTION CARDS



Player Heroes draw, hold, discard, and play Action cards during the game.

Each Action card details its game effect.

Unplayed Location cards in your hand may be used for Action card discards.

Action cards cannot be transferred to other Heroes.

DICE



10-sided dice are used for all die rolls, except to Defeat Cover. You will roll a 6-sided die to Defeat Cover. If your 10-sided die has a "0" facet, treat it as a "10".

Some Weapon, Skill, and Equipment cards modify your die rolls.

Timer Counter



The Timer counter tracks the number of Turns remaining in the Adventure before Guards arrive.

Inactive Counter



An Inactive counter is placed on the Objective card at the start of the Adventure. Once you Activate the Objective card, discard this counter.

Hostile Targeting Counters



Each Hostile Targeting counter is numbered. You will only use the Hostile Targeting counters that have the same number as a Hero

Identification counter. Place the Hostile Targeting counters into an opaque cup. You will draw these counters to determine which Hero a Hostile is targeting.

Example: At the start of an Adventure there are 3 Heroes. Place the Hostile Targeting counters #1, #2, and #3 in a cup to draw from.

Example: At the start of an Adventure there were 3 Heroes, one was Downed and now there are 2 Heroes. Remove that Heroes' Hostile Targeting counters.

Hostile Extra Attack Counters



Some Hostiles can attack more than once. These counters show the number of extra attacks a Hostile can make each Turn.

Example: A Hostile has 4 Attacks. Draw one Hostile Targeting counter, and 3 Hostile Extra Attack counters. These counters can Target any Hero in Range. The Hostile may Target #1, #1, #3, and #4.

Hero Identification Counters



Each Hero is numbered. These counters to show which Hero a Hostile is targeting.

Action Counters



Each Player and Team Hero has two Actions per Hero Turn unless otherwise noted on their card. As your Hero uses an Action, flip the Action counter to the "Acted" side. At the start of the next Hero Turn, flip them back.

All other Hero types specify their Actions on their cards.

Example: This Hero has 3 Actions when between 5 and 2 Health, then drops down to 2 Actions when on their last remaining Health.



Attack Action Counters



Some Heroes can have Attack Actions on their cards, or gained due to Skills, Gear, etc. Attack Actions work just like Actions, except they can only be used

for Attack Actions.

Hardy Counters



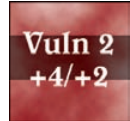
Expend these counters to ignore harsh Environmental effects.

Experience Counters (XP)



Use these counters to track each Hero's Experience Points.

Vulnerability (Vuln) Counters



Place these counters next to a Hero or Hostile's counter when an Attack inflicts a Vuln result.

Until the Vuln is removed, all Attacks on this Hero or Hostile will gain a +2 to the Attack roll and +1 to the Defeat Cover roll. If the Hero or Hostile suffers an additional Vuln, flip the Vuln counter over to the Vuln 2 side.

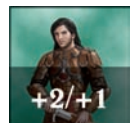
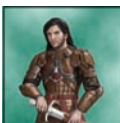
Example: A Hero suffers 1 Vuln and gets a Vuln counter placed next to them on the Tactical Display. They then suffer 2 more Vulns, so they flip the original Vuln counter over and place a new Vuln counter on themselves.

Wound and Treated Wound Counters



Wound counters track the reduction in a Hero or Hostile's Health.

Treated Wound counters are used to track Wounds on a Hero that cannot be Healed again. Only Restore can remove these Wounds. Hostiles do not use Treated Wound counters.



Heroes (with Vulnerable sides)

Unlike Modern and WWII, Fantasy uses Vulns instead of Suppresses in combat.



Objective Hostiles Targeting (with Acted sides)

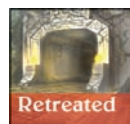
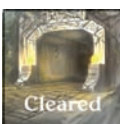
Used for the Objective Hostile in the Objective Location.



Party Position Town/Adventure

Place the counter on the Campaign map to note which Town the party is in. Use the Town side if the party is in

Town, and the Adventure side when the party moves into the Town's Adventure.

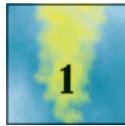


Cleared Adventures/Retreated

If the party successfully completes an Adventure, place the Cleared counter by the Town on the Campaign map. If

the party was forced to Retreat, place the counter with the

Retreated side faceup.



Divinity

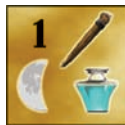
Use these counters to record how many Divinity points each Hero with Divinity has. Adjust as needed as Divinity is gained and expended.



Gold/Silver/Copper

Use the Gold, Silver, and Copper counters to record how many Coins the party has of each type. Adjust as the party gains Coins and spends them. Make change between the types as needed. 1 Gold = 2 Silver = 4 Copper.

Example: A Longsword in Fantasy costs 2 Gold and 3 Copper.



Generic Gear, Charges, etc

Generic counters are used to track Uses, Charges, or number of Gear purchased of a type, such as Herbal Bandages. Place these counters on whichever card they are tracking.



Environment

When a Location has an Environmental effect, place this counter in the Combat area as a reminder to roll for Environment each Turn.



Shadows/Not in Shadows

Flip as needed as a reminder Turn by Turn if a Hero with Shadows ability is in Shadows or not in Shadows.



Saved Hero Points

If the party has any unspent Hero Points, use these counters as a reminder.



Toughness

Use these counters to record how many Toughness points each Hero with Toughness has. Adjust as needed as Toughness is gained and expended.



Armor Damage

Use these counters to record the Damage suffered by Armor and Shield cards.



Focus

Use these counters to record how many Focus points each Hero with Focus has. Adjust as needed as Focus is gained and expended.



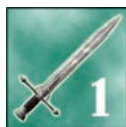
Arrow and Quarrel Ammo

Use to track remaining Arrows and Quarrels for Bows and Crossbows.



Torches

Used to record how many Torches the party has. Each Torch reduces the entrance cost of a Location by 1.



Hero Striking Engaged

Used when Heroes go to other Eras that do not use the Fantasy Combat rules.



Luck

Use these counters to record how many Luck points each Hero with Luck has. Adjust as needed as Luck is gained and expended.

Adventure Set-Up

SELECT NATION

Select the Nation where you want to Adventure. The Plumeria Core game and all of its Expansions are set in Plumeria. Future Core games and Expansions will be set in other Nations.

Deploy the Tactical Display Sheet

Place the Tactical Display Sheet on the table.

Tactical Display

The Fantasy Era Tactical Display has a few new sections for a Campaigns information and for Fantasy specific rules.

- 1 - Campaign Set-Up:** Lists the steps to setting-up a Campaign.
- 2 - Stand-Alone Set-Up:** Lists the steps to setting-up a stand-alone Adventure.
- 3 - Campaign Map:** Once you have set-up the Campaign, place the Campaign Map here.
- 4 - In Town:** Lists the options you have while in a Town.
- 5 - Adventure Set-Up:** These are the normal steps, but simply provided here for your reference.
- 6 - Location Placement:** These are the normal steps, and are provided here for your reference.
- 7 - Guard Track:** The Objective Hostile cards in Fantasy have Guards noted on their cards. This tracks shows their progress toward entering play.
- 8 - Tactical Combat Area:** Almost all Fantasy combat takes place at Range 0. The Tactical Combat Area makes it easier to see which Heroes are in Striking Range and which Heroes are at Range 0. This display is for presentation purposes only, and



does not change any game rules.

9 - Timer Track: The Adventure does not end when the Timer counter moves into the last space on the track.

If the Timer counter moves into the “G” space during the Advance Timer step, make a Guards roll.

If a Turn begins and the Timer counter is already in the “G” space, make a Guards roll.

10 - Turn Sequence: The Turn Sequence and Combat Sequence have been combined into this sequence. This does not change any game rules.

Your Heroes will always be in a Location card. Adventure and Objective cards are considered to be Location cards. The Adventure card and Objective card are the first and last Location cards of an Adventure.

Deploy The Decks

Shuffle the following decks: Hostiles, Locations, and Action cards.

Place the Keyword sheet and each deck nearby for easy use.

Card Text and Decks

Where the text on a card conflicts with the Rulebook, the card takes precedence over the Rulebook.

When a deck is depleted, gather the cards from the discard pile, shuffle the cards, and form a new deck.



1 - Title: For flavor only.

2 - Nation: Where your Adventure takes place. This also tells you the Town associated with this Adventure card.

3 - Entrance Cost: The Action card discard cost to enter the Location. The higher the number, the harder

it is to Enter the Location.

4 - Shadow Modifier: If your Hero (with the Shadows ability) enters this Location card, this value will modify their Shadows roll.

5 - Hero Points: After defeating this Adventure, your party gains this number of Hero Points. These points can be distributed throughout the party in whatever way the party agrees.

6 - Engage in Striking Combat: The Action cost to engage a Hostile card in Striking combat.

7 - Type: These are Keywords with information about specific rules for the Type of Adventure you will encounter.

8 - Resources: The number of Resource Points you have to build your party and equip them for this Adventure.

9 - Time: The number of Game Turns you have to complete the Adventure before Guards arrive.

10 - Objective: Specifies the Objective and Its Location Card.

11 - Loadout: Adjust each Player Heroes Loadout rating by this modifier. Non-Player Heroes and Squad Heroes ignore this adjustment.

12 - Hostiles Found in the Adventure: Each Adventure shows all 4 levels. Ignore Locations and Hostiles with a zero next to the level's icon.

Example: When Adventuring in the Swamp Caves, you will have 53 Resource points to create your party. There are 9 turns in the dungeon before Guards arrive to protect the

Objective Hostile "Oolosh" in the "Slime Pit". There is no Loadout modifier. If you are battling Hostiles in the Adventure card, it will cost 1 Action to move up into the Striking range.

You will draw 1 Nuisance Location, and its Hostile. Then, you will encounter 1 Common Location and its Hostile. Then another Common Location and its Hostile. Finally you will arrive in the Objective "The Slime Pit" where you will fight Oolosh. For each Turn you arrive in the Objective before the 9th Turn, you can fight without having to deal with additional Guards that have come to protect Oolosh.

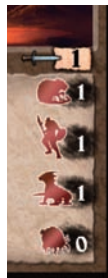




SELECT YOUR ADVENTURE CARD



Choose an Adventure card belonging to the Nation you selected.



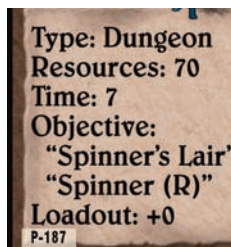
There are up to 4 levels of Adventure Locations. From top to bottom on the adjacent card, they are: Nuisance, Common, Renowned, and Legendary.

Mythical Locations usually only appear as Adventure Objective Locations, so they are not shown on the Location cards.

Example: Spinner's Realm Adventure has 1 Nuisance level Location, 1 Common Location, 1 Renowned, and 0 Legendary. The only Mythical Hostile card in the Plumeria Campaign is Wurm, the final Campaign Victory Hostile.

Adventure Types

Warfighter Fantasy will feature several types of Adventure cards. Dungeon Adventure cards are found in the Plumeria Core Game. Other Adventure types will be found in future Expansion Packs.



Each Adventure has an Adventure Type. Some of these Keywords contain one or more Keywords built-in to them.

Example: Spinner's Realm is a Dungeon type Adventure (cards with the Dungeon keyword also have the Structure and Interior Keywords built into them, and "Support" cards cannot be used.)

Dungeon Adventure



Your Heroes begin in the Adventure card, advance through a number of Location cards, and finally enter an Objective card and overcome the final obstacle to complete the Adventure.



Campaign Adventure cards also note the Objective Location card's title as well as the Objective Hostile card's title. The Objective Location card lists the Town in the title for ease of reference.

Pre-Set Objectives



These Adventure cards note the Objective's Location card and Objective Hostile card.

Pre-Set Adventure cards also note the quantity of each level of Location card in their Adventure.

The Adventure card's Time and Loadout use the normal rules.



Example: The Objective Location of Spinner's Realm is Spinner's Lair and the Objective Hostile card is Spinner, who is a Renowned level Hostile card as indicated by the "(R)".

Spinner's Realm has 1 Nuisance level Location, 1 Common Location, 1 Renowned, and 0 Legendary. This means the Spinner's Lair Objective Location is placed in the 4th Location on the Location track.

If Location cards are added to an Adventure due to card





effects, add the new cards to the Adventure track in level order, and push back all the following Locations by one Location.

Example: You are adding a Nuisance level Location to an Adventure that has no Nuisance level Locations. Add the Location before the first Location card.

Example: You are adding a Common Location to an Adventure that has Common and Renowned Locations. Add the new Location after the last Common Location.

Minions



Some of these Adventure Objective Hostile cards have a Minion card noted on their card back (see the Keyword for Minion details).

When you set-up an Adventure, place the Objective's Minion card next to the Combat Area for future use. Place any Guard counters that enter the Objective Location before you reach the Objective Location in this area.

Example: When you enter Spinner's Lair, you will face both Spinner and Spinner's Minion - a full Nuisance Cave Spiders card.

When setting up the Wabryc Adventure, Place Wabryc in the Town area on the Tactical map. Place the Spinner's Realm card in the Adventure area. Place Spinner's Lair and Spinner in the 4th Location area. Place the Cave Spiders (N) card in the Guard's Track area. Finally, place the Timer Torch on the #7 on the Timer track.

Immediately gain the XP the first time you Eliminate all Hostiles on the Minion Hostile card. Do not gain Treasure from the Minion card until you also Eliminate the Objective Hostile card.

Guard Track



The Objective Hostile cards in these Adventures have "Guards" noted on their card backs. The Guard Track on the Tactical Display shows the Guard's progress toward entering play.

If the Objective Hostile has Guards, these Adventures do not end when the Timer moves beyond the last space on the Time track. Continue resolving Turns until the Heroes Eliminate the Objective

Hostile, or until all Heroes are reduced to 0 Health.

When card or rule text specifies "Guards roll", place the Hostile card of the Guards to the side of the Display, roll a die, and place the Hostile counters for that card in the appropriate space on the Guard Track.

During each Hostile Close Range step move each set of Hostile counters on the Guards Track one space closer to the Tactical Combat Area.

Guards participate in combat in the Objective Hostile's Location as normal once they move from the "9+" space into the Tactical Combat Area.

If a card reacts to Hostiles being Placed in or Entering a Location, the card can react to their movement into the Tactical Combat Area. Such effects do not affect Hostiles already in the Tactical Combat Area.

If you are engaged in combat in the Objective Location when the counters arrive, the counters join the fight. If you have not yet arrived in the Objective Location, the counters wait in the Objective Location and will be there when you arrive.



Example: The Objective Hostile of the Adventure is "Spinner". The backside of Spinner's card notes that it has Cave Spiders as Minions, and notes "Guards: 2 Spiders". While moving through Spinner's Realm you draw a Lair Location (N). After failing a "Listen for footsteps (Pick +2)" roll, you activate a "Guards roll" card effect. You roll a die and get a "6".

You place 2 Hostile counters in the "5-8" space on the Guard Track. During the next Hostile Close Range step, you move the counters to the "9+" space. The turn after that, you move the counters to the Tactical Combat Area.

Success

When you Eliminate the Objective Hostile card and complete the Adventure, you also gain the additional benefits shown on the Adventure card.



In Fantasy you gain Hero Points. Allocate these points to Heroes when you return to the Town. You may save some or all of the Hero Points and allocate them during a Replenish step. Divide the noted Hero Points as you like between any of the Heroes.





ELIMINATING A HOSTILE CARD

You gain XP and Treasure the first time you Eliminate all the Hostile counters on a card in each Location. If new counters appear on the same card due to Attract, Guard roll, or other game effects, you do not gain any additional Treasure or XP when you Eliminate the new Hostile counters.

Treasures, Items, and Coins are all considered "Treasure".



Example: Spinner has Cave Spiders as a Minion card. When you Enter the Objective Location, you face the 10 Cave Spider Minions and Spinner. You Eliminate all 10 Cave Spiders and gain their XP (4) and Treasure (2 Copper). The next turn a set of Guard Cave Spiders arrive. You also Eliminate them. You do not gain XP and Treasure for once again Eliminating all Hostiles on a Hostile card.

Levels

Heroes start at 1st Level and can be promoted up to 6th Level. You can start a Hero at any Level at the start of an Adventure or Campaign, so long as you can afford the Level's Resource Point cost noted in the top-right corner.

Example: 1st Level Gareth costs 9 Resource Points.

The cost to promote a Hero to the next higher Level is also noted in the top-right corner.

Example: It costs 7 Resource Points to promote 1st Level Gareth to 2nd Level.



Place the Inactive counter on the Objective Card.

Hero Cards



Hero cards use much the same information as Modern and WWII Soldiers. A few differences:

Race

The Hero's Race is noted with a Keyword as well as a banner in the top-left corner.

Some Skill and Gear cards may only be used by Heroes of a noted Race.

Example: Gareth is a Human.

Class

The Hero's Class is noted with a Keyword by the Hero's name.

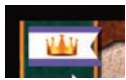
Some Skill and Gear cards may only be used by Heroes of a noted Class.

Example: Gareth is a Fighter.





1 - Race: Indicates the Hero's race.



Human



Elves



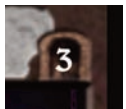
Dwarves

2 - Name of Hero: Only one instance of each Hero card can be purchased for an Adventure.

Example: Only 1 Gareth can be used in an Adventure.

3 - Resource Cost: The cost in Resource Points to select this Hero. The small number next to the Hero's Resource Cost shows how many Hero Points are needed for the Hero to go up to the next Level.

4 - Movement: The Movement value reduces the number of Action cards discarded to pay a Location card's Entrance cost. Other Player Heroes cannot discard Action cards for your Player Hero.



Example: A Location has an Entrance cost of 3 and your Hero has a Movement value of 1. You would only need to discard 2 Action cards to Enter the Location.

5 - Hero's Level: As a Hero advances into higher Levels, their skills and abilities improve.

6 - Terrain Cover: Hostiles must roll this number or higher on a 6-sided die to Defeat the Hero's Terrain Cover during an Attack.

Example: A Hostile is attacking Player Hero Gareth. The

Hostile must roll a 1 or higher on a 6-sided die to overcome Gareth's Terrain Cover.

7 - Hero's Health: A Hero can hold a number of Action cards equal to their current Health value. Each Wound a Hero suffers reduces the Health (and Hand Size) by one card.

If the Player Hero ever reaches 0 Health, the Hero is Down (incapacitated) and can no longer participate in the Adventure.

8 - Hero's Loadout: A Hero can only hold Weapons and Equipment with a weight up to the noted Loadout value.



Example: An Axe has a total Loadout weight of 4.

Any Weapons or Gear that a Hero is pre-equipped with, counts against the Hero's Loadout value.

9 - Hero's Hand to Hand (HtH) Skill: Modifies a Hero's Hand to Hand Attack rolls.

Example: Gareth adds 2 to his Hand to Hand Attack rolls.

10 - Hero's Skills, Abilities, and Gear (if any): Any of the Hero's inherent Skill cards, Abilities, and Gear are listed here.

Example: At 5th Level, Gareth freely starts the game with 3 CX allowing him to draw 3 Action cards at the start of each Turn due to Combat Experience. He also begins each Adventure with 2 Experience Points, 3 points of Toughness, +1 Penetration, and the Melee Speed skill.

Hero inherent Abilities include: CX, XP, Shadows, Pick, Divinity, Mana, Luck, and Toughness. To purchase some Skill cards, the Hero must have the noted Ability as a pre-requisite. Some Location cards will also refer to an Ability as part of the card's text. Abilities are defined on the Keywords sheet.

The stated RP cost of the Hero includes all the Skills, Gear, and Abilities listed on the card. These do not have to be added or calculated as a separate cost.

Some Hero cards list Gear that the Hero may not normally be able to Equip. In these cases the Hero can Equip the Gear.



Team Heroes



Team Heroes are treated in all ways as Player Heroes, except Team Heroes do not have a hand of Action cards, and they can never hold Action cards.

Player Heroes pay Action card discard costs for Team Heroes as they do for Non-Player Heroes and Squad Heroes.

Some Hero cards list Gear that the Hero may not normally be able to Equip. In these cases, the Hero can Equip the Gear.

1 - Race: Indicates the Hero's race.

2 - Name of Hero: Only one instance of each Hero card can be purchased for an Adventure.

Example: Only 1 Colin can be used in an Adventure.

3 - Resource Cost: The cost in Resource Points to select this Hero. The small number next to the Hero's Resource Cost shows how many Hero Points are needed for the Hero to go up to the next Level.

4 - Movement: Since a Team Hero does not have a hand of Action cards, if the Hero's Movement value is less than a Location's Entrance cost, Player Heroes on the team must discard their Action cards for the Hero to enter the Location card.

5 - Hero's Level: As a Hero advances into higher Levels, their skills and abilities improve.

6 - Terrain Cover: Hostiles must roll this number or higher on a 6-sided die to Defeat the Hero's Terrain Cover during an Attack.

Example: A Hostile is attacking Team Hero Colin. The Hostile must roll a 1 or higher on a 6-sided die to overcome Colin's Terrain Cover.

7 - Team Hero's Health: A Team Hero cannot hold Action cards. Each Wound a Hero suffers reduces the Health (and Hand Size) by one card.

If the Team Hero ever reaches 0 Health, the Hero is Down (incapacitated) and can no longer participate in the Adventure.

8 - Hero's Loadout: A Hero can only hold Weapons and Equipment with a weight up to the noted Loadout value.



Example: An Axe has a total Loadout weight of 4.

Any Weapons or Gear that a Hero is pre-equipped with, counts against the Hero's Loadout value.

9 - Hero's Hand to Hand (HtH) Skill: Modifies a Hero's Hand to Hand Attack rolls.

Example: Colin adds 2 to his Hand to Hand Attack rolls.

10 - Hero's Skills, Abilities, and Gear (if any): Any of the Hero's inherent Skill cards, Abilities, and Gear are listed here.

Example: At 4th Level, Colin starts with 1 XP, 3 Toughness, adds 1 to his Penetration rolls during Attacks and starts with the Melee Speed skill.

Hero inherent Abilities include: CX, XP, Shadows, Pick, Divinity, Mana, Luck, and Toughness. To purchase some Skill cards, the Hero must have the noted Ability as a prerequisite. Some Location cards will also refer to an Ability as part of the card's text. Abilities are defined on the Keywords sheet.

The stated RP cost of the Hero includes all the Skills, Gear, and Abilities listed on the card. These do not have to be added or calculated as a separate cost.

Some Hero cards list Gear that the Hero may not normally be able to Equip. In these cases the Hero can Equip the Gear.



Non-Player Heroes (NPH) start the game with the Weapons, Skills, and Equipment cards noted on their cards. They do not have a hand of Action cards. You choose how they use their Actions each Hero Turn.

1 - Race: Indicates the Hero's Race.

2 - Name of Hero: Only one instance of each Non-Player Hero card can be purchased for an Adventure

Example: You have 2 copies of NPS Tolonar. Only 1 copy of Tolonar can be used in an Adventure.

3 - Hero Class: There are many Class specific Skills and Items throughout Warfighter Fantasy.

Example: Tolonar's Hero Class is Wizard.

4 - Resource Cost: The cost in Resource Points to select this Hero. All their Weapons, Equipment, and Skills are included in the Hero's cost. The small number next to the Hero's Resource Cost shows how many Hero Points are needed for the Hero to go up to the next Level.

5 - Movement: Since a Non-Player Hero does not have a hand of Action cards, if the Hero's Movement value is less than a Location's Entrance cost, Player Heroes on the team must discard their Action cards for the Hero to enter the Location card.

6 - Hero's Level: As a Hero advances into higher Levels, their skills and abilities improve.

7 - Terrain Cover: Hostiles must roll this number or higher on a 6-sided die to Defeat the Hero's Terrain Cover during an Attack.

8 - Hero's Health and Actions: Each NPH receives Actions to use each Hero Turn based on their current Health. The numbers in the top row show the Hero's current Health. The numbers in the "Actions" row show how many Actions the Hero can use.

Example: Tolonar begins with 2 Health. With 2 Health he gets 2 Actions each turn. When he is reduced to 1 Health, he only gets 1 Action each turn.

If the Non-Player Hero ever reaches 0 Health, the Hero is Down (incapacitated) and can no longer participate in the Adventure.

9 - Hero's Weapons, Skills and Equipment: A Non-Player Hero has only the Skills, Weapons, and Equipment listed on the card.

Whoever is playing the Non-Player Hero can choose which of the Hero's Weapons to use for an Attack, as well as when to use their Gear.

A Non-Player Hero may not be given Weapons or Gear if it brings them in excess of what they started with.

A Non-Player Hero may drop Gear. Treat it as Expended.

Some Hero cards list Gear that the Hero may not normally be able to Equip. In these cases the Hero can Equip the Gear.

Non-Player Heroes do not replenish their Gear. They do replenish their Abilities.



Example: If Herka drops her Flail, she will not replenish a Flail when she goes back to Town.

Example: If Herka's Armor is reduced to a Cover of 0 in a Dungeon, she must pay 1 Copper for each point of Damage when she returns to Town to fix the Armor.

Example: In a Campaign, Herka replenishes 4 XP in Town to use in the next Dungeon.

10 - Hero's Hand to Hand (HtH) Skill: Modifies a Hero's Hand to Hand Attack rolls.

Non-Player Heroes





Squad Heroes



Squad Hero cards do not have a hand of Action cards. Most Squad Heroes do not have Gear cards noted on their cards.

They can only use the information on their cards which may include Weapon cards, Skill cards, and Equipment cards.

1 - Race: Indicates the Hero's Race.

2 - Name of Hero: Only one instance of each Squad Hero card can be purchased for an Adventure.

3 - Hero Class: There are many Class specific Skills and Items throughout Warfighter Fantasy.

Example: Whisper's Hero Class is Thief.

3 - Resource Cost: The cost in Resource Points to select this Hero. All their Weapons, Equipment, and Skills are included in the Hero's cost.

4 - Movement: Since a Squad Hero does not have a hand of Action cards, if the Movement value is less than a Location's Entrance cost, other Player Heroes on the team must discard their Action cards for the Hero to enter the Location card.

6 - Hero's Level: As a Hero advances into higher Levels, their skills and abilities improve.

7 - Terrain Cover: Hostiles must roll this number or higher on a 6-sided die to Defeat the Hero's Terrain Cover during an Attack.

8 - Health, Actions, and Attacks: As a Squad Hero suffers Wounds, the Hero's Actions decrease, and the Hero's chances to successfully Attack also decrease.



Example: Squad Hero Ryka has 6 Health, and she has 2 Actions to use during the Hero Turn. Her Hit number is 5 in Striking Range. If her Health ever falls to 1, she will only have 1 Action and she will Hit on a roll of 6 or higher.

If the Squad Hero ever reaches 0 Health, the Hero is Down (incapacitated) and can no longer participate in the Adventure.

If a Squad Hero has more than one row of Hit information, they can inflict more than one Hit on a target.

Example: Squad Hero Whisper will inflict 1 Wound on a roll of 9 or Higher. If he rolls 12 or higher, he will inflict 2 Wounds.

9 - Hero's Abilities, Skills, and Gear (if any): Any of the Hero's Abilities, Skill, and Gear cards are listed here.

If a Squad Hero is carrying an Item, they can give that Item to another Hero in their Location that is able to carry it.

If a Squad Hero has Gear or Skill cards noted on their card, they use the cards as normal.

A Squad Hero may not be given Gear if it brings them in excess of what they started with.

A Squad Hero may drop Gear. Treat it as Expended.

Some Hero cards list Gear that the Hero may not normally be able to Equip. In these cases the Hero can Equip the Gear.





ADVENTURE SET-UP EXAMPLE

I have decided to Adventure in Fahyrst. The Adventure card gives me all the information I need to set up the Adventure.

I start by placing my Fahyrst cards on the Tactical Display sheet.

1 - The Town of Fahyrst goes in the Town space.

2 - The Adventure goes in the Adventure space. Under each of these spaces are the Sequence of Play information for each of these cards.



I look at the Adventure card and see that Adventuring in the Forsaken Temple gives me 9 Turns.

3 - I place the Turn counter on the 9 space.

4 - I also place the Haunted Hall (the Objective Location) and the Zurian Lich (the Objective Hostile, in the 6th space.

The back of the Zurian Lich card shows that the Lich has both Minions and Guards.



When I arrive, not only will I have to face the Lich, but I will be immediately met with his Minions - a Full Skeletal Swordsmen (N) card, and 12 extra Skeletal Swordsmen.

Also, each time I fail a Guards roll, or if I fail to arrive at the Objective in the 9 Turns I have been given, I will also have to deal with an additional 3 Skeletal Swordsmen each Turn.



5 - I place my Hero counters in the Adventure card, ready to enter their first Location.

6 - I place the Item cards, Location cards for each Level, Hostile cards for each Level, and the Action Card deck next to the Tactical Display sheet.



Weapon Cards



1 - Name of Weapon

2 - Weapon Keyword: All Weapons have a Keyword, such as Ranged, Thrown, or HtH (Hand to Hand).

These Keywords are referenced on Action cards, Equipment cards, and Skill cards. If an Action card modifies the Weapon's title or Keywords, then the Weapon gains the noted benefits.



Example: You may only use a 1-Handed weapon while using the Medium Shield.



Example: The Broadsword is 1 or 2-Handed. You must be Strong to use it 1-Handed.

3 - Cost: The cost in Gold to equip your Hero with this Weapon.

When you purchase a Weapon card for a Player Hero, pay its Gold cost and place it next to your Hero card face up on the table. It remains with you throughout the Adventure unless it is expended, passed, breaks, or is dropped.



Example: The Shortsword costs 1 Gold and 1 Silver. It has a Loadout of 2.

5 - Weapon Range: The distance between your Hero and the target.

A Weapon may be able to Engage a Hostile at: Striking Range - in Hand to Hand combat. Range 0 - in the same Location card as your Hero.

When you declare an Attack, declare which of your Weapons you are using and which Hostile you are Attacking.

To use a Weapon, the Hostile must be within the Weapon's Range.

4 - Special Rules (if any): Any special notes relating to the Weapon can be found above and below the Attack chart. Additional Keywords can also be found here, such as Explosion, Mortalis, Expended, etc. Consult the Keyword sheet for details on these Keywords.



7 - Hit #'s: When you make an Attack, if you roll the Standard Hit and Penetration numbers or higher, you have Hit your target.

8 - Other Attack Modes - Some Weapons have other Attack Modes that can be used by paying the noted XP costs. Choose your Mode before each Attack.

Example: When using a Mace, if you roll a 5 or higher, you have Hit your target. When rolling for the Hostile's

Cover, you must make the Cover roll at -1 due to the Mace's low Penetration.

If you pay 1 XP before rolling, you can make a Skillful Attack, giving you +1 to your Attack, and a base zero Penetration. For 2 XP, you can make a Bash Attack for +2 on your Attack roll, and +1 on your Penetration roll. This is noted as: +2/+1.

Example: You choose to make a Skillful Mace Attack. Pay 1XP and add +1/+0 to your Attack and Cover Rolls.



Break: If any of your Attack rolls are equal to or less than the Weapon's Break number, your Weapon has broken during the Attack. You cannot use the Weapon again unless you pay 1 XP at the time the weapon breaks.

Example: When using an Old Shortsword, your Break number is 1. If you roll a natural 1, the weapon breaks. You can pay 1 XP to repair it at the time it breaks, or drop the weapon. Your modified Attack value may still Hit the Hostile.



HtH Cards



1 - Hand to Hand (HtH) Keyword: Can only be used in Striking Combat. Heroes can only Equip Weapons and Equipment that require up to 2 Hands at the same time.

Example: Your Hero can equip a 1-Handed Shortsword and a 1-Handed Medium Shield at the same time.

Your Hero may not equip a 2-Handed weapon and a 1-Handed shield at the same time.

2 - Weapon Usage: Any Pre-Reqs the Hero must have to be able to Equip the Weapon.

Example: A Hero must have an HtH value of 0 or higher to Equip the Shortsword.



Gear Cards



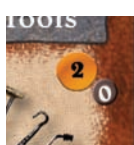
When you purchase an Equipment card, pay its Gold cost and place it next to your Player Hero card face up on the table. It remains with you throughout the Adventure unless expended, passed, dropped, or discarded.

the Hero's RP cost. However, the Loadout weight of the items still have to be counted against the Hero's Loadout rating.

3 - Card's Effect: The card's effect can be used whenever it is applicable.

Using Equipment cards do not require Actions unless noted on the Equipment card.

4 - Special Rules: Costs that must be paid to gain the Equipment card's effect.



Fantasy Gear cards have their cost listed in Gold, Silver, and Copper Coins.

The loadout cost of each Gear card is noted by the gray circle to the right.



Example: The Fantasy Longsword has a cost of 2 Gold and 3 Copper, and has a Loadout cost of 3.

1 - Card Title: A description of the Equipment.

2 - Gold and Loadout Weight: Any Equipment which comes pre-printed on a Hero card has its cost included in



Armor Cards



A Hero's Cover rating refers to their ability to use Terrain Cover. If a Hero fails their Terrain Cover roll against a Hostile Attack, their Armor has a chance of stopping the Attack, and suffering damage in the process.

A Hero may only Equip or Drop an Armor card if there are no Hostiles in play.

As Armor suffers damage against its Sturdiness (Stur), its Cover decreases, until it is rendered ineffective.

Example: Chainmail has a Cover of 5 and begins with 12 points of Sturdiness.

As long as there are between 9 and 12 points of Sturdiness, the Cover remains at 5. As soon as the Sturdiness drops to 8, the Cover becomes 4.

1 - Title of Armor

2 - Gold Cost and Loadout: The cost in Gold to equip your Hero with this Armor, and the Armor's Loadout cost.

When you purchase an Armor card for a Player Hero, pay its Gold cost and place it next to your Hero card face up on the table.

Example: Chainmail costs 3 Gold and 1 Copper and has a Loadout of 4.

3 - Cover: The Cover provided by the Armor. As the Armor suffers damage, its Cover rating is reduced.

4 - Sturdiness: The ability of the Armor to absorb damage. As the Armor suffers damage, its Cover is reduced. Armor can be repaired with Skills,

Equipment, or in Town. If the Hero keeps the Armor to repair later, the Hero is still carrying the Armor's Loadout.

5 - Equipping Limitations: Any special rules pertaining to the Armor.

Example: When a Hero has Chainmail Armor, subtract 1 from their Movement value.

If a Hero card lists a specific type of Armor card, you must Equip the Hero with the Armor. Because the Armor is listed on the Hero card, its cost has been included in the Hero's purchase cost.

If a Hero card does not list an Armor type, you may Equip the Hero with any one Armor card.

A Hero may only use one Armor at a time.

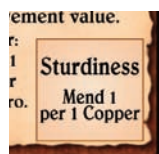
If a Hero has limitations on the type of Armor they may Equip, the limitations also apply to Armor Attachments.

Example: A Hero may only Equip Fine Armor. The Hero is also limited to Fine Armor Attachments such as Helmets, Gloves, etc.



6 - Mend: Place damage counters on the Armor card to record the damage inflicted on the Armor. When playing in a Campaign, you may pay Gold between Adventures while in Town to remove damage from the Armor to restore its Sturdiness.

Example: Your Chainmail started an Adventure with 9 Sturdiness. It suffered 2 damage during the Adventure, reducing its Sturdiness to 7 and its Cover from 5 to 4. In Town, you pay 5 Copper to Mend 5 Sturdiness, restoring its Sturdiness to 12 and its Cover to 5.



If an Armor does not have a Mend cost notation, it cannot be Mended.



A Hero may only Equip or Drop a Shield card if there are no Hostiles in their Location.

Example: A Hero carrying a Shield cannot Equip or Drop the Shield while there are Hostiles in their Location.

You do not have to use a Shield when you are taking Hits. You can take Hits to your Health, Armor, or Shield as you choose.

A Hero may not have a Shield Equipped with any Weapon unless the Weapon is noted as being a 1-Handed Weapon. A Hero may only Equip one Shield at a time.

1 - Type of Shield: Shows the designation for the Shield.

2 - Gold Cost: The cost in Gold to equip your Hero with this Shield, and the Shield's Loadout cost.

When you purchase a Shield card for a Player Hero, pay its Resource cost and place it next to your Hero card face up on the table.

Example: A Medium Shield costs 2 Gold and has a Loadout of 3.

3 - Card Effect: Details that a Shield requires 1 hand to Equip and the number of Wounds it can stop from being inflicted on the Hero. Also, that a Hero may only Equip 1 Shield at a time.

Example: A Medium Shield can stop up to 3 Wounds.

If a Hero card lists a specific type of Shield card, you must Equip the Hero with the Shield. Because the Shield is listed on the Hero card, its cost has been included in the Hero's purchase cost.



4 - Damage: Use damage counters to record the damage inflicted on the Shield. If a Shield does not have a Mend cost notation, it cannot be Mended.

Skill Cards



Skill Cards

Skill cards permanently enhance your Hero.

When you purchase a Skill card, pay its Resource cost and place it next to your Hero card face up on the table. It remains with the Hero throughout the Adventure.

2 - Name of Skill: A description of the Skill.

3 - Resource Cost: The cost in Gold, Hero Points, or Resource Points to equip your Player Hero with this Skill.

4 - Card Effect: Pay any costs to gain the Skill card's effect. The card's effect can be used whenever it is applicable.

Heroes are limited to one Skill card of each title. You cannot pass Skill cards between Heroes. The number of Skill cards in the game does not limit what your party can purchase.

Some Non-Player Heroes and Squad Heroes come with listed Skills. These work exactly the same as for Player Heroes. Skills which come pre-printed on a Hero card are already calculated into the RP cost of the card, and do not need to be paid for separately.

Some Skill cards reference other Skill card titles.

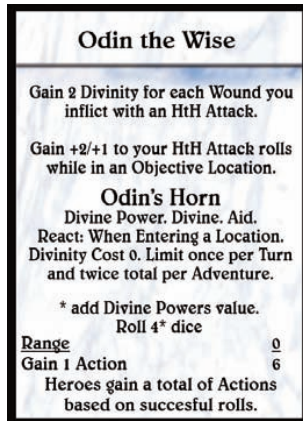
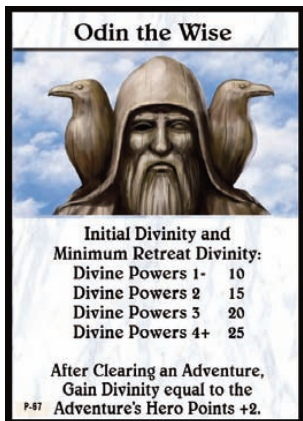
Example: In order to purchase Melee Skill II, you must first purchase Melee Skill.

Skills have no weight, and therefore do not count toward your Loadout limit.

1 - Skill Class: Each Hero Class may only use the Skill cards for their own Class.

Example: Gareth is a Fighter. He may only purchase Fighter Skill cards.

Deity Cards



Heroes with a Deity symbol noted on their card must select that Deity. Heroes without a Deity symbol may select their Deity.

Divinity

At the start of a stand-alone Adventure, or at the start of a Campaign, Heroes receive Divinity points based on their number of Divine Powers. Classes with Divine Powers are called Acolytes.

Example: Clerics and Paladins are both Classes with Divine Powers and therefore Acolytes.

Example: An Acolyte of Odin with 2 Divine Powers receives 15 Divinity at the start of a stand-alone Adventure, or at the start of a Campaign.

Deity cards note how their Acolyte can gain Divinity.

Example: An Acolyte of Odin gains Divinity when an Adventure is Cleared, equal to the number of Hero Points the party earns from the Adventure card, plus 2.

Example: An Acolyte of Odin also gains 2 Divinity for each Wound they inflict with a HtH Attack.

Combat Bonus

Most Deities grant their Acolytes a combat bonus, noted on the front of their card.

Example: If your Hero is an Acolyte of Odin, for each Wound you inflict with a HtH Attack, you gain 2 Divinity.

General Bonus

Most Deities also grant a general bonus as noted on their card back.

Example: Acolytes of Odin get to add +2/+1 to their HtH Attack rolls while in an Objective Location.

Divine Abilities

Most Deities also grant their Acolytes one or more special abilities. There are usually strict limitations noted for when the Acolyte can use the ability, but the abilities tend to be powerful.

Example: An Acolyte of Odin gains a +2/+1 bonus with HtH Attacks when in an Objective Location.

Example: Acolytes of Odin also gain the Odin's Horn ability.

DIVINE POWERS



These are Skill cards for Heroes with the Divine Powers ability. See the Divine Powers Keyword for details.

Each Deity card has their own selection of Divine Power cards.

Example: Arrin has selected Odin as a Deity. He can only select from Odin's Divine Power cards.

Divine Powers do not need to be purchased like other Skill cards. In order to use a Divine Power, the Hero must have the noted Divine Powers' value or higher.

Example: To use a Minor Heal, the Hero must have a Divine Powers value of 1 or higher.

At any time a Hero can declare they are going to start using a Divine Power. To do so, the Divine Power must be one of their Deity's Powers, and the Hero must meet the Power's Divine Powers' requirement. If they do, they immediately gain use of the card. The card then counts against one of their Divine Powers they are allowed to use. They can continue to use the card until the next Replenish step. The Hero loses all Divine Powers during the next Replenish step, and can choose new Divine Powers.

Example: A Hero has a limit of 2 Divine Powers and has not selected any Divine Powers. During the Adventure, the Hero has need of Healing, and declares Minor Heal. That uses one of their 2 Divine Power selections. Later in the Adventure, the Hero has need of Let There Be Light and declares its selection. The Hero may not choose any additional Divine Powers during the Adventure. Once the Adventure is over and the Hero returns to Town, the Hero gives up both Divine Powers during the Replenish step. The Hero is then free to choose new Divine Powers.

React cards do not cost an Action to use. The Hero must pay an Action to use all non-React Spells.

In addition to possibly paying an Action to use a Divine Power card, the Hero must also pay the noted number of Divinity points.

Example: To use Minor Heal, the Hero must pay 1 Action and 3 Divinity points.

The Range of a Power defines the Ranges it can affect when cast.

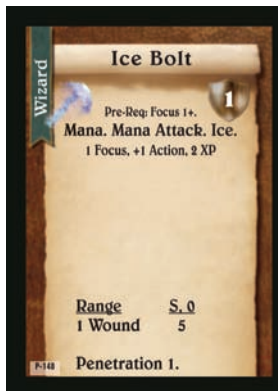
If a Divine Power has an on-going effect, the Divine Power immediately ends if the Hero is reduced to 0 Health or becomes out of the Range to the Targeted Hostile, Location, etc.

Shadow War

If you bring Fantasy Heroes into a Shadow War Mission, treat non-Explosion Attack Mana Spells and Divine Powers as using normal Ammo for Noise generation. Treat Explosion Attack Mana Spells and Divine Powers as Explosion Attacks for Noise generation.



MANA SPELLS



These are Skill cards for Heroes with the Focus ability. See the Focus Keyword for details. Each Hero Class has its own selection of Mana Spell cards.

Example: Elanar is a Wizard. She can only select from Wizard Spell cards.

Each Mana Spell card is purchased like any other Skill card. In order to purchase a Spell, the Hero must have the noted Focus value or higher.

Example: To purchase Ice Bolt, the Hero must have a Focus of 1 or higher.



React cards do not cost an Action to use. The Hero must pay an Action to use all non-React Spells.

In addition to possibly paying an Action to use a Spell card, other cost options are noted on the card, such as XP, Focus, and additional Actions. These costs must be paid when using the Spell.

Example: Ice Bolt is an Attack Spell, so it requires an Action to use. It also has an additional cost of either: 1 Focus, +1 Action, or 2 XP. This means to cast Ice Bolt, you must pay either: 1 Action and 1 Focus, or 2 Actions, or 1 Action and 2 XP.

Example: Minor Shield is a React Spell. Using it does not cost an Action, but the Hero must pay either 1 Focus or 1 XP.

The Range of a Spell defines the Ranges it can affect when cast.

If a Spell has an on-going effect, the Spell immediately ends if the Hero is reduced to 0 Health or becomes out of the Range to the Targeted Hostile, Location, etc.

PURCHASING YOUR CARDS

The decisions you make here will go a long way to determining your Adventure's success. It is important to spend some time on this.

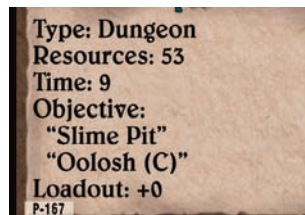
You purchase Heroes, Weapons, Equipment, and Skill cards with the Resource Points noted on your Adventure card.

You must purchase at least one Player Hero for your Adventure.

Distribute the Resource Points between players in any way agreeable to all the players. You do not have to spend all the Resource Points.

The "Resources" number on the Adventure card shows the maximum number of Resource Points you can spend.

You may spend fewer than this number if you like.



Example: The Swamp Caves Adventure card specifies "Resources: 53". You can spend no more than 53 Resource Points in total.

The Loadout modifier specified on the Adventure card applies to each of your Player Heroes. It modifies the amount of Weapons and Equipment they can carry on their Adventure.

Example: The Adventure card specifies "Loadout: -5". A Player Hero with a Loadout value of 12 can only carry 7 Loadout points of Weapons and Equipment on this Adventure.

Weapons, Skills, and Equipment

What your Heroes take with them into the Adventure is usually all they will have to succeed or fail with.

Some Locations, Action cards, and Equipment allow for mid-Adventure resupply.

The number of actual Weapon, Equipment, and Skill cards in the game does not limit what your team can purchase.

Example: 2 Heroes both want the Shortsword, but there is only one Shortsword card in the game. Both Heroes can purchase and use the Weapon. Both Heroes can reference the card.

Player Heroes may freely drop Weapon or Equipment cards in a Location. The cards remain in the Location in case other Player Heroes want to pick them up.

You can freely pass Weapon and Equipment cards between Player Heroes in the same Location card as long as the Weapons and Equipment do not exceed the receiving Player Hero's Loadout. Weapons and Equipment may not be passed if they have been used this Turn.



Example: A Player Hero is equipped with the Longsword. He uses it once, so he cannot pass it to another Player Hero this Turn.

You may not pass Weapon or Equipment cards to or from Non-Player Heroes or Squad Heroes, but you may pass the same type of Ammo between Player Heroes and Non-Player Heroes.

You cannot Attack with a Weapon if it has no remaining Ammo counters.

You can only use Ammo that is specific to the Weapon you are using.

COUNTERS



Once you have chosen and equipped your team, find each Hero's counter.

If your Hero does not have a specific counter, assign each Hero a number.

Place one copy of each Hero's Identification counter on your Hero card. Place the matching Identification counter on the Adventure card.

All Heroes begin each Adventure in the Adventure card.

This is an easy way to remember which counter represents each Hero.

Example: When I move the #1 counter on the Tactical Display Sheet, I know I am moving Player Hero Gareth.



Place each Hero's 4 Hostile Targeting counters in a cup.

Example: You have chosen Player Hero Gareth and Non-Player Hero Herka. Place the 4 copies of the Hostile Targeting counters #1 and #2 into a cup.

Place the Hostiles Extra Attack Counters for Hero #1 and #2 into a different cup. If the Hostile has more than one Attack, these counters will show which Hero those Extra Attacks are targeting.



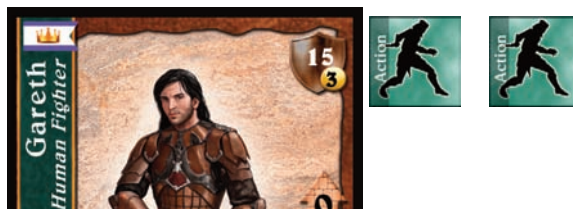
Example: Your two Heroes are battling the Dungeon Lizards. The Dungeon Lizards make 2 Attacks each.

Draw from the Hostile Targeting Counters cup to see which Hero each Dungeon Lizard is Targeting.

Then, draw from the Extra Attack counters cup to see which Hero the Second Attack from each Lizard is

targeting.

Place 1 Action counter next to each Hero card for each of the Hero's Actions.



During the game, as you spend each Action during a turn, flip the Action counter to its Acted side.



Flip all Action counters to their unused sides at the start of each Hero Turn.

TEAM SELECTION EXAMPLE



I am playing the Fahyrst Adventure. I will start by placing all the Fahyrst cards on the Tactical Display Sheet (Town, Adventure card, Objective Location and Objective Hostile card).

On the Adventure card, I see that I get 94 Resource Points to create my Party.

I purchase 4th Level, Player Hero Vex who comes with 1 CX (meaning she gets to draw 1 Action Card at the start of each Turn). She also gets 1 XP at the

start of the Adventure. She also gets 1 Luck (so I put a Luck Counter next to her card). I Equip her with Leather Armor, a Dagger, Back Alley Skills, and Picks and Tools. She has a Resource value of 29 3/4 points.



Next, I choose 4th Level Team Hero Colin. He comes with 1 XP, and 3 Toughness (which are counters I place next to his card) and the Melee Speed Skill. He gets a Longsword, Medium Shield (which can absorb 3 Wounds) 6 Torches and 2 Waterskins.. His Resource value is 26 points.

I Place my left over 1 Gold and 1 Copper next to me for Later use.

I Place 2 Action counters next to each Hero, by their other counters.

I also have 3rd Level Non-Player Hero Tolonar. He starts the Adventure with 1 Experience point, and comes with the spells: Minor Deflect, Fire Hands, and Ice Hands. He begins with 5 Focus.

The Town of Fahyrst gives me a Lore roll. My Wizard Tolonar has the Lore skill. Success is very important, so he uses his 1 XP to Upgun his Lore Roll. He succeeds on an 8 (Uppgunned Lore of 7, -1 from the Town card). He rolls a 10, succeeding.

Finally, I add 5th Level Squad Hero Ryka, with a Resource value of 21. She comes with Chainmail Armor which can stop up to 12 Wounds, and the Minor Heal, Heal, and Stand Firm Divine Powers. Even though I can't usually purchase Equipment for a non-Player for Squad Hero, the Holy Symbol is available to her because it states on the card that it can be purchased for Any Hero with Divine powers.

All the Hero counters are in the Adventure card, ready to begin the Adventure.

This team costs a total of 92 3/4 Resource Points.





All Player Heroes have a hand of Action cards. Keep each Player Hero's hand of cards separate.

When you play an Action card, apply the effects of the card, and then place it in the discard pile. You can play as many Action cards from your hand as you like during the Hero Turn.

You may play multiple Action cards for a single attack.



Example: You are about to Attack, so you play a Deadly Attack to gain +2/+0 on your Sword Attack. You are not currently being Targeted by a Hostile, so you also play an Unengaged, giving you an additional +2/+2 on your Attack. Your Attack will now be rolled with the Modifiers of +4/+2.

You can always draw Action cards due to a card effect, even if the draw puts you in excess of your Hand Size.

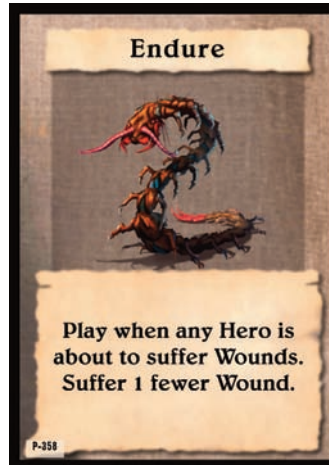
Your ability to draw a card is only limited during a "Discard and Draw Cards" Action.

There are Location Marker cards in the Action deck. Earlier editions of Warfighter may have Location cards in the Action deck. Add the Location cards to your hand. They can be played or discarded, like Action cards

PLAYING ACTION CARDS



You can play Action cards only during the Hero Turn unless noted otherwise on the Action card.



Some Action cards can only be played when a specific condition occurs. These conditions might occur at any time. You can play more than one card in reaction to a condition.

Example: Play a Take Cover card when your Hero is about to suffer Wounds from an Attack roll.

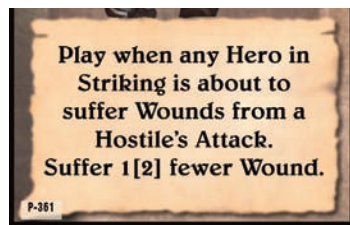
Some Action cards have an Experience Point cost to play. Any Hero can contribute Experience Points to pay the cost.

Some Action cards refer to "Stealth" Attacks. You must have a Weapon with the Stealth Keyword to perform a Stealth Attack.

UPGUNNING

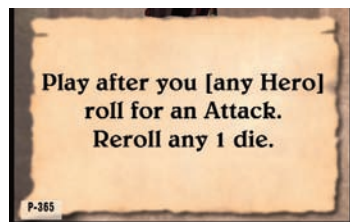


Whenever there is a bracket [] in an Action and Skill card's text, you can pay 1 Experience Point to "Upgun" all brackets on the card. Upgunning a card lets you use the bonus effects in all of the card's brackets.



Example: A Block card allows you to decrease the Wounds you or another Hero in the Striking Range are about to suffer. If you choose to "Upgun" the card, pay 1 XP to use the benefit in the

brackets. You or any Hero in Striking will now suffer 2 fewer Wounds.



Some Action cards say "You [any Hero]". This means the card can be played to benefit the Hero, or it can be Upgunned to benefit another Hero.

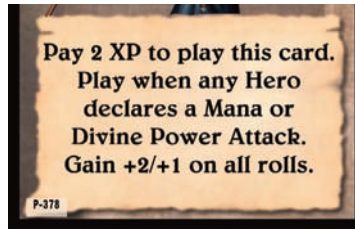




If the Action card does not say “[any Hero]”, the card can only benefit the Player Hero that plays it.

Example: You can only play a Location Marker card for yourself.

Any Hero can contribute Experience Points to Upgun a card.



Example: Tolonar can pay 2XP to play a Casting card to improve his Mana Attack.

Example: You could not use a Casting card to improve a Fighter’s

Sword Attack because the Fighter does not have the Mana or Divine Keyword.

Initial Action Cards

Each Player Hero has a hand of Action Cards that they draw, hold, play, or discard during the game.

Each Player Hero’s Hand Size is equal to the Hero’s current Health.

At the start of the game, draw Action Cards for each Player Hero equal to the Hero’s Health.

See Discard and Draw and the Keyword CX for more details on drawing Action cards.



If the Action card refers to any Hero, the card can benefit any Hero in the party.



1 Paying 1 Experience Point Upguns all the Brackets on a card.

Example: You can play a Rush In card to add 3 to your Movement when entering into a Location card. You can also pay 1XP when any Hero is entering a Location, to add 3 to their Movement value.

KEYWORD MATCHING

Some Action cards will only benefit a Weapon with a matching Keyword.

SEQUENCE OF PLAY

Perform the following steps each Adventure Turn until the Adventure is successfully completed or fails:

Each Turn

Roll for Environment

HERO ACTIONS

Hero Attack

Declare Attack Mode
Roll Attack and Defeat Cover
Apply Modifiers
Resolve Attack

Discard and Draw

Move

Enter/Leave Striking Range

Remove One Vulnerable (Vuln)

HOSTILE ACTIONS

Hostile Attack

Roll Attack and Defeat Cover
Apply Modifiers
Resolve Attack

WHEN NO ACTIONS REMAIN

Recovery - If no Hostiles are in your Location

Pay Retain Costs

Hostiles Close Range

Hostiles Remove All Vulnerables

Advance Timer

Guard Roll - If Torch is in the "G" Space

All Player Heroes have 2 Actions that can be spent each Hero Turn, unless otherwise noted on their cards.

Non-Player Heroes and Squad Heroes have their Actions listed on their cards.

Heroes can play cards, use Equipment, declare Attacks, and perform Actions in any order.

Heroes cannot give their Actions to other Heroes.

ATTACK

Spend 1 Action to Attack a Hostile.

This Action is covered in detail in the Hero Attacks section.

DISCARD AND DRAW

Spend 1 Action to discard any number of cards from your Hand, and then Draw cards until you reach your Hero's current Hand Size.

Only Player Heroes may perform this Action.

MOVE



Spend 1 Action to Move to an adjacent Location card.

Your Hero will always be in a Location card.

Each Hero can only Move once during each Hero Turn.

Your Hero can Move, even if there are Hostiles in the same Location card as the Hero.

REMOVE ONE VULNERABLE (VULN)



Spend one Action to decrease one of your Hero's Vuln counters by one level.

Example: A Vuln 1 counter will be removed. A Vuln 2 counter will be flipped to a Vuln 1 counter.



Heroes can also perform the following Activities during the Heroes Turn. These Activities do not have an Action cost, unless noted on a card.

Example: You play a Location card. Playing a Location card does not cost an Action, but the specific Location card you played lists "1 Action to play" as a cost. This is an example of an Activity resulting in an Action cost.

PLAY AN ACTION CARD

Heroes can play any number of Action cards. Unless noted on the card. Only Player Heroes may play Action cards.

DISCARD FOR OTHER HEROES

Player Heroes discard the Action cards needed for Team Heroes, Non-Player Heroes and Squad Heroes to perform Actions requiring an Action card discard. This can include: Entering a Location, Using Equipment, etc.

PLAY A LOCATION CARD

Only 1 Location card can be played each Hero Turn.

USE AN EQUIPMENT CARD

Perform the text noted on the Equipment card.

ACTIVATE THE OBJECTIVE CARD



Any Hero in a Location card that is adjacent to the Objective may activate the Objective.

Remove the Inactive counter and draw Hostiles for the Objective card. Heroes cannot Move or Attack into an Objective card until it is Activated.

PASS GEAR TO OTHER HEROES

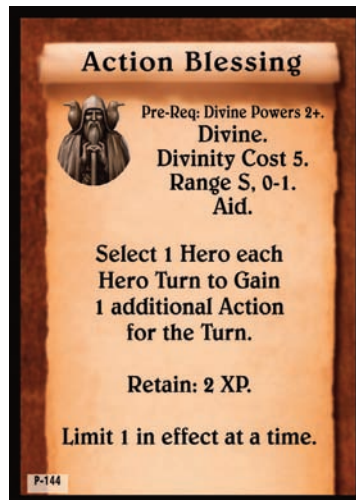
Freely Pass Weapons or Equipment to other Player Heroes in your current Location.

You can drop Gear for another Player Hero to Pick Up when they enter your Location. This does not cost an Action.

Non-Player Heroes can Pick Up and receive Ammo counters, as long as they never have more Ammo than is listed on their Weapon card.

Each Equipment and Weapon card can only be used by one Hero each Game Turn. Weapons and Equipment may not be passed if they have been used in the current Turn.

PAY RETAIN COSTS



Any Hero may use their XP to pay a Retain cost.

If a Retain effect is not paid, the effect stops.

Example: At the end of each Hero Turn, you must pay 2XP to Retain an Action Blessing that has been cast. If the Retain cost is not paid, the party does not gain the benefit

of the Action Blessing until the Action Blessing is recast.

Once all Heroes have used their Actions, or have chosen not to use all of their Actions, continue with the Sequence of Play.

EXAMPLE OF A HERO TURN

During an Adventure with Player Hero Gareth and Non-Player Hero Herka, both Heroes have two Actions and are in the same Location.

Gareth uses one Action to Discard and Draw his hand to full. Herka uses an Action to Attack a Hostile in her Location. Gareth freely passes a Holy Water to Herka to replace some that she previously expended.

Gareth then plays a Location card which is free to play. After drawing the new Hostile, Herka uses her second Action to Move into the Location card, after paying the Entrance cost, using Gareth's hand of cards.

Gareth then uses his second Action to enter the Location card, also after paying the Entrance cost. Both Heroes are now out of Actions.



Location Cards



LOCATION MARKER CARDS



There are several Location Marker cards in the Action card deck.

When you draw a Location Marker card, discard it and immediately draw a Location card from the appropriate Location card deck. Add the Location card to your hand. A Location card is considered to be

part of the Hero's Action hand, and may also be used as an Action card discard.

LOCATION CARDS

Location cards detail the terrain you travel through on your way to your Objective.

The text on a Location card only applies to that Location card.

Location cards have some of the same information as Adventure cards and Objective cards.

1 - Level of Location:

Each Location card shows the Location's Level. From lowest to highest level, they are:

- N = Nuisance
- C = Common
- R = Renowned
- L = Legendary
- M = Mythical

2 - Name of Location: For flavor only.

3 - Entrance Cost: Each Location card has an Entrance cost in its top right corner. Each Hero must discard this number of Action cards before Entering the Location. Player Heroes can discard for Non-Player Heroes and Squad Heroes. Player Heroes cannot discard cards for other Player Heroes.

Example: You must discard 2 Action cards from your hand before you can enter a Location card with an Entrance cost of 2.



A Hero's Movement value decreases the Entrance Cost by 1.

Example: 4th Level Vex has a Movement value of 2. She can freely enter Locations with an Entrance Cost of 1 or 2. She must discard 1 card if the Entrance Cost is 3.

4 - Shadow Modifier: The Shadows roll modifier applies to all Shadows' rolls attempted in the Location.

5 - Enter Striking Range: The Action cost to enter Striking Range.

6 - Cost to Play: The cost to play a Location card is noted on its card:

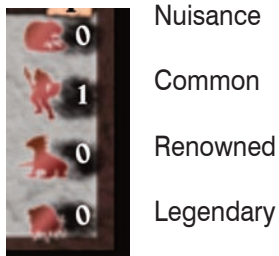
Free to play: This card does not cost any Actions or Experience Points to play.

Action: The Hero playing the Location card must spend the noted number of Actions to play the card.

Pay Experience Points: You must spend the noted number of Experience Points to play the card. Any Hero can contribute Experience Points to pay the cost.

Other Keywords and special notes are also noted in this section.

7 - Hostiles: When you place a Location card, immediately draw a Hostile from the deck indicated by the Hostile's icon on the Location card.



Example: After placing the Common Lair, you draw 1 Common Hostile from the Common Hostile deck.

ENVIRONMENT



Some Location cards have the Environ Keyword.

Heroes in these Location cards must endure particularly harsh environmental conditions.

To overcome the Environment, each Hero in the Location must roll the noted value or higher on a 10-sided die at the start of the Hero Turn.

Example: The Lava Flow card represents a Hot Environment. Each Hero must roll a 6 or higher to resist the Heat.



Example: The party has entered the Lava Flow Location. At the start of the next Turn, each Hero must roll 6 or higher on a 10 sided die. If the roll fails, they will suffer 1 Wound.



Luckily, at the start of the Adventure, a hero purchased a Waterskin, giving the party 2 Hardy (Hot) counters.

If a Hero fails their Environ roll, they can use a Hardy counter to ignore the Wound.

Unless otherwise stated, a Hero who fails the Environment roll will suffer 1 Wound.

Due to Adventure, Location, or On the Adventure text, it is possible for a Location to have more than one Environmental effect in effect at a time. When this happens, roll for all of them separately.

Hardy 1 When you play a Location with Environmental conditions, use the Hardy counters to record each Hero's remaining Hardy. Heroes begin with 0 Hardy, unless otherwise noted on their cards.

Example: Many Locations taking place in Molluk's Pit (Exp. 10) have the "Cold" Environmental condition.

Additional Hardy counters can be gained through Equipment cards, Items, and Skill cards.

Once allocated, you cannot move Hardy counters to a different Hero.

Placing a Location Card

Regardless of how many Heroes are in the game, only one new Location card can be placed during each Hero Turn.

At the start of the game, if there are no Player Heroes with a Location Marker card, you must spend Actions to Discard and Draw until someone draws a Location Marker card.



Play each Location card on the Tactical Display Sheet, adjacent to the front-most Location card played along the path.

You can play a Location card as long as there is a Hero in the front-most Location card.

PLACING HOSTILES

When you play a Location card, immediately resolve the card text, and then draw Hostile cards based on the team's current Resource Point value and place the Hostiles in the new Location card. Some Hostiles have Keywords that will place them in other Location cards.

Example: A Hostile has the "Front-most" keyword. Place this Hostile in the Location with the Front-most Hero.

Example: A Hostile has the "Place in Targeted" Keyword. Place the Hostile in the same Location as the Hero it is Targeting.

Some Hostiles have keywords that place them in a Location space that does not have a Location card played. Place the Hostile as instructed. They will draw Targeting counters, make Attacks, Move, and can be Attacked, as normal. When a Location card is played into a space occupied by a Hostile, any relevant keywords on the Location and Hostile card will take effect immediately.

Example, a Hostile is attacking as normal through an empty Location slot, until a Location with Obstructed is played, blocking its attacks; or a Hostile may have a +2 Entrance cost, which immediately takes effect on the Location played.

If a Hostile is to be placed Behind the Adventure card, place it in the Adventure card. If a Hostile is to be placed Beyond the Objective card, place it in the Objective card.

ASSIGNING HOSTILES



When you draw a Hostile card, draw a Hostile Targeting counter from the cup to see which Hero the Hostile will be Attacking. The Hostile will target that Hero each Turn until the Hostile (or the Hero) is Killed.

If the Hero being targeted by the Hostile card moves out of the Hostile's Range, the Hostile card will not Attack until it is back in Range.

A Hero can be targeted by more than one Hostile card.

If a Hero is Downed, remove all the Hero's Hostile Targeting counters from the cup. Draw a new targeting counter for each Hostile that was targeting the Downed Hero.



Example: You have 3 Heroes in the Adventure. You play a Location and draw an Orc Spearman Hostile card. You draw 1 Hostile Targeting counter from the cup for each of the 6 Hostiles.

You draw counters "#1, #3, #3, #1, #2, #1" for the six Orc Spearman. Place the counters by the Orc Spearman card, in the Battle Area of the Tactical Display.

During the Hostile Attack step, your Hero #1 is Downed. Remove the #1

counters from the Battle Area and the cup. Redraw those counters.

When you Kill a Hostile, return its Targeting counter to the cup.



ENTERING A LOCATION



Your Hero can only Move into a Location card that is adjacent to your Hero's current Location.

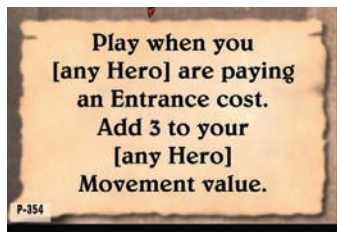
Spend 1 Action to Move into an adjacent Location card.

Each Hero can only Move once during each Hero Turn.

You must discard the Location card's Entrance cost in Action cards to move into it.

Pay the Location's Entrance cost before entering the Location.

Your Hero's Movement value, Equipment, and Action cards may reduce the number of cards that you need to discard.



Example: The Rush In Action card adds 3 to your Movement value. If you have a Movement value of 2, and you play the Advance Action card, you now have a Movement value of 5.

The Action cards that a Player Hero discards for movement can only come from the Hero's own hand of Action cards.

The Action cards to be discarded for a Non-Player Hero or Squad Hero can come from any Player Hero's hand of Action cards.

Only draw Hostile cards when a new Location card is placed. Do not draw new Hostile cards when you move into a previously placed Location card.

Example: All the Heroes are in the Long Corridor card. You play the Pit Trap Location card, adjacent to the Long Corridor. After resolving the Pit Trap, draw a Hostile card.

Example: Gareth is in the Adventure card, and NPS Herka is in the adjacent Long Corridor card. When Gareth moves into the Long Corridor Location card, do not draw more Hostile cards.

Hostile Penalties

Some Hostile cards add to a Location's Entrance discard cost.



Example: The Mausoleum Objective card has an Entrance cost of 2. Agin, the Objective Hostile that lives in the Mausoleum adds 1 more to the Entrance cost. A Hero with a Movement of 0 must discard 3 cards to enter the Mausoleum.

Beneficials (Success)



You can gain a beneficial effect from some Locations. They include the word "Success" and have a notation similar to:

"Chest (Pick +1), Success: Find a..."

The first word offers a general description of the type of activity being performed, but does not affect game play.

Common descriptions

include: Safe Path, Ignite the Fire, Chest etc.

The "Pick" notation on Location cards usually refers to opening a lock. To gain the noted effect, you must have a Hero with the noted ability in the Location card, and the Hero must spend an Action and perform a successful ability roll with the noted modifier. The first time any Hero succeeds in the roll, you gain the noted effect.

Example: A Location card has: "Chest (Pick +1)." Your Hero must succeed with a Pick roll, and gets to add 1 to their roll. If the roll is successful, you Find an Item worth 1 Gold.





Obstacles (Fail)



Some Locations have a detrimental effect that is initiated when the first Hero enters the Location card. They include the word “Fail” and have a notation similar to:

“**Lock (Pick +2), Fail: Move the Timer...**”.

The first word offers a general description of the type of obstacle encountered, but does not affect game play.

Common descriptions include: Lock, Listen for Footsteps, Trap, etc.

The “Pick” notation on Location cards usually refers to a task to be performed that requires manual dexterity. This does not require an Action. If the Hero fails their roll (or does not have the noted ability), they set-off the threat and suffer the noted effect.

If the Hero fails their roll, the Hero suffers the noted Fail effect. You may choose to keep the Location card, or discard the Location card and freely move the Hero back to the previous Location.

If the roll succeeds, the threat is Disarmed and eliminated, and the Location card remains in play.

Once you resolve the Pick rolls, you draw a Hostile card, Activate the Objective, and perform other Actions and activities as normal.

Traps



Some Locations have a different type of Trap. These Traps use the normal “Obstacle (Fail)” rules with the following differences.

There are three possible outcomes to a Trap card:

Disarmed

The Hero made a successful Pick roll, and the Trap is Disarmed. The Heroes do not suffer the Fail effects. The Picking Hero gains the

noted benefit in the 2nd column.

Triggered

The Hero failed the Pick roll, the Trap activates, inflicting the noted effect on the Heroes in the 1st column. The Picking Hero gains the noted benefit in the 2nd column.

No Roll

None of the Heroes in the Location have Pick. This means no roll is possible, select one Hero to activate the Trap, and the Trap inflicts the noted effect on the Heroes. The activating Hero gains the noted benefit in the 2nd column.





A Hero can spend 1 Action to Attack any Hostile card that is within Weapon Range.

You can use the same or a different Weapon with each Attack.

You can target the same or a different Hostile card with each Attack as long as the Hostile card is within Range of the Weapon.

Squad Heroes use their Attack Chart to roll 1 Ranged Attack die and 1 Defeat Cover die. Unless noted otherwise on their card, all Squad Hero Attacks are Ranged Attacks.

COMBAT

Fantasy combat works much the same as Modern and WWII with the following exceptions:

Targeting

In Fantasy, once a Hero is in Striking range, they may Target any Hostile in that Location. Heroes do not place a Targeting counter on a specific Hostile card.

When a Hostile card is Eliminated, Heroes are not moved back to Range 0, but remain in Striking range.

Combat Sequencing

Fantasy uses a different sequencing for Hero and Hostile Attacks. It does not use the standard Heroes Attack, then Hostiles Attack sequence found in Modern and WWII.

In Fantasy, Hostiles perform an Attack in reaction following every Hero Action (Attack, Discard and Draw, move to Striking, etc) performed in the Hostile's Location.

You begin by selecting any Hero to perform an Action. After resolving the Action, select any Hostile Target counter or Hostile Attack counter and resolve their Attack. Repeat until all Hero and Hostile Actions have been resolved.

As each Hero performs an Action, flip one of their Action counters to its Acted side. As each Hostile performs an Action, flip one of its Targeting counters to its Acted side.

This means that a Hero in the Hostile's Location performs an Action, then a Hostile in that Location performs an Attack, then a Hero performs an Action, and a Hostile performs an Attack. This continues until

either the Heroes or Hostile have used all of their Actions.

Hostiles do not react to Hero Actions that are performed in a Location that does not contain Hostiles.

Example: A Hero performs a Move Action in a Location without Hostiles to Move into a Location with Hostiles. The Hostiles do not react.

An Action is still counted as having performed an Action, even if the Hero did not have to spend an Action.

Pays 1 Action of the cost for you [any Hero] to perform an Attack.

Example: A Hero plays an Attack! Action card that pays for an Attack Action. Even though the Hero did not have to spend an Action, the Hostiles still get to react.

Once all Heroes have used all of their Actions, the Hostiles perform Attacks until they have performed all their remaining Attacks.

Once all Hostiles have used all of their Attacks, the Heroes perform Actions until they have performed all their remaining Actions.

ATTACK MODIFIERS

If a modifier adjusts an Attack roll, it modifies all of the Attack die rolls.

Play when you [any Hero] declares a non-Explosion Attack. Add +2/+0.

Example: A Deadly Attack card adds 2 to your Attack roll and +0 to your Defeat Cover roll.

ATTACK AND DEFEAT COVER

| Mode | H | P |
|----------|----|---------|
| Standard | 6 | 0 |
| Skillful | +1 | 1, 1 XP |
| Finesse | +2 | 2, 2 XP |

To Attack with a Weapon, roll the number of 10-sided dice based on your Attack Mode as well as one 6-sided die to Defeat the target's Cover.

| Range | S |
|---------|---|
| 1 Wound | 7 |

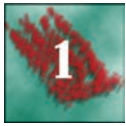
You roll only one 6-sided die for Defeat Cover, regardless of how many Attack dice you roll.

| Mode | Rolls |
|-----------|-------|
| Explosion | 4[5] |



When attacked, the target has a chance of getting behind cover. To overcome a target's Cover, the attacker must roll equal to, or above, the target's Cover value on a 6-sided die.

There are 3 possible results when performing an Attack:



Hit: If any of your adjusted Attack rolls is equal to or exceed the Weapon's Hit number for the Range, and your Defeat Cover roll equals or exceeds the Hostile's Cover number, you Wound the Hostile. Place an Wound counter on the Hostile card to record the Wound.



Vuln: Fantasy does not use Suppresses like Modern and WWII, it uses Vulnerables.

Heroes and Hostiles inflict Vulnerables (Vulns) in the same way Suppresses are inflicted in other Eras.

When a Hero or Hostile suffers a Vuln, future Attacks against them gain +2 to Hit and +1 to Defeat Cover.

Example: A Hostile Attacks a Hero and inflicts a Vuln. Place a +2/+1 Vuln counter next to the Hero counter. Future Attacks on the Hero gain +2 to Hit and +1 to Defeat Cover.

Heroes and Hostiles may have more than one Vuln counter placed on them at a time.

A Hero or Hostile that is suffering a Vuln is referred to as being "Vulned". Being Vulned does not modify a Hero or Hostile's ability to Attack.

Once a Vuln is placed on a Hero, it remains on the Hero until the end of the Adventure. The Hero can remove one Vuln for each Action they spend to remove a Vuln.

Remove all Vulns from all Hostiles during the Hostile Remove Vulns step at the end of each Turn.

If you perform an Attack that inflicts a Wound and Vuln on a Hostile, you inflict both. The Vuln does not enhance its own Attack.



Example: A Wizard performs a 4 die Fire Hands Attack Spell against a Dungeon Lizard. The Wizard needs 6 to Hit and 3 on their Defeat Cover roll. The Wizard overcomes the Lizard's Cover and rolls a 3, 5, 8, and 9. The Lizard suffers 2 Vulns and 2 Wounds. Vulns inflicted do not add to their own Attack's chances to Hit.

You must allocate all Wounds and Vulns possible when inflicting an Attack on a Hostile card.

Do not inflict Vulns on: Vehicles, Structures, Inanimate, and Aircraft.

No Effect: If all of your Attack rolls are less than the Weapon's Hit number for that Range and your Defeat Cover roll is less than the Hostile's Cover number, the Hostile suffers No Effect.

To show the relation between the Attack die roll and the Defeat Cover die roll, here is the Attack chart from the Tactical Display Sheet:

| | | Attack | |
|--------------|---------|-----------|-------|
| | | Miss | Hit |
| Defeat Cover | Fail | No Effect | Vuln |
| | Succeed | Vuln | Wound |



If your Attack inflicts the final Hit on a Hostile card, discard the Hostile card and gain the number of Experience Points noted on the Hostile card. Place the Experience counters on the Hero card that performed the final Hit.



Example: Aarin inflicts the 6th and final Hit on a Giant Centipedes Hostile. Discard the Giant Centipedes card and add 4 Experience Points to Aarin's Hero card.



EXPLOSION



Weapons that explode, like the Fire Ruby Item, have the "Explosion" Keyword.

Roll the indicated number of Attack dice for an Explosion Weapon. Regardless of how many Attack dice you roll, only roll 1 Defeat Cover die.

Unlike other Attacks, each Explosion Attack die has a chance to inflict a Miss, Vuln, or Hit. Resolve each Attack roll separately against the Hostile

card.

Vulns and Hits do not spill over to affect other Hostile cards.

Hand to Hand Combat

Hand to Hand (HtH) combat takes place when a Hero is Unarmed (using their hands) or is using a Hand to Hand Weapon to Attack, such as a Dagger or Flail.

In order to perform a Hand to Hand (HtH) Attack, your Hero must be in the same Location card as the Hostile, and in Striking Range.



In addition to being in the same Location, you must pay 1 Action for each number in the Striking cost. This moves your Hero into Striking range of the Hostile.

To summarize, a Hero in Striking range to a Hostile card can perform Hand to Hand (HtH) Attacks against that Hostile card. Hand to Hand (HtH) is an Attack type. Striking is a Range.



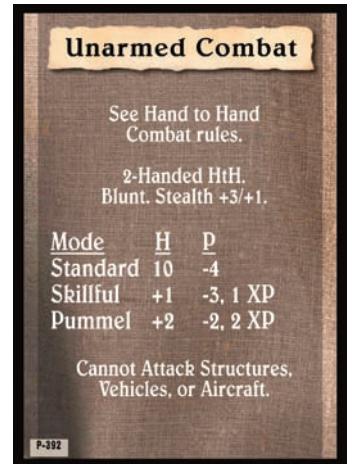
Place the Striking counter with your Hero's picture or number in the Battle Area. A Hero can only Engage 1 Hostile in Striking combat at a time.

Example: You pay 1 Action and discard as normal to Enter a Location. The Location has a Striking cost of 1, so you pay 1 Action. This uses both your Actions. On your next Turn, you perform a Hand to Hand Attack and Kill the last Hostile on the card. If you wish to Engage another Hostile card in that Location, you can, because you are already in Striking Range.

Heroes and Hostiles cannot perform Hand to Hand Attacks against Structures, Aircraft, and Vehicles.

You must pay the Location's Striking Action cost to move from Engaging a Hostile card back to Range 0. You freely return to Range 0 when the Hostile card is Eliminated.

Attacking



The Unarmed Combat reference card is provided as an easy way to look up your Unarmed Combat options.

If you spend an Action to perform an HtH Attack, select your Mode of Attack, and then roll 10-sided dice and a 6-sided die as normal.

H - If the Attack roll is equal to or greater than the number in the "H" column you score a Hit.

P - The number in the "P" column is your Attack's Penetration.



Add the Hero's HtH modifier to your Attack rolls.

Before rolling, you may declare a Skillful or Finesse Attack by spending XPs to improve your Attack roll and Penetration value.

Example: Before your Attack, you declare that you are making a Cleave Attack. Pay 2 XP and add +2 to your Attack roll and +4 to your Defeat Cover roll. (+2/+4)



Example: You make a successful Shadows roll and your Shortsword has Stealth +1/+1. You decide to spend 1 XP and perform a Skillful Attack. The Shortsword's base Attack roll is a 7, and you get to add 1 due to the Stealth bonus and 1 more for making a Skillful attack. So you only need to roll a 5 or higher. The Shortsword's base Penetration modifier to Defeat Cover is a -1, but it improves to a 0 due to the Skillful attack, and you get to add 1 due to the Stealth bonus. Overall, your Defeat Cover roll

gets a +1 modifier.

Attacks

| Defeat Cover | Attack | |
|--------------|-----------|-------|
| | Miss | Hit |
| Fail | No Effect | Vuln |
| Succeed | Vuln | Wound |

Hand to Hand Attacks use the same process as all the other Hero Attacks. If the Attack and Defeat Cover rolls are successful, you inflict a Wound. If one or the other is successful, you inflict a Vuln. If neither is successful, there is no effect

from the Attack.

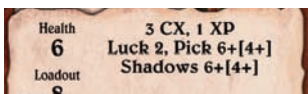
Shadows roll affects only apply in the Location where you made the successful Shadows' roll.

Locations



Locations have a Shadows modifier listed on their card. This modifier modifies all Shadows rolls attempted in the Location.

Shadows Ability (Hand to Hand)



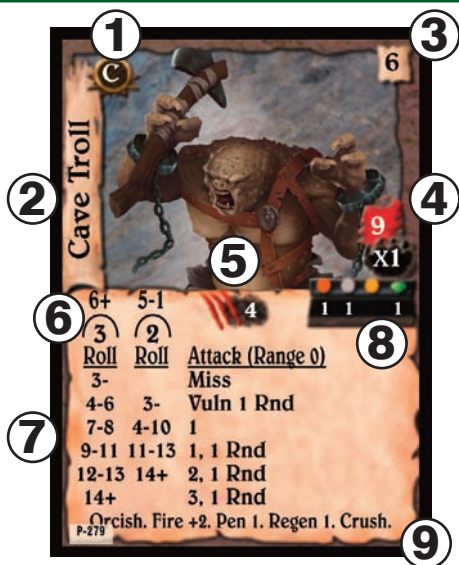
Some Heroes have the "Shadows" Keyword printed on their cards. Only Heroes with the Shadows ability can attempt to perform Shadow Attacks or Shadows rolls.

Shadow Attacks

At any time during the Hero Turn, the Hero can roll a 10-sided die. If you roll the Hero's Shadows value or higher, the Hero has successfully moved out of sight of the enemy and is "in Shadows" until the end of the Hostile Turn. If you roll less than the Hero's Shadows ability, you Attack as normal. Some Hostiles modify your Shadows roll.

If you make a successful Shadows roll, add the Weapon's Stealth modifiers to your Attack rolls and Defeat Cover rolls for the remainder of the Hero Turn.

Single Hostile Cards



As you draw Hostile cards, place them face up on the Tactical Display next to their Location card.

1 - Hostile Level: The Level and difficulty of the Hostile card. In order from Lowest to Highest, they are:

Nuisance, Common, Renowned, Legendary, Mythical.

2 - Hostile Name: The name of Hostile.

3 - Hostile Experience Points: The number in the upper right corner shows the Experience Point value of this Hostile card. A Hero gains this number of Experience Points from Killing the last Hostile on the card.

You must Kill all the Hostiles on the card before you can claim the Experience Points for the card.

4 - Number and Health of Hostiles: The Number of Hostiles on a card.



Example: Their is only 1 Cave Troll on this card.

Health of Hostiles: The Number of Wounds you must inflict to kill the Hostile.



Example: Their is only 1 Cave Troll, but he has 9 Hit Points.

5 - Number of Attacks made by each Hostile: Each Hostile can make this number of Attacks, each Turn.



Example: The Cave Troll will make 4 Attacks, each Turn.

6 - Cover: Heroes must roll this number or higher on a 6-sided die to Defeat the Hostile's Cover during an Attack.

Example: When attacking the Cave Troll, Heroes must roll a 10-sided die to perform the attack, and a 6-sided die to defeat the Hostile's Cover. If the 6-sided die roll is 3 or higher, the Cave Troll's Cover has been defeated.

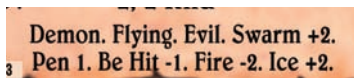
Once the Cave Troll's Health has decreased from 6 down to 5 or less, his Cover reduces to 2.

7- Attack Range and Attack Chart: Hostiles use the chart on their card to Attack their targeted Hero.

Example: The Cave Troll Attacks from Range 0. During His Attack, if he has 6 or more Health and he rolls a 9, he will inflict 1 Wound on his target. He will also inflict 1 Wound on a random Hero.

8 - Gold and Treasures: After killing a Hostile, you will gain this amount of Gold and Treasure Items.

Example: After Killing the Cave Troll, you gain 1 Copper, 1 Silver, and a 1 point Treasure Item.



9 - Special Notes: Some Hostile cards have Special Notes and Keywords at the

bottom of their cards. This text is only active if there is at least one Hostile that is active on the card. Some Keywords remain active even if all of a card's Hostiles are not active. These Keywords are so noted on the Keywords sheet.

Example: The Cave Troll is Orcish, so any cards or weapons that are modified by Orcish Hostiles will be affected.

Example: A Wizard casting a Fire spell will gain +2 on their Attack against a Cave Troll.

Example: When a Cave Troll is Attacking a Hero, he gains +1 Pen.

An explanation of Keywords can be found in the Keyword Sheet.

Immediately draw a new Targeting counter if a Targeted Hero is Downed. If there are Heroes within the Hostile's Attack Range, redraw until you draw a Targeting counter for a Hero within the Hostile's Attack Range.





Some Hostile cards perform more than one Attack. Some Hostile cards have Treasure values.



1 - Attacks: The number of Attacks each Hostile performs each Turn.

Example: The Piranhakeet's Hostile card has 6 Hostiles present. Each Hostile performs 2 Attacks during the Turn.

All Attacks performed by a Hostile, whether by its main Hostile counter, or Attack counters, are all considered to be Hostile Attacks. There is no difference in the Attacks performed by the different counter types.

  If each Hostile on a card only performs one Attack, use their standard Hostile Targeting counter to show if they have performed their Attack or not.

Example: This Hostile is Targeting Hero #2 with one of their Attacks.

  If each Hostile can perform 2 or more Attacks, use their Hostile Targeting counter for one of their Attacks, and place one additional Attack counter next to the Hostile for each Attack they can perform beyond the first.

Example: One of the Piranhakeets is Targeting Hero #1 with one of their Attacks.



Example: The combat example shown above is what a battle might look like part way through the encounter.

3 of the 6 Piranhakeets have already been Eliminated.

Gareth (the Fighter) is Hero #1, Vex (the Thief) is Hero #2, and Tolonar (the Wizard) is Hero #3.

Gareth and Vex are in Striking Range. Tolonar is at Range 0.

Hostiles are always in Striking Range.

Each of the 3 surviving Piranhakeets can make 2 Attacks.

By chance, there is one Piranhakeet Targeting each Hero with both of their Attack counters.

So far this Turn, Actions were taken in the following order...

*Gareth performed an Action
Hostile #2 performed an Action*

Multi-Hostile Cards





Vex performed an Action

Hostile #1 performed an Action

Gareth performed an Action

Hostile #3 performed an Action

The Hostile Targeting Gareth (Hero #1) has already performed its first Attack. The Hostile's counter is flipped to "Acted" to note that it has already performed that Attack this Turn.

The Hostile Targeting Vex (Hero #2) with its first Attack, is Targeting Gareth with its second Attack.

The Hostile who targeted Tolonar (Hero #3) with its first Attack, is Targeting Vex (Hero #2) with its second Attack.





Treasure



1 - Treasure Details: From left to right, Copper pieces, Silver pieces, Gold pieces, and Item points.

Example: The Piranhakeet Hostile card's Treasure is: 0 Copper, 1 Silver, 0 Gold, and 1 point of Items.

Some Hostiles have Coins and/or Items noted on their cards. When you Eliminate the Hostile card, divide Coins and Items between any

Heroes in that Location as you wish.



If the Hostiles in your Adventure have Item values, draw cards from the Item deck until you draw Item cards with a point value equal to the Hostile's Item value. If a card would exceed the remaining Item points, discard it, and continue drawing. If none of the cards in the Item deck fall within the remaining Item points, those points are lost.

1 - Item Value: The Item point value of the Item card.

Example: You Eliminate the Orc Spearmen and gain their Treasure. You receive 2 Copper coins and 1 point of Item cards. The top-most Item card has a value of 2. This exceeds the 1 remaining Item point, so you discard it. The next Item card has a value of 1. You receive that card, and it turns out to be a Minor Heal Potion.



Item Decks

If some all or of the Hostiles in your Adventure have Item values, you need to construct an Item deck at the start of the Adventure.

You can choose from all Item cards appropriate to the Campaign and Adventure you are playing. You can include as many Item cards in the Item deck as you wish, but you must include at least 20 cards.

When the Draw Deck is empty, shuffle the Discards and put them back in the Draw Deck pile.

Example: You are playing an Adventure in the Fantasy Plumeria Campaign. You may only include Item cards that can be used in the Fantasy Era, and which may be used in the Plumeria Setting.



Expansion Packs

Some Expansions have pre-built Item decks. When playing one of these Expansions, place both the Campaign Item deck, as well as the Expansion Item deck on the table. You may freely draw from either deck, card by card, when Item cards are to be drawn.

Example: While playing an Adventure in an Expansion Pack, you Eliminate a Hostile with 4 points of Items. The top Campaign Item card has a value of 2, and the top Expansion Pack Item card has a value of 1.

You choose to draw from the Expansion Pack. This leaves you with 3 points of Items remaining to be drawn.

The new top card of the Expansion Pack has a value of 3.

You choose to draw the Campaign Item card. This leaves you with 1 point of Items remaining to be drawn.

The new top card of the Campaign Items has a value of 1.

You choose to draw from the Expansion Pack. Its top card has a value of 3, which is more than the 1 point you have remaining. You discard it, revealing a card with a value of 2. You discard it, revealing a card with a value of 1. You draw that card.





Heroes may only interrupt the Hostile's Turn to play Action cards, use Weapons, or use Equipment which specifically state that the card can be used during the Hostile Turn.

HOSTILES ATTACK

Resolve Attacks for all Hostile cards that are in Range of their targeted Heroes.

Example: A Hostile has a Range of "0". The Hostile will Attack its targeted Hero when the Hero is at Range 0, or Striking.

Hostile cards roll dice to Attack. Consult their Attack chart to determine the effects of their Attack roll.



Weapon Range and Attack Chart

| Roll | Roll | Attack (Range 0) |
|-------|-------|------------------|
| 3- | | Miss |
| 4-6 | 3- | Vuln 1 Rnd |
| 7-8 | 4-10 | 1 |
| 9-11 | 11-13 | 1, 1 Rnd |
| 12-13 | 14+ | 2, 1 Rnd |
| 14+ | | 3, 1 Rnd |

Orcish. Fire +2. Pen 1. Regen 1. Crush.

When a Hostile Attacks a Hero, roll a 10-side die for the Attack, and roll a 6-sided die to Defeat the Hero's Cover.

Each Hostile card has a unique Attack chart.

Use the Attack chart to determine the result of the Attack based on the success of the die rolls.

Resolving a Hostile Attack

Attack Roll and Terrain Cover Roll

Roll a 10-sided die for the Hostile's Attack, and a 6-sided die for the Hostile's Defeat Terrain Cover roll. Compare the Attack roll to the Hostile's Attack chart to determine the number of Wounds inflicted on the Hero.

If the Attack roll inflicts Wounds, compare the Defeat Terrain Cover roll to the Hero's Terrain Cover value. If the Defeat Cover roll is equal to, or greater than, the Terrain Cover value, the Attack defeats the Terrain Cover, then check for Body Armor.

If the Attack roll inflicts Wounds, and the Defeat Cover roll is less than the Hero's Terrain Cover value, the Attack does not defeat the Hero's Terrain Cover, do not roll for the Hero's Body Armor. Inflict a Suppress on the Hero.

Terrain Cover does not apply to non-Hostile Attacks (ie Environ, Event cards, etc).

Body Armor Roll



If the Attack roll inflicted Wounds, and the Defeat Cover roll defeated the Hero's Terrain Cover, roll a new 6-sided die to determine if the Attack defeats the Hero's Body Armor.

Examples: A Hostile rolls a 6 for Defeat Cover against the Chainmail Armor. This exceeds the Armor's 5 Cover. The Armor does not stop the Attack and does not have its Sturdiness reduced. Inflict Wounds on the Hero.

Note, just because Armor is able to stop an Attack does not mean you must allocate the damage to the Armor. See "Allocating Wounds".

The Hostile rolls a 4 to Defeat Cover. The Chainmail may



absorb the Wounds of the Attack. You choose to allocate the Attack's 1 Wound to the Armor, and reduce the Chainmail's Sturdiness from 12 to 11. The Chainmail still has a Cover of 5. A 2nd Attack then rolls a 4 to Defeat Cover, and again the Chainmail may absorb the Attack's 1 Wound. You choose to have the Armor absorb the 1 Wound, and the Armor suffers 1 damage, reducing its Sturdiness from 11-10. If the Armor stops 2 more Wounds, it will be reduced to having a Cover of 4.

Armor Cover does not apply to non-Hostile Attacks (ie Environ, Traps, etc).

Result of the Attack

Each Attack has 1 of 3 results:



Wounded - The Attack roll indicates 1 or more Wounds on the Hostile Attack chart, the Terrain Cover was defeated, and the Hero's Armor was defeated.

Place a Wound counter on the Hero's card equal to the Wounds inflicted.

Example: The Hostile's Attack roll inflicts 3 Wounds, the Defeat Terrain Cover roll is equal to, or greater than, the Hero's Terrain Cover, and the Defeat Armor roll defeats the Hero's Armor. The Hero suffers 3 Wounds.



Vuln - Either the Attack or Defeat Cover roll failed, but not both. Place a Vuln counter on the Hero card.

Example: The Hostile's Attack roll indicates 2 Wounds, but its Defeat Terrain Cover roll fails to Defeat the Hero's Terrain Cover. Do not roll to Defeat Armor because the Defeat Terrain Cover roll failed. The Hero suffers a Vuln.

Example: The Hostile's Attack roll indicates 1 Wound, its Defeat Terrain Cover roll defeats the Hero's Terrain Cover, and the Defeat Armor roll fails to defeat the Hero's Armor. The Hero suffers a Vuln.

Example: The Hostile's Attack roll indicates a Miss, the Defeat Terrain Cover roll is equal to, or greater than, the Hero's Terrain Cover, and the Defeat Armor roll defeats the Hero's Armor. The Hero suffers a Vuln.

Example: The Hostile's Attack roll indicates 1 Wound and a special effect Keyword "Push". The Defeat Cover roll fails to defeat the Armor. The Hero suffers a Vuln.

No Effect - The Attack roll inflicted 0 Wounds, and at least one of the Defeat Cover rolls failed. The Attack has no effect on the Hero.

Example: The Hostile's Attack roll indicates a Miss, and the Defeat Terrain Cover roll fails to defeat the Hero's Terrain Cover. The Hero suffers no effect.

Example: The Hostile's Attack roll indicates a Miss, the Defeat Terrain Cover roll defeats the Hero's Terrain Cover, but the Defeat Armor roll fails to defeat the Hero's Armor. The Hero suffers no effect.

Summary

| | | Attack | |
|--------------|---------|-----------|-------|
| | | Miss | Hit |
| Defeat Cover | Fail | No Effect | Vuln |
| | Succeed | Vuln | Wound |

If the Attack roll and both Defeat Cover rolls are successful, the Hero suffers Wounds.

If only 2 of the 3 Attack and Defeat Cover rolls are successful, the Hero suffers a Suppress.

If 0 or 1 of the 3 Attack and Defeat Covers rolls are successful, the Hero suffers no effect.

Allocating Wounds

Once you have determined that the Hero will suffer Wounds, you allocate them. There are various pieces of Gear, Action cards, and Skill cards that can absorb Wounds.

Freely allocate the Wounds between all cards that can absorb Wounds.

Example: The Hero has suffered a 3 Wound Attack. You can allocate the Wounds between any and all of the Hero's Health, Gear, and cards:

- The Hero's Health
- The Hero's Armor (if the Armor was able to absorb the Attack)
- Action cards that can stop Wounds.
- Skill cards that can stop Wounds.

Once you have allocated all Wounds, treat all Wounds allocated to the Hero's Health as being a single Wound. This affects the difficulty in Healing the Wound.

Example: The Hero suffered a 6 Wound Attack that the Body Armor was able to absorb. You decide to allocate the Wounds as follows:

- 1 Wound to Health
 - 2 Wounds to Armor
 - 1 Wound to an Action card that can stop 1 Wound
 - 1 more Wound to Health
 - 1 Wound to a Skill card that can stop 1 Wound
- Place a 2 Wound counter on the Hero.*

RECOVERY STEP

Fantasy Adventures have the Recovery step at the end of each Turn.

Some Hero Abilities regain one used counter during this step if there are no Hostiles in the Hero's Location. See the Keywords sheet for Abilities that regain a counter during this step.

Example: A Fighter has a Toughness of 2. They currently have used 1 Toughness counter, and only have 1 Toughness counter remaining. During the Recovery step, there are no





Hostiles in the Fighter's Location. The Fighter regains 1 Toughness counter.

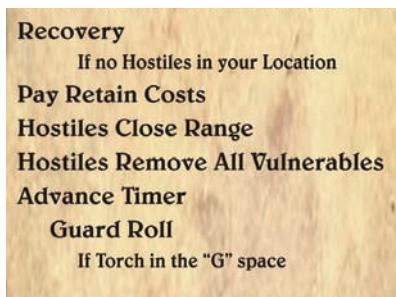
HOSTILES CLOSE RANGE

All Hostile cards that are out of Range can move one Location to bring the Hero within the Hostile card's Attack Range. If a Hostile card is in Range of its target, the Hostile card does not move.

Example: The Orcs have targeted Hero #2, NPS Herka, but Herka is at Range 2 from the Orcs. Move the Orcs 1 Location closer to Herka during the Close Range step.

There are situations when a Hostile is in Range, but cannot Attack the Hero, due to an Obstructed Location or other card text. In such situations, the Hostile Moves closer to the Hero.

REMOVE VULN COUNTERS



Remove all Vuln counters from Hostiles during the Hostiles Remove All Vulnerables step.

ADVANCE ADVENTURE TIMER



Move the Timer counter one space down the Adventure Timer Track.

If you move the counter past the "1" space, you have run out of Time, and your Adventure ends in failure.





1 - Name of On the Adventure - For flavor only.

2 - Nation - The area the Dungeon takes place.

3 - Adventure Name - Name of the Adventure this card takes place.

4 - Red Text - A negative effect Heroes will suffer during the Adventure.

5 - Black Text - The positive effect Heroes will suffer during the Adventure.

Hero Wounds

Each Wound suffered by a Hero reduces the Hero's Health and Hand Size by 1.

Example: Your Hero starts with a Health of 6. This means your Hand Size is 6, and you can hold at most 6 cards in your Hand after performing a Discard and Draw Action.

Your Hero then suffers a 2-point Wound. This reduces their Health and Hand Size to 4. You can hold at most 4 cards in your Hand after performing a Discard and Draw Action.



Place a Wound counter on your Wounded Hero card equal to the number of Wounds inflicted by the Attack. Each time your Hero suffers Wounds, place a separate Wound counter on the Hero's card.



Example: Gareth suffers a 1-point Wound from a Vampiric Bats Attack and a 2-point Wound from an Attack by Cave Spiders. Place 2 separate Wound counters on Gareth, a counter with a 1 and a counter with a 2. Gareth must be Treated for each Wound separately.

Mid-Adventure Healing

There are several cards that give you the ability to Heal Hero Wounds in the middle of an Adventure, such as a First Aid Kit. You can only attempt to Heal each Wound once during an Adventure. Before rolling to Heal, declare which Wound you are attempting to Heal.



A "Heal 1" effect reduces a Wound by 1 point. A "Heal 2" reduces a Wound by 2 points.

If a Heal result completely Heals a Wound, discard the Wound counter.



If a Heal result does not completely Heal a Wound counter, replace the Wound counter with a Treated Wound counter. The Treated Wound counter shows that the Wound cannot be Treated, Reduced, or Removed again.

Disregard any unused Heal points left over.

Example: Gareth has suffered a 2-point Wound. Herka uses her Divinity to Heal 1 point of Gareth's Wound.



Replace the 2 Wound counter with a 1 point Treated Wound counter. This shows he is still suffering from 1 Wound, and the Wound cannot be Treated, Reduced, or Removed again during the Adventure.



Example: A Hero has a 1-point Treated Wound. You cannot Heal the Treated Wound with a Heal Potion.

Actions

If a Hero is Healed and their new Health grants them more Actions, they may use those Actions during the current Turn.

Example: A Hero has 2 Action when at 2 Health, and 1 Action when reduced to 1 Health. They are Wounded and currently have only 1 Health (1 Action). You Heal them back up to 2 Health, they now have 2 Actions to use during the Turn.

Outside of Adventure Healing

Heroes participating in a Campaign, or a series of linked Adventures, can receive Healing between Adventures as specified in those rules.

Out of Adventure Healing is not limited to once per Wound counter. Such Wounds can be Healed multiple times until fully Healed.

Example: A Hero is injured in an Adventure. After returning to a Town, you can Heal the Hero.

DOWNED

If a Hero is reduced to 0 Health or less, the Hero is Down and any Wounds can no longer be Healed, Reduced, or Removed. A Downed Hero can no longer participate in the Adventure. Immediately remove the Hero's counter from the Tactical Display Sheet, and discard any Action cards held by the Hero.

Downed Heroes leave behind all of their Gear in the Location, which can be picked up by other Heroes using the normal Equipping rules.

If a Downed Hero is brought back to 1 or more Health, they



can once again act as normal. Other Heroes must return any Gear taken from the Downed Hero the first time they are in the same Location.



Completing the Objective



During the Hero Turn, any Hero in the Location card adjacent to the Objective card can "Activate" the Objective card by declaring it as the next Location. If the Objective has an Activate cost, pay the cost as if it is a Location card played by a Player Hero.

Remove the Inactive counter from the Objective when you Activate it.

Example: During the Iron Hill Adventure, the Objective will be in the 4th space. If your Hero is in the Location in the 3rd space, you can Activate the Objective card.

Activating the Objective card is the same as playing a new Location card. Immediately draw the Objective's Hostile cards when you Activate the Objective card.

Each Objective card specifies what you need to do to win.

Your team does not have to be in the Objective card to win the game.

Your team does not have to be together in the same Location card to win the game.

Objective Hostile Cards



Place an "Objective Hostile" counter on each Hostile card drawn toward the Objective card's Hostile value.

Place an "Objective Hostile" counter on each Hostile card placed on the Objective card due to the Objective card's Rein card draws.

If the Objective has the Eliminate Hostiles Keyword, you must Eliminate all such Hostile cards, even if they were Placed outside the Objective, or Moved out of

the Objective. If an Objective Hostile Moves Behind the left-most Insertion or Location card, or Beyond the right-most Extraction or Location card, they leave the game and are considered Eliminated.

To fulfill the Eliminate Hostiles Keyword condition, there can be no Hostile cards in the Objective at the end of the Hero Turn.

Hostile cards can leave the Objective card as normal during the Close Range step.

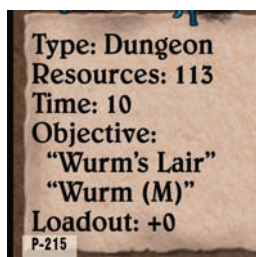
Objectives with Activation Costs



Some Objective cards have a cost to Activate them. Pay the cost as you would any Location, and Activate the Objective card as normal.

Example: Once a Hero is in position to Activate the Objective card, the Hero must pay 2 Actions to Activate Spinner's Lair.

Objective Targets



Objectives have a single target that must be Destroyed to complete the Adventure.

Success

The game immediately ends in success when you complete the Objective card's requirements.

The game ends in failure if you run out of Game Turns, or when the last member of your team is Downed.

If your last Hero is Downed in the same Action that you complete the Objective, the game ends in success.





Optional rule

SAVING ACTION CARDS TO ENTER

You may put aside Action cards from your hand to pay the discard cost of the next Location you, a Non-Player Hero, or a Squad Hero Enters. You may not set aside newly drawn cards until you discard down to your Handsize. Assign each card set aside to a specific Hero. If the Hero has any saved Action cards left over after paying the next Entrance cost, discard them. Saved cards do not count toward your Health limit of Action cards, and they cannot be used for anything else.





Warfighter now spans several Eras, and each Era has its own Settings.

Eras represent large blocks of time. Settings are specific situations within an Era.

Fantasy Era (Alternate Reality)

Fantasy Setting

WWII Era (WWII to pre-Vietnam War)

European Setting

Pacific Setting

Mediterranean Setting

North Africa Setting

Korean War Setting

WWII Undead Setting

Cold War Era (Vietnam War to pre-Desert Storm)

Vietnam War Setting

Resistance Setting

Modern Era (Desert Storm to pre-Near Future)

Daytime Setting

Shadow War Setting

Private Military Contractor (PMC) Setting

We have worked hard to make sure your Warfighter Heroes, PMCs, Heroes, etc (“Heroes” for short) can travel as seamlessly as possible between Settings and even Eras.

Travel Between Settings and Eras

During Set-Up, your Heroes can only buy Skill, Gear, and Item cards from their own Era. They can buy cards from any Setting that is within their Era.

Example: Taking your WWII Pacific Heroes to WWII Europe (a change in Setting), or taking your Modern Daytime Heroes to WWII Pacific (a change in Era).

If you are playing with Soldiers from different Eras, each Soldier has their own deck of Action cards from their own Era and Setting.

Example: Your WWII Pacific Soldier travels to a Modern Jungle Mission. They can use any WWII Era Skills and Gear cards. During the Mission they use their Pacific WWII Action cards.

Use the Hostile cards, and Display Sheet of the Era and Setting your Soldiers are traveling to.

Example: If your Modern Shadow War Soldier, WWII European Soldier, and Fantasy Fighter wanted to explore a Fantasy Dungeon, they would each have the Skills, Gear, and Action cards of their own Eras, and you would use the Fantasy Display Sheet and Hostile cards.

Once Soldiers Enter the first Location card, they can Equip any Gear and Item cards present in the Mission’s Era.

Example: Your Fantasy Fighter Enters the first Location card of WWII Europe, Eliminates the Hostiles, and Finds a Grenade. Your Fighter can Equip and use the Grenade.

Once the first Mission of a Campaign is completed, the Soldiers may purchase Skill cards and Gear cards from the Campaign’s Era.

Vuln vs. Suppress

Some Eras use Vuln game rules, and other Era use Suppress game rules. Use the Era’s rules for Vuln or Suppress.

A card or effect that inflicts a Vuln or Suppress will inflict whichever effect is appropriate to the Era.

Example: A Modern Soldier has a Skill that inflicts a Suppress on a Hostile. The Soldier travels to Fantasy, which uses Vulns. The Soldier will inflict a Vuln when using their Skill.





A Campaign is a series of linked Adventures. The results of one Adventure carry over to affect the next Adventure.

You select a group of Heroes at the start of the Campaign and use those same Heroes throughout the entire Campaign. As the Campaign progresses, your Heroes will gain Resource points to promote to higher Levels and purchase additional Skill cards.

Each Campaign usually comes with a Campaign Map. This Map provides useful information for set-up, special rules, and victory.

CAMPAIGN MODES

At present, all Campaigns are Deployment Campaigns.

Deployment Campaign

A Deployment Campaign has the Heroes travel from Adventure to Adventure around the Campaign area. The Adventures are of different difficulty levels and the Heroes earn Resource Points (RPs) after successfully completing each Adventure. The Heroes must successfully complete the noted Campaign Victory Condition, or else the Campaign ends in defeat.





Wounds. Restoring a Wound removes it regardless if it was previously treated.

Example: In Plumeria, each Wound Restored in a Town costs 1 Copper.

You can also pay for Training while in a Town. The Money cost noted gives you 1 Resource Point that a Hero can use toward a Level improvement or Skill card purchase.

Example: In Plumeria, if you pay 3 Gold, it gives you 3 Resource Points that a Hero can use toward going up to the next Level, or to buy a Skill card.

5 - Desperation Adventures: Details how the number of Desperation Adventures you choose to go on decreases your Campaign Victory level.

6 - Special Rules and Campaign Victory: The Campaign Mode, any special rules included in the Campaign, and the Victory condition you need to achieve to win the Campaign.

CAMPAIGN MAP

1 - Campaign: The title of the Campaign.

2 - Starting Resource Points: The number of Resource Points you start the Campaign with to purchase Heroes, Skills, and Gear.

3 - Adventures: The number of Adventures of each level in the Campaign. Campaigns will normally give you more than this number of Adventure cards, and then you randomly select the specific Adventures that will appear in the Campaign.

4 - Money, Restoring, and Training: Details of the Monetary system used by the Campaign, the cost to Restore Wounds when in a Town, and the cost to buy Training while in a Town.

Fantasy Era Campaigns use the Gold piece monetary system:
4 Copper pieces = 2 Silver pieces = 1 Gold piece

Example: If you want to purchase a Dagger with a cost of 1 Gold, you could buy it with 2 Copper and 1 Silver.

All other Campaign Eras use the Dollar monetary system:
4 \$250s = 2 \$500s = 1 \$1000s

When you are in a Town, you may spend Money to Restore



HERO CARDS

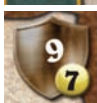


Almost all Hero card rules remain unchanged. There are a few additional rules when playing in a Campaign.

You can use standard single level Heroes in a Campaign, and you can also use Heroes that have 6 levels in a Campaign. The 6 level Heroes were first introduced in Warfighter PMC. The rules for promoting 6 level Heroes are the same as they are in PMC.



Each Hero's level is noted on their card.



The Resource Point cost and Resource Point cost to improve to the next level are noted on each Hero card for levels 1 to 5. Heroes cannot improve beyond level 6.

Example: Gareth is level 1 and has a value of 9 Resource Points. You need to pay 7 more Resource Points for him to improve to 2nd level.

If a Hero card enters play with a card that has a Pre-Req, simply start with the card. Ignore the Pre-Req.

If a Hero's Health is reduced to 0 or below, they cannot act. They can only be Healed in a Town. Other than the cost of Healing, there are no additional penalties for a Hero being reduced to 0 or below Health.

Printed Gear Cards

Some Heroes have Gear cards printed on their Hero cards.

The Hero begins the Campaign with the Gear Printed on their card.

Dropped and Expended Gear is not freely regained following an Adventure. Armor that has suffered damage does not automatically Repair.

If a Non-Player Hero or Squad Hero Dropped or Expended Gear during an Adventure, you may repurchase the Gear in a Town.

If a Hero promotes to the next level, gain any newly appearing Gear Printed on their new card, and discard (without compensation) any existing Gear that no longer appears on their new card.

Example: A Hero with a Mace and 1 Holy Water Printed on their card promotes. Their new card lists 2 Holy Waters and a Flail.

They gain 1 Holy Water for free. They must discard their Mace. They freely gain a Flail.

TOWN CARDS



Town cards are a new type of card, and only used in Adventures that are part of a Campaign.

The title of each Town card can be found on the Campaign Map.

If Heroes begin a Campaign in a Town, treat them as Entering the Town at the start of the Campaign for the purposes of their starting Town's card text.

Heroes do not have or require Actions while in a Town.

Town Text

Resolve once when Entering Town.

Replenish

While in a Town during the Replenish step:

All Heroes reset Printed abilities to their Printed values, such as: XP, Focus, Toughness, Luck, etc.

Remove all Divine Powers cards from Heroes.

If the Hero has more than their Printed value, reduce their counters to their Printed value. If the Hero has fewer counters than their Printed value, give them counters to reach their Printed value.

If you have saved Resource Points, you may allocate them during this step.

Town Activities

Do any and all of the following activities in any order one or more times:

Town Card

Resolve the Town card's text.

Buy and Sell

Buy and Sell Gear cards. If a Gear card has suffered Damage, has Expended Charges, or is in any way not fully functional, it cannot be sold.

Example: The Fighter purchased the Damaged Leather Armor Gear. To Sell it, the Damaged Leather Armor must be fully Mended.





Gain full value from all sold Gear cards.

Pay to Mend Damage to Armor and other Gear cards.

Pay to Restore Wounds

Pay the Money noted on the Campaign sheet to Restore one Hero one Wound. Restoring a Wound removes it regardless if it was previously treated.

Training

Pay to gain Resource Points.

Example: In Plumeria, it costs 1 Gold to buy 1 RP of Training. While in a Town, you pay 2 Gold and receive 2 Resource Points.

Hero Purchase

You may pay Resource Points to purchase a new Hero of any Level and add them to the Campaign.

Hero Improvement

Pay Resource Points to improve a Hero card to a higher level and purchase Skill cards.

If you promote a Hero, and the new level has a Skill card that you already purchased for the Hero, gain the RP of the Skill's cost for general use in the Campaign.

ADVENTURE CARDS



Almost all Adventure card rules remain unchanged. Adventure cards that are part of a Campaign have a few additional rules.

Each Adventure card is located in one of the Towns on the Campaign Map. Each Adventure card's Campaign and Town is noted in its title text.

1 - Resource Points: The number of Resource Points

gained by the Heroes for Clearing the Adventure.

RETREAT

Heroes can Retreat from a Adventure by declaring they are Retreating at the end of any Turn if there is one or more Heroes with 1 or more Health. If all Heroes at the end of a Turn have less than 1 Health, the Campaign ends in failure.

Perform the following activities when you declare a Retreat:

Instantly leave the Adventure. You do not gain the Success bonuses of the Adventure.

Example: The Heroes decide to Retreat at the end of a Turn, do not gain the Cleared Resource points from the Adventure card.

Follow the normal end of Adventure steps.

Place a Retreated counter on the Town on the Campaign Map.

You may not enter that Adventure again.

Set all Hero Health to full.

If a Hero with Divinity points has fewer Divinity points than the number noted on their Deity card for their number of Divine Powers, increase their Divinity points to the number noted on the Deity card.

Example: A Retreating Hero who follows Odin has 2 Divine Powers and 8 Divinity points. Reset their Divinity points to 15.

Return all Heroes to the Adventure's Town card.

Fully Mend all Armor and Shields.

Gain \$4000 (4 Gold).

Perform Town Sequence as normal.

You then have a choice. You can go on to the next Town card as normal, or you can select one of the Campaign's unused Adventures and perform that Adventure as a Desperation Adventure.

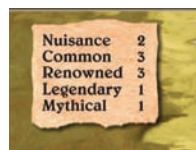
Each time you perform a Desperation Adventure in a Campaign, it reduces your Campaign Victory level. See the Campaign Map for details for each Campaign.

CAMPAIGN SET-UP

Perform the following steps to set-up a Campaign.

Select the Campaign sheet.

Shuffle its Nuisance Town cards, Common Town cards, Renowned Town cards, Legendary Town cards, and Mythical Town cards, to form a separate deck for each level.



Without looking at the front-sides, draw the number of cards from each deck as noted on the Campaign sheet.

Form one combined deck by first placing the Mythical cards on the table, then the Legendary cards on top of them, then the Renowned cards, then the Common cards, then finally the Nuisance cards on top.

Place the unused Town cards off to the side. These cards will be used if you should need to perform Desperation





Adventures.

Example: You are about to start a Fantasy Plumeria Campaign. You draw the following Town cards: 2 Nuisance, 3 Common, 3 Renowned, 1 Legendary, and 1 Mythical. Off to the side, you place the following Town cards: 1 Nuisance, 1 Common, 1 Renowned, and 1 Legendary.

Heroes



Build your team of Heroes using the Resource Points noted on the Campaign sheet. You have these RPs to purchase Heroes and Skills. You may purchase Heroes of 1st level or higher.

Any unspent RPs become 1 Gold piece for each unspent RP.

You then use the Gold to purchase Gear, and keep any unspent Money.

Example: In the Fantasy Plumeria Campaign, you have 45 RPs for your initial purchases. You purchase:

Gareth 1st level (9)

Tolonar 1st level (10)

Whisper 1st level (8)

Ryka 1st level (8)

For a total of 37 RP, leaving 8 RP, which becomes 8 Gold. You then purchase Gear:

a Long Sword for Gareth (2 Gold and 3 Copper)

a suit of Leather Armor for Gareth (3 Gold)

Torches (3 Copper)

You have spent 5 Gold and 6 Copper, leaving you with 2 Gold and 1 Copper unspent. You collect the Gold and Copper counters and place them by Gareth.

Item Deck

If any of the Hostile cards in your Campaign have Item Treasures, form an Item deck of at least 20 Item cards.

CAMPAIGN TURN

Perform the following steps. Repeat them until the Campaign ends in Victory or Defeat.

Draw Town Card

Draw the top Town card from the Town deck you created during set-up.

Perform Town Sequence

Perform the Town card steps previously detailed in the Town Cards section.

Resolve Adventure

Resolve the Adventure using the standard Warfighter rules.

Cleared

If the Heroes successfully overcame the Objective, and the Adventure ends in success, continue following this sequence.

Allocate the Resource Points (RP) noted on the Adventure card to the Heroes. The Heroes may immediately use these RP to purchase Level upgrades and Skill cards. Any unspent RP may be saved and allocated when the Heroes are in a Town card.

Retreated

If the Heroes Retreated from the Adventure, the Adventure ended in failure. You may either continue following this sequence, or perform a Desperation Adventure.

Repeat

Repeat this sequence for the new Adventure by going up to the Draw Town Card step.

Repeat this cycle until you meet the Campaign's Victory condition, or until all Heroes are at 0 Health.

ADVENTURE EXPANSION PACKS



We have created a few special Expansion packs for specific Towns/Adventures within a Campaign.

You can use these Expansions as part of a Campaign, or as a stand-alone Adventure.

When you use one of these Expansions, do the following:

- Use the Adventure's Adventure card, Objective Location card, and Objective Hostile card.
- Some packs include Heroes. In a stand-alone Adventure, you can use these Heroes as well as any other Heroes. If playing within a Campaign, use only your Campaign Heroes.
- Use only the Expansion's On the Adventure cards.
- Use only the Expansion's Location cards.
- Use only the Expansion's Hostile cards.
- Some Expansions have pre-built Item decks. When playing one of these Expansions, place both the Campaign Item deck, and well as the Expansion Item deck on the table. You may freely draw from either deck, card by card, when Items cards are to be drawn.





Do not use an Expansion's On the Adventure, Location, Hostile, and Item cards in other Adventures.





Credits

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 Dennis (11th Hour Monkeywrench) Sison
 Ben Smith
 Game Research.....Leigh Neville, David Makin, Ben Smith
 Rulebook.....Dan Verssen, Kevin Verssen,
 Sarah Eandi, Holly Verssen
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 Michael Neubauer, Dennis Sison
 Expansion CreationKevin Verssen,
 Sarah Eandi, Holly Verssen
 ArtistsGundus Moot, Thierry Cravatte, Hokunin,
 Wan Chiu, Cloud Quinot
 Scenario Book CreationKevin Verssen
 Scenario Book Adventure Briefing.....Benjamin Chee

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 Kauppinen, Paul Wright, Michael Adams,
 Gary Loughrans, Tom Konczal, Emery Gallant, Tim Reece,
 Everett Hammacher, Ric Van Dyke, David Raley, Todd Hughes,
 Chris Richardson, Kira Verssen, Benjamin Smith,
 James Street

Card Types

EXPANSION PACKS

You can add the Expansion packs into the core game to play even bigger Adventures with more variety. Each card has a small notation in its lower left corner detailing which game set it is part of, and its unique card number. This makes it easy to separate the cards back to their original decks.

“WP” designates a card from the core set of Warfighter Pacific cards. A “14” designates a card from the 14th Expansion, and so on. An “a” indicates that it is a revision of that card and replaces the original.

Many Expansions include Action cards. Add, or remove, all the Action cards from an Expansion from your Action card deck as a set.

UPGRADE CARDS

When introducing upgrade cards, replace the cards by title. In some rare cases there will be fewer upgrade cards than original cards from the same game. This is okay. As the series has evolved we've fine-tuned the card mix.

