

## Feudal Village (expanded)<sup>Adv.28+,FV.3+,FV.RefCards</sup>

- 0) each Hero decide: visit OR skip OR split?<sup>FAQ.5</sup>
- 1) Village Size decide: Small(4x⊙) / Med(6x⊙) / Large(8x⊙)
- 2) Travel Hazards<sup>FV.23</sup> → each Hero → Village Size?  
S→D6=1-3 adds 1 **VS** M→adds 1 **VS** L→like M+S.
- 3) Specialty Village Type → 2D6 → Reference Card (or:<sup>FV.4</sup>)
- 4) Village Locations → randomize but see Specialty Village card + Destroyed (e.g. by Mission Failure)? → roll which and flip
- 5) Unwanted Attention tokens → +1 for every Mutation over 3
- 6) Event Track → put marker on „Day 1“

### Each day:

- 1) Daily Event Deck → draw 1 Card
- 2) each Hero decide → Inn (\$10) or Camp Site (roll 2D6 C.S. Ev't)
- 3) each Hero decide → Location to visit
- 4) Location Ev't Charts → each H. roll 2D6 → 7=solve Unwan.Att.
- 5) shopping! sell? → as listed, **VS** 50% paid if bought in Town
  - Starting Item lost? → may re-buy<sup>FV.31</sup>
  - Forged Upgrades → permanent
- 6) Town Event → D6 above Day marker? → advance Day marker; below or equal? → reset marker to 1; roll 2D6 Town Ev't Chart
- 7) Leave Town? → each Hero decides

## Start Adventure<sup>Rev.11+</sup>

- 1) # of Heroes → decide → Revive tokens: 1 → 2x; 2,3,5 → 1x.
  - 2) Card Decks → shuffle + place
  - 3) Exploration Tokens → shuffle (12x) + stack
  - 4) ready Heroes → if any new, Create them<sup>Rev.7</sup>  
+ Old Lantern (Light Source) → decide who
  - 5) Mission → select; place World Card<sup>GV.11,Rev.34</sup>
  - 6) Hero Ability Tokens → reset<sup>Rev.37</sup>
  - 7) Grit → reset to 1<sup>Rev.37</sup> (keep Wounds/Sanity)
  - 8) Depth Track → prepare + reset
  - 9) Entrance Tile → place; each Hero on one of 8 Starting Spaces
- \*) „At start of Adventure...“<sup>FAQ.4</sup> → **must LVL UP** if possible<sup>Rev.33</sup>

## Turn/Round outside Fight

- 0) All non-KO Heroes decide to Flee? → Mission Failed
- \*) „At start of Turn...“ → may LEVEL UP if possible  
→ refresh Ki/Mana/Faith/etc. tokens<sup>FAQ.4</sup>  
→ resolve Poison markers etc. + World spec. rules + others
- 1) HBtD → Lantern Hero → 2D6 ≥ DepthStage threshold
    - roll **MATCH?** → Depth Event Chart (World with Lantern<sup>Rev.35</sup>)
    - non-match but fail? → advance Darkness marker  
→ „blood spatter“? → draw + resolve Darkness card  
→ „Growing Dread“? → draw + **STACK** GD card, OR cancel (each Hero pay 1 Grit)  
→ Darkness reached Heroes Entrance? → Mission Failed
  - 2) models Activate in Ini. order (higher) → tie? decide each Turn  
→ **Note: Ambush!** in this Phase immediately ends Turn<sup>Rev.25</sup>
  - 2.1) Voices in the Dark → 2+ tiles from Lantern? D6 Horror Hits
  - 2.2) „At start of Activation...“
  - 2.3) roll for Movement → D6 → 1? recover 1 Grit, OR +D6 Move
    - Move → not through models; Barriers/Walls block diagonal; at least 50% of grid space, OR Puzzle „half-space“
  - 2.4) no unrevealed Exploration Token? → may either:<sup>Rev.14</sup>
    - Scavenge → not fully Scav'd? roll 3xD6 → any 6? add marker
    - Look Thr. Door/Gate → advance Depth+get 5 XP+Map Card + place Map Tile + place unrevealed Exploration Token
  - 3) Reveal Exploration Token(s)<sup>Rev.15</sup>  
→ „Clue Icon“? → Mission Objective? → show GD → draw Threat  
→ roll Doors/Gates → Encounters (any order)<sup>Rev.19</sup>, in World<sup>Rev.35</sup>  
→ Attack/Ambush! (incl. from Encounters) + G'ing Dread<sup>Rev.16</sup>
- \*) „At end of Turn...“ → Ready „Once per Turn“ items

## Enemy placement<sup>Rev.24</sup>

# of Heroes=Threat?<sup>Rev.11</sup> **1-2=L** (Epic → H!<sup>Rev.31</sup>); **3-4=M**; **5-6=H**.

top Hero Lvl?<sup>Adv.33</sup> **3=Elite**, **4=2xE**, **5-6=Brut.**, **7=B+E**, **8=B+2xE**

**Ambush?** (Immobile? → <sup>Rev.31</sup>) → Enemies **+2 Ini.** first Round → *highest* Ini. E. placed 1st → adj.; target Random H. (among having least E. of this type adj. + having any adj. empty space). (Only target Heroes in the same World as Ambush<sup>Rev.35</sup>)

**Attack?** → *lowest* Ini. E. placed 1st → row far from **Tile Entrance**, space farthest left in this row (inc. Puzzle), then checkerboard.

**Not enough models?** E. grp gets 1 Elite Ab. (max.1/Turn<sup>Adv.61</sup>)

## Turn/Round in FIGHT

\*) *Note:* max. 1 **Free Attack** per Hero per Turn!<sup>Rev.27</sup>

normally before OR after regular Attack.

\*) *Note:* LoS<sup>Rev.26</sup> is from & to center of grid Space

→ Walls block; models & Barriers<sup>FF.13</sup> don't;

Gates block unless shooter on space adjacent to Gate

0) All non-KO Heroes decide to Flee? → Mission Failed

\*) „At start of Turn...“ → may LEVEL UP if possible

→ refresh Ki/Mana/Faith/etc. tokens<sup>FAQ.4</sup>

→ resolve Poison markers etc. + World spec. rules + others

1) HBtD → Lantern Hero → 2D6 ≥ DepthStage threshold

▪ roll **MATCH?** → Depth Event Chart (World with Lantern<sup>Rev.35</sup>)

▪ non-match but fail? → advance Darkness marker

→ „blood spatter“? → draw + resolve Darkness card

→ „Growing Dread“? → draw + **STACK** GD card, OR cancel (each Hero pay 1 Grit)

**VS** show if Objective already reached, OR cancel (as above)

→ Darkness reached Heroes Entrance? → Mission Failed

2) models Activate in Ini. order<sup>Rev.25</sup> → higher first → tie?

→ Enemy first → tie? → each Turn: roll (E.) / choose (Hero)

**Hero.2.1)** Voices in Dark → 2+ tiles from Lantrn? D6 Horror Hits

**H.2.2)** „At start of H. Activation...“

→ **Fear**(adj.), **Terror**(Tile+Gate<sup>Rev.35</sup>), **Unspeak.T.**(adj.Tile<sup>Rev.25</sup>)

+ decide Items in Hand slots

**H.2.3)** roll for Movement → D6 → 1? recovr 1 Grit, OR +D6 Move

→ E. adjacent? → to actually Move: roll D6 Escape Test<sup>Rev.25</sup>

**H.2.4)** one Attack<sup>Rev.26</sup> (Dual Wield? Ranged= no Crit + Off-

Hand needs 1 higher<sup>Rev.33</sup>; Melee= all+)

→ **VS** Dynamite/Bomb<sup>Rev.27</sup>, **VS** Help a KO'd Hero<sup>Rev.33</sup>

→ Roll Comb't/Shots (max.8<sup>Rev.33</sup>)x D6 → M'lee/Rang'd „To Hit“

→ pick any # of successful Hits → Assign to some adj. E. (Ranged= no E. adj.? → Range+LoS)

→ roll D6 Damage per succ. Hit → subtract E. Defense

(except Crit. 6+ To Hit) → Wounds

→ E. with Armor? → roll D6 for each Wound

→ E. with Variable XP? → „Base XP“ once per Attack<sup>Rev.27,FAQ.10</sup> + „Each XP“ per each Wound

→ E. w/Elite Abilities? → +5 XP to „Base XP“ per Elite Ability → repeat: pick any # of (remaining) successful Hits...

**H.2.5)** „At end of H. Activation...“ → remove Void Venom

**Enemy.2.1)** „At start of E. Activation...“ → see E. Ref. Card

**E.2.2)** Targeting<sup>Rev.28</sup> → pick E. closest to Heroes from the Activated group (tie? → choose)

→ not adj. to old Target? target Random Hero within Move, with clear path, among having least of adj. E. of same type → Move to „behind“ (diag. → diag.; else → opposite edge)<sup>FAQ.5</sup>

**VS** with (non-Extra) **Ranged Attack?**<sup>Rev.32</sup> → move towards nearest Hero until in Range & LoS

→ **E. Large or XL?** → displace S/M E. (swap places) on path

→ **E. XL (2×2+)?**<sup>Rev.32</sup> → Move its single „reference“ space; min.½ base on Tile; per-space attacks affect just once.

→ repeat: pick (next) E. closest to Heroes...

**E.2.3)** Attack → all E. in grp roll Combat xD6 against targeted H.

→ E. „To Hit“ → (H. Cover) → targeted H. rolls D6 × all successful Hits of E. grp → H. Defense → H. takes Wounds: undefended successful Hits × E. Damage → (H. Armor)

**E.2.4)** „At end of E. Activation...“

3) All E. killed?<sup>Rev.29</sup> → end Fight → Ready „Once per Fight“ items

→ H. activated last Turn? Heal D3 W/S **VS** D6 W/S or 1 Grit

→ KO'd? → Recover 2D6 W/S+ Roll Injury and/or Madness (2D6 W + 2D6 S if both)

→ draw Loot per card that added Enemies (max.3 Loot/Hero)

\*) „At end of Turn...“ → Ready „Once per Turn“ items → Corpses

## End of Adventure<sup>Rev.36</sup>

1) KO'd? → recover, roll Injury/Madness

2) Health & Sanity → Heal fully

3) Status Effect markers → remove

4) Mission completed? → Reward/Failure

5) Dark Stone → can discard any # but not trade<sup>FAQ.13</sup>

→ D6 for each → **1-3=Corruption Hit**, defend w/Willp. (no Spirit Armor<sup>Rev.17</sup>)

→ Corruption ≥ Corr. Resistance (base 5)?<sup>Rev.18</sup>

→ Mutation & remove CR of Corruption

6) Heroes Ability Tokens → reset

7) Grit → reset to 1

\*) „At end of Adventure...“ → Ready „Once per Adv'ture“ items