

Sword & Sorcery: Easily Overlooked Rules

- Remember that dominating a space gives +1 hit to the attacker (heroes or enemies)
- Remember to use the Focus action – it gives you +1 hit!
- Note that you can use an icon on a die (e.g., bolt) that allows re-roll to re-roll that same die
- Remember that an enemy without LOS to a hero uses its [+] action regardless of range
- Note that you can perform actions (free or not) mid-move *except* combat
- Remember to add enemy power cards if the trefoil symbol appears on the small enemy card
- Remember to draw trap cards for opening door and chests
- Note that you only roll one blue defense die per hit remaining after applying armor. The number of blue dice listed on cards (e.g., armor) is the *maximum* you can roll.
 - Note that some enemies don't get any defense dice
- Remember to apply enemies' resistance to weapon damage types (e.g., pierce, slash)
- Remember to apply Night/day effects (e.g., -1 hit in first scenario)
- Remember to carefully check and apply enemy abilities listed on their AI scroll
- Note that Criticals/Bash only trigger if a hit was obtained by attacker roll (even if it would later be blocked by armor or defense dice), other effects/conditions (e.g. poison) do *not* require a hit to be obtained by the roll
- Note that heroes start the first scenario with a power (as shown on their dial)