

WORK IN PROGRESS

BERSERK

THE
BOARDGAME

— RULEBOOK —

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I GAME OVERVIEW

Berserk The Board Game © is a cooperative board game with miniatures for 1-5 players, where you play as the iconic characters from the manga created by Kentaro Miura.

The campaign is divided into 11 Adventures set during the Millenium Falcon arc, recreating key moments from the story as you journey through iconic locations and face the sworn enemies of Guts and his companions, using a simple and intuitive gameplay system.

Each Hero has unique Action cards which are played to move, attack, defend, and trigger powers or game effects. But the more Action cards a Hero uses in the same turn, the more they'll feel the impacts of fatigue!

Like in the manga, you'll face hordes of creatures both more powerful and greater in number than your party and must fight alongside your comrades to have any hope of survival.

Over the course of the Adventures, the Heroes gain experience and new, more powerful Action cards, also improving their abilities and stats so they can face ever more powerful supernatural dangers.

Each Adventure is guided by a deck of Event cards which reveal parts of the story and the Heroes' objectives, whilst also adding its own set of twists and turns, both good and bad...

With Berserk The Board Game ©, enter a dark, tortured world where hope is lost and where death is sometimes welcomed with relief. Will you be just another offering, or will you find the strength to stand against what fate has in store for you?

II SETUP

A game of **Berserk The Board Game** © consists of a **single Adventure**, with the setup and details for each Adventure explained in the Adventure Book.

The 11 Adventures in Berserk The Board Game © form a campaign and are designed to be played in order, beginning with **Adventure 1**. You can also choose an Adventure and play it out of sequence. You will find more details on how to do this in the Adventure Book.

Players are on the same side and control 3 to 5 Heroes. Ideally, each player will control a single Hero, but a single player can control multiple Heroes, or several players can control a single Hero without changing the rules. Adventure difficulty is proportional to the number of Heroes.

HERO SETUP

Choose your party of Heroes. If the Adventure requires a specific Hero, you must:

- Either replace a Hero in your party with the required Hero.
- Or add the required Hero to your party. In this case, the players control an additional Hero (see Adventure Book for more details).



For each selected Hero:

1. **Take their Hero Board.** Place it in reach of the player controlling that Hero.
To begin Adventure 1, take the Board showing 12 Health.
2. **Take a Health marker.** Place it on the maximum health position on the Hero's Health track.
3. **Take a Fatigue marker.** Place it on position 0 of the Fatigue track.
4. **Take the corresponding Hero miniature.** This will be placed on the Game Board later in the Setup phase.
5. **Take one or more Ability markers,** if the Hero Board shows they are needed. Place them as described by the Ability text.
6. **Take the Hero's Action cards.**
These cards are your **hand**. To begin Adventure 1, **only** take the Action cards numbered **1 to 6** for your Hero.

In between Adventures, you can add or remove a Hero from your party, or exchange one Hero for another (*see the Adventure Book for more details*).

GAME BOARD SETUP

Follow the steps below to set up the Board.

If the Adventure does not tell you to take or place an element, ignore the corresponding step.

For the selected Adventure:

- 1 **Take the indicated Tile(s)** and put them in the center of the table, laying them out as described in the Adventure. These Tiles form the Game Board.
- 2 **Take the Round Track** and place it near the Game Board. Place the Round marker on position 1 on the track.
- 3 **Take all the Dice** and put them near the Game Board, in reach of all players.
- 4 **Take the indicated Enemy cards** and put them near the Game Board.
- 5 **Take the matching Enemy miniatures** and put them near their respective cards. **These miniatures are the Enemy Pool.** Then take the Enemy miniatures from the Enemy Pool and place them on the Game Board as described in the Adventure.
- 6 **Take the indicated Ally cards** and place them near the Game Board. Then take the matching **Ally miniatures** and place them near the Game Board as described in the Adventure.
- 7 **Take the indicated Spawn tokens** and place them on the Game Board as described in the Adventure.
- 8 **Take the indicated Interaction tokens** and place them on the Game Board as described in the Adventure.
- 9 **Take all the Wound and Status tokens, and the remaining Interaction tokens,** and place them near the Game Board. They may be used during the Adventure. **These are the Token Pool.**
- 10 **Take the Event cards for the Adventure** (indicated on the back of the cards). Sort them into a face down pile in descending alphabetical order from top to bottom. Put the deck near the Game Board, without looking at any of them. **This is the Event card deck.**
- 11 **Take the indicated Special Rules cards** and place them face up near the Game Board. These cards apply throughout the Adventure unless otherwise indicated.
- 12 Read the Adventure introduction and Special Rules cards aloud.
- 13 Reveal Event card A and read it aloud.
- 14 **Place the miniature for each Hero** in your party wherever you want on a Space in the orange Zone shown on the setup diagram (or on another Space if specified in the Adventure).
- 15 Let the Adventure begin!

NOTE: Some Ally cards have no corresponding miniatures.



III STRUCTURE OF AN ADVENTURE

◆ INTRODUCTION

Each Adventure is split into multiple rounds. **On each round, the Hero party plays first, followed by the Enemies, then any Events occur, with the round finishing with an Upkeep phase.**

The Adventure ends when indicated by an Event card, usually when one or more objectives have been achieved or after a certain number of rounds.

These game end conditions may change during the Adventure depending on the challenges the Heroes encounter, and any Event cards revealed. We recommend not reading the cards unless told to do so, as

that will spoil the twists and turns that the Adventure could take!

The Adventure ends in defeat if all Heroes are Knocked Out (*see Knocked-Out Heroes and Allies, page 24*).

If they are defeated, the Heroes must replay the Adventure and try to change their fate.

If they are victorious, the Heroes move onto the next Adventure and their stats and abilities may improve (*see Adventure Book*).

◆ STRUCTURE OF A ROUND

A Round is split into four phases:

1. **Hero turn**
2. **Enemy turn**
3. **Events**
4. **Upkeep**

■ HERO TURN

During the Hero turn, the Heroes work together and play cards to perform Actions.

The Hero turn begins with a **Planning phase** where each Hero chooses **1, 2, or 3 Action cards** from their hands, which they pile in front of them. This pile of Action cards shows the Attack, Movement, Defense, and Effects the Hero has available for the full Round.

The more Action cards a Hero plays on their turn, the more powerful their actions, but the more their Fatigue also increases and negatively impacts their stats.

Players can no longer change their selections once all Heroes have chosen their Action cards.

The game then moves on to the Action phase during which the Heroes move, attack, use their abilities, etc.

Each Round, the Heroes choose the order they play in and can choose which Hero to activate depending on the results of the previous Hero's actions. However, a Hero must complete their activation (i.e. complete all their Actions) before moving on to the next Hero, and so on until all Heroes and Allies have been activated, ending the Hero Turn.

Choosing when and how to play a Hero's Action cards is the key to victory in Berserk The Board Game ©. Each Hero has their own unique cards which define their play style. Some Heroes, like Guts, focus on powerful attacks and huge, devastating sword strikes. Others, like Farnese, stay further back from direct combat and provide essential support to their companions. Some Action cards also require the presence of another Hero to unleash their full potential.

It's up to you to choose the best way to play your Action cards and combine the Heroes' abilities to survive the demon hordes.

See Hero Turn on page 28 for more details.

■ ENEMY TURN

During the Enemy turn, Enemies move and attack the Heroes to attempt to knock them out and prevent them achieving their objectives.

They are automatically controlled by the game using a simple activation system.

An Enemy must complete its activation before the next Enemy can activate, and so on until all Enemies have been activated, ending the Enemy Turn.

See Enemy Turn on page 36 for more details.

■ EVENT PHASE

During the Event phase, the Heroes check if any of the conditions on the face-up Event cards have been fulfilled. This may be the end of a specific round, killing a specific Enemy, etc.

The Heroes then reveal the indicated Event card(s) and follow any instructions.

Event cards are the core of an Adventure and can completely change the dynamics by modifying the Heroes' objectives, adding a Special Rule, summoning new Enemies, etc.

See Event phase on page 41 for more details.

■ UPKEEP PHASE

During the Upkeep phase, the Heroes return all Action cards played during the Hero Turn to their hands, except for any instant cards, and move the Round marker up one position on the Round Track.

See Upkeep phase on page 43 for more details.

KEY IV CONCEPTS

◆ TILES, SPACES, AND ZONES

■ TILES

The Game Board is comprised of Tiles laid out as described in the Adventure (*see Game Board Setup, page 8*).

Each tile is identified by a letter followed by a number for each side.

These Tiles represent the terrain where the Heroes and Enemies face each other.

■ SPACES

Each Tile is split into a grid of hexagonal Spaces. For simplicity, in these rules the term “Space” refers to a single hexagonal space.

Spaces are a unit of measure for movement and range and contain the miniatures as well as other game elements. Illustrations on Spaces are purely for aesthetic purposes and have no effect on the game itself unless otherwise indicated (*such as Scenery; see Scenery on page 14*).

Each Space can only be occupied by a single miniature, and a miniature cannot pass through a Space occupied by another. However, a miniature can occupy or pass through a Space containing one or more tokens.

Two Spaces are considered adjacent if they share a border.



Space **0** is adjacent to Spaces **1, 2, 3, 4, 5, and 6**.

Space **1** is not adjacent to Spaces **3, 4, and 5**.

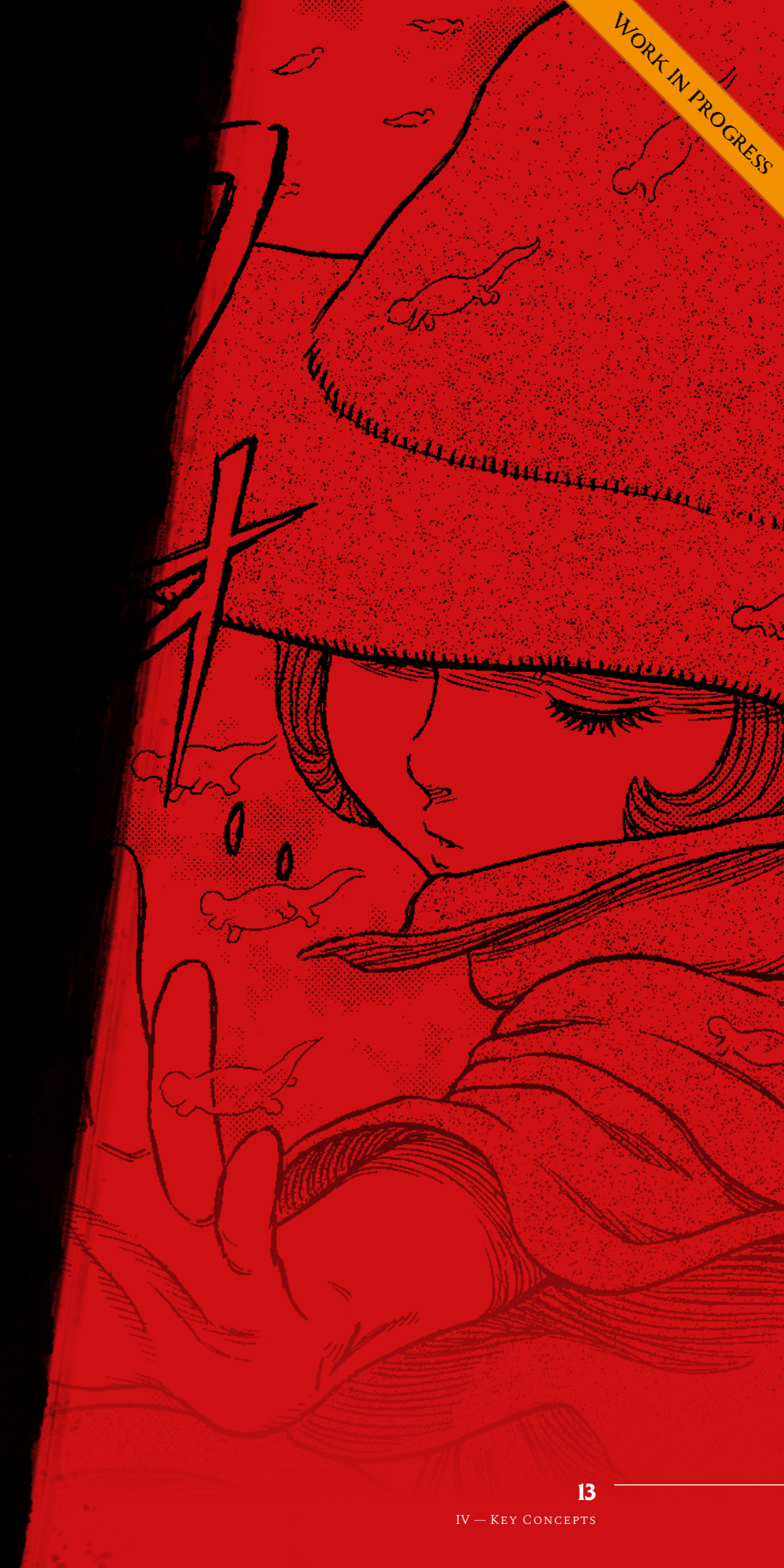
When two Tiles are put together to form the Game Board, the half-Spaces on each Tile form a single Space which the Heroes and Enemies can move onto as normal.

This Space is considered to belong to neither Tile for Events which trigger when a Hero enters a Tile

■ ZONES

A Zone is defined as a group of several adjacent Spaces.

A Zone may describe all of the Spaces onto which a Hero may be placed at the beginning of the Adventure, or the Spaces occupied by the base of a miniature, or Spaces affected by a spell, etc.



SCENERY

Some Tiles feature Scenery represented by Spaces surrounded by a continuous border.

■ SHORT SCENERY

Short Scenery is surrounded by a white border.

Short Scenery:

- Blocks Movement
- Does not block Line of Sight.

■ TALL SCENERY

Tall Scenery is surrounded by a red border.

Tall Scenery:

- Blocks Movement
- Blocks Line of Sight (including if the Line of Sight runs along the edge of the Scenery)

The base of a miniature cannot pass through or end its movement on tall or short Scenery, unless otherwise indicated.

See Hero Movement, page 31; Ally Movement, page 35; Enemy Movement, page 37; Line of Sight and Range, page 18.

■ TERRAIN TOKENS

Some Adventures use Terrain tokens. These tokens are placed on Spaces during the Game Board Setup or appear because of an Event card or other game effect.

A Terrain token's effects depend on the Adventure and are described on a Special Rule or Event card.



◆ SPAWNING ENEMIES AND ALLIES

Some Event cards require new Enemies or Allies to be placed on the board either on a Space with a Spawn token or within a specific Zone.

- If an Ally or Enemy card is not already in play, take it from the box and take the corresponding miniature(s).
- If an Enemy card is already in play, take the corresponding miniature(s) from the Enemy Pool.
- If the Enemy Pool does not have any more of the corresponding miniatures, do not place this Enemy.

The rules for spawning an Enemy or an Ally depend on the size of their base: standard, large, or extra-large (see below).

Regardless of the size of the miniature's base, if one or more other miniatures already occupy the Zone or Space the new miniature must be spawned on, move each other miniature onto the closest empty Space. If the closest available Spaces are equidistant, the Heroes choose.

■ SPAWNING STANDARD BASE

A standard base occupies 1 Space on the Game Board.

When you must spawn a miniature with a standard base, place it on the specified Space.

■ SPAWNING LARGE BASE

A large base occupies a Zone of 2 Spaces on the Game Board.

When you must spawn a miniature with a large base, place the rear of the base on the spawn Space, and the front on the adjacent empty Space closest to a Hero (for an Enemy miniature) or an Enemy (for an Ally miniature). If the closest Spaces are equidistant, the Heroes choose.



A **KELPIE** must spawn on “**N**”.

The rear of its base is placed on the Space marked “**N**” and the front is pointed towards **SERPICO**, the closest Hero.

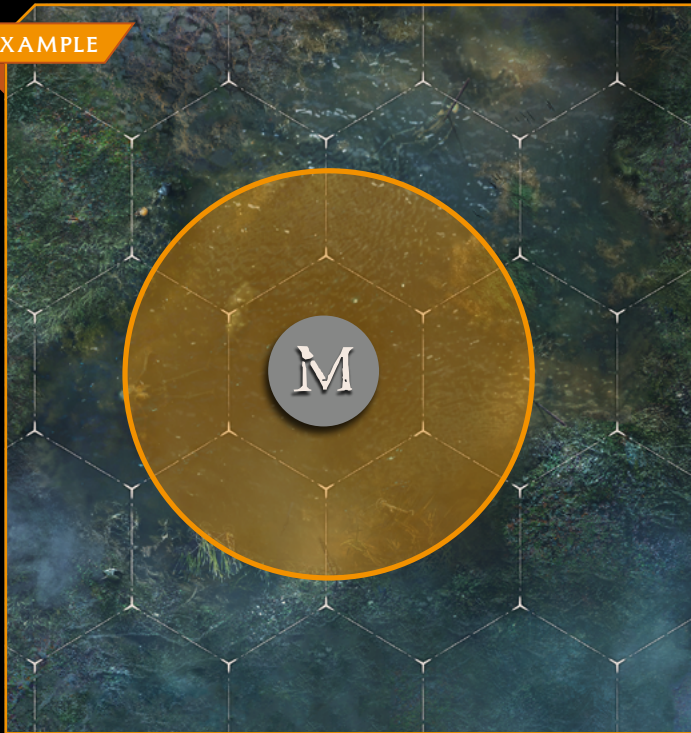
■ SPAWNING EXTRA-LARGE BASE

An extra-large base occupies a Zone of 7 Spaces on the Game Board.

When you must spawn a miniature with an extra-large base, align the center of the base with the spawn Space.

If this isn't possible (due to Scenery or if it would force the miniature off the edge of the Board), align the center of the base with a Space adjacent to the spawn Space. The miniature's base must still occupy the spawn Space, even if it can't be centered over it.

EXAMPLE



An **OGRE** miniature must be spawned on “M”. The center of its base is aligned with the Space marked “M”.

EXAMPLE



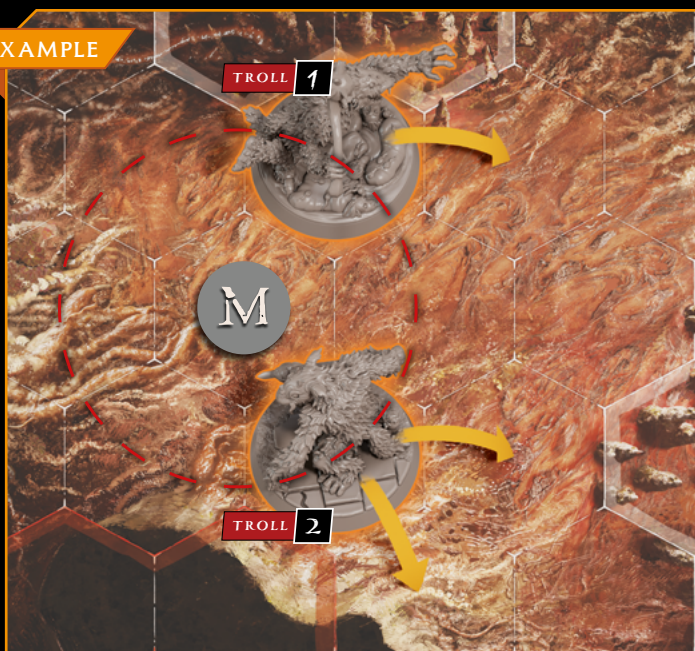
An **OGRE** miniature should be spawned on “G”.

The center of its base can't be aligned with the Space marked “G” because that would force the miniature off the edge of the board and overlap with Scenery.

The center of its base is therefore aligned over an adjacent Space while ensuring that the base still covers the Space marked “G”.

REMINDER: Regardless of the size of the miniature's base, if one or more other miniatures already occupy the Zone or Space for the new miniature's spawn point, move each other miniature onto the closest empty Space. If the closest available Spaces are equidistant, the Heroes choose.

EXAMPLE



An **OGRE** miniature must be spawned on “M”.

There are already 2 **TROLL** miniatures in the 7-Space Zone that its base will cover.

TROLL #1 is moved to the Space to its right, because that is the closest empty Space.

TROLL #2 is also moved, but the Heroes can choose to move it to the Space on its right or the one on the bottom right. They choose to move it to the Space on the bottom right, to move it away from **TROLL #1**.

The **OGRE** is then placed on the board, aligning the center of its base with the Space marked “M”.



LINE OF SIGHT AND RANGE

■ LINE OF SIGHT

Some Actions and Abilities require a Line of Sight between the Space or Zone occupied by the miniature performing the Action, and the Space or Zone occupied by the target (miniature or other game element).

There is a Line of Sight between two Spaces if an imaginary straight line can be drawn between any point on the two Spaces (including their borders), without crossing over or running along the border of any of the below elements:

- Tall Scenery
- A Zone occupied by an Enemy with the **Monster** keyword

If this is the case, the target is “**Visible**” to the miniature performing the Action (*Hero Attack*, page 32; *Ally Attack*, page 35; *Enemy Attack*, page 38).

Heroes, Allies, and Enemies without the **Monster** keyword do not block Line of Sight.

NOTE: There is no Line of Sight if the line passes along the edge of tall Scenery or the edge of a Zone occupied by a **Monster**. However, a Line of Sight may begin or end at the corner of the border of tall Scenery or the Zone occupied by a **Monster**.

EXAMPLE



EXAMPLE

- ✓ 1-2 : Line of Sight
- ✓ 3-4 : Line of Sight
- ✓ 1-6 : Line of Sight (passes through short Scenery)
- ✗ 1-5 : No Line of Sight (passes through tall Scenery)
- ✗ 1-7 : No Line of Sight (passes through a Monster's Zone)
- ✗ 3-7 : No Line of Sight (passes along the edge of tall Scenery)

■ RANGE

Some Attacks, Effects, Abilities, Tactics, and Enemies may mention a specific Range which limits their effect.

The Range of an Attack, Effect, Ability, Tactic, or Enemy is the **maximum** number of Spaces it can reach.

If the Attack, Effect, Ability, Tactic, or Enemy does not mention a Range, the Range is 1 and can only reach targets on an adjacent Space (*see Tiles, Spaces, and Zones, page 12*).



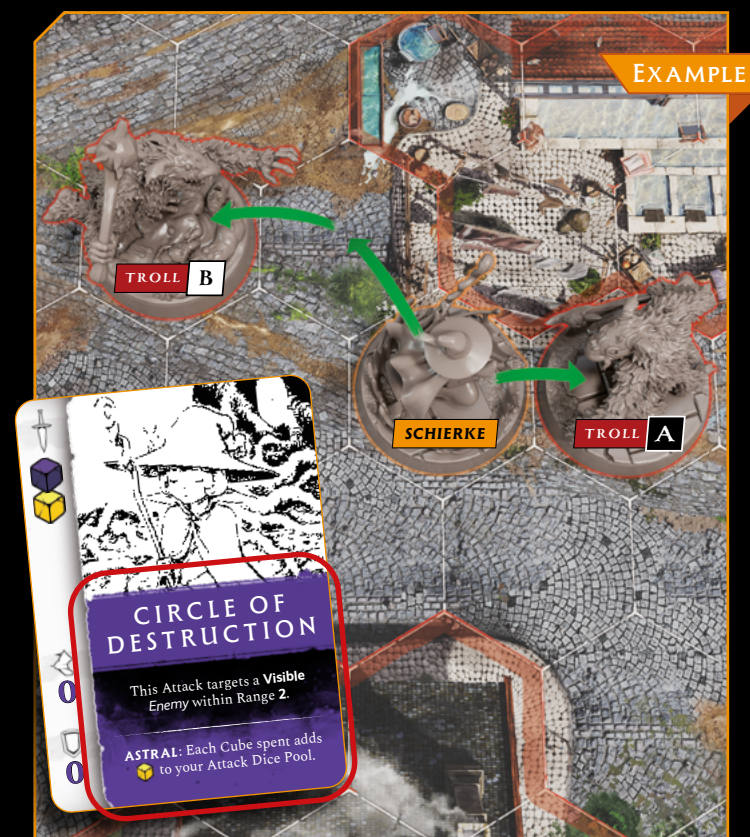
EXAMPLE

SCHIERKE'S Attack has a range of **5**. She can target both **TROLLS (A and B)**.

TROLL A's Attack has a range of **1**. It cannot target **ISIDRO** (or **SCHIERKE**).



The effect of the “Guts-style!” Action card played by **ISIDRO** does not mention a range for his Attack. Therefore, this Attack has a Range of **1** and **ISIDRO** can only attack the **TROLL** on the adjacent Space.



The effect of the “Circle of Destruction” Action card played by **SCHIERKE** has a Range of **2**. Therefore, this Attack can reach the **TROLL** on the adjacent Space, or the one 2 Spaces away.

CLOSEST / FURTHEST

Some rules in this rulebook, Effects, Abilities, Special Rules, etc. may mention the “closest” or “furthest” Hero, Enemy, or Space.

To determine the closest or furthest of these, calculate the distance in Movement between the two elements.

- The closest is the one which requires the least Movement to move between the two elements.
- The furthest is the one which requires the most Movement to move between the two elements

DICE

There are 7 Dice colors in Berserk The Board Game ©, each with between 0 and 6 Success icons per side. The number of Success icons for each color are as follows:

 YELLOW	      
 ORANGE	      
 GRAY	      
 RED	      
 PURPLE	      
 BLUE	      
 BLACK	      



Orange, gray, and red Dice are of equal strength. Players can choose which of these three to use, if necessary.

Sides with a  or  icon can apply a specific status in addition to Damage (*see Hero, Ally, and Enemy Statuses, page 25*).

Various Actions and Effects require players to roll one or more Dice and count the total number of Successes to determine the result. For example, the number of Successes a Hero rolls determines if their Attack has injured their target or if they successfully activated an Interaction token.

NOTE: If a player must roll more Dice than there are available, roll as many Dice as possible, write down the results (Successes and icons), then roll again until all the dice needed to perform the action have been rolled.

REROLLS

Some Abilities or Effects allow Heroes, Allies, and Enemies to gain one or more Rerolls. The rules for Rerolls (number of Rerolls, Dice type, etc.) are explained in the description of the Effect or Ability. An Ally, Enemy, or Hero may spend a Reroll to reroll a single Die.

The same Die can be rerolled multiple times by spending a Reroll for each attempt. However, the result of the final Reroll must be kept. An Ally, Enemy, or Hero can only reroll their own Dice. A Hero may reroll during a Riposte (*see Riposte, page 22*).

Unused Rerolls are lost at the end of the Round.

RIPOSTES

The Effects of certain Action and Tactics cards allow a Hero to gain one or more Ripostes.

When Hero is attacked by an Enemy, if they are not Knocked Out after calculating their Defense and taking any Wounds, they may use a Riposte to immediately attack the Enemy which attacked them (*see Hero Defense, page 39*).

The Enemy must be in Range of the Hero (*see Line of Sight and Range, page 18*); if they are not, the Hero cannot Riposte. The Hero can only Riposte once per Attack targeting them.

A Riposte follows the same rules as a Hero's Attack (*see Hero Attack, page 32*).

Unused Ripostes are lost at the end of the Round.

NOTE: Card Effects may also allow Dice to be added to the Dice Pool to be used for the Riposte.

REMINDER: A Hero with one or more Rerolls available may reroll during a Riposte (*see Rerolls, page 21*).

FATIGUE AND PENALTIES

Each Hero Board has a **Fatigue track beginning with 0 and ending in KO**.

At the start of an Adventure, the Hero's Fatigue marker is placed on position 0.

At the end of their activation (*see Hero Turn, page 28*), **a Hero must increase their Fatigue according to the number of Action cards they played:**

-  **1 Action card:** The Hero takes no Fatigue.
-  **2 Action cards:** The Hero takes 2 Fatigue and moves their Fatigue marker 2 positions along the track.
-  **3 Action cards:** The Hero takes 4 Fatigue and moves their Fatigue marker 4 positions along the track.

When a Hero's Fatigue reaches specific thresholds shown on their Board, **they suffer Penalties which reduce their stats**.

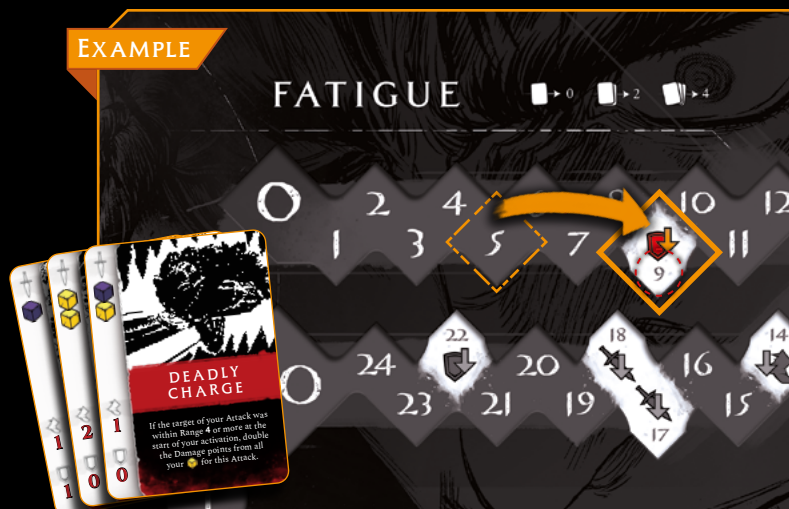
There are three types of penalty:

-  The Hero reduces their Defense by 1, to a minimum of 0 (*see Hero Defense, page 39*).
-  The Hero reduces their Movement by 1, to a minimum of 0 (*see Hero Movement, page 31*).
-  The Hero removes their weakest Die from their Attack Dice Pool (*see Dice, page 21; Hero Attack, page 32*).

These Penalties stack:

- When a Hero's Fatigue triggers a Penalty of another type (Attack, Defense, or Movement), they suffer a Penalty (-1) to that stat, in addition to any Penalties that have already been applied.
- When a Hero's Fatigue triggers a second Penalty of the same type (Attack, Defense, or Movement), they suffer a new Penalty (for a total of -2) to this stat.

EXAMPLE



GUTS played 3 Action cards. At the end of his activation, he takes 4 Fatigue and moves his Fatigue marker up 4 positions on the track. He then takes a Defense ⚡; Penalty; when calculating his Defense, it is reduced by 1.

Some Abilities or Effects can reduce a Hero's Fatigue. This may cause the Hero's Fatigue to fall below the threshold for a Penalty. In this case, the Hero would no longer suffer this Penalty.

NOTE: A Hero's Fatigue cannot fall below 0.

As soon as a Hero's Fatigue marker reaches the **KO** position, the Hero is Knocked Out (see *Knocked-Out Allies and Heroes*, page 24).

IMPORTANT: A HERO INCREASES THEIR FATIGUE ONLY AT THE END OF THEIR ACTIVATION. AS A RESULT, IF THEIR FATIGUE MARKER IS JUST BEFORE THE KO POSITION, THEY CAN STILL CHOOSE TO PLAY 2 OR 3 ACTION CARDS TO PERFORM A FINAL, EPIC ACTIVATION BEFORE THEY ARE KNOCKED OUT.

EXAMPLE



GUTS has 18 Fatigue. He therefore suffers 1 Defense ⚡ Penalty, a Movement ⚡ Penalty, and 2 Attack ⚡ Penalties. When calculating his Defense, it is reduced by 1. when calculating his Movement, it is reduced by 1. **GUTS** must also remove the 2 weakest Dice from his Attack Dice Pool.

EXAMPLE



GUTS has 23 Fatigue. If he plays 2 or 3 Action cards, his Fatigue marker will reach the **KO** position on the track and he will be Knocked Out at the end of his activation. In addition, he suffers 2 Defense ⚡ Penalties, a Movement ⚡ Penalty, and 2 Attack ⚡ Penalties. His Defense will be reduced by 2, his Movement by 1, and he must remove the 2 weakest Dice from his Attack Dice Pool.

KNOCKED-OUT ALLIES AND HEROES

During an Adventure, Heroes will experience Fatigue, suffer Wounds, and lose Health from Enemy Attacks, or through various game effects.

As soon as a Hero's Health marker or Fatigue marker reaches the **KO position on the track, the Hero is immediately Knocked Out.**

Remove their miniature from the Board. This Hero cannot be activated again until the Adventure is over.

A Knocked-Out Hero is not dead, they can return to the game in the next Adventure

NOTE: A Knocked-Out Hero does not modify the Health of Enemies for this Adventure (see *Slain Enemies*, page 24).

NOTE: A Hero's Health cannot be raised above the maximum.

Each Ally miniature has the Health shown on their Ally card.

As soon as an Ally has a number of Wound tokens equal to their Health, the Ally is immediately Knocked Out.

Remove their miniature from the Board. This Ally cannot be activated again until the Adventure is over.

SLAIN ENEMIES

Each Enemy miniature has the Health shown on its Enemy card, which varies depending on the number of Heroes participating at the start of the Adventure.

The same Enemy becomes more powerful if players choose to use 4 or 5 Heroes instead of 3.

As soon as an Enemy has a number of Wound tokens equal to its Health, the Enemy is immediately Knocked Out.

Remove their miniature from the Board and return it to the corresponding Enemy pool. This Enemy cannot be activated again until the Adventure is over.



A **TROLL** has **7** Health if there are 3 Heroes at the start of the Adventure, **9** if there are 4 Heroes at the start of the Adventure, and **12** if there are 5 Heroes at the start of the Adventure.

HERO, ALLY, AND ENEMY STATUSES

During an Adventure, Heroes, Allies, and Enemies may suffer from afflictions, shown by their Status tokens, in addition to any Wounds suffered from Attacks.

■ BLEEDING

When an Attack performed using an orange Die  deals at least 1 Wound, the target also suffers the “Bleeding” status if the orange Die result has a  icon.

If several orange Dice    are rolled, “Bleeding” status is inflicted as many times as the  icon is displayed.

Put the relevant number of “Bleeding”  tokens on the target’s base.

At the end of each Turn for the target’s party, for each “Bleeding”  token on their base:

- If the target is a Hero, they take 1 Wound. Move their Health marker one position towards **KO** on the track.
- If the target is an Ally, they take 1 Wound. Put 1 Wound token on their base.
- If the target is an Enemy, it takes 2 Wounds. Put 2 Wound tokens on its base.

If a miniature has the *Hero* keyword, an Action card that would heal their Health by 1 can instead be used to remove a “Bleeding”  token from their base, or from the base of another Hero or Ally (if the Action card has no Range, the other Hero or Ally must be on an adjacent Space). Several “Bleeding”  tokens can be removed at once instead of healing an equal amount of Health.

If a miniature does not have the *Hero* keyword, they cannot remove a “Bleeding”  token from their base.

A miniature already afflicted by “Bleeding” can be targeted by a new Attack inflicting “Bleeding”.

■ STUNNED

When an Attack performed using a gray Die  inflicts at least 1 Wound, the target suffers the “Stunned” status if the gray Die result has a  icon.

If several gray Dice    are rolled, “Stunned” status is inflicted as many times as the  icon is displayed.

Put the relevant number of “Stunned”  tokens on the target’s base.

If the target has the *Hero* or *Monster* keyword, on their next attack they remove a number of Dice from their Attack Dice Pool equal to the number of “Stunned”  tokens on their base, beginning with the weakest Die. After performing this Attack, remove all “Stunned”  tokens from their base (*see Hero Attack, page 32; Ally Attack, page 35; Enemy Attack, page 38*).

If the target does not have the *Hero* or *Monster* keyword, they cannot act or activate while they have one or more “Stunned”  tokens on their base. At the end of each Turn for the target’s party, remove a “Stunned”  token from their base.

A miniature already afflicted by “Stunned” status can be targeted by a new Attack inflicting “Stunned”.

SEE TABLE ON THE NEXT PAGE

>

	HERO	ALLY	NON-MONSTER ENEMY	MONSTER ENEMY
For each  token	-1 Health at the end of the Hero Turn. Remove 1  instead of healing 1 Health.	+1 Wound token at the end of the Hero Turn. Remove 1  instead of healing 1 Health.	+2 Wound tokens at the end of the Enemy Turn.	+2 Wound tokens at the end of the Enemy Turn.
For each  token	-1 Die for their next Attack. Remove all  after the Attack.	Unable to activate. Remove 1  at the end of the Hero Turn.	Unable to activate. Remove 1  at the end of the Enemy Turn.	-1 Die for their next Attack. Remove all  after the Attack.



RANDOM DIRECTION

Some Enemies, Effects, or Special Rules require a Random Direction to be chosen.

- Put the Random Direction card at one of the edges of the board (any edge).
- Roll a blue Die .

The blue Die  result determines the Direction.



KEYWORDS

Some keywords are indicated in *italics* on Hero Boards and cards and can modify the game rules.

■ HERO

Heroes with the **Hero** keyword are affected differently by “Bleeding” and “Stunned” statuses (*see Hero, Ally, and Enemy Statuses, page 25*) and can be affected by Effects and Abilities which only target Heroes.

■ ALLY

Allies with the **Ally** keyword can be activated by the Heroes (*see Ally Activation, page 34*) and can be affected by Effects and Abilities which only target Allies.

■ MONSTER

Enemies with the **Monster** keyword may cross and end their Movement on short Scenery (*see Scenery, page 14*).

When a **Monster** moves:

- If another miniature **without the Monster keyword** already occupies the destination Zone or Space, move the other miniature to the closest empty Space. If the closest available Spaces are equidistant, the Heroes choose.
- If another miniature with the **Monster** keyword already occupies the destination Zone or Space, do not move the other miniature. The **Monster** moving ends its Movement on the Space(s) closest to its destination.

Monsters are affected differently by the “Stunned” status (*see Hero, Ally, and Enemy Statuses, page 25*).

Monsters block Lines of Sight (*see Line of Sight and Range, page 18*).

■ DEMON

Some Effects or Abilities apply only to Enemies with the **Demon** keyword.

■ CORSAIR

Some Effects or Abilities apply only to Enemies with the **Corsair** keyword.

■ FLYING

Enemies or Allies with the **Flying** keyword can travel over tall or short Scenery and end their movement on short Scenery. However, they cannot end their movement on tall Scenery (*see Scenery, page 14*).

If this would happen, move their base to occupy the closest empty Space instead. If the closest available Spaces are equidistant, the Heroes choose.

◆ RULE PRIORITY

Berserk The Board Game © has various Effects, keywords on cards, Special Rules, etc. It is therefore possible that some rules may contradict each other. When this occurs, the order of precedence is as follows:

1. Special Rules cards for the Adventure.

NOTE: If several Special Rules cards apply at once, the Heroes choose the order in which to apply them.

2. Keyword
3. Effect
4. This Rulebook



HERO TURN

The Hero Turn is split into two successive phases:

1. The Planning phase (*see below*).
2. The Action phase (*see page 30*).

PLANNING PHASE

During this phase, the Heroes discuss and prepare their Actions at the same time to best face the dangers that await. Choosing the most suitable cards for the situation is the key to surviving an Adventure and can mean the difference between victory and defeat.

Each Hero chooses 1 to 3 Action cards from their hand and piles them face up in front of them so that the left side of each card is visible underneath the top card.

This pile of Action cards shows the Attack, Movement, Defense, and Effects the Hero has available **for this full Round, including the Enemy Turn**. The Defense stat is key in the (likely) event that the Hero is attacked during the Enemy Turn (*see Enemy Attack, page 38*).

The stats shown on the left side of the cards are added together.

Only the Effect of the Action card on top of the pile can be applied. This Effect may allow Dice to be added to the Attack Dice Pool, add Movement, heal an Ally, etc.



ISIDRO played 3 cards from his hand. During this Round, he will have 2 + 1 for his Attack, 5 , and 3 .

In addition, he may apply the “Reloading!” Effect, which allows him to return all instant Action cards from his discard pile to his hand.

REMINDER: The number of Action cards played determines how much a Hero's Fatigue increases at the end of their activation. The more Action cards a Hero plays on their turn, the more powerful their actions. However, this also increases their Fatigue which will negatively impact their stats from the next Enemy Turn and for the rest of the Adventure (*see Fatigue and Penalties, page 22*).

After all Heroes have planned their actions, they then move on to the Action phase. **Now the Heroes can no longer change the number or order of their selected Action cards** (*See Action Phase, page 30*).

■ APPLYING THE EFFECT OF AN ACTION CARD

IMPORTANT: ONLY THE EFFECT OF THE ACTION CARD ON TOP OF THE PILE CAN BE APPLIED DURING THE ROUND.

Each Action card is unique. Applying its Effect is always optional. A Hero may apply the Effect of their top Action card:

- During the Hero Turn (to provide a bonus to Attack, Movement, etc.). *See Hero Activation, page 31.*

AND/OR (depending on the Effect)

- During the Enemy Turn (to provide a bonus to Defense, for a Riposte, etc.). *See Enemy Turn on page 36.*

IMPORTANT: A HERO CANNOT APPLY THE EFFECT OF THEIR ACTION CARD IF THEY HAVE NOT YET BEEN ACTIVATED DURING THE HERO TURN.

Read the Hero cards to learn more about their Effects.

INSTANT ACTION CARDS

Some Action cards have an “Instant” ⚡ icon and are single-use (unlike other Action cards).

When a Hero plays an instant ⚡ Action card, the card is put into their discard pile near their Hero Board during the Upkeep phase (it is not returned to their hand) (*see Upkeep, page 43*).

IMPORTANT: AN INSTANT ⚡ ACTION CARD IS ALWAYS DISCARDED DURING THE UPKEEP PHASE, REGARDLESS OF ITS POSITION IN THE PILE OF ACTION CARDS PLAYED BY THE HERO.



ISIDRO'S “Bombs” card has the ⚡ icon.

It grants him 1 🎲 for his Attack and 1 ⚡ for his Movement. Its Effect allows him to perform an Attack with a Range of 3, dealing Damage to his target and all miniatures in the adjacent Spaces. He must then discard this card during the Upkeep phase.

NOTE: Some Action cards have an Effect which allows a Hero to return instant ⚡ cards that have already been played and discarded to their hand.

■ APPLYING A HERO'S ABILITY

Each Hero has a unique Ability shown on their Hero Board. Applying this Ability is always optional.

A Hero may apply their Ability:

- During the Hero Turn (to provide a bonus to Attack, Movement, etc.). *See Hero Activation, page 31.*

AND/OR (depending on the Ability)

- During the Enemy Turn (to provide a bonus to Defense, for a Riposte, etc.). *See Enemy Turn on page 36.*

IMPORTANT: A HERO CANNOT APPLY THEIR ABILITY IF THEY HAVE NOT YET BEEN ACTIVATED DURING THE HERO TURN.

Check the Hero's Board to learn more about their Ability.



The image shows the 'GUTS' Hero Board. It features a circular 'HEALTH' track with numbers 1 through 12. A yellow circle highlights the number 8, and a yellow arrow points to it from the text below. To the right is a 'FATIGUE' track with numbers 1 through 13. Below that is a 'KO' track with numbers 15 through 24. At the bottom right is an 'ABILITY' section titled 'RELENTLESS' with a description: 'When your Health marker reaches certain thresholds, add the indicated die to your Attack Dice Pool. These dice are not cumulative.' A yellow arrow points to this section from the text below.

GUTS' "Relentless" Ability allows him to add a Die to his Attack Die Pool when his Health marker reaches certain thresholds.

He has taken Wounds which have reduced his Health to **8**. In future Attacks, he may add a  to his Pool. He can do this as long as his Health marker is between **8** and **5**. If his Health marker reaches **4 OR LESS**, he may add a  to his Pool instead of a .

◆ ACTION PHASE

During this phase, the Heros move, attack Enemies, apply card Effects, etc.

If there are Allies on the Board, they are also activated during this phase.

The Heroes choose the order in which to activate themselves and their Allies.

When a Hero or Ally is activated, they must **complete their activation** before another Hero or Ally can activate.

A Hero or Ally can only be activated once **per Hero Turn**.

The order the Heroes and Allies activate is key for making the most of their Abilities, Actions, and card Effects.

Once their activation is complete, a Hero must increase their Fatigue according to the number of Action cards they played. Allies do not experience Fatigue (*see Fatigue and Penalties, page 22*).

HERO ACTIVATION

During their activation, a Hero may perform the following Actions:

- Movement
- Attack
- Interact with a Tactic or Interaction token

The Hero may perform their actions in any order they choose. For example, they may begin their Movement, attack an Enemy, finish their Movement, apply the Effect of the Action card they played, and finally, interact with an Interaction token.

IMPORTANT: A HERO CAN ONLY PERFORM A SINGLE ATTACK PER ACTIVATION, UNLESS OTHERWISE INDICATED

REMINDER: A Hero cannot apply their Ability if they have not yet activated during the Hero Turn.

HERO MOVEMENT

Movement involves crossing one or more borders of Spaces. Moving a Hero:

1. Before beginning the Hero's Movement, calculate their Movement for this activation:

Add up the Movement on the Action cards played and from any Effects and Abilities. Then, subtract any Penalties and Effects.

MOVEMENT =
$ \begin{aligned} &(\text{Action Cards} + \text{Effects} + \text{Abilities}) \\ &- (\text{Penalties} + \text{Effects}) \end{aligned} $

2. Reduce the Hero's Movement by 1 (down to a minimum of 0), then move their miniature to an adjacent Space (see *Tiles, Spaces, and Zones*, page 12).
3. Repeat step 2 as many times as you choose and are able.

A Hero may Move, perform another Action, then move again if they still have enough Movement. A Hero who has no Movement left cannot move.

REMINDER: Each Space can only be occupied by a single miniature, and a miniature cannot pass through a Space occupied by another. Tall and short Scenery block Movement. A miniature may move onto the same Space as one or more tokens.

REMINDER: The base of a miniature cannot pass through or end its Movement on tall or short Scenery.

EXAMPLE 1

ISIDRO has 6 ⚡ from the Action cards he played during the Planning phase.

SCHIERKE, who activated before him, applied the Effect of her Action card to add 1 ⚡ for all other Heroes.

But **ISIDRO** must subtract 2 ⚡ because of the Penalties ⚡⚡ from his Fatigue track.

As a result, **ISIDRO** has 5 ⚡ (=6+1-2).

EXAMPLE 2



In the previous example, **ISIDRO** had 5 . He spends 2 to move 2 Spaces and attack the **SKELETON**. He now has 3 left.

EXAMPLE 3



In the previous example, **ISIDRO** moved towards the **SKELETON**. He attacked and killed it and still has 3 left. He spends 3 to move 3 Spaces towards the Interaction token. He now has no left, but he will be able to move and interact with the Interaction token during the next Hero Turn.

HERO ATTACK

Using a Hero to attack:

1. Choose an Enemy in Range of the Hero (*see Line of Sight and Range, page 18*).

If there is no Enemy in Range, the Hero cannot attack.

REMINDER: A Hero can only perform a single Attack per activation, unless otherwise indicated. If an Attack has no specified Range, the Range is 1.

NOTE: If an Effect or Ability mentions “Visible”, the Enemy must be in Range AND in the Hero’s Line of Sight.

2. Determine the Hero’s Attack Dice Pool:

Add up the number of Dice on the Action cards played and the Dice from any Effects and Abilities. Then, subtract any Dice from any Penalties, Effects, and Statuses.

ATTACK DICE POOL = (Action Cards + Effects + Abilities) – (Penalties + Effects + Statuses)
--

3. Roll all the Dice in the Attack Dice Pool, then perform any Rerolls (*see Rerolls, page 21*).

The Hero deals 1 Damage to the Enemy per Success rolled.

NOTE: If a card mentions “[...] this Attack targets all Enemies [...]”, deal the same amount of Damage to each targeted Enemy (only roll the Dice once).

- Calculate the number of Wounds dealt to the Enemy:

Subtract the Enemy's Defense from the Damage dealt by the Hero (down to a minimum of 0). An Enemy's Defense is shown on their Enemy card.

The Enemy takes 1 Wound for each remaining point of Damage.

WOUNDS =
Damage dealt by the Hero — Enemy's Defense

- Put the relevant number of Wound tokens on the Enemy's base. As soon as an Enemy has suffered a number of Wounds equal to their Health, they are dead (*see Slain Enemies, page 24*).

REMINDER: An Enemy's Health varies depending on the number of Heroes at the start of the Adventure.

- Once the Attack has been performed, remove any "Stunned" (★) tokens on the Hero's base (*see Hero, Ally, and Enemy Statuses, page 25*).



ISIDRO decides to attack a **TROLL** which is in Range. **ISIDRO** has 1 yellow die and 2 red dice from the Action cards he played during the Planning phase. He adds 1 red die to his Pool from the Effect on his Action card, as he is 2 Spaces away from **GUTS**.

His "Confidence" Ability also allows him to add 1 yellow die to his Pool every time he attacks. However, he is also suffering from the "Stunned" (★) Status which requires him to remove the weakest Die from his Pool, 1 yellow die in this case.

In total, **ISIDRO** has 3 red dice and 2 yellow dice (= 1 yellow die + 2 red dice + 1 red die - 1 yellow die) in his Attack Dice Pool. He rolls the Dice and gets 2, 1, 3, and 1 Success. That is a total of 7 Successes, so **ISIDRO** deals 7 Damage to the **TROLL**.



The **TROLL** has 1 Wound token and therefore takes 6 Wounds (=7 Damage -1 Wound), and 6 Wound tokens are placed on the base of the **TROLL** miniature. Then, **ISIDRO** removes the "Stunned" token from his base. He could also have used a Reroll from his "Confidence" Ability but chose not to risk the result of a new roll.

■ INTERACTION

Some Adventures use Interaction and/or Tactics tokens.

These tokens are placed on Spaces during the setup of the Game Board or appear because of an Event card or other game effect.

During their activation, a Hero may interact with one or more Interaction or Tactics tokens.

TACTIC TOKEN

A Hero on the same Space as a Tactic token may pick it up at no cost during their activation and take a Tactic card.

1. Remove the token from the Board and return it to the token Pool.
2. Draw a card from the Tactics deck and add it to the Hero's hand.

A Tactic card follows the same rules as an Action card. It therefore counts towards the number of cards played to determine the Hero's Fatigue (*see Planning Phase, page 28; Fatigue and Penalties, page 22*).

INTERACTION TOKEN

A Hero on the same Space as an Interaction token may trigger it at no cost during their activation.

The results of triggering an Interaction token depend on the Adventure and are described on a Special Rule or Event card.

■ ALLY ACTIVATION

An Ally is not controlled by a specific Hero but is activated by all the Heroes to help them during the Adventure.

The Heroes choose when to activate an Ally during the Hero Turn and the actions they perform.

REMINDER: When an Ally is activated, they must complete their activation before another Ally or Hero can activate.

During their activation, an Ally may perform the following Actions:

- Movement
- Attack

Choose their Actions as you wish, for example, by having them begin their Movement, attack an Enemy, then continue and complete their Movement.

An Ally can only perform a single Attack per activation, unless otherwise indicated.

An Ally cannot interact with a Tactic or Interaction token.

REMINDER: The Ally cannot be activated if they have one or more "Stunned"  tokens on their base. At the end of each Hero Turn, remove a  token from their base.

APPLYING AN ALLY'S ABILITY

Each Ally has a unique Ability shown on their Ally card.

IMPORTANT: AN ALLY CANNOT APPLY THEIR ABILITY IF THEY HAVE NOT YET BEEN ACTIVATED DURING THE HERO TURN.

■ ALLY MOVEMENT

Each Ally has the amount of Movement shown on their Ally card. Moving an Ally:

1. Reduce the Ally's Movement by 1 (down to a minimum of 0), then move their miniature to an adjacent Space (*see Tiles, Spaces, and Zones, page 12*).
2. Repeat step 1 as many times as you choose and are able.

An Ally may Move, perform an Attack, then move again if they still have enough Movement. An Ally who has no Movement left cannot move.

REMINDER: Each Space can only be occupied by a single miniature, and a miniature cannot pass through a Space occupied by another. Tall and short Scenery block Movement. A miniature may move onto the same Space as one or more tokens.

REMINDER: The base of a miniature cannot pass through or end its Movement on tall or short Scenery.

■ ALLY ATTACK

Using an Ally to attack:

1. Choose an Enemy in Range of the Ally (*see Line of Sight and Range, page 18*). If there is no target in range, the Ally cannot attack.

REMINDER: An Ally can only perform a single Attack per activation, unless otherwise indicated. If an Attack has no specified Range, the Range is 1.

NOTE: If an Effect or Ability mentions "Visible", the Enemy must be in Range AND in the Ally's Line of Sight.

2. Determine the Ally's Attack Dice Pool:

Add up the number of Dice on their Ally card and the Dice from any Effects and Special Rules. Then, subtract any Dice from Effects and Statuses.

ATTACK DICE POOL = (Ally Card + Effects + Special Rules) — (Effects + Statuses)
--

3. Roll all the Dice in the Attack Dice Pool, then perform any Rerolls (*see Rerolls, page 21*).

The Ally deals **1 Damage to the Enemy per Success rolled**.

4. Calculate the number of Wounds dealt to the Enemy:

Subtract the Enemy's Defense from the Damage dealt by the Ally (down to a minimum of 0). An Enemy's Defense is shown on its Enemy card.

The Enemy takes 1 Wound for each remaining point of Damage.

WOUNDS = Damage dealt by the Ally — Enemy's Defense
--

5. Put the relevant number of Wound tokens on the Enemy's base.

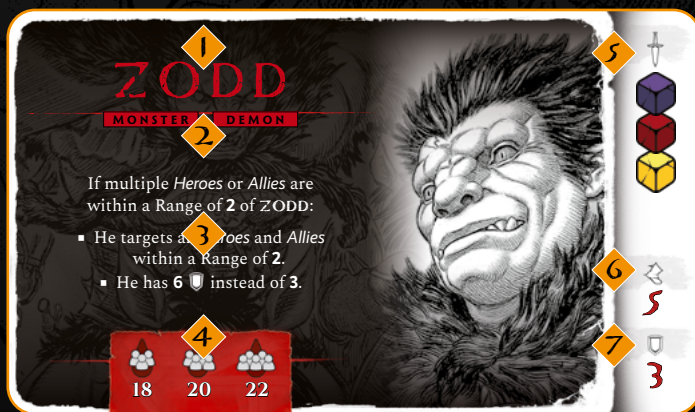
As soon as an Enemy has suffered a number of Wounds equal to their Health, it is dead (*see Slain Enemies, page 24*).

REMINDER: An Enemy's Health varies depending on the number of Heroes at the start of the Adventure.

VENEMY TURN

Once all Heroes and Allies have been activated, the Hero Turn ends and the Enemy Turn begins. Enemies are controlled by the game and are activated in a specific order to move and try to attack the Heroes.

When an Enemy is activated, it **must complete its activation** before moving on to the next Enemy, and so on until all Enemies have been activated.



- 1 Name
- 2 Keyword(s)
- 3 Ability
- 4 Health
- 5 Attack Dice Pool
- 6 Movement
- 7 Defense

CHOOSING AN ENEMY TO ACTIVATE

The next Enemy to be activated is the one closest to a Hero or Ally and which has not yet been activated during the Enemy Turn. (see *Closest / Furthest*, page 20). If two or more Enemies are equidistant, the Heroes choose the order to activate them in.

REMINDER: If the Enemy doesn't have the **Monster keyword**, it cannot be activated if it has one or more "Stunned" tokens on its base. At the end of each Enemy Turn, remove a token from its base.

ENEMY ACTIVATION

Enemy activation is split into two successive phases:

1. The Movement phase (see below).
2. The Attack phase (see below)

ENEMY MOVEMENT

The activated Enemy moves towards the closest Hero or Ally (unless otherwise indicated) until they are in Attack Range.

If the Enemy cannot get in Range, it moves as close as possible to the closest Hero/Ally.

If two Heroes/Allies are equidistant from the Enemy, the Enemy moves towards the one with the lowest Defense. If these are also equal, the Heroes choose.

If the Enemy is already in Range of the closest Hero/Ally at the beginning of their Activation, it does not move.

REMINDER: An Enemy's Range is shown on its Enemy card. If the card does not specify a Range, the Range is 1 and it can only reach targets on an adjacent Space.

An Enemy's Movement is shown on its Enemy card.

When an Enemy moves:

1. Reduce the Enemy's Movement by 1 (down to a minimum of 0), then move its miniature to an adjacent Space (*see Tiles, Spaces, and Zones, page 12*).
2. Repeat step 1 until the Enemy is in Range or it has no Movement left.

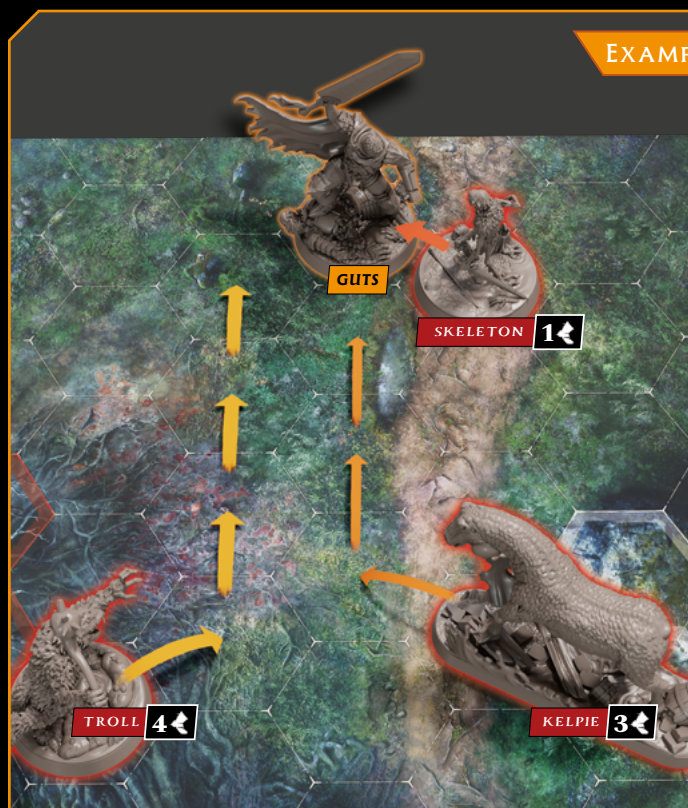
IMPORTANT: AN ENEMY MUST COMPLETELY FINISH THEIR MOVEMENT BEFORE ATTACKING. MOVEMENT NOT SPENT BEFORE THE ATTACK IS LOST.

An Enemy which has no Movement left or which has already attacked cannot move.

REMINDER: Each Space can only be occupied by a single miniature, and a miniature cannot pass through a Space occupied by another. Tall and short Scenery block Movement. A miniature may move onto the same Space as one or more tokens.

REMINDER: The base of a miniature cannot pass through or end its Movement on tall or short Scenery.

EXAMPLE



■ ENEMY ATTACK

When an Enemy attacks:

1. Select a target in Range of the Enemy (see *Line of Sight and Range, page 18*). This target is the closest Hero or Ally, unless otherwise indicated.

If two Heroes/Allies are equidistant from the Enemy, the Enemy attacks the one with the lowest Defense. If these are also equal, the Heroes choose.

If there is no target in Range, the Enemy cannot attack, and **its activation ends**.

REMINDER: If the Enemy card does not specify a Range, the Range is 1 and can only reach targets on an adjacent Space.

NOTE: If an Effect or Ability mentions “Visible”, the target must be in Range AND in the Enemy’s Line of Sight.

2. Determine the Enemy’s Attack Dice Pool:

Add up the number of Dice on its Enemy card and the Dice from any Effects and Special Rules. Then, subtract any Dice from Effects and Statuses.

ATTACK DICE POOL = (<i>Enemy Card + Effects + Special Rules</i>) — (<i>Effects + Statuses</i>)

3. Roll all the Dice in the Attack Dice Pool, then perform any Rerolls (see *Rerolls, page 21*).

The Enemy deals 1 Damage to the target per Success rolled.

NOTE: If a card mentions “[...] this Attack targets all Heroes/Allies [...]”, deal the same amount of Damage to each Hero and/or targeted Ally (only roll the Dice once).

4. Calculate the number of Wounds dealt to the target (see *Hero/Ally Defense in the next section*).
5. If the Enemy has the **Monster** keyword, once the Attack has been performed, remove any “Stunned” tokens on its base (see *Hero, Ally, and Enemy Statuses, page 25*).



GRUNBELD APOSTLE activates and attacks **ISIDRO**, who is the closest Hero in Range. He moves 2 Spaces and attacks. He has and , as shown on his Enemy card.

He adds to his Pool from the Ability on his Enemy card, as he is adjacent to only one Hero (**ISIDRO**). However, he is also suffering from the “Stunned” Status which requires him to remove the weakest Die from his Pool, in this case. In total, **GRUNBELD APOSTLE**’s Attack Dice Pool is and (= + + - .

He rolls the Dice and gets **1, 3, 2, and 1 Success**. That is a total of **7 Successes**, so **GRUNBELD APOSTLE** deals **7 Damage** to **ISIDRO**.

HERO DEFENSE

When a Hero is attacked by an Enemy, they defend as follows:

1. Calculate the Hero's Defense:

Add up the Defense from any Action cards played and from any Effects. Then, subtract any Penalties and Effects.

DEFENSE =
(Action Cards + Effects)
— (Penalties + Effects)

2. Calculate the number of Wounds dealt to the Hero:

Subtract the Hero's Defense from the Damage dealt by the Enemy (down to a minimum of 0).

The Hero takes 1 Wound for each remaining point of Damage.

WOUNDS =
(Damage dealt by the Enemy)
— (Hero's Defense)

3. Move the Hero's Health marker along a position for each Wound suffered, towards the **KO** position.

As soon as a Hero's Health marker reaches the **KO** position, the Hero is Knocked Out (see *Knocked-Out Allies and Heroes*, page 24).

REMINDER: If the Attack deals at least 1 Wound to the Hero, they may also suffer the "Bleeding"  and/or "Stunned"  statuses.



A TROLL attacked ISIDRO and dealt 5 Damage to him.

ISIDRO has 2  from the Action cards he played during the Planning phase.

FARNESE, who activated before him, applied the Effect of her Action card, which grants ISIDRO 2 additional  as he is at Range 3 from her.

However, ISIDRO must subtract 2  because of the Penalties   from his Fatigue track.

As a result, ISIDRO has 2  (=2+2-2).

Therefore, ISIDRO takes 3 Wounds (=5 Damage - 2 ) and moves his Health marker 3 positions along the track.

■ ALLY DEFENSE

When an Ally is attacked by an Enemy, they defend as follows:

1. Calculate the number of Wounds dealt to the Ally:

Subtract the Ally's Defense from the Damage dealt by the Enemy (down to a minimum of **0**). An Ally's Defense is shown on their Ally card.

The Ally takes **1** Wound for each remaining point of Damage.

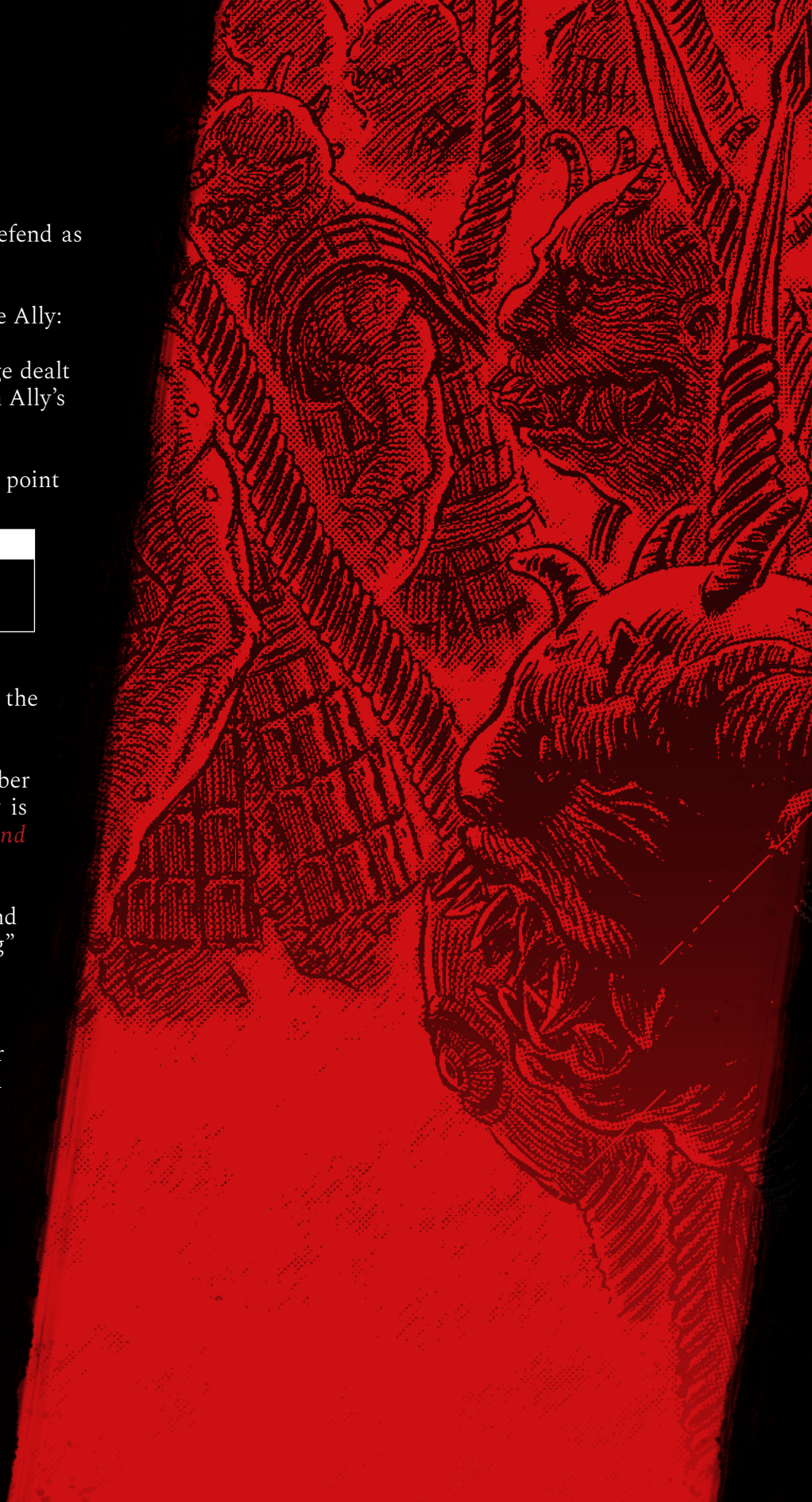
WOUNDS =
(<i>Damage dealt by the Enemy</i>)
— (<i>Ally's Defense</i>)

2. Put the relevant number of Wound tokens on the Ally's base.

As soon as an Ally has suffered a number of Wounds equal to their Health, the Ally is Knocked Out (*see Knocked-Out Allies and Heroes, page 24*).

REMINDER: If the Attack deals at least 1 Wound to the Ally, they may also suffer the “Bleeding”  and/or “Stunned”  statuses.

NOTE: Some Enemies can attack other Enemies, if indicated. In this case, the targeted Enemy must defend following the rules above, replacing the word “Ally” with “Enemy”.



VII EVENTS

Once all Enemies have been activated, the Enemy Turn ends, and the Event phase begins.

Check the Objectives on each face-up Event card, in alphabetical order.

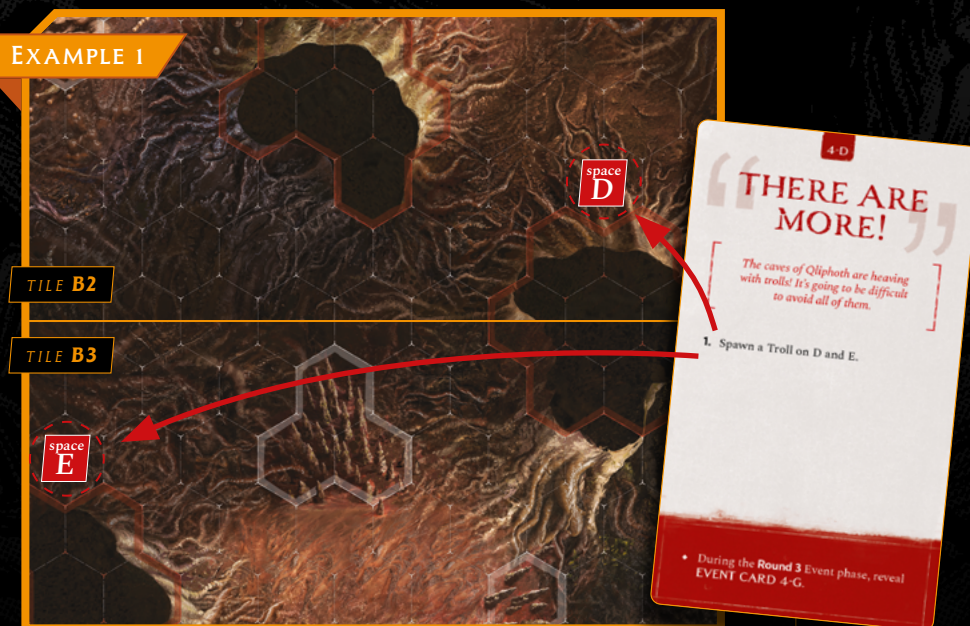
If an Objective has been achieved, resolve its consequences immediately. This often requires revealing a new Event card.

It is possible to fulfil the requirements of multiple Objectives on different Event cards at the same time.

When an Event card is revealed, immediately resolve any Effects on the card.

An Effect is only resolved once, unless otherwise indicated.

EXAMPLE I



When **Event card 4-D** is revealed, a **TROLL** is immediately spawned on **D**, then another on **E**, once.

Some Effects must be resolved every time there is an Event phase, as long as the card has not been discarded or a condition has not been fulfilled. This is explicitly stated in the text of the Effect.

SEE EXAMPLE 2 ON THE RIGHT →

IMPORTANT: IT IS POSSIBLE FOR AN OBJECTIVE TO BE FULFILLED DURING A PHASE OTHER THAN THE EVENT PHASE (DURING THE HERO TURN, FOR EXAMPLE). IN THIS CASE, RESOLVE THE CONSEQUENCES IMMEDIATELY.

SEE EXAMPLE 3 BELOW ↓

Some Events tell you to **upgrade an Action card or Hero Board**. This only applies if you are playing the campaign in order, not if you are choosing to play an Adventure out of sequence. See the Adventure Book for more details.

EXAMPLE 2



When **Event card 10-B** is revealed, a **DAKA** immediately spawns on **E**, then another on **K**.

Two more **DAKA** will spawn on the same locations during each subsequent Event phase.

EXAMPLE 3



One of the Objectives on **card 4-A** requires that **card 4-C** be revealed if **CASCA** suffers a Wound. During the Enemy Turn, a **TROLL** deals a Wound to **CASCA**.

Card 4-C is immediately revealed. Its Effect states that **CASCA** must be moved 2 in the opposite direction to her attacker. The Heroes immediately roll the Die, get 2 Successes, and move **CASCA** the same number of Spaces. The Enemy Turn then continues.

VIII UPKEEP

Once the Event phase is complete, the Upkeep phase begins.

The Heroes return all played Action cards to their hands, **EXCEPT** any instant cards which remain in their discard pile (*see Instant Action Cards, page 29*).

Move the Round marker up one position on the Round Track.

If the Adventure is not complete, begin a new Round.



MONOLITH

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