Dante

BOOK OF COMMANDMENTS

DANTE

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INTRODUCTION

Dante: Inferno is a cooperative Boss Battler and Narrative game for one to four players. Players will gather in a Caravan to explore a world inspired by the work "The Divine Comedy – Inferno" by Italian poet Dante Alighieri. They will discover places, characters, and events immortalized in the masterpiece.

Through 9 Chapters, one dedicated to each Circle of the Inferno, the players will experience an original narrative that takes place at the dawn of the 16th Century and is intertwined with the script of the author's first trip. This time, Dante takes on the role of mentor and will guide the adventurers, leading them through a journey that begins with an audacious knight's sacrilege.

Each Chapter is divided into three phases: one focused on the narrative development of that Circle (the Chronicle); another for tactical combat between the players and the Inferno's most famous inhabitants (the Confrontation); and the last one consisting of the steps that tie these mechanics together and make the transition from one playstyle to another.

Exploration of the Inferno will be rich, intriguing, and true to the original work, prompting players to make meaningful choices that will determine the course of their story. These choices will lead them to acquire mythological relics, provide them with special objectives in battle, and tell the stories of the regions and inhabitants of the Inferno and the Characters they are playing.

Such decisions will have repercussions on the outcome of the Campaign and challenge the characters to question their convictions, because in order to prevail in the Land of Eternal Suffering, Saints also need to get their hands dirty...

STARTING A NEW GAME

First, players choose the game mode they want to experience Dante: Inferno – Quick Combat or Campaign.

- In **Quick Combat**, players will visit the 9 Circles of the Inferno, in order and in a continuous manner, however, skipping straight to the Three-Dimensional Tactical Combat Phase, the Confrontation. With each new Chapter, players progress their Champions and receive some random rewards, simulating a passage through the Chronicle Phase that never happened. Each Circle introduces a summary of the story related to one of the story's branches, but even so, reading it is optional and there is no need for players to engage with the narrative.

Therefore, if your group prefers Quick Combat, there is no need for you to learn about the game mechanics described in Parts I and II of this book (Chronicle Phase and Transition Phase). You can skip to III (Confrontation Phase). So, instead of starting with the Book of Chronicles's Introduction, you skip straight to the "Quick Combat" section.

- In the **Campaign**, players will visit the 9 Circles of the Inferno, in order and in a continuous manner, starting from the Chronicle Phase before reaching the Three-Dimensional Tactical Combat Phase. With each new Chapter, players progress their Champions, experience the story we wrote and engage with the four protagonists. They will learn about "The Divine Comedy" through meaningful choices that can transform the course of the game.

If your group wants to start a Campaign, before playing, it is recommended that you read Part I of this book (Chronicle Phase), moving on to the Book of Chronicles afterwards.

Phases II and III (Transition Phase and Confrontation Phase) are only relevant after you reach the End of the Chronicle Phase and therefore can be left aside for now. This approach makes the experience more playful, so the reading of rules takes place between moments of actual play.

PART I
THE CHRONICLE PHASE

The Chronicle Phase is the moment in the game when the Champions explore the Inferno through a journey based on the interaction between narrative description and decision-making. Drawing a broad overview, the Chronicle Phase is structured as follows:

- The gameplay experience is based on the succession of decisions that the Caravan—an institution that represents the group of players and their guide Dante Alighieri make while exploring the Inferno.

- Each decision instructs the players to place Region cards on the board, move the Caravan to certain places, read narrative passages ("Inspect"), undergo "Ordeals," and so on.

  - It is important to note that movement is not free in Dante. That is, although the Caravan pawn represents the geographic position of the Champions in the Circle, all of its movements will be instructed by Resolutions—the results of decisions made by the players.

  - Every decision may grant rewards, set the Caravan's objectives in the coming battle, and have repercussions on your story, influencing events in later Chapters.

- Until the Caravan reaches a Circle's Confrontation Phase (also as a result of a chain of Resolutions), the game will continue in this way.

- When the players finally reach that point, the game switches to the Transition Phase, when some preparations must be made in order to move game components from the Chronicle Phase to the Confrontation Phase.

All in all, this overview summarizes what you need to know to play Dante's Chronicle Phase. Details about each action mentioned in these topics can be found on the following pages.

PREPARING FOR THE CHRONICLE PHASE

The preparation for the Chronicle Phase happens, in a way, in two stages.

The first, which you will find below, consists of organizing the board with everything you need to start any Chapter in Dante. A standardized and generic preparation. The second, guided by the Book of Chronicles, adds the specific elements of each scenario, also providing the instructions that lead you to the beginning of the game experience.

Therefore, whenever a Chapter instructs players to perform the Chronicle Phase Standard Preparation, these are the elements that need to be gathered on the table, arranged as follows:
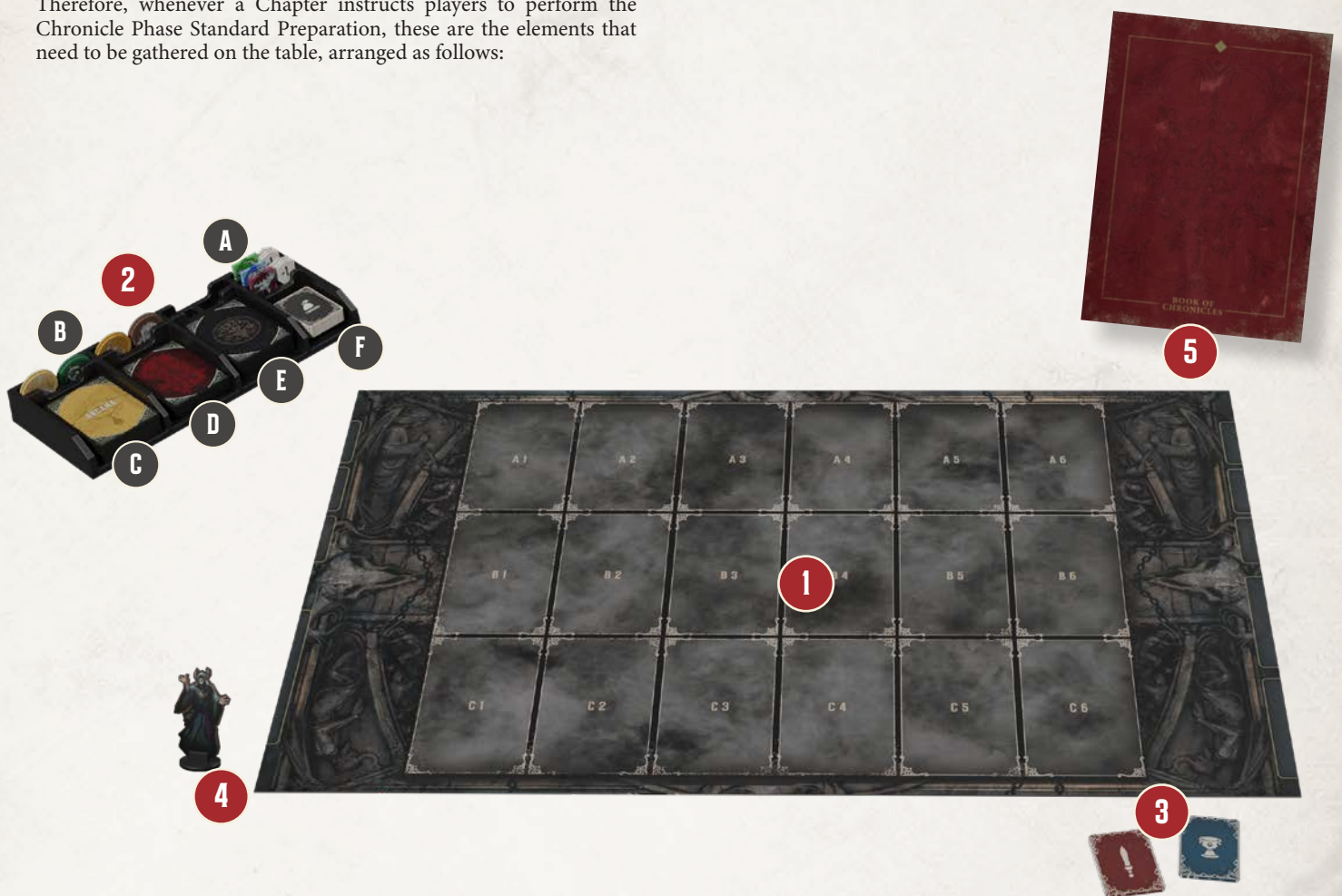
1. **Exploration Board** – Place Dante's main board on the table, with the Exploration side up.

2. **Resource Tray** – Place your Token Tray within reach of all players. Make sure the following components are in their respective places:

   A. Atribute Tokens – Reserved space for Attribute tokens. Whenever players pick up or discard these tokens, this is where they should be.

   B. Combat Tokens – Reserved space for the tokens used in the Confrontation (FAITH, TRAP, INSPIRED...). Whenever players pick up or discard these tokens, this is where they should be.

   C. Arcana Deck – Shuffle the 21 Arcana cards and pile them face down. This will be the Arcana deck.

   D. Wound Deck – Shuffle the 12 Wound cards and pile them face down.

   E. Sin Deck – Shuffle the 12 Sin cards and pile them face down. This will be the Sin deck.

   F. Findings Deck – Shuffle the 20 Findings cards and pile them face down. This will be the Findings deck.

3. **Diligence and Providence Decks** – Take the 8 Diligence and 8 Providence cards, shuffle them separately, and place them face down near the board. These will be the Diligence and Providence decks.

4. **Caravan Pawn** – Take the model that will represent the Caravan on the board and keep it close by.

5. **Book of Chronicles** – Keep the Book of Chronicles (this Book) near, within everyone's reach. It will be one of the most-used components during this phase.

Note that the first Chapter, *Limbo*, will show you these same instructions again, in a kind of "Tutorial Preparation". From the second Chapter on, however, players should refer to this book whenever they need to perform this Standard Preparation.

DETAILED INSTRUCTIONS

As mentioned earlier, the interaction between the descriptive narrative and decision-making results in some instructions that must be followed by the players.

In Dante, we tried to make them as clear as possible; that is, our aim is that the reading itself is enough to describe the processes that players must complete without the constant need to resort to this book for explanation. The exception is the instruction to "Endure an Ordeal," as this is a "mini-game" mechanic and therefore requires an accurate description.

However, whenever players are in doubt, they can refer to this guide, whose goal is to clarify these instructions.

ADVANCING THE CARAVAN PAWN

The Champions' journey through the Inferno will not be static. On the contrary, the Caravan will be in a hurry and the players will find themselves constantly traveling through the Exploration Board. To represent the players' position and their progress, they use the Caravan pawn.

This is Dante Alighieri, the Florentine poet. He is the players' guide on this journey and also the Caravan pawn.

As mentioned above, even though there will be Region cards spread across the board and a piece to represent the players, movement in Dante is not free. Like all other actions taken in the Chronicle Phase, the Caravan pawn only moves if an instruction tells the players to do so, as in: "Advance the Caravan to…".

Note that this text only describes the process of moving the pawn to the indicated Region on the board. It does not trigger any other events or the reading of narrative entries. Each of these actions first needs to be instructed and then executed.
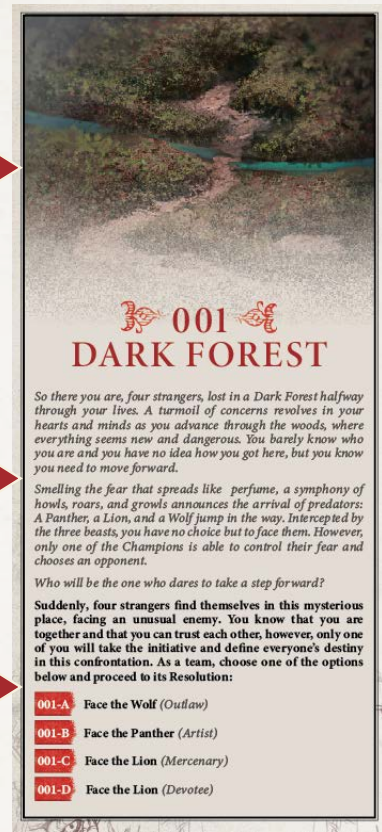

In this case, the players were instructed to Advance the Caravan pawn to Limbo Bailey.

INSPECTING A REGION

"Inspect" is the most frequent instruction players will follow during the Chronicle Phase. Each Circle's exploration begins—and likely ends—with "Inspect." When players Inspect a Region, they look for the matching numbered entry in the Book of Chronicles and read it.

Each exploration step has two elements: a narrative passage (written in *ITALICS*) and game instructions (written in **BOLD**).

This is the Region entry "#001 – Dark Forest".

When dealing with game instructions, the players must them carry out in the order in which they are written. If any instruction lists certain requirements, they should only consider it if they meet those requirements. Whenever players are moved to another Instruction, they must do so promptly.

Here, the Caravan should follow the instruction to advance to Resolution 008-D only if the requirement (not having Path cards on top of the Region card) is met.

Instructions that allow choices state that players "can do this, or that one" or "can choose an option from the ones below." When such permission is not mentioned, it means that the instruction is mandatory.

> *accept that they wasted time.*
>
> The Caravan takes the Essence of Yore Findings card.
>
> If the Caravan has the Angelic Sword Artifact in their inventory, proceed to Resolution 009-A Otherwise, advance the Caravan to Region #008 – Limbo Bailey and then Inspect it.

In this case, if the Caravan has the "Angelic Sword" Artifact, they proceed to Resolution 009-A. Likewise, if they do not have it, the Caravan advances to the Limbo Bailey. None of these instructions are optional. The players must follow the first instruction if they have the Artifact, or the second if they do not.

Finally, there are several moments during the exploration which present "dilemmas" consisting of a choice made in consensus between the players. Each player votes for one of the options they were offered. The option with the most votes will be chosen by the Caravan. In case of a tie, the players must find a way to reach consensus.

> *Ferryman concludes, leaving you with a choice to make.*
>
> Charon speaks of the toll, but to pay him is not your only option. As a team, choose one of the options below and proceed to the Resolution:
>
> **004-A** Pay the Toll *(can only be done if the Caravan has the Oboli Findings card)*
>
> **004-B** Take the Pass of the Indolent
>
> **004-C** Threaten the Ferryman

When they meet Charon, the Inferno's Ferryman, the Caravan faces a "dilemma." When this occurs, instructions will be provided following this standard.

PLACING REGION CARDS

As they explore the Inferno, the players will discover new paths and interesting or must-visit places. Whenever this is the case, an instruction will require the players to place a Region card in a designated position on the Exploration Board.

The players take the mentioned card from the pile and place it face up on the board. Note that this instruction alone is not enough for the players to move the Caravan to that Region or Inspect it.

Region cards are used as both a geographic and a visual reference for the players to keep track of their progress throughout the Chapter.

There are no special actions for the players to take on Region cards just by standing on them.

This is the "#001 – Dark Forest" Region card.

TAKING TREASURE CARDS

The Inferno is not only filled with mystery and suffering. There are also incredible treasures, such as mythological artifacts and powerful blessings that the Caravan can receive along the journey.

Treasures are not possessed by any specific character (although some can only be used by certain Champions). In the Transition Phase (see below), when the players prepare for a Confrontation, they decide by consensus the way they will assign the cards they have acquired among the Champions in that battle.

Treasures found by the players are carried from one Chapter to the next, until some instruction directs them to be returned to the box (should the Caravan lose that card somehow).

ARTIFACTS

Artifacts are material treasures such as Weapons, Relics or even Consumable Items. Weapons and Relics are permanent cards, while Consumable Items are gone after use. Note that consumed Artifacts are stored instead of being moved to the Discard Pile.

1. **Name** – Describes the name of the Artifact.

2. **Category** – Describes whether the Artifact is a Weapon, Relic or Consumable Item. If it is a Weapon, it will also have two additional symbols, representing Power (A) and Range (B).

3. **Special Properties** – Describes any special effects this card has.

4. **Identification Code** – Helps identify this component in your game.

TRAITS

Traits are cards that represent transformations in the Champions' attitude or personality, as well as the blessings they received from other Characters. Therefore, Traits are not necessarily objects, but their functions in the game are the same.

TRAIT CARD

1. **Name** – Describes the name of the Trait.
2. **Special Properties** – Describes any special effects this Trait has.
3. **Identification Code** – Helps identify this component in your game.

All Champions can equip any Trait card. They offer an additional Signature Ability (a passive ability) to the Champion. Use these cards to customize your Champion and discover incredible synergies with your Maneuver cards.

TAKING CONFRONTATION OBJECTIVE CARDS

These cards represent the special Objectives that the Caravan has uncovered while exploring the Circle. They will be assigned to the players in the Transition Phase or at some point during the Confrontation. In Dante, defeating a Circle's Boss will not always be the only option to overcome a Confrontation and move on.
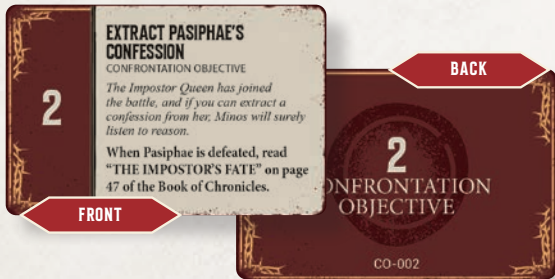
This is the "Extract Pasiphae's confession" Confrontation Objective card.

TAKING PLOT CARDS (DISCOVERY AND PATH)

Some Resolutions will instruct the players to take a Discovery card, or to place Path cards on top of a Region card on the board. These cards are part of the "Plot cards" group and represent paths, clues, or events that the Caravan has interacted with during the exploration.

The Plot cards are divided into two subgroups:

- **DISCOVERY CARDS:** These cards represent knowledge that the Caravan has gained during exploration, as a kind of trail of crumbs for the discovery of some plot. The players will be instructed to take these cards and hold them on the Caravan Board as part of a Resolution.

This is the "Impostor Exposed" Discovery card.

Finally, it is important to emphasize that Discovery cards are permanent. That is, they are kept with the Caravan and are carried from one Circle to the next as long as no other instructions say that you must return them.

- **PATH CARDS:** Whenever a "narrative split" is reached, so the players don't get lost in the routes that are available, they will be instructed to place these cards on top of a Region card first. Thus, as they take these routes and they become unavailable, the players move these cards to a space near the Board.

This is the "008-A – Visit Saladin" Path card.

TAKING WOUND CARDS

Along the way, some situations may cost the Champions physically, such as when an unexpected battle does not go as planned. Thus, from time to time, the Caravan will be instructed to draw a Wound card. Whenever this is the case, the players draw a card and hold it near the Board in the apropriate space.

When the Caravan reaches the Transition Phase, an instruction will require the players to assign, by consensus, acquired Wounds to the Champions as they like.

Wounds interfere with a Champion's effectiveness in combat and contribute to their defeat in a Confrontation. You can find details regarding them in the "Conditions" section on page 32.

This is a Wound card. Wounds are normally acquired during the Confrontation Phase and can cause the Caravan's Defeat. However, some Resolutions might inflict Wounds on the Caravan, representing Wounds acquired before the Combat even begins.

ATTRIBUTE TOKENS

Whenever players begin the Chronicle Phase of a Circle, the Caravan receives some Aggressiveness, Prowess, and Willpower tokens. These tokens represent the energy that Champions have, which is expended as they wear out their bodies and their spirits on their journey through the Inferno.

These are the Attribute tokens: Aggressiveness, Prowess, and Willpower.

Gameplaywise, these tokens are the resources the Caravan has in order to deal with Ordeals (see ahead) during the Chronicle Phase, or, to turn the tide of battle during the Confrontation Phase.

Although they are only received during the Chronicle Phase, at the beginning of each new Circle, Attribute tokens are permanent and can also be saved for the next challenges of your Campaign.

In the Confrontation, each Attribute has a special power, according to its theme:

- **AGGRESSIVENESS:** Representing the energy to deal with confrontational situations, Aggressiveness is the attribute used in contexts that require brute force or martial skills.

During the Confrontation Phase, as a Free Action, a Champion can discard one of these tokens possessed by the Caravan to give a +2 dice bonus and PRECISION to the next Attack they make this Turn. Champions can only discard one Aggressiveness token per Attack they make

- **PROWESS:** Agility, dexterity, quick thinking. Everything involving the field of manual skills and delicate control of the body is represented by Prowess.

During the Confrontation Phase, as a Free Action, a Champion may discard one of these tokens possessed by the Caravan to be able to perform a Maneuver on a Slot that is occupied by another Maneuver card. Each Champion can only discard one Prowess token per Round.

- **WILLPOWER:** Determination and stubbornness. Willpower is the attribute that indicates the Caravan's resilience to persevere in the face of the greatest challenges.

During the Confrontation Phase, as a Reaction, a Champion can discard one of these tokens to adjust their VIGOR to 6 the moment they suffer a Wound (this doesn't block the Wound). If a Pious Maiden (Devotee) Player transfers the Wound to herself, the Champion who discarded the token remains the one who adjusts their VIGOR.

FACING AN ORDEAL

Some decisions made during the Chronicle Phase do not have a defined Resolution. When this is the case, the system will instruct the Caravan to endure an Ordeal to determine the consequence of that choice.

Each Ordeal is tied to one or more of three basic attributes in Dante: Aggressiveness, Prowess, and Willpower. They set a Difficulty level between 3 and 5.

Thus, when a Resolution instructs someone to face an Ordeal, both the attribute related to it and the Difficulty will be announced like this:

"The Caravan endures an Ordeal of Aggressiveness of Difficulty 2."

Once the players have identified the Ordeal, they can begin to face it.

ARCANUM CARD

1. **Title** – The name that identifies both this Arcanum and its Action/Counterattack.

2. **Illustration** – Thematic illustration representing this Arcanum.

3. **Number** – The number that needs to be reached with a combination of Diligence and Providence to Hide this Arcanum during the Ordeal.

4. **Numbered Instructions** – Describes, in the order they must be read and resolved, each effect applied by this action. Arcana are used as Actions and Counterattacks as well (see below).

5. **Identification Code** – Helps to identify this component in your game.

PREPARING THE ORDEAL

Whenever the players are instructed to endure an Ordeal, shuffle the Arcana deck. Then, do the same with both the Diligence and Providence decks.

They then reveal the top 5 Arcana from the Arcana deck and place them on the table near the board. Then, players draw Diligence and Providence cards (one of each) equivalent to the Difficulty of that ordeal to have a starting point.

NOTE: The Arcana deck has 21 cards, with one copy of each card numbered from 0 to 20.

NOTE: The Diligence and Providence decks have 8 cards each, numbered 3 to 10.

Concluding these preparations, it's time to actually resolve the Ordeal.

RESOLVING THE ORDEAL

Each Ordeal establishes a number of Arcana that need to be Hidden according to its Difficulty. To do so, the players must combine a Diligence card with a Providence card, adding or subtracting the value of one to the other, trying to match the Number carried by that Arcanum. These combinations must be made with only two cards: a Diligence card and a Providence card.

Example: The Arcana "Justice" has the number 11 as its Number. Although players might want to add Providence cards 5 and 6 to Hide this Arcanum, they cannot do so because they are combining cards from the same deck. However, they can use Providence card 5 by adding it to Diligence card 6.

After testing some combinations, you can take a few turns to try to change the outcome of an Ordeal in which you have not yet been SUCCESSFUL (you may also give up, see below). To do this, you have these two options: A) Discard a token that matches one of the Attributes related to this Ordeal for Mulligan Arcana cards; or B) Offer an Arcanum to draw additional Diligence or Providence cards.

The Caravan may discard as many tokens or Offer Arcana as many times as they wish during the Ordeal until they choose not to, moving on to the Checking the Ordeal Step.

A) DISCARDING ATTRIBUTE TOKENS

To discard an Attribute token, players should simply return it to the token tray. Then, they choose as many Arcana cards as they want and return them to the bottom of the deck. Then, they draw the same amount from the top to replace them immediately.

Example: In this case, players spent 1 Aggressiveness token to Mulligan Arcana cards. Once they have chosen to return 2 cards to the bottom of the deck, they draw 2 new cards from the top to replace them.

B) OFFERING ARCANA

To Offer an Arcanum, the players take a revealed Arcanum and add it to the Caravan Board in the appropriate space. That Arcanum is removed from the Ordeal (making it impossible to Hide it).

Example: By Offering the Arcana "The Lovers," the players draw new Diligence and Providence cards and now the scenario has changed.

Players can take these actions, discarding an Attribute token or Offering Arcana, little by little, recovering any Diligence and Providence cards they have already assigned to Arcana (if they were experimenting with combinations) whenever the board state changes. They only need to commit to their choices when they decide to Check the Ordeal.

CHECKING THE ORDEAL

When finally choosing to Check the Ordeal, the players assign the Diligence and Providence cards permanently and count how many Arcana they managed to Hide. If they Hid an amount equal to or greater than the Difficulty of the Ordeal, they SUCCEED. Otherwise, they FAIL.

Example: After changing fate in their favor, the players manage to Hide the 3 Arcana required for Difficulty 3, succeeding in the Ordeal.

NOTE: If they prefer to save their resources, the Caravan can choose to FAIL the Ordeal automatically. Any Attribute tokens that have already been spent remain spent and any Arcana that have already been Offered remain Offered, but the Caravan will not need to spend any more resources on this Ordeal. This choice can even be made right at the revealing of the Arcana, before any resources have been spent.

Note that if too many Arcana are Offered, the players will fail the Ordeal anyway, as there may not be enough Arcana left for them to succeed.

Furthermore, this action also has another consequence: in the Confrontation Phase, all Arcana Offered during Ordeals will be incorporated into the Malefactor's Action deck, making it even more powerful.

PART II
THE TRANSITION PHASE

The players have finally reached the end of the Chronicle Phase. Now, a Resolution has instructed them to prepare the board for the Confrontation. In essence, the Transition Phase is nothing more than the steps that lead the game style transformation.

At this point, the players must make the following preparations, in order:

TRANSITIONING BETWEEN PHASES

1. Store the Caravan pawn.

2. Store any Path cards remaining on the Exploration Board or on the table. You can store those that were used together with those that were not.

3. Store any Treasure (Artifact and Trait) and Discovery cards that were not found by the Caravan.

4. Store any Region cards remaining on the Exploration Board or on the table. You can store those who were visited together with those who were not.

5. Store all Diligence and Providence cards.

6. Keep the Resource Tray where it is and pick up the Confrontation Tray placing it near the board.

Now, players must organize the Caravan Board components in two groups: those that will be saved for next Circles and those that must be used immediately.

7. Take all the Treasure cards (Artifacts and Traits) that were found by the Caravan and keep them nearby in a pile.

8. Take all the Discovery cards that were found by the Caravan during this Circle and keep them nearby in a pile.

9. Take all the Arcana cards Offered by the Caravan and keep them nearby in a pile.

10. Take all the Wound cards that the Caravan has suffered and keep them nearby in a pile.

11. Take all Attribute tokens that the Caravan has and keep them nearby in a pile.

Now, the Exploration Board will be completely empty and you can flip it over. If done correctly, this is what your board should look like after the Transition Phase instructions have been followed.

** SPACE RESERVED FOR FUTURE INSTRUCTIONS ON HOW TO SAVE THE GAME STATE **

STORED COMPONENTS
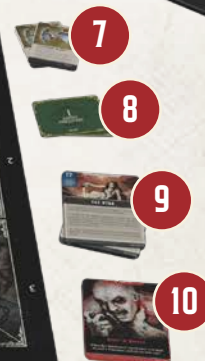
Now, prepare the Caravan for the Confrontation, following the instructions below, in order:

PREPARING THE CHAMPIONS

1. Take all the Champion cards, their models, and their Vigor markers.

2. Take a Champion Board for each Champion who will be controlled by a player during this Confrontation. If your team is not complete (with 4 players), take one of the remaining boards and use its back side, the Companions Board.

CHAMPION BOARD

COMPANION BOARD

3. Each player takes their Champion's Maneuver cards, shuffles them, and places them in a face-down pile next to their Champion Board. This will be their Maneuver deck.

4. Flip any Champion cards that will not be controlled by a player to their Companion sides. For each of them, take three Readiness tokens and place them on top of their card, Maneuver side up.

5. Take all Starting Gear cards and assign them to their respective Champions.

6. Assign each Wound card suffered by the Caravan (if any) among the Champions, by consensus and as you wish. If you assign a Wound to a Companion, you must flip one of their Readiness tokens to the Wound side (return that Wound card to the deck) and then assign it to a Maneuver immediately.

7. Assign Findings and Artifacts carried by the Caravan among the Champions, by consensus and as you wish. Artifacts that were not used must be stored in the Save Game Tray.

8. Each Champion fills their remaining Maneuvers Slots with Warm Up token.

Further instructions regarding each Confrontation will be provided by the Book of Chronicles, such as which objects should be placed in which positions or which Malefactors' piles of Action cards should be placed in which place.

You can return to it, continuing your game from the "Confrontation" session of the Circle you are playing.

The Confrontation is the phase in the game when the Champions fight the Malefactors on the battleground in tactical combat and is structured as follows:

- The game takes place through the succession of rounds; in each all characters take their turns and some organizational steps must be followed.

- The turns for the Champions and Malefactors happen separately, each taking place at a specific time in the round.

  - The Caravan's Turn consists of three simple steps followed by Taking Actions. Thus, the organization of the Caravan's Turn is as follows:

    1. Clean-up Step
    2. Rebuild Step
    3. Preparation Step

- Once these steps have been completed, the Champions can take Basic Actions and perform Maneuvers in whatever order and manner they prefer, alternating as they please.

- The Malefactors' Turn, on the other hand, consists only of each enemy's activation (playing the top card of their Action decks), following the order determined by the Confrontation Tray.

- In addition to taking actions, Characters can also use Reactions and deliver Counterattacks. These can occur whenever they are triggered, even if it is not that Character's turn.

The round starts with the Caravan's Turn, and ends when the last card on the Confrontation Tray has been activated.

CONFRONTATION SETUP
OVERVIEW

1. **Confrontation Board** – These are the Ground Level Areas. Characters, buildings, and Furniture will be placed here.

2. **Fierceness Track** – Tracks each Champion's Fierceness level throughout the Confrontation.

3. **Malefactor's Card** – Space for the Malefactor's card.

4. **Malefactor's Action Tray, A to C** – Where you place the Malefactors' Action decks, ordered from A to C.

5. **Malefactors' Discard Piles, A to C** – Reserved space (off the board) for you to place the cards that are discarded from the Malefactors' Action decks.

6. **Objective Cards** – Where you place the Objective cards, which offer victory conditions for this Confrontation.

7. **Findings Deck** – Where the Findings deck is.

8. **Findings Discard Pile** – Reserved space (off the board) for you to place the Findings cards that are used during Confrontation.

9. **Wound Deck** – Where the Wound deck is. There is no Discard Pile for Wound cards. Whenever a Wound is RESTORED, move its card to the bottom of this deck.

10. **Sin Deck** – Where the Sin deck is. There is no Discard Pile for Sin cards. Whenever a Sin is EXPIATED, move its card to the bottom of this deck.

PRINCIPLES OF TACTICAL COMBAT

Before we move on to detailing the actions that Champions and Malefactors can take during a Confrontation, we need to understand the basics of tactical combat in Dante. Movement, Range, three-dimensional elements... All these terms and game elements have definitions that will be referred to whenever you deal with effects related to a Confrontation.

ZONES, THREE-DIMENSIONALITY, AND RANGE

Dante's Confrontation Board is composed of 3 types of Zones (Areas, Central Spaces, and Spaces) and 3 Levels (Ground Level, 1st Level, and 2nd Level). Zones are the places that Characters and Furnitures can occupy, while Levels are the three-dimensional "layers" to which these Zones are attached.

This an example of levels that can be occupied on the Confrontation Board. The Ground Level is always represented by the board itself, while the other Levels only exist on three-dimensional objects, when you are instructed to place them.

ZONES (AREA, CENTRAL SPACE, SPACE)

The Zones are the board's physical locations. They are drawn on it. Check the specifics about each of them below:

AREA: An Area is a square section of the board composed of a Central Space and the four Spaces that surround it. Movement and distances in Dante are measured using Areas as a reference.
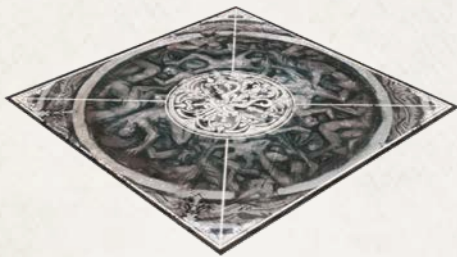
This is an example of an Area.

CENTRAL SPACE: The carved circle at the center of an Area is called the Central Space. Although it is represented on the board, most of the time it will be empty, as only Malefactors can occupy them, and only one of these at a time. Small Characters never occupy a Central Space.
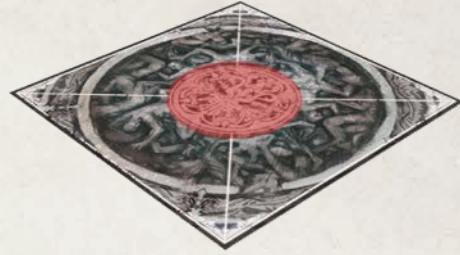
This is an example of a Central Space.

SPACE: The four spaces surrounding the Central Space are just called Spaces. Spaces are only occupied by Small Characters and Furnitures. Malefactors can never occupy them, and each Space can only be occupied by one Small Character or Furniture at a time.

This is an example of a Space.

THREE-DIMENSIONALITY

The Confrontation Board is divided into 3 Levels (or floors): Ground Level, 1st Level, and 2nd Level. The Ground Level will always be present, as it is represented by the board itself. The other Levels, however, can only be reached when a three-dimensional piece that has an Area on top is on the board.

In this example, we can see that there is a building which allows characters to occupy an Area on the 1st Level.

Three-dimensionality is not just decorative. The Level a character is on can affect some of their Maneuvers, in addition to subjecting them to the dangers of Falling Damage.

FALLING DAMAGE

Falling Damage is likely to happen on two occasions: When a character MOVES or is PUSHED from a higher Level to a lower Level.

In the first case, Falling Damage will only happen if there are no Stairs connecting the two Areas through which the character moves. In other words, when the movement is voluntary, Stairs (a three-dimensional Element) allow a safe 1-Level change.

This is an example of Stairs connecting two Areas on different Levels. Characters that MOVE from Level 1 to Level 0 using them do not suffer Falling Damage.

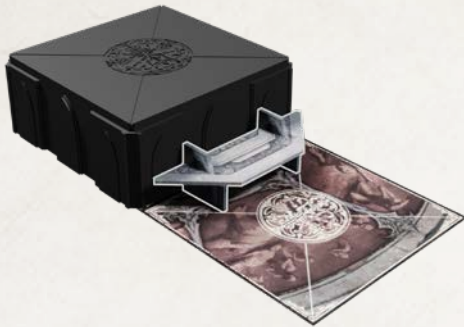In the second case, Falling Damage will happen even if there are Stairs connecting the two Areas, as being PUSHED down Stairs is just as painful as falling. In other words, when moving is involuntary, Falling Damage is always applied when there are Level changes.

In this example, the Mercenary was PUSHED 1. As he was on a building on the 1st Level, he falls. Therefore, he will suffer Falling Damage.

Falling inflicts 2 damage for each Level the character falls and is applied all at once. Therefore, if a Champion falls from the 1st Level to the Ground Level, or from the 2nd Level to the 1st, they will suffer 2 damage. If by chance this Champion falls from the 2nd to the Ground Level, then they will suffer 4 damage.

MALEFACTORS AND FALLING DAMAGE

From time to time, a Malefactor will also be PUSHed or will Move in a way that it causes Falling Damage. Whenever this is the case, a Malefactor will only be harmed if the damage in question is equal to or bigger than their STURDINESS. Therefore, a Malefactor with STURDINESS 4 will only suffer a Wound if they take 4 Falling Damage, at least.

DISTANCES

As mentioned before, Distance takes the board Areas into account. So, when you measure the Distance between two Objects—or between yourself and a possible target, assuming you are calculating the Range of a Ranged Attack, for example—count how many Areas there are until the effect reaches its target, not counting the Area occupied by one of those Objects.

Take note that Distance is calculated orthogonally. Diagonal calculation is not allowed.

In this example, the Devotee makes a Ranged Attack with her weapon that has Range 2. Therefore, she can target a character that is up to 2 Areas away from her.

There is no general rule for Range. Each weapon, ability, or effect describes the maximum Distance it can target. Consider that "Melee" can only target Objects that are in the same Area as the character, as if they had in their description "in this Area" or "Range 0."

In this case, the Artist can perform a Melee Attack against her enemy, Minos, who is in the same Area as her, but she cannot perform one against Pasiphae, who is in the Area next to her.

Last but not least: Range does not consider Levels (see below) or Line of Sight. That is, whenever you consider the Distance between two Objects, imagine them as if they were both on the Ground Level.

Here the Outlaw is on the Ground Level while his opponent is up there on the 2nd Level. Still, the Distance between them is only 2 Areas, as if both of them were on the Ground Level. Enough Distance for the Outlaw's arrows to hit his enemy!

MOVEMENT

Malefactors follow the same basic movement rules as Champions.

Movement is calculated by considering the Areas that the character intends to cross. When the character ends their movement, they choose an **empty** space in the Area where they stopped. If there are none, the character cannot move into that Area at this moment.

Take note that movement (as well as PUSH) is done **orthogonally**, just like the calculation for distance. **Diagonal** movement is not allowed.

Finally, Small Characters move from Space to Space while Malefactors move from Central Space to Central Space.
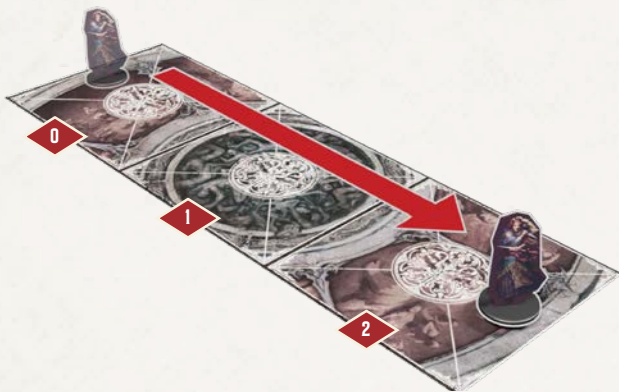
In this example, the Artist moves through two Areas and chooses an empty Space to occupy where she ends her movement.
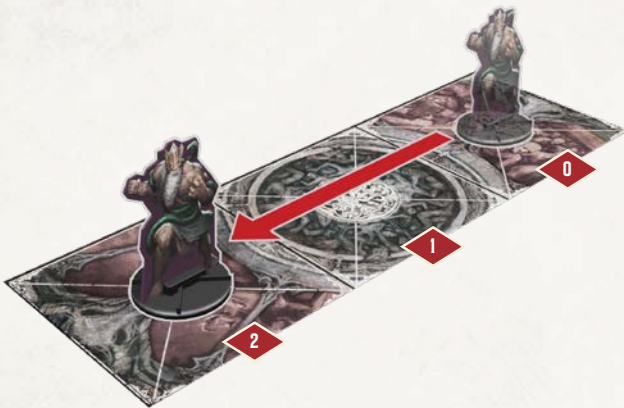
Here, Minos moves across two Areas, occupying the Central Space of the Area he lands on.

The effect that allows characters to move between areas is MOVE, found on Maneuvers and the Malefactors' Action cards. This is also one of the Basic Actions that Champions can take (see below).

MOVING BETWEEN DIFFERENT LEVELS

Movement between Levels is not completely free. While you can move down from one Level to another as if you were moving on the Ground Level (although you may take Falling Damage), you cannot move up from one Level to the next this freely.

Characters can only move to an Area that is on a Level above the one they are on if there are Stairs (a Furniture) between them, or if they are MOVING with CLIMB.

Here, we can see that the Outlaw wants to climb from the Ground Level to the top of this building, onto the 1st Level. He cannot climb in the first case because there are no Stairs and his MOVE does not have CLIMB, but he can do so in the second case.

In short, a character who goes down a Level does not need to use the Stairs (only if they want to avoid Falling Damage), but the opposite is not true. MOVE with CLIMB, however, ignores both the need for Stairs and Falling Damage.

FACING

In addition, Malefactors have another feature that differs from Small Characters: they have a Front, Back, and Flanks.

Thus, Malefactors always have a "facing"; that is, they are facing one of the four Spaces in their Area, consequently turning their Back to the Space opposite it. The other two Spaces will then be on their Flanks. Be careful never to change the direction a Large Character is facing when moving them.

In this example, we can see that Minos is facing the Mercenary. The Artist, in turn, is behind him.

NOTE: Sometimes, the Faced Champion may be diagonally across from the Malefactor, so the direction to Face them may not be obvious at first. Whenever this is the case, remember the concept of the arc: the extension of the diagonal lines in that Area. Thus, the Malefactor Faces the arc where that Champion is located.

If Minos had to Face the Outlaw next, for example, he would need to turn 90° to the left, as the Space occupied by the Outlaw is in the arc of one of his Flanks, not his Front.

TURN AROUND

A Malefactor is always alert: when they are attacked by a Champion from behind, right after the attack resolves (before any Counterattacks), they Turn Around and Face that Attacking Champion. Take note that, apart from this, Malefactors never automatically Face a direction unless instructed to by their cards.

Considering the previous example, if the Artist attacked Minos from behind, after she resolves her attack instruction, Minos turns to Face her.

MALEFACTOR MOVEMENT

Like any character, Malefactors follow the movement rules.

The details that are not described yet are the clarifications of the instructions "Approaching", "Distancing", and "In a Straight Line", which are very much present in these Characters' cards.

Although these instructions carry some intuitive meaning, you can find visual examples and practical applications of them below:

- **APPROACHING:** When a Malefactor is instructed to Approach a Champion, this means that they will try to move to the Area where that character is located, using the minimum movement necessary to do so, or, using all of their movement to get as close as possible if their movement is not enough. If two or more routes go through the same number of Areas, the Fiercest Champion chooses which of them the Malefactor takes. Malefactors don't mind taking Falling Damage for this.

Consider that Minos has been instructed to MOVE 2, Approaching the Fiercest Champion who, for this example, will be the Mercenary.

Minos could go past the stairs, or he could move down from the top of the building, which is straight down to the Ground Level, taking Falling Damage. As both routes end 1 Area away from the Mercenary, it is up to the Fiercest Champion to choose which route the Malefactor will take.

Minos couldn't go up the building since his movement does not have CLIMB. Even though the characters would have to walk around it if he went to the top of the building, distances are measured as if all the Areas were on the Ground Level.

The Malefactor ends his movement, but is unable to reach the Area the Mercenary is in.

In this case, the Fiercest Champion decided that Minos moves to his left.

- **DISTANCING:** When a Malefactor is instructed to Distance from a Champion, that means they will try to move to the farthest Area from where that character is currently located, using the maximum movement possible. If two or more routes go through the same number of Areas, the Fiercest Champion chooses which of them the Malefactor takes. Malefactors don't mind taking Falling Damage for this.

- **IN A STRAIGHT LINE:** When a Character is instructed to MOVE In a Straight Line, it means they will try to move that many Areas in the direction they are Facing. They do not mind taking Falling Damage for this. If the Malefactor reaches the edge of the board or is in front of a building that they cannot climb and they still have movement points left, they spend 1 of those points to turn 180°. If, after that, they still have more movement points, they keep going In a Straight Line until they run out. Note that if this move has TRAMPLE, they can TRAMPLE on the same character more than once.

Assume that Minos is resolving his "Arcing Spin" Counterattack and has been instructed to MOVE 1, Distancing from the Attacking Champion who, for this example, will be the Mercenary.
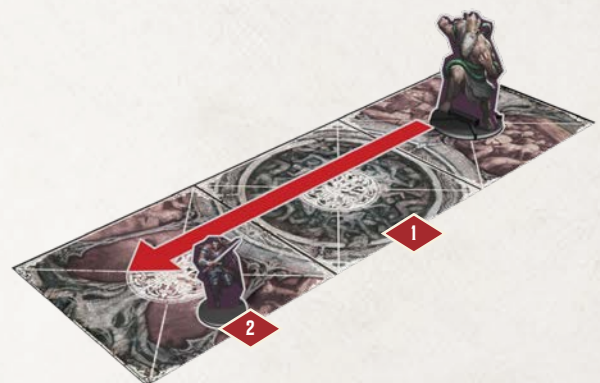
Minos is resolving his "Haul" Action card and has been instructed to MOVE 3 with In a Straight Line. The edge of the board, however, is just 2 Areas ahead.
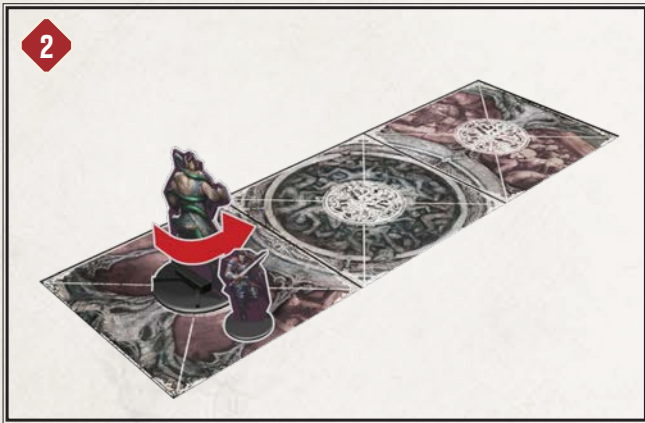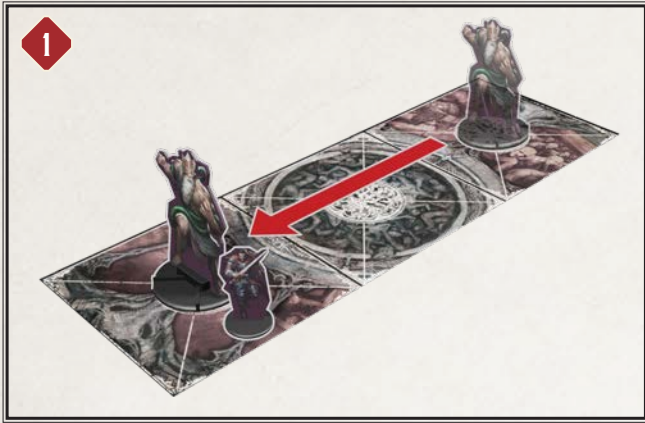
After Moving 2 Areas, the Malefactor has reached the edge of the board, with 1 movement point remaining. For the cost of 1 point, he turns 180°, now facing the direction he came from.

CHAMPION ATTACKS

Like moving, attacking is one of the most basic game mechanics in Dante. Attacks can be Melee, targeting only Malefactors that are in the same Area as the Attacking Champion. They can also be Ranged, and target Malefactors in another Area, but Ranged Attacks cannot be made if there is a Malefactor in the Attacking Champion's Area.

In this example, the Artist is in the same Area as Minos and therefore can make Melee Attacks against him, but cannot make Ranged Attacks.

The Outlaw can make Ranged Attacks against Minos, but cannot make Melee Attacks against him.

Most of the time, Maneuver effects will instruct Champions to make Melee or Ranged Attacks. Therefore, be aware of the Range and restrictions at all times. If your Champion is instructed to make a Ranged Attack but cannot do so, they will not be able to attack. The ability to make Ranged Attacks, as well as their Range, is defined by the weapon wielded by the Champion.

The Mercenary's Starting Weapon, the Greatsword, has Melee Range and therefore cannot be used to make Ranged Attacks. The Longbow, the Outlaw's Starting Weapon, is the opposite: It has Range 3, but cannot be used to make Melee Attacks.

Additionally, it is possible for a Champion to be instructed to simply perform an "Attack," without specifying whether it is a Melee or Ranged Attack. When this is the case, the Champion must take into account their weapon's category: If it is a melee weapon, then the instruction becomes "Make a Melee Attack". Otherwise, if it is a ranged weapon, the instruction becomes "Make a Ranged Attack". Distance and restrictions, of course, must be taken into account.

The Devotee has a Maneuver that instructs another ally to make an attack without describing it. Thus, if the targeted Champion is the Mercenary, for example, he must make a Melee Attack.

ATTACK ROLLS

The "Attack Roll" is nothing more than a test that checks whether the damage the attack causes is capable of inflicting a Wound on the enemy.

To do this, the Attacking Champion gathers the set of dice they will need. It is simple: Start with the weapon's Power, add any bonuses indicated by the effect being used or other abilities they have.

Having established their dice pool, they then make the Attack Roll by rolling those dice, all at once. From there, it is enough to count the results obtained on the dice: Each "Hit" adds 1 damage to the roll. "Fumble" faces do not represent penalties, but they count for triggering a Counterattack, which we will further explain later on.

In this example, the Mercenary has performed a Melee Attack with a set of 6 dice. Counting the Hits, he got 6 points of damage. Besides that, he also rolled 2 Fumble faces.

However, damage by itself does not mean Wounds. Malefactors have a trait called "STURDINESS," which represents their passive resistance to damage. An attack only inflicts a wound on a Malefactor if it deals damage equal to or greater than their STURDINESS.

Continuing the previous example, the Mercenary dealt 6 points of damage to Minos, an amount greater than his STURDINESS of 4. So, the Mercenary managed to inflict a Wound on his enemy.

When an attack inflicts a Wound on a Malefactor, they must discard the top card from their Action deck. When their last card is discarded, that Malefactor is defeated.

COUNTERATTACKS

Attacks can also trigger Counterattacks in addition to any Wound they may inflict. In fact, an Attack can cause a Counterattack even if it didn't inflict any Wounds. This is possible because even though Counterattacks and Wounds are both related to the Attack Roll, they are not tied to each other.

A Counterattack occurs whenever 2 or more Fumble faces are rolled during an Attack Roll. In that case, right after the effect (not the entire card) that triggered the Counterattack is completely resolved, the Malefactor turns over the top card of their Action deck and performs the Effects described on that card.

If the attack in question also inflicts a Wound, then, after resolving the effects, the Malefactor discards that card as they normally would. Otherwise, if a Counterattack has been triggered but a Wound is not inflicted, the Malefactor returns that card to the bottom of their deck instead (Action side up).

As we saw previously, the Mercenary got 2 Fumble faces on his Attack Roll. For this reason, before discarding the Action card, Minos will perform the effects described on the Counterattack side.

NOTE: Arcana cards are both Actions and Counterattacks. Therefore, if an Arcanum card is on top of a Malefactor's deck when a Counterattack is triggered, resolve its Action without flipping the card.

MULTIPLE WOUNDS

Well-played attacks can inflict more than one Wound in the same Attack Roll. This happens whenever the roll results in a value that is a multiple of your target's STURDINESS. So, an Attack that has caused 8 damage, for example, inflicts 2 Wounds on a Malefactor who has STURDINESS 4. Naturally, if the Attack had caused 12 damage, then 3 Wounds would have been inflicted, and so on.

Also, whenever an Attack inflicts Multiple Wounds, causing Counterattacks, players must not perform the Counterattack described on each of the Action cards that will be discarded. Instead, just perform the one described on the top card of the targeted Malefactor's deck, as you normally would. The remaining cards are moved directly to the Discard Pile.

1st WOUND | 2nd WOUND
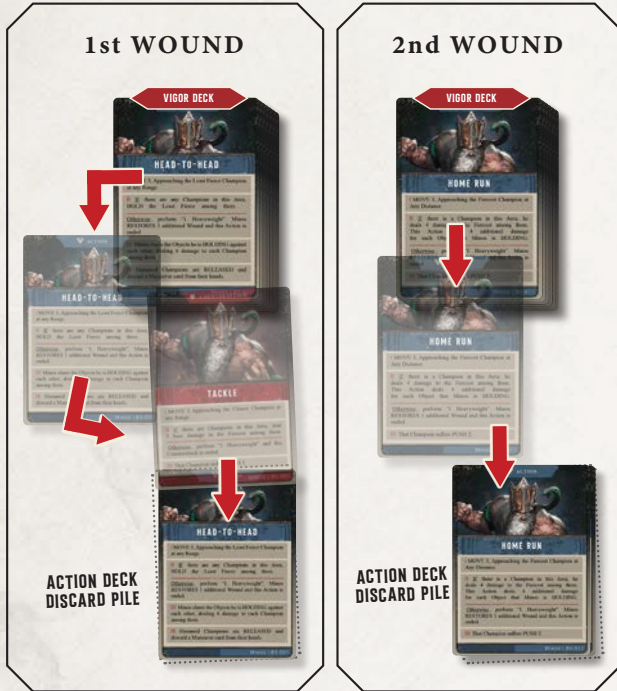
In this example, consider that the Attack Roll resulted in 2 Wounds and provoked a Counterattack. Players perform the Counterattack on the back of the top card, 'Tackle', and then move it to the Discard Pile. The second Wound, in turn, is resolved directly, simply being moved from the deck to the discard pile.

EMPOWERED COUNTERATTACKS

Finally, powerful attacks are also dangerous to players if they are poorly played. Whenever an Attack Roll results in more Fumbles than the 2 needed to trigger a Counterattack, for each additional Fumble rolled, any damage described as "base damage" in the resolution of that Counterattack is increased by 1. Therefore, an Attack Roll resulting in 4 Fumbles grants a bonus of +2 to the base damage of the Counterattack it caused.

Applying the above described to this Counterattack, for example, Tackle will then deal 5 damage to the targeted Champion.

CHAMPION CARDS

The Champion Board is a neutral piece. What will give it color and make it unique is the Champion card that is placed in the appropriate space. From this moment on, the Champion Board becomes the Artist's, Devotee's, Mercenary's, or Outlaw's Board. Each of these characters has their own model, Maneuver deck, Starting Weapon, and, of course, Champion card.

This is the Devotee. She has a model, Maneuver cards, Starting Gear cards, and a Champion card.

In addition, Champion cards also have Special Abilities, adding strategic and thematic layers to your game experience. Check the details about these cards below:

DEVOTEE CHAMPION CARD

1. **Champion Archetype** – Dante's Champions are named by Archetypes throughout the narrative.

2. **Champion Background** – A Champion's Background is what makes them thematically unique. You could have two Devotees (if you purchased expansion packs with additional Champions), but you will only have one Pious Maiden.

3. **Initial Vigor** – This is the Champion's starting Vigor when a Confrontation begins. A Champion's Vigor can never exceed the maximum value allowed by their board (12 for Player Champions, 9 for Companion Champions).

4. **Characteristic Abilities** – These are the Champions' Signature Abilities. They can have a passive effect or an effect that triggers from some game situations. They can also provide a unique resource that has its own defined rules.

5. **Identification Code** – Helps identify this component in your game.

The Champions' Signature Abilities are usually passive abilities, meaning they always have an effect or can be used when needed; or triggered abilities, meaning they take effect whenever there is a trigger and the player chooses to take action.

The Artist, for example, has the Signature Ability "Improvise," which is passive. So, whenever she wants, she can play a Maneuver card on top of another one by taking 1 damage for each card on that Maneuver slot.

The Devotee's Signature Ability, "Martyrdom," on the other hand, is triggered. That is, it takes effect the moment another Champion would suffer a Wound or is about to Yield to a Sin, allowing her to suffer that Condition in her ally's place if she desires to do so.

THE CARAVAN'S TURN

The time has come for the Caravan to act. Before they take their actions, each Champion needs to organize their Champion Board. Thus, at the beginning of each Caravan's Turn (including the first one), every Champion performs, in order, the following steps:

CLEAN-UP STEP

This is when the players prepare their Champion Board to play Maneuver cards in the new turn. To do so, they move every Maneuver card on their board (which was used in the previous turn) to their discard pile. Conditions (Sin or Wound cards) are not moved in this way; They remain until some effect instructs the players to remove them.
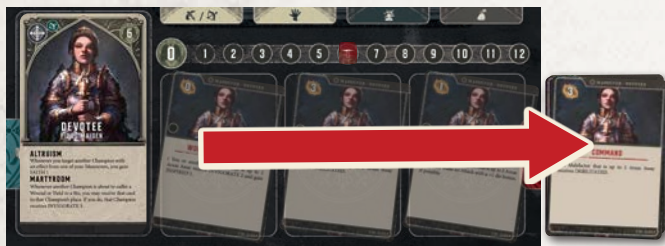
In this example, the Devotee has cleared her board. Since she only had Maneuver cards, they were all moved to her discard pile.

In this case, one of her cards is a Sin card which is not moved to the discard pile during the Clean-Up Step.

Please note that this process is not voluntary: Players cannot choose to leave a Maneuver card on their board.

REBUILD STEP

With their boards thus prepared, the players now draw new Maneuver cards until they have a hand of at least four cards. At this moment, each Champion holding less than four cards must draw cards from their Maneuver deck until they reach this minimum amount.

If there are not enough cards to draw, that player must "rebuild their deck" by shuffling their discard pile, which will become their new Maneuver deck. Then, they draw the missing cards. Note that this action is only taken when someone tries to draw a card and fails: If the last card is drawn but there is no need to draw another card, the Maneuver deck is not reshuffled at this point.

MANEUVER DECK

(2 CARDS)

PLAYER HAND

MANEUVER DECK

(0 CARDS)

PLAYER HAND

Here, the Mercenary has 2 cards in his hand and therefore, in the Rebuild Step, he has to draw 2 cards. Since his deck has exactly 2 cards left in it, he doesn't need any more cards. The pile is empty until he needs to draw another Maneuver card.

Rebuilding a deck, however, is not free.

Whenever a Champion rebuilds their Maneuver deck, before drawing the remaining cards to complete their hand, they must draw 1 Sin card. The Sin card represents the negative influence the Inferno exerts on their bodies and spirits. Sin cards might be bittersweet; You can find details about them in the "Conditions" section (page 32).

LAST CARD WAS DRAWN

MANEUVER DECK

PLAYER HAND

MANEUVER DECK

DISCARD PILE

PLAYER HAND

In this case, his deck had only 1 card remaining, so the Mercenary had to reshuffle it first so that he could draw the missing cards, having only 2 Maneuver cards before beginning the process. Thus, he draws 1 Sin card.

Note that a Champion may not need to draw a new card from the deck they have just reshuffled, as by drawing this Sin card they may have reached the required four cards in their hand.

Another important note is about a player's hand limit: Even though four cards is the minimum, that does not mean they cannot hold more cards (some effects will cause them to draw cards). Champions who have four or more cards in their hand will not draw any additional cards during this step, but they do not need to discard any extra cards they have.

Companion Champions (page 34) also complete their "hands" at this point, but the process for them is a little different. Since they do not hold Maneuver cards, what they do instead is return the Readiness tokens that were assigned to their Maneuvers back to the appropriate space. Readiness tokens with their "Wound" side up, however, cannot be recovered, except through RESTORE effects.

PREPARATION STEP

With their boards and hands ready, the players need to perform one last step before taking any actions: Preparation. In this step, each Champion checks if any Statuses that are affecting them have an effect at this point and whether they are still in the Warm-Up stage. After that, they recover some of their Vigor:

- **MANEUVER SLOT PREPARATION:** Champions who have Warm Up tokens must remove one of them.

- **INVIGORATE:** Each Champion receives INVIGORATE 3.

TAKING ACTIONS

When all players are ready, it's time for the Champions to take their actions. In this step, each player will be able to take Basic Actions and perform Maneuvers as they wish, without any specific order of turns. Players can take actions in any order as they see fit to get the best out of their skills and tactical cooperation.

A player can, for example, play a Maneuver card and wait for one of their allies to take a Basic Action or play one of their own Maneuver cards before taking another Action. Players can alternate between playing Maneuver cards, taking Basic Actions and Free Actions as they wish during the Caravan's Turn.

The Taking Actions Window only ends when all players declare that they do not intend to take any more actions, after the last action taken by any Champion has been resolved.

So, even if the Artist, the Devotee, and the Outlaw have declared that they no longer intend to take any actions this turn, but they change their minds after the last action taken by the Mercenary is resolved, they can still take more actions.

Generally speaking, there are three types of Actions that Champions can take: Basic Actions, Free Actions, and Maneuvers.

BASIC ACTIONS

Some Actions can be taken by any Champion without the need for them to play a Maneuver card. Just announce that they want to do it and pay the respective costs and obey the restrictions. These actions are called Basic Actions.

A Champion can take as many Basic Actions as they like during the Take Actions Window, as long as no other card effects are currently being resolved, but must take 1 damage each time they do so.

The Basic Actions are MOVE 1, INTERACT, and GIVE ITEM and you can find their descriptions below:

- **MOVE 1:** The Champion receives 1 movement point; that is, they move their model one Area on the board.
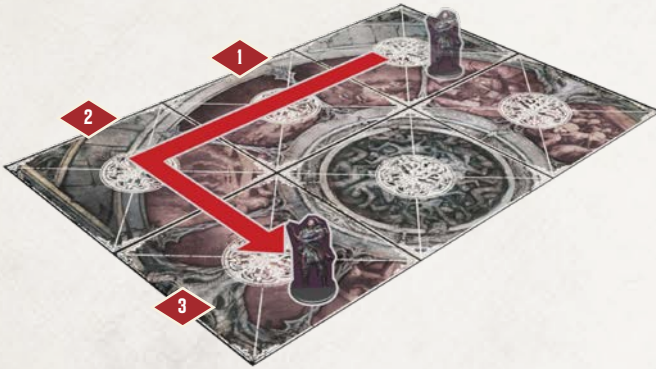
In this case, the Outlaw took three MOVE 1 actions, moving through 3 Areas at the cost of 3 Vigor.

NOTE: A Champion can move from one Space to another Space in the same Area by spending 1 movement point. They do not need to leave their current Area and return to it later if they want to change their Space in that Area.

- **INTERACT:** The Champion INTERACTS with a Furniture that is in their Area. Check the effects of this action in the specific description of each Furniture (page 32).

This time, the Outlaw chooses to INTERACT with a Pillar by taking 1 damage. This action's effect, determined by the Pillar, results in him climbing onto it.

- **GIVE ITEM:** The Champion gives an Equipment or Consumable card they are carrying to another Champion at any range.

So, for example, the Outlaw chooses to pass the Heavy Crossbow Finding to the Artist. He—the one who performs the Give Item—takes 1 damage. She—the one who receives the Card—takes no damage.

FREE ACTIONS

Free Actions are actions that Champions can take at no cost. However, like Basic Actions and Maneuvers, a Champion can only take a Free Action during the Taking Actions Window of the Caravan's Turn. They can only take place while no other effects or cards are being resolved. A Champion is allowed to take as many Free Actions as they can or want per turn.

Consuming Consumable Items, as well as all actions that specify "As a Free Action..." are Free Actions.

NOTE: Consumable Items that specify that they must be consumed via a Reaction cannot be consumed as a Free Action.

PERFORMING MANEUVERS

Maneuvers are actions that combine several effects on a single card. They are powerful, signature actions a Champion can take, giving them the thematic overtones that make them unique.

To perform a Maneuver, the player chooses a Maneuver card from their hand, announces it, and plays it on an empty Maneuver Slot on their Champion Board. There is no numerical limit to how many Maneuvers someone can perform in a turn, but there is a physical limit: Maneuver cards can only be played on empty slots. Thus, if all the Maneuver Slots on a Champion's board are occupied, they will be unable to play another Maneuver. Hence the importance of the Clean-Up Step mentioned earlier.

Here the Artist has three empty slots on her Champion Board. This means that she can play up to three Maneuver cards this turn.

NOTE: Some effects can cause Champions to recover Maneuver cards from their boards while still in the Taking Actions Window, allowing them to perform a fourth Maneuver, for example. The Artist, however, can bend this rule thanks to her "Improvise" Signature Ability.

MANEUVER CARD

1. **Title** – This is the name of the Maneuver represented on this card.

2. **Corresponding Champion** – This supporting illustration identifies which Champion deck this Maneuver belongs to.

3. **Fierceness** – This value represents how many positions on the Fierceness Track you must move the Champion's Marker when performed.

4. **Regular Effects** – Any effects that will always be applied when this Maneuver is performed.

5. **Identification Code** – Helps identify this component in your game.

RESOLVING MANEUVERS

The process for resolving Maneuver effects is simple and must be performed as follows:

1. Play the card in an empty slot of your Champion Board, announcing the title of the Maneuver;

2. Adjust the Fierceness Track;

3. Apply the effects in the order in which they are written.

To adjust your Champion's position on the Fierceness Track, check the Fierceness value of the Maneuver and raise your position one step for each point, then adjust the order of the track.

In this example, the Mercenary is performing the "Charge" Maneuver, which has Fierceness 1. So, as soon as he plays the card on his board, before resolving its effects, he must adjust his position on the Fierceness Track accordingly.

FIERCENESS TRACK

The Mercenary, who was in 2nd position, jumps to 1st, pushing the Outlaw to the position he occupied moments ago.

APPLYING MANEUVER EFFECTS

Once the player has adjusted their Champion's position on the Fierceness Track, they are ready to apply the effects of the Maneuver they played. To do this, the player reads the instructions and applies them in the order they are written, one at a time. At this moment, as mentioned earlier, no Champion may take any Basic Actions.

Taking the Artist's "Flourish" Maneuver as an example, the first effect to be applied allows her to MOVE 1 with CLIMB. The second effect, a Melee Strike, will be applied after this movement is complete.

Note that each Maneuver effect is written and numbered on a separate line. That is, each of these lines, even if they have more than one effect described on them, must be treated as a unit. Any Counterattacks (see below) only take effect after all of the effects in the line which has triggered them have been completely resolved.

Taking the previous example, if a Champion has a Reaction that was triggered by the "when another character finishes their movement..." condition, it would be resolved right after the Artist MOVES 1, but before she applies the second effect and performs a Melee Attack.

CHOOSING TARGETS FOR THE EFFECTS

While a Maneuver card can describe any type of effect, most of them are standardized by keywords, both to simplify the text and to keep the characters' actions consistent. At the end of this book, there is a section that describes all these keywords.

Some of these descriptions, such as "you," "Another Champion," or "another character," however, although they are keywords, may not necessarily be "effects." Rather, these are instructions for those who perform that Maneuver to help them understand which targets can be chosen, in order to apply the effects described. You can find clarifications on the practical application of these terms below:

- **YOU:** This effect is applied to the Champion performing the Maneuver.

- **ANOTHER CHAMPION:** This effect can only target a Champion other than the one performing the Maneuver.

- **CHARACTER:** This effect can target any kind of Character. Therefore, this effect can target both Champions and Malefactors.

- **AND/OR:** This describes effects that may be applied to the Champion performing the Maneuver, or if they can also target themselves in addition to other Characters.

Some emerging situations may raise a few questions.

Note that since effects must first resolve completely, some Reactions and Counterattacks may cause a Champion or Malefactor to move between the effect lines of a Maneuver card. This might happen even if they are away from an attack (as might happen if the Malefactor moved away from the Artist just before she performed the attack in the example above).

When this is the case, try to remember this principle of resolution layers: a Reaction or Counterattack will take place (if its about) after all the effects on a line have been resolved, never by interrupting them.

RESTRICTED MANEUVERS

When describing targets for a Maneuver's effects, "Restriction" and "Reaction" are categorized as keywords, but they are not necessarily "effects." These terms represent restrictions that must be met in order for the Maneuver to be performed. You can find clarifications on the practical application of these terms below:

- **RESTRICTION:** Restriction is a special rule that prevents you from playing the Maneuver card unless you meet its requirements. A Maneuver that has a Restriction does not become a Reaction, so it cannot be played if it is not the Caravan's Turn.

This is the Devotee's "Punish the Wicked" Maneuver card. It has a Restriction. So, the Devotee can only play it if she chooses an enemy who has Counterattacked this round to be the target of her attack.

- **REACTION:** Reactions are similar to Restrictions: they have requirements that need to be met for the card to be played. The difference is that Reactions can be used during the Malefactors' turn as well. When a Reaction is played, it pauses the effect's resolution. Once the Reaction is resolved, that action continues to be applied (if there are more effects).
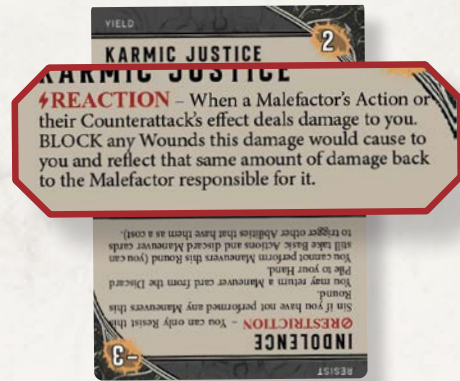
This is the Sin card (see below) "Indolence", which can be used as a Reaction "Karmic Justice". So, when the Champion who is holding it takes Damage from an Action or Counterattack, they can decide to play it since the requirement is met.

SITUATIONAL EFFECTS

Some effects require a condition to be met or a specific game state to be applied, such as "Collateral Effects" (which are also keywords, but not necessarily "effects") or those whose description begins with " If.." These effects are only applied if all specified conditions and/or game states have been reached. You can find clarifications on the practical application of these terms below:

- **COLLATERAL EFFECT:** A Collateral Effect is only applied if the attack it is attached to was able to inflict a Wound on its target (the Attack must match or surpass the STURDINESS of its target).

This is the Artist's "Cutpurse" Maneuver card. It has a Collateral Effect. So, if her attack manages to inflict a Wound, she can draw a Findings card.

- **SITUATIONAL EFFECT:** Normally, a Situational Effect is indicated by "If.." and its entire description is linked to the idea of cause/consequence (If this, then that).

This is Minos's "Tackle" Counterattack card. It has a Situational Effect.

When the requirements for a Situational Effect are not met at the time of its resolution, you should just ignore them. Take note that many effects offer an alternate resolution if their requirements have not been met, thus ensuring that the Action or Counterattack has some effect when performed. Such alternatives are described as "Otherwise...".

This is Minos's "Tackle" Counterattack card. Its first effect states that, if there is a Champion in this Area, Minos deals 3 Damage to the Fiercest among them. If not, Minos then ADVANCES to reach a Pillar. That way is more likely that the Malefactor will be able to do something with his card.

CONDITIONS
(SINS AND WOUNDS)

Dante does not have a resource like traditional "Health Points." Instead, there's Vigor, which represents a Champion's stamina, but not necessarily their physical integrity.

Here, the component that represents the Champions' ability to endure damage is the Champion board itself and its Maneuver slots. As they receive Conditions, these slots are covered by Wound or Sin cards.

If all of a Champion's Maneuver slots have been covered by Conditions, that Champion has been defeated. If any Champion is defeated, the entire Caravan loses and the Confrontation is considered a Failure!

In this example, a Champion has 2 Conditions on his board: a Sin and a Wound. If they receive a second Wound (their third Condition), they will be defeated and the Confrontation ends in Failure.

Since Maneuver slots are also related to the number of Maneuvers a Champion can perform, the more wounded they are, the fewer cards they can play per turn.

- **WOUND:** Wounds are a physical debilitation resulting from the blows suffered during a Confrontation. When a Champion's Vigor is reduced to 0 (or less), they suffer a Wound: Draw a Wound card and place it on a slot on that Champion's board that does not contain any Wound or Sin cards. Move any Maneuver cards (or warm-up tokens) there to their discard pile.

NOTE: Be careful, any damage a Champion takes while at 0 Vigor becomes a new Wound.

In this example, the Champion suffers a second Wound, but their slots are all occupied by Maneuver cards. So, they must empty one of their slots to place the Wound card.

> Furthermore, there is another special rule that must be applied when a Champion suffers a Wound: they reposition their marker to the last position of the Fierceness Track, thus becoming the Least Fierce Champion.

So, the Champion became the Least Fierce, thus repositioning their marker on the Fierceness Track appropriately.

Take note that a Wound is applied for each **effect** and not on the **amount of damage**. So, if a Champion with 2 Vigor takes exactly 2 damage or takes 8 damage, they still suffer only a single Wound. However, if this Champion takes exactly 2 damage from a Malefactor's attack and takes another 2 damage from Falling Damage (from being PUSHED as part of this attack's effect, for example), then they suffer 2 Wounds.

- **SIN:** The will to sin is the embodiment of the negative influence the Inferno has on the Champions. Unlike Wounds, Sin cards only become Conditions when the players themselves choose to play them as Maneuvers. However, holding them in your hands isn't a permanent solution either, as it decreases the number of Maneuver cards the Champions can draw when they fill their hands.

This is the example of a Sin card.

NOTE: When a Champion Yields to a Sin card, they may play it on a Maneuver Slot that is not occupied by another Condition. Move any Maneuver cards (or warm-up tokens) there to their discard pile.

A Sin card is bittersweet because it can be played in two ways: to Resist or Yield. The first effect will be harmful to the players, but it will end up EXPIATING the Sin card after its resolution—that is, removing it from the board. The second effect will be beneficial to the players, but the card will remain on the board after you resolve its effect, as it is not removed in the Clean-Up Step.

In Limbo, the Champions are afflicted with Indolence. If they play the Sin card trying to Resist it, the card is immediately discarded. A discarded Sin card must be returned to the bottom of the Sin deck.

If they play the Yield effect, it will be beneficial to the players. However, the card will not be removed.

Wound and Sin cards that are on the board can be removed through RESTORE or EXPIATE effects, which can be cast by the Devotee, for example. This process will not be as easy as recovering Vigor though.
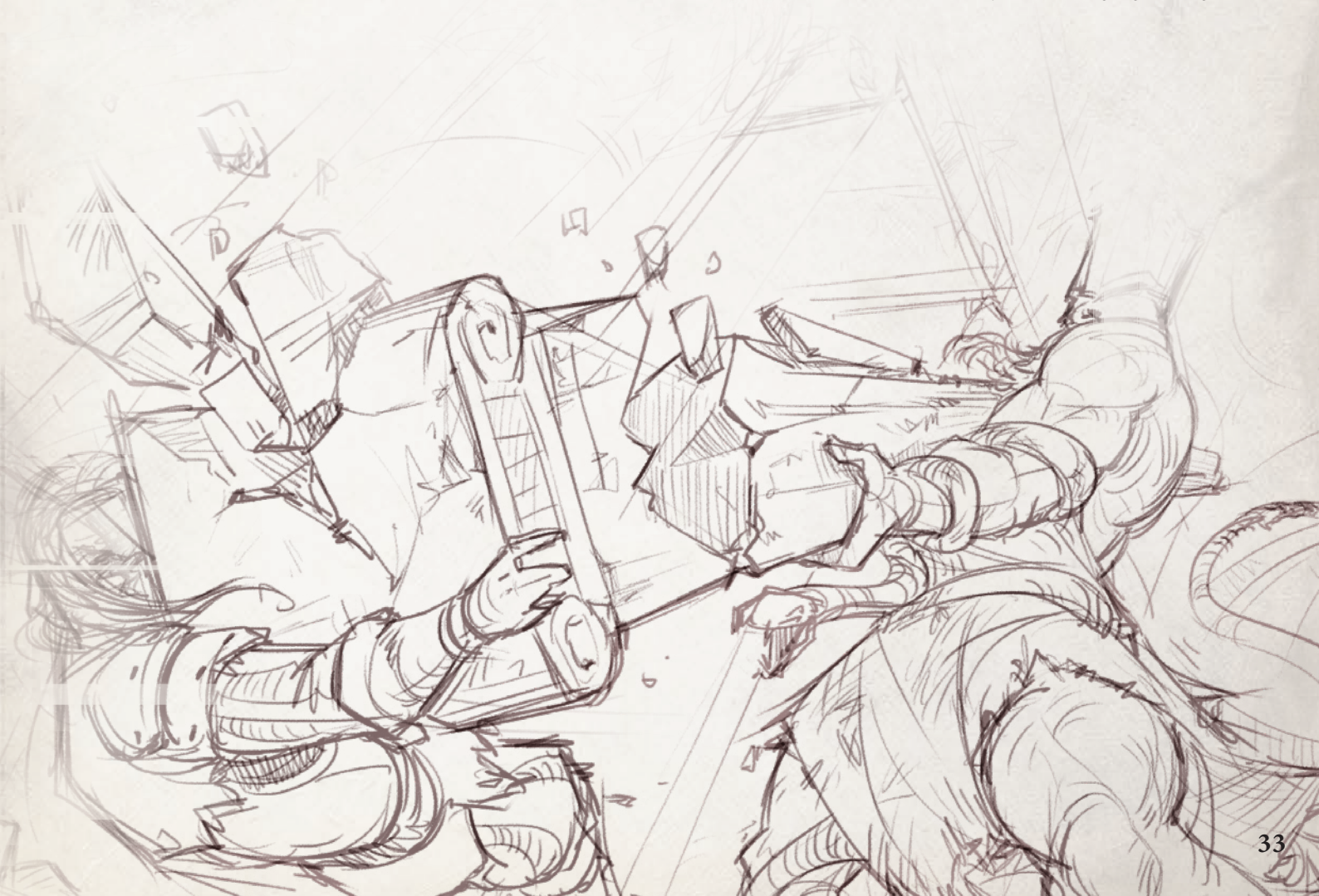
COMPANIONS

Companions are simplified versions of the Champions which can be found on the back of their cards. These characters are used to complete the Caravan when there are not enough players to control every Champion during a Confrontation. Therefore, if you are playing alone, or your group of players is composed of only two or three members, you should use these Companions in the absence of other players.
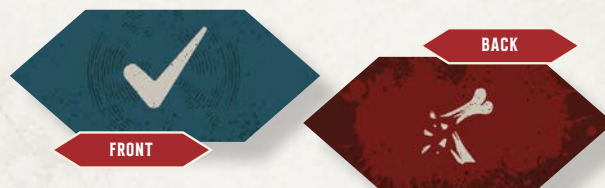
COMPANION CARD

1. **Title** – The name that identifies this Companion.

2. **Profession** – Provides a brief thematic description of that Companion's abilities.

3. **Illustration** – Portrait that helps to identify this Companion.

4. **Token Area** – Space reserved for the management of tokens that the Companion holds.

5. **Maneuvers** – Describes the Maneuvers this Companion can perform and the Fierceness points they generate.

6. **Identification Code** – Helps identify this component in your game.

While placed on the Companions Board (that is, on the back of a Champion Board) in preparation for a Confrontation, Companions are considered Champions for all purposes. Some Malefactor cards may describe specific interactions for Companion Champions and, whenever this is the case, you should resolve those for the Companions, but not for Player Champions.

CONTROLLING COMPANIONS

Like Champions, Companions must follow all the steps of the Caravan's Turn: Clean-Up, Rebuild, and Preparation. However, since they do not use Maneuver decks, only Rebuild is relevant to Companions. During this step, a different process needs to be completed: Recover Readiness tokens.

This is an example of a Readiness token—Maneuver (front) and Wound (back).

These tokens are used to keep track of how many (and which) Maneuvers the Companion has performed during a turn. Then, in the Rebuild Step, each Companion returns the tokens they spent on their Maneuvers (see below) to their card's token area.

The Take Actions Window is the same for Companions as it is for any Champion: they can take Basic Actions, take Free Actions, and perform Maneuvers like a Player Champion would, according to the tokens they have available. To do so, the player controlling the Companion simply has to announce the Maneuver or Action, move one of their Readiness tokens Maneuver side-up, to its description box (or take damage if it is a Basic Action), and follow the instructions.

In this example, the player controlling the Outlaw Companion moves one of their tokens to the "Power Shot" Maneuver, thus applying its effects.

Each Companion starts the Confrontation with all three Readiness tokens, but they are still in the warm-up stage (like Player Champions).

During the Preparation Step, retrieve all Readiness tokens with the "Maneuver" side up and place them in the appropriate space on that Companion's card. Readiness tokens with the "Wounded" side up remain on the Maneuvers they were assigned to. Then, if that Champion is still in the Warm-Up Stage, remove a Warm-Up token from their card.

Finally, a Companion cannot perform a Maneuver that already has a Readiness token on it (but they may perform the same Maneuver twice in a turn if they manage to RECALL that token).

NOTE: As they do not use Maneuver cards, whenever a Companion needs to discard a Maneuver card either due to the effect of a Malefactor or an Equipment, they SPEND a Readiness token (assign the token to a Maneuver without performing its effects).

WOUNDING COMPANIONS

Like Player Champions, a Companion receives a Wound whenever their Vigor is reduced to 0 or they take damage while their Vigor is at zero.

Whenever this is the case, that Champion must choose one of their Readiness tokens and flip it to the "Wound" side. Maneuvers that have Wounds assigned to them cannot be used until those tokens are removed from there. Wound tokens cannot be RECALLED and are not recovered during the Rebuild Step. They can only be RESTORED.

If you choose a Readiness token that has not yet been assigned to a Maneuver this Round, you should do so anyway. A Readiness token with its "Wound" side up must always be assigned to a Maneuver.

If the Companion is still in the warm-up stage, they may choose to assign a Wound to a Maneuver that is blocked by a Warm-Up token thus, removing it first.

COMPANIONS HANDLING EQUIPMENT

Companions can hold the same amount of equipment as a Player Champion. The only difference is that their board space is reduced. Thus, Companions carry Weapons and Relics at the top of the Companion Board and the Trait and the Consumable Item at the bottom.

CONFRONTATION RESOURCES

The Champions will be targeted by both beneficial and harmful effects during Confrontations. Some of these will be immediate, being resolved as soon as they are performed by Maneuvers. Others, on the other hand, generate resources that can be used when convenient.

To represent these resources, Champions will be given tokens to hold on their boards as a reminder that they are under that effect. Each one of them is described in the "Keywords" section at the end of this book.

Here we can see examples of some resource tokens: FAITH and INSPIRED.

TOKEN PROPERTIES

Resource tokens have properties in common, no matter what their effects are: they are either Stackable or Redundant.

Stackable means a Champion can hold up to four tokens of that type. Stackable tokens are double-sided to make resource management easier, but you should always think of them as having that many individual tokens in that pile. So, if the Devotee is holding one FAITH 1 token and one FAITH 2 token, she is considered to be holding three FAITH 1 tokens.

Redundant means that a Champion cannot hold more than one token of that type.

The purpose of a token with two sides is only to make resource management easier. For all intents and purposes, consider the Champion to be holding that many tokens.

EQUIPMENT

To venture into the Inferno is a task that requires not only physical, and spiritual preparation, but also adequate equipment. Success, however, will also depend on the ingenuity of each adventurer; whether they know how to extract materials, to scavenge scrap piles, or to claim the most powerful Artifacts.

STACKING EQUIPMENT

When gathering equipment, players need to keep one thing in mind: which gear they can keep and which they can't. This distinction is based on the category those cards belong to.

Treasures (Artifacts and Traits), as mentioned previously, are permanent and can be stored in the Save-Game Tray, thus being used several times throughout the Campaign. Naturally, there is one exception – Artifacts that are Consumable Items can only be used once.

Findings, on the other hand, are Consumable Items acquired during the Confrontation. They are volatile. If they are not spent during the battle, they must be discarded as soon as it ends and cannot be saved for the next Chapters.

This is the "Charon's Rags" Artifact card. It is a Relic that can be kept.

This is the "Mark of Indolence" Findings Card. It is a Consumable Item and if it is not used during the Confrontation, it must be discarded as soon as the battle ends.

EQUIPMENT SLOTS

Champions (including Companions) have four slots to carry equipment during a Confrontation.

Each slot can only be used to hold one piece of equipment of the appropriate type. Champions cannot use a Consumable Item slot to hold a second Relic item, for example.

Nevertheless, in addition to their restriction by equipment category, Weapons and Relics items (and only them) also have a restriction by proficiency, meaning that only certain Champions are able to wield them, as is the case of the Angelic Sword, for example.

In this example, we can see that the Angelic Sword can only be equipped by the Mercenary or the Artist, while the Clockwork Wings can be equipped by any Champion.

WEAPONS

Weapons are the fundamental equipment in Dante. Without a weapon, a Champion is not able to perform attacks, as all information pertaining to attacks, such as Range and Power, are determined by the weapon used. As mentioned earlier, be aware of the proficiency for each weapon, as not all Champions will be able to use the same weapons.

WEAPON CARD

1. **Name** – Describes the name of the weapon.

2. **Category** – Describes that this Treasure is a Weapon.

3. **Power** – Describes how many base combat dice are rolled when a Champion makes an Attack Roll with this weapon.

4. **Range** – Describes how many Areas away a target can be hit by an attack made by this weapon. Weapons that does not have any Range are Melee (0).

5. **Special Properties** – Describes any special effects this weapon has.

6. **Identification Code** – Helps identify this component in your game.

NOTE: Each Champion has a Starting Gear which they will never be without, even if they eventually discard it. Whenever they like, a Champion may recover this card from the box during the Transition Phase.

RELIC

The second equipment category in terms of importance is "Relics", which range from gadgets like Clockwork Wings to fist weapons, helmets, shields or any other treasures that tend to be permanent (unlike Consumable Items). Many of them provide Special Actions that can be taken by whoever wields them.

RELIC CARD

1. **Name** – Describes the name of the relic.

2. **Category** – Describes that this Treasure is a Relic.

3. **Special Properties** – Describes any special effects this weapon has.

4. **Identification Code** – Helps identify this component in your game.

Most Relics set the cost for performing their Special Action as "SPEND" this card. SPEND is the act of flipping the card over, so as to show that the skills have been used in this Confrontation.

TRAITS

Traits are cards that represent transformations in the Champions' attitude or personality, as well as the blessings they received from other Characters. Therefore, Traits are not necessarily objects, but their functions in the game are the same.

TRAIT CARD

1. **Name** – Describes the name of the Trait.

2. **Category** – Describes that this Treasure is a Trait.

3. **Special Properties** – Describes the special Signature Trait it offers to the Champion.

4. **Identification Code** – Helps identify this component in your game.

All Champions can equip any Trait card. They offer an additional Signature Trait to the Champion. Use these cards to customize your Champion and discover incredible synergies!

FINDINGS

As their name suggests, Findings are single-use items that can be easily found and used by the Champions to turn the tide of battle in their favor. Players are encouraged to make use of them instead of stockpiling them.

FINDING CARD

1. **Name** – Describes the name of the weapon.

2. **Category** – Describes that the Finding is a Consumable Item.

3. **Special Properties** – Describes any special effects this Finding has.

4. **Identification Code** – Helps identify this component in your game.

In order for a Champion to use a Consumable Item and receive its benefits, they simply announce their intention. When such an item is used (which is a Free Action or a Reaction, as mentioned on page 28) the Champion must discard it (if it is a Finding card) or store it (if it is an Artifact card) immediately.

THE MALEFACTORS' TURN

Compared to the Caravan's Turn, the Malefactors' Turn is pretty straightforward. All that happens in this turn is the sequential activation of the Action cards that are on top of each Malefactor's Action deck. Most of these characters' activations during tactical combat will inevitably be the result of Counterattacks.

Before we go any further, let's take a look at a Malefactor's card and an Action/Counterattack card's details, as well as the parts which are relevant to Malefactors on the Confrontation Board:

MALEFACTOR'S CARD

1. **Name** – The name that identifies this Malefactor.

2. **Illustration** – Portrait that helps to identify this Malefactor.

3. **Malefactors' Sturdiness** – The STURDINESS of each Malefactor who is or may be involved in this Confrontation.

4. **Characteristic Skills** – Describes any Signature Abilities, which can be passive or triggered, that the Malefactors in this Confrontation have.

5. **Identification Code** – Helps identify this component in your game.

MALEFACTOR'S ACTION CARD

1. **Title** – The name that identifies this Action/ Counterattack.

2. **Category** – Determines the cards' sides: Action or Counterattack.

3. **Illustration** – Portrait that helps to identify which Malefactor's deck this card belongs to.

4. **Numbered Instructions** – Describes, in the order they should be read and resolved, each effect that is applied by this Action or Counterattack.

5. **Identification Code** – Helps identify this component in your game.

The Malefactors' Action cards have two sides: an Action side and a Counterattack side. In the deck, the Action side will be visible, giving the Champions a clue about how the Malefactor will act—but this may change if the Malefactor is attacked!

Malefactors' Action cards represent both their skills and their ability to endure Wounds. As mentioned in the "Attack Rolls" section (page 23), whenever a Malefactor suffers a Wound, they move the top card of their Action deck to the discard pile. When the Malefactor's last card is removed this way, they are defeated.

On the other hand, some effects make Malefactors RESTORE Action cards. When this is the case, take the top card from that Malefactor's discard pile (if any) and place it back on the bottom of their deck with the "Action" face up.

NOTE: If an effect that is being resolved instructs to RESTORE 1, but the Malefactor has no Action cards in their discard pile, they do not RESTORE the card that is being resolved. Only cards that are already in the discard pile at the time the RESTORE effect resolves can be RESTORED by that effect.

When the Malefactors' Turn begins, play each Malefactor's Action cards in the sequence in which they are found on the Confrontation Tray, from "A" to "C". After resolving a card this way, return it to the bottom of that Malefactor's deck (it is not discarded) with the "Action" face up. When all Malefactors have been activated once, the Malefactors' Turn ends.

In order to resolve the Malefactors' cards (Action or Counterattack) both correctly and quickly, it is necessary to learn the rules that guide these characters' "Artificial Intelligence":

1. Malefactors always try to carry out the instructions on their cards to the letter, resolving one numbered effect at a time. Whenever one of them cannot be resolved, just move on to the next one.

2. Many effects have conditional resolutions. Whenever this is the case, the words "If" and "Otherwise" will be underlined and divided into two text boxes within the same effect. In these cases, just perform the effect that suits your game board state and move on to the next instruction.

3. Whenever an effect establishes that an Action or Counterattack has ended, it means that it is resolved. Do not perform any other numbered effects below that instruction.

4. If a Malefactor ends up in an Area that is already occupied by another Malefactor, the latter is SHOVED to an Area that is up to 1 Area Away at the same Board Level or lower, of the Fiercest Champion's choice, giving space for the first one.

MALEFACTOR ATTACKS

One important thing about Malefactors' Attacks (again, both Actions and Counterattacks) is that, unlike Champions, they don't need an Attack Roll. Malefactors always hit with their attacks for the amount of damage described on their card.

If he manages to reach a Champion, Minos's "Home Run" inflicts 4 damage, which reduces that Character's Vigor. Remember, if their Vigor is reduced to 0 (or is already 0), they will suffer a Wound.

SPECIAL TERRAIN AND FURNITURE

Three-dimensionality, as mentioned on page 17, is achieved thanks to buildings and Pillars, which are pieces that raise the Levels of the board, creating the feeling of height differences in the game. Buildings are solid, immovable Objects. They offer the dangers of collision damage (see below).

This is an example of a building. The top represents the 1st Level. When one is placed on top of another, it is possible to reach the 2nd Level.

In addition to Special Terrain, there may also be Furniture scattered around the Confrontation Board that can serve as strategic resources for the Champions (or the Malefactors!). These pieces have their own descriptions of their interactions: When a Champion uses the INTERACT Basic Action, or when a character is PUSHED or THROWN against them, or when some effect destroys them.

Each case is different, and you can check the specifics of each type of furniture below:

BUILDINGS (SPECIAL TERRAIN)

Buildings are large blocks of terrain, made of masonry or any material solid enough to provide support for climbing, and rigidity for those hurled against them.

- **CHAMPIONS CAN'T INTERACT WITH BUILDINGS.**

- **WHEN THERE IS A COLLISION:** When a character is PUSHED into an Area where there is a Building (the Area underneath it, in this case), they are not launched to the top of it. Instead, this character crashes into the wall and takes 2 Collision Damage, ending the PUSH in the Area in front of the building.

- **WHEN DESTROYED:** When a Building is destroyed, you must remove it from the board and fill the Area it occupied with a Rubble Piece - UNDER DEVLOPMENT.

Essentially, buildings are elevated pieces of terrain, not furniture. For this reason, their only interaction is collisions.

SPECIAL – REPLACING BUILDINGS

Some effects in Dante will cause a Building to be removed and placed elsewhere on the board. When this is the case, the players must take into account the principles of "erosion" and "upheaval."

When a Building is removed, it erodes "into" the terrain. Thus, any Objects that were on top of it are not removed. They are only adjusted to be in the same Space, but a Level lower.

In this example, a building holding an Ark and a Pillar has been removed. So, the players remove it from the board and properly reposition the items that were on top of it on the Ground Level.

The same principle applies to a building that used to reach the 2nd Level: any elements on top of it will now be on the 1st Level, with a Building piece between them and the Ground Level, as if only one "layer" of the building has been removed.

When the Building is relocated, it emerges from the terrain through the Ground Level. Any Objects that were in that Area (including other buildings) are repositioned on top of this new Building.

Here, the Outlaw is on top of a building, on the 1st Level, when an instruction requires that another building be repositioned to this Area. It emerges from underneath the building that already exists here, raising its position to the 2nd Level.

This effect may break the board height limit rules: if a Building emerges under another Building in such a way that it forms the 3rd Level, 4th, or so on, (even if it's because of the top of a Pillar), that Level becomes part of the Confrontation.

The basic rules about tridimensionality remain the same although they need to be adapted, as the Falling Damage from the 3rd Level goes up to 6, for example, and to move up it is necessary that there be a 2nd Level adjacent to this new structure in such a way that the characters can improvise stairs or CLIMB.

STAIRS (SPECIAL TERRAIN)

Stairs allow characters to move between Levels on the Confrontation Board. They allow the free transition of up to 1 Level (up or down) as long as the movement is made between the two Areas which the Stairs connect.

- **CHAMPIONS CAN'T INTERACT WITH STAIRS.**
- **CHARACTERS CAN'T COLLIDE WITH STAIRS.**
- **WHEN BROKEN:** When stairs are broken, you must remove them from the board.

Essentially, stairs are pieces that allow the transition between two Areas, up to 1 Level apart. Stairs do not necessarily need to be touching a building. They can connect to an Area with a pillar and serve as a "stepping stone" for a Champion to move to the top of it, as they would if a building were there.

NOTE: Stairs do not occupy the Space they are in. That is, Small Characters can stand on top of Stairs (they are considered to be on the same Board Level as the Stairs). However, other restrictions apply: only one Champion can stand on the Stairs at a time.

SPECIAL – IMPROVISED STAIRS (FURNITURE)

The Artist can use the tricks she has learned in her circus routine to help her allies when it comes to climbing to the top of a building or Pillar. Improvised Stairs work like conventional Stairs, therefore, the Space where the Artist stands is important to determine which two Areas she can connect.

II While this Maneuver is on your board, other Champions may consider your model as if it were Stairs (Furniture).

NOTE: Even though she may act as improvised Stairs, the Artist is still a Character and can be HELD or TRAMPLED as usual. While she is HELD, the Artist cannot be used as Stairs, as she is not on the board.

ARKS (FURNITURE)

Arks can be found in various places in the Inferno. They are mainly used by demons, who tend to store their findings or the manufactured objects they produce in their boredom there. No Object can be in the same space as an Ark.

- **WHEN INTERACTING:** When a Champion INTERACTS with an Ark, they remove the Ark from the board and draw one Findings card.

- **CHARACTERS CAN'T COLLIDE WITH ARKS.**

- **WHEN BROKEN:** When a character Breaks an Ark, they must remove it from the board.

Arks are containers that hold belongings that are useful to the Champions or they can prove to be a hindrance to the bodies of more fragile creatures.

PILLARS (FURNITURE)

These solid structures establish three-dimensional Levels where characters can move and climb. They may also throw enemies at them or take them down in order to turn them into obstacles.

Pillars can be small, reaching up 1 Level, or large, reaching up 2 Levels. They can also be "Standing" (upright), as they usually are at the beginning of a Confrontation, or "Collapsed" (on its side), which will happen if the Pillar is Broken.

In this example, Minos approaches the Outlaw because he is the Least Fierce Champion. However, when performing the second effect of his 'Head-to-Head' Action, he is tricked by the Champion. So, he HOLDS the Pillar and replaces his target. The Rebel Leader then is knocked down, takes 2 Falling Damage and repositions his model in the Space previously occupied by the Pillar.

NOTE: Fallen Pillars are just obstacles, occupying Spaces on the board without having any Special Effect. Champions cannot INTERACT with them.

NOTE: Each Pillar can only have one Champion on its top. Therefore, if a Champion is there, no other can finish their movement in this Space, but they can move past it as usual.

- **WHEN INTERACTING:** When a Champion INTERACTS with a Pillar that is Standing, they move to the Space on top of it, no matter how big the Pillar is. While there, they receive two statuses:

  - HIGH GROUND – The Champion is at another Level (1st for Small, 2nd for Large) and cannot make Melee Attacks against a Malefactor that is in the Area where the base of the Pillar is. On the other hand, they can make Ranged Attacks against it as if not Engaged in Combat.

  - DECOY – Also, when a Malefactor would HOLD or damage this Champion because they are "...in this Area", the Pillar becomes the target of that effect instead. This Pillar is BROKEN (or HELD), regardless of how much damage it received, and in the end, the Champion will be subject to Falling Damage (see below).

- **CHARACTERS CAN'T COLLIDE WITH PILLARS**.

- **WHEN BROKEN:** When a Pillar is broken, any Champion standing on it must reposition themselves in the Area where that Pillar's base is and take Falling Damage based on the height they fell from (2 damage if they fall 1 Level, 4 damage if they fall 2 Levels). Then, the Fiercest Champion must reposition the Pillar, Collapsed, in the Space where its base is. If it was a Large Pillar, they must place it so that it occupies a second empty Space adjacent to the first in the same Area. If necessary, Champions may reposition themselves in the Area that is adjacent to the Space they occupy.

In the end, Pillars are furniture pieces that act like buildings, but they occupy a Space instead of an Area. So, a character who is on top of a Pillar can move to other Areas that are at the same height (or change the Level through CLIMB or Stairs), as long as the Space they occupy and the one they intend to occupy are only one Area Away.

KEYWORDS AND TERMS

Many effects in *Dante* involve the use of terms and Keywords to simplify the rules and make the reading more dynamic. As players explore the game system, it is likely that they will memorize most of the effects that are commonly used. However, whenever they are in doubt about any of them, they can refer to this section to better understand their meaning.

ADVANCE: Some effects can make a Character jump from one corner of the board to the other in the blink of an eye. When a character ADVANCES, they place their model in the indicated Area. Note that ADVANCE is not the same as MOVE. Therefore, ADVANCE ignores Level restrictions or Falling Damage.

AGGRESSIVENESS: During the Confrontation Phase, as a Free Action, a Champion can discard one of these tokens possessed by the Caravan to give a +2 dice bonus and PRECISION to the next Attack they make this Turn. Champions can only discard one Aggressiveness token per Attack they make.

APPROACHING: When a Malefactor is instructed to Approach a Champion, this means that they will try to move to the Area where that character is located, using the minimum movement necessary to do so, or, using all of their movement to get as close as possible if their movement is not enough. If two or more routes go through the same number of Areas, the Fiercest Champion chooses which of them the Malefactor takes. Malefactors don't mind taking Falling Damage for this.

BLOCK: Parrying, blocking, and deflecting can save someone from being attacked. When a character BLOCKS, they prevent all damage that would be dealt to them by the attack that triggered this Reaction. Only damage is BLOCKED. Any other effects of this attack (as long as they are not Collateral Effects) must be applied as usual.

CLIMB: Movement can also be vertical. When a MOVE has CLIMB, it means that, during that movement, the character can go up or down 1 Board Level without using Stairs or suffering Falling Damage.

COLLATERAL EFFECT: Collateral Effects are special effects connected to an attack. They should only be applied if this attack is successful and inflicts at least 1 Wound on its target. These effects are resolved before any Counterattack the attack provoked takes place.

DEBILITATED: Very strong attacks are able to stun their targets. When a Malefactor is DEBILITATED, lay their model down on the board. They RELEASE any Objects they are HOLDING. The next time they would be activated (Action or Counterattack), stand them back up and cancel that activation. They Face the Fiercest Champion. DEBILITATED is a Redundant Status.

DISTANCING: When a Malefactor is instructed to Distance from a Champion, that means they will try to move to the farthest Area from where that character is currently located, using the maximum movement possible. If two or more routes go through the same number of Areas, the Fiercest Champion chooses which of them the Malefactor takes. Malefactors don't mind taking Falling Damage for this.

EXPIATE X: Those who have witnessed the Infernal horrors seek Redemption above all else. When a Champion receives EXPIATE X, they may discard any combination of X Sin cards they have in their hand and/or on their Champion Board. EXPIATE has no effect on Companion Champions.

FAITH: True belief in this place is even more powerful. The Devotee is capable of generating Faith tokens, which act as a special resource at her disposal. Faith tokens are spent as a Free Action in the following amounts to cast the respective effects:

- **FAITH 1:** You or another Champion up to 2 Areas Away receives VIGOR 2.
- **FAITH 4:** You or another Champion up to 2 Areas Away receives EXPIATE 1 or RESTORE 1.

HOLD: Large, strong Malefactors use their bulk to their advantage in battle. When a Champion or piece of furniture is HELD, the model is removed from the board and they are subject to some special rules:

- They will be carried along with the Malefactor to whatever Area they move to (this is the main purpose of this effect);
- They occupy (virtually) the Area the Malefactor is in for effects that require a Distance or Range calculation;
- They can't MOVE or be Moved in any way;
- They can't make Ranged Attacks;
- Malefactors do not consider characters who are being HELD as targets (if the character being HELD is the Fiercest Champion, for example, the second Fiercest Champion becomes the Fiercest Champion for them).
- The Object which is being HELD is only placed back on the board when an instruction states that it is RELEASED or THROWN. Unless specified otherwise, a Malefactor can HOLD up to a single Character or piece of furniture at a time.
- To break free, a Champion who is being HELD may discard one Maneuver card from their hand as a Free Action during the Caravan's Turn. If it is a Companion, they only need to SPEND a Readiness token occupying one of their Maneuvers without applying its effects. If they do, they are RELEASED and must be repositioned in an empty Space in the Area the Malefactor is in. If there are no Spaces in that Area, they may choose an Area that is Adjacent to it instead.
- Actions performed by the Malefactor may state that an Object that is being HELD is THROWN or RELEASED. Whenever the first is the case, reposition that Object in an empty Space in the Area it was THROWN to. When it's the second, the Object is repositioned in an empty Space in the Area the Malefactor is in.

INSPIRED X: Champions accomplish the greatest deeds when they feel the fate of battle is in their favor. When a Champion gains INSPIRED, they take the appropriate token and keep it on their board. From then on, whenever they make an Attack Roll, that Champion may discard this token to flip the die side counting as a Fumble into a Double Hit. INSPIRED is a Stackable Resource.

INVIGORATE X: Some actions have the ability to restore breath to an exhausted combatant. When a Champion receives INVIGORATE X, they restore that many Vigor points up to the maximum represented on their board (12 for Champions, 9 for Companions).

MOVE X: Move is the effect that allows a character to change their location around the board. When someone MOVES X, they receive X movement points and can spend them to move their model up to X Areas around the board (or to reposition your model inside the Area you are in), always moving orthogonally. As a rule, a character who MOVES cannot change Levels during their movement (unless there are Stairs, for example). That character may occupy any empty Space in the Area where they end their movement (or just the Central Space if it is a Large Character). Finally, MOVE can be given upgrades such as TRAMPLE or CLIMB.

POLYMORPH: Sorceresses are famous for transforming men into animals. When Champions are Polymorphed, they become a Capybara. They then are subject to Special Rules and should performs the following procedures:

- First, they RESTORE and EXPIATE all Wound and Sin cards on their Champion Board or in their Hand. Companion Champions, naturally, only RESTORE their Wounds.

- Then, they place the Capybara card on top of their Companion card (below any tokens). Companion Champions use the "Companion" side of the card.

- Then, they replace their Champion's model with the Capybara's model on the Confrontation Board.

- Finally, if the Champion is a Player, they set aside all Maneuver cards that are in their deck, Hand, Champion Board or Discard Pile. Then, they take the Capybara Maneuvers deck, shuffle it, and place it near their Champion Board.

NOTE: Capybaras do not draw Sin cards when rebuilding their deck.

Capybaras are still considered Champions and can be targeted by Malefactors or Companions. They can Consume Items, Trigger their Artifacts, receive the benefits of their Traits and take any other Actions, as long as they meet the following restrictions:

- They are unable to take Basic Actions (all the MOVEMENTS that the Capybara makes are due to its Maneuvers);

- Capybaras are armed with their teeth (disregard the Weapon card they are equipped with). They can only make Melee Attacks and their Jaw's Power is 3.

Now, most importantly – a Champion gets rid of this Condition in the following ways:

- When a Wound card is placed on their board or Companion card (triggering the transformation does not remove it).

- When they receive a RESTORE effect.

When they return to their original forms, Champions need to perform other procedures to reset their interface:

- First, they store all Capybara Maneuver cards that are in their deck, Hand, Champion Board or Discard Pile.

- Next, they remove the Capybara card. If the Champion is a Companion, use the Companion side of the card.

- Then, if that Champion is a Player, they take their Maneuver cards back, shuffle them to the deck and then draw 4 cards.

- Finally, they replace the Capybara's model with their Champion's model on the Confrontation Board.

Okay, this Champion continues the game! If it is still the Caravan's Turn, they will even be able to take Actions and perform Maneuvers as usual.

NOTE: POLYMORPHISM is an Advanced Mechanic that is still under development.

PRECISION: Precision attacks invest in accuracy rather than strength. When an attack has PRECISION, the Champion does not make an Attack Roll. Instead, they treat each die they would roll as a Hit. So, if they were to roll 6 dice, they get 6 Hits instead.

PROWESS: During the Confrontation Phase, as a Free Action, a Champion may discard one of these tokens possessed by the Caravan to be able to perform a Maneuver on a Slot that is occupied by another Maneuver card. Each Champion can only discard one Prowess token per Round.

PUSH X: Some Attacks are massive enough to force their victims away. When Small Characters are PUSHED, they are moved backwards and in a Straight Line, that is, towards the Area that is touching the Base of the triangular Space they are in, the number of Areas indicated. They are repositioned in an empty Space in the Area they now occupy, chosen by them.

When a Champion PUSHES a Large Character, the latter is moved in a Straight Line in the direction the top of the triangular Space occupied by that Champion points to, for the same number of Areas. They are repositioned in the Central Space in the Area they now occupy. SHOVE any Malefactors there.

Characters that are PUSHED into Areas that are filled with Buildings (the Area underneath them) crashes into the wall and take 2 Collision Damage. If a character would be PUSHED off the board, they end up being PUSHED to the last possible Area instead. They take 2 Collision Damage.

RECALL X: To remember the past is to commit oneself to the future. When a Player Champion receives RECALL X, they may return X Maneuver cards from their Champion Board to their hand, so a slot is free and they regain a valuable Maneuver. When a Companion Champion RECALLS, of course, they return a previously assigned Maneuver token back to their token area, thus becoming able to use that Maneuver (and token) again.

REDIRECT X: Some Malefactors are elusive and find a way to make other victims suffer attacks in their place. When an Attack is REDIRECTED, this means that it causes damage to the Character that became its target. In this case, just apply the damage. Counterattacks continue to be performed by the primary target (if there are any). Note that the new target's STURDINESS may be higher or lower than that of the primary target, meaning that the REDIRECTED Attack may inflict more, less, or no Wounds on them.

RESTORE X: Some effects are able to heal a character's injuries. RESTORE works differently for Champions and Malefactors. When a Champion RESTORES, they discard a Wound card from their Champion Board (or flip and RECALL a Readiness token if it is a Companion). When a Malefactor RESTORES, they take the top card from their discard pile (if there are any) and move it to the bottom of their Action deck. Note that a Malefactor's Action cards can never be RESTORED while they are being resolved; Only cards that were previously in the discard pile can be RESTORED.

SHOVE: Some game situations will cause two Characters to occupy the same place on the board. Whenever this is the case, one of them (described in the action) SHOVES. So, SHOVE is the act of moving a Character to an available appropriate space in the same Board Level or below, chosen by the Fiercest Champion. It has to be up to 1 Area away from the position which that Character should occupy.

SPEND: To represent expenditure of time and energy, some effects determine that the Artifacts that originated them are SPENT. In this case, when using that special power, you must flip the Artifact card. As long as it remains like this, consider that none of its Special Properties are active for the rest of the Confrontation.

STRAIGHT LINE: When a Malefactor is instructed to MOVE In a Straight Line, it means they will try to move that many Areas in the direction they are Facing. They do not mind taking Falling Damage for this. If the Malefactor reaches the edge of the board or is in front of a building that they cannot climb and they still have movement points left, they spend 1 of those points to turn 180…If, after that, they still have more movement points, they keep going In a Straight Line until they run out. Note that if this move has TRAMPLE, they can TRAMPLE on the same character more than once. When performing a 180…turn, a Malefactor does not TRAMPLE the Character inside the Area they turned.

THROW: Some characters use their strength to move other objects against their will. When a Character or Furniture is THROWN, reposition it in an empty Space that is in the Area where whatever they were THROWN at is located (it could be another character, piece of furniture, building, or Area). THROWN Characters are not subjected to Collision Damage or Falling Damage. They only take the damage indicated by the effect that performed the THROW.

TRAMPLE X: Bulky characters can be extremely dangerous when moving around. When a MOVE has TRAMPLE X, it means that all Champions in the Areas the moving character crosses or ends their movement suffer X damage (this is not an attack). TRAMPLE also affects furniture, but different types in specific ways. You can find these details on page XX, in the descriptions of each type of furniture.

TRAP: The Outlaw is an expert at terrain sabotage. When an effect instructs you to set a Trap, place the appropriate token on the Central Space of an Area of your choice within the allowed Distance. That Central Space must be free. The next time a Malefactor steps into that Area, the Trap is triggered. Remove that token from the board and cause 8 damage on each Malefactor in that Area.

WILLPOWER: During the Confrontation Phase, as a Reaction, a Champion can discard one of these tokens to adjust their VIGOR to 6 the moment they suffer a Wound (this doesn't block the Wound). If a Pious Maiden (Devotee) Player transfers the Wound to herself, the Champion who discarded the token remains the one who adjusts their VIGOR.