INTRODUCTORY GUIDE

THE HUNTERS A.D. 1492

WORK IN PROGRESS

INTRODUCTION

The year 1471 was a strange one. All signs on heaven and Earth heralded the coming of horrible terror.

The first gossips came with the caravans traveling along the eastern routes. The Mist had begun to swallow all lands in the east. The local people claimed that strange, unnatural sounds kept coming from its swirling clouds. One could also discern mysterious, twisted silhouettes deep in the Mist. A few months later only rare groups of frightened refugees reached the west, their members telling blood-curdling stories by campfires. About screams, and blood, and death-bringing shadows. Finally, whole Europe stood in awe when the mysterious clouds started to reach its kingdoms with their thin tendrils.

The most powerful countries sent their armies to the territories affected by the mysterious plague to stop the threat.

Then there was silence.

No messenger came over the next few weeks. The grayish Mist thickened – strong gusts of wind pushed it further and further toward new lands, and their inhabitants were paralyzed by fear.

Yet, the vapors did not spread evenly. Their hideous, moist fingers avoided some places – places of power where long-forgotten gods had been worshiped from times immemorial. Places where people had been gathering in secret for hundreds of years to hail the forces of nature. Sacred groves, hills, and islands where ancient powers had been slumbering, waiting... That's where the locals had started to gather – frightened of the unknown, looking for salvation among the abandoned deities. They had recollected the pagan beliefs of their forefathers and in their desperation started making sacrifices to the ancient, nameless demons.

It's been 21 long years since the Mist came. The surviving human settlements are few and far between, their inhabitants living under constant threat. Such places are surrounded by fortifications crowned with endlessly burning torches – night and day they burn, while keen eyes of their guards try to pierce the thick, gray vapors. The Mist constantly changes its location – sometimes is retreats, revealing whole swaths of lands, just to tighten its fearsome grip on human settlements a few days later.

After the initial shock common people have returned to their old habits scheming and betraying their kind, and fiercely fighting for dwindling resources. New kingdoms have sprung up – ones that unite groups of the surviving villages. The old gods – or demons, as some say – demand more prayers and sacrifices in exchange for their protection. Or at least that's what their priests claim.

Among the survivors you can now find the Hunters – adventurous, ruthless and bold individuals ready to tackle any foe. They are willing to lead caravans through Mist-covered areas, sell their swords to local rulers, or hunt down Mist-born creatures who sow fear and doubt in the hearts of simple folk.

It's the year 1492. A time called the Rebirth by the chroniclers. A time of the Hunters.

GAME OVERVIEW

Hunters A. D. 1492 is a game for 1 to 4 players. It is a cooperative game, in which all participants fight together against common enemies during a campaign.

The campaign is comprised of a series of quests. Between each quest players may upgrade their wagon, gain experience, trade, construct new equipment, heal themselves or travel around looking for tasks or clues necessary to finish the main quest.

The goal of the game (i.e. the campaign) is to resolve all quests from the main plot and win the last of them before 60th day passes.

The rulebook is divided into two booklets. The one you are reading now (Introductory Guide) describes all basic rules necessary to play first two quests and the beginning of the main narrative plot. The second booklet (Rules Compendium) describes all game rules in details.

Before your first game, perform the following basic steps:
- Find all map cards numbered from [M01] to [M20] and place them face-down (with their back visible) to create the region map. The card [M01] should be placed in the upper-left corner, the card [M02] next to it, etc. until you place the card [M20]. Each map card features a unique number. (1)

- Reveal the map card [M05] and place it face-up (keep all the other 19 map cards face-down). (2)

- Take all city cards from the box, shuffle them and form them into a pile. (3)

- Take all level 1 road cards, shuffle them and form them into a pile. Place the road card named "The Beginning" on the top of this pile. (4)

- Shuffle all level 2 road cards and form them into a pile. (5)

- Shuffle all level 3 road cards and form them into a pile. (6)

- Form all small plot cards into a pile (without shuffling as they are arranged in the proper order). (7)

- Form all large plot cards into a pile (without shuffling as they are arranged in the proper order). (8)

- Form all task cards into a pile (without shuffling) (9)

- Set up the wagon board. (10)

- Place the days marker on space 1 on the days track. (11)

- Form all location cards into a pile (without shuffling as they are arranged in the proper order). (12)

Now, read together the letter you received from Duke Ulrich von Leiberich (open the Tome of Tales on page 1). Once you read the letter, return to reading this booklet.

You will find the following instruction at the end of the letter:

"Place the Hunters marker and [S001] face-down on [M05]"

The instruction above means that you should place the small plot card numbered [S001] (1) on the map card [M05] (2). According to the instruction, this card is placed face-down (with its back visible). Look closely at its back. In addition to the number, it features a red triangle (3). This icon means that the moment the Hunters marker is placed on the map card with this plot card, it should be immediately revealed and read.

During the game you will be traveling between map cards that form the map of the whole region.

Next, find the Hunters marker (4) and place it on the revealed map card M05. Your group is in the forest, near the town of Penzberg, which has expanded over the last few years and is now the capital of this region. However, before we reveal the plot card [S001] with the exclamation mark icon, let's choose our heroes.

HERO SETUP

Depending on the player count, you can choose 2 to 4 heroes. In a solo game, the player chooses 2 heroes. If there are 2, 3 or 4 players, each of them chooses 1 hero.

Each hero board is comprised of 2 main sections. The first one (1), placed to the right, features space for equipment. This section looks identical for each hero (however, not all equipment slots will be available to everyone).

The second section (2), placed to the left, is drawn depending on the chosen hero (it may differ from the others based on such things as artwork or attributes).

Now, look at the back of this section of the hero board (the one with the illustration).

You can see the diagram of the equipment options available to your chosen hero. Based on this diagram, cover the equipment slots unavailable to particular heroes (3).

Then, place the starting equipment of your chosen heroes on your boards (the equipment list can also be found on the back of each board) (4).

The equipment is divided into 7 types: weapons (5), accessories (6), armor (7), helmets (8), shields (alternatively, weapons may be placed here) (9), additions (10) and backpack (11).

Your hero's attributes can be found next to its illustration (12): strength, knowledge, perception, agility and vitality (this also indicates your maximum health level).

Below, you can see your current health level track (13) and the morale level along the left edge (14).

Each of you takes 7 wooden cubes and places 1 cube on each attribute (the morale as marked with a dot, the other attributes are highlighted). The last cube should be placed on the current health level space (14), exactly under the cube marking the maximum health level (each hero starts the game with full health).

FIRST PLOT CARD

After setting up the hero boards, you return to the map card [M05], on which you placed the Hunters marker and a small plot card. As already mentioned, if a plot card with the red triangle and quill icon is on the same map card as the heroes, you should immediately reveal a given plot card and read its text.

Now, reveal the card [S001] and its text together.
The main instruction you have just read says: "Go to quest 1".
Follow the instruction by opening the Tome of Quest and finding quest 1 (page 1).
Below the text on the card [S001] you can see the [discard] icon, which means that after resolving the instruction, you should return the card into the small plot cards pile.

FIRST TUTORIAL MISSION

TOME OF QUESTS AND TOME OF MAPS

At the top of the page in the Tome of Quests you are looking at now you can find the quest title and number.

The description of each quest is divided into the following sections: "Introduction", "Deployment", "Quest Goal", "Special rules", "Victory", and "Defeat".

The "Deployment" section tells you what page of the Tome of Maps should be used as your board. Now, open the Tome of Maps on the indicated page and place it in the middle of the table.

The map is comprised of square spaces, on which your heroes and enemies move.

INTRODUCTION

Let's return to the Tome of Quests now.

Start by reading the "Introduction" together. Then proceed to the "Deployment" section, where you can find a list of all enemies appearing in a given quest and, optionally, additional board features.

DEPLOYMENT

Each enemy type has a dedicated enemy card, which should be now found in the enemy card pile and placed next to the board. In this quest you only need the Wolf card (1).
*This section also features information about the use of any terrain features.*

Now, deploy hero and enemy miniatures.

Each player chooses their hero miniature and places it on any space within the deployment zone (i.e. spaces with the [deployment] icon) (2). There is no limit to the number of miniatures that can be placed on one space.

Now, find the spaces on the board, where you should deploy your enemies (3).
The number of spaces with enemies depends on the number of heroes in the game. Each space with the enemy icon features up to 3 icons.
One round icon indicates enemies deployed for 4-hero parties, two icons pertain to 3-hero parties, and three icons – to 2-hero parties. Besides the number of enemies, a given space may feature the number of wounds a given enemy has at the beginning of the quest.
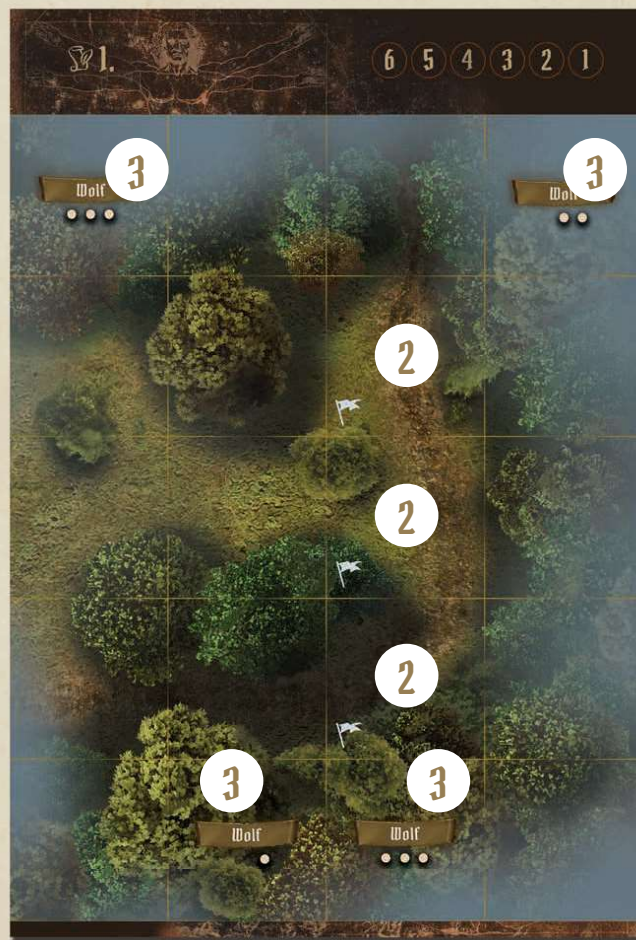
ACTION DECK SETUP

Now, each hero finds their action card deck and chooses 20 starting cards marked with the letters "ST" in the lower-right corner. These cards are used to perform all actions during the current quest. Each hero has cards with a different illustration on the back. In time, as heroes gain experience, the number of cards in their decks will increase, thus providing them with wider starting options.

QUEST GOAL

This section informs what you have to do in order to succeed in a given quest. Place the round marker on the round track under the map, so that the players can follow the passage of time.

SPECIAL RULES

Finally, read the section featuring special rules, which may modify the basic game rules or add completely new options.

VICTORY AND DEFEAT

You need to check "Victory" and "Defeat" sections at the end of the quest in order to learn the consequences of your exploits during the quest. Do not read them earlier.

You have set up everything and you are ready to start your first quest.

RESOLVING QUESTS

ROUNDS

Each quest is divided into rounds whose number for the current quest is indicated in the "Quest Goal" section. Each round heroes play their turns by performing 2 actions each. On the other hand, enemies' activities are based on their action scripts described on their enemy cards.
Once each hero and each enemy resolves their turn, the current round ends a new one starts.
At the beginning of the quest, place the round marker on space "1" of the round track located above the current quest board. Advance it 1 space to the left after each round.

Each round is divided into the following steps:

1. Draw action cards.
2. Determine order.
3. Hero and enemy turns.

DRAW ACTION CARDS

In the first round, once the deployment is done, each hero chooses any 5 action cards from their 20 available ones, and takes them into their hand. These are the first cards to use during the quest.
The other 15 starting cards should be shuffled and placed in a pile next to the hero board.
At the beginning of each consecutive round you should draw new action cards into your hands, so that each hero has 5 cards in their hand before the beginning of hero and enemy turns.

DETERMINE ORDER

Once each hero has 5 cards in their hand, determine the turn order. The first turn is started by any a hero or enemy with the highest perception. Then heroes or enemies resolve their turns based on their perception going from the highest to the lowest value. If there are ties between heroes and enemies, the players break them by choosing who should act first.
The hero with the highest perception may choose at any time not to resolve their turn (i.e. pass) and perform it later as if their perception was lower, if they deem it reasonable in certain circumstances.
Once the turn order is determined, the first hero or enemy starts resolving their actions.

HERO TURNS

Each hero and enemy resolves their turn now. First, we will describe heroes' turns.
The acting hero can perform up to 2 actions in their turn.
They have 2 options when performing an action. Firstly, they may choose any action card from their hand. Secondly, they may perform any basic action.

Hero turn cannot be interrupted with actions of other heroes or enemies.
The acting hero may choose not to resolve any actions in their turn.

ACTION CARDS

In order to perform an action using a card, the acting hero chooses 1 action card from their hand and resolves its upper half.
A given card may allow the hero to perform more than 1 activity as part of 1 action – you cannot change the order of activities listed on the card you use, but you can skip any activity from those listed on the card.
The lower half enables the hero to resolve additional effects, but they will be explained as part of the next quest. Skip them for now.

BASIC ACTIONS

Instead of using an action card, the acting hero may choose any of the following 4 basic actions: "Move 1 space", "Melee attack 1, "Ranged attack 1" or "Interact". They are explained later.

HERO ACTIONS

MOVE

The simplest available action is "Move X". Thanks to it, a given miniature can move up to "x" spaces in any direction. Miniatures can move to any adjacent spaces both orthogonally and diagonally. Miniatures can move through spaces with their allies, but must immediately end their movement when they enter a space with their enemy.

A moving hero can, at any time, leave the board as if there were more spaces beyond the edge of the board.
A miniature, which – for any reason – leaves the board, cannot return to the game until the end of the current quest.
There is no limit to the number of miniatures which may occupy the same space.

PARTING LEAP AND ENGAGEMENT

Heroes resolving quests may find themselves in a very unique situation, which we call engagement. Each miniature on the same space with their enemy is considered engaged. Engaged miniatures can only perform the following actions: parting leap, melee attack and magic attack (assuming that it enables them to perform an attack while engaged as described on a given action card).

The parting leap is a unique type of the move action. It pertains to a situation when a miniature wants to disengage and move to a different space. The parting leap can be performed using normal movement or using an action card, which specifically allows a miniature to perform the parting leap.

The miniature performing the parting leap risks suffering a penalty attack. One enemy engaged with the miniature (the one with the highest strength) can immediately perform one additional and free action: "Melee attack 3".

Enemies cannot perform penalty attacks if they are outnumbered by heroes on a given space.

After performing the parting leap, a given miniature is no longer engaged with any enemies and can freely use any remaining actions available in their turn. They may also continue their move as long as the action card used enables them to move more than 1 space.

MELEE ATTACK

A melee attack can only be performed by an engaged hero, i.e. one standing on the same space with their enemy.

When resolving a melee attack, perform the following steps:

1. Choose action card (enabling you to perform a melee attack).

2. Choose weapon
The acting hero may choose to attack with any weapon featuring the melee attack icon that they have in their inventory.
If the hero has no such weapon, they fight using an improvised weapon or fists.
A weapon token often features additional icons along its right edge. Ignore them for now. We will describe them in more detail during the next quest.

3. Choose target
The attacking hero chooses which enemy they attack. Any enemy on the same space may be targeted.

4. Determine attack strength
In order to determine how powerful the acting hero's attack is, start by checking the weapon token used. You can find the icon informing about the number of 6-sided dice rolled during the attack. In order to learn what result on each die grants a successful hit, you need to check the action card used for the attack listing the phrase: "Melee attack x". Add or subtract from "x" the to hit modifier, which can be found next to the weapon strength.

Each die showing a result equal to or lower than the modified "x" is a success.
Now, add all successes and add the acting hero's strength. The sum is the hero's overall attack strength.
If no weapon with the melee attack icon is used, the acting hero rolls 1 die and adds half their strength (rounding down).

GOLDEN RULE:
No matter the "x" value, each "1" on the dice is always considered a success. On the other hand, each "6" is always considered a miss.

5. Target defense
Once the overall attack strength has been determined, check the enemy's defense. In order to do this, check the enemy card – it features the melee defense icon at the bottom. The Wolf you are facing during this quest has the melee defense = 0.

6. Damage
Now, lower the overall attack strength determined earlier by the enemy's defense. The final result is the amount of damage dealt. Place the corresponding number of damage tokens next to their miniature. If the enemy's health is lowered to 0, it is immediately considered eliminated and its miniature is removed from the board. Each enemy's starting health level can be found in the upper-left corner of their card (3 for Wolves).

Example of a melee attack:
The acting hero uses an action card with "Melee attack 2" (1). They choose to attack the Wolf standing on their space. They use a Longsword (2) to do it. At the bottom of the equipment token, to the left, you can see the number of attack dice rolled (3). In case of the Longsword, you roll 4 dice. As the Longsword has the to hit modifier +1 (4), the basic "Melee attack 2" chance to hit is increased to 3.
The hero rolls 4 dice and gets: "1", "3", "3" and "5". According to the Golden Rule, "1" is an automatic success.
"3" is also a success (equal to or lower than the modified to hit value of this melee attack). However, "5" is a miss.
Next, add the acting hero's strength of 1 to the 3 successes. The hero's overall attack strength = 4.
Now, check the Wolf's melee defense (5), which is 0. This means that the hero's attack strength is not lowered, so they finally deal 4 damage. This powerful blow eliminates the Wolf (its health has been reduced to 0) and its miniature is removed from the board.

RANGED ATTACK

A ranged attack can be performed by a **not engaged** hero who has a target in their Line of Sight (LOS) and within their ranged weapon's range.

When resolving a ranged attack, perform the following steps:

1. Choose action card (enabling you to perform a ranged attack).

2. Choose weapon
The acting hero may choose to attack with any weapon featuring the ranged attack icon that they have in their inventory.
If the hero has no such weapon, they cannot perform a ranged attack.

3. Choose target
The attacking hero chooses which enemy they attack. Any enemy not on the same space, but in LOS and the weapon's range may be targeted.

Weapon Range
Each ranged weapon token features the range value [range] (see the example below – a Hunting Bow has a range of "1-3"). The target must be up to the number of spaces from the acting hero indicated by the range (up to 3 spaces away for the Hunting Bow).

Line of Sight (LOS)
Besides the range, the target must also be in the attacker's Line of Sight (LOS).
In order to check this, an imaginary straight line should be determined from the center of the space with the attacker to the center of the space with the target. If this line is uninterrupted by any barriers (see the Barriers description a little further), the attack can be performed. The line can cross through corners of spaces separated by barriers.

4. Determine attack strength, defense and damage
The attack strength, defense and damage are determined the same way as during the melee attack. The only difference is taking into account the ranged defense. The Golden Rule also applies.

Example of a ranged attack:
The acting hero uses an action card with "Ranged attack 2" (1). They choose to shoot at the Wolf standing 2 spaces away from them, using the Hunting Bow (2) to do it. The bow's range = 1-3 (i.e. from 1 to 3 spaces), therefore the target is valid. At the bottom of the equipment token, to the left, you can see the number of attack dice rolled (4). In case of the Hunting Bow, you roll 2 dice. The bow used has no to hit modifier (5), so the basic to hit value of the "Ranged attack 2" remains unchanged.
The hero rolls 2 dice and gets: "3" and "5".
Unfortunately, no dice show results equal to or lower than 2, which means there are no successes.
Next, add the acting hero's agility of 2. The hero's overall attack strength = 2.
Now, check the Wolf's ranged defense (6). It is 0. This means that the hero's attack strength is not lowered, so they finally deal 2 damage. As the Wolf has 3 health (7), it has been wounded, but is still a dangerous enemy.

MAGIC ATTACK

There are two types of magic attacks.
- Magic attack that can be performed while being engaged.
- Magic attack that can be performed while being away from the targeted enemy.

The magic attack is performed in a very similar way as the ranged attack and the melee Attack, with three following exceptions:
- You take into consideration the target's magic defense
- The magic attack's range is always listed on its action card and is not based on any weapon used (the range of "0" indicates the possibility of performing a given magic attack while engaged)
- When counting successes, add the attacking hero's mind value instead of their strength or agility value

Ranged or Magic Attack vs. Engaged Enemies
It may happen during the game that a hero wants to perform a ranged attack against an engaged enemy. Resolve such an attack normally, with one exception. If at least one "6" is rolled when resolving the attack, a random ally in this engagement is hit instead of the original target. If there are more heroes who can be affected by the attack, randomly determine the one who gets hit.

HEALING

The action "Heal X" works as follows. The acting hero can heal themselves or any ally on the same space (some cards even allow heroes to heal at a greater range). No hero can be healed beyond their maximum health level.
You can heal an unconscious hero the same way. An unconscious hero who has been healed cannot resolve their turn in the current round.

USING ITEMS NOT REQUIRING ACTIONS

Most items from the "Backpack" type, which belong to a hero's inventory, do not require performing any actions in order to use them, e.g. all kinds of potions. Such items can be used at any time, before or after a hero or enemy action, but not while resolving an action.

INTERACT

This action covers any and all remaining activities. They are as follows:

- **Revive**. A hero on the same space with their unconscious ally may cause them to recover 1 health level. The revived ally can resolve their turn normally starting from the next round.
- **Reload**. Some ranged weapons in the game require reloading. At the beginning of the game, place a reload token on such a weapon, with its "Loaded" side face-up. After attacking, flip this token to its "Empty" side. In order to ready the weapon again, the hero must perform the reload action.
- **Reorganize**. The acting hero can freely rearrange different equipment on their board (e.g. swap a bow they are holding for a sword from their backpack). They can also freely exchange equipment with other heroes on the same space. The number of exchanges as part of 1 such action is unlimited.
- **Use equipment**. Some equipment marked with the icon [icon] requires the interact action in order to use them.
- **Set trap**. A hero who has a trap may set it on their space.
- **Collect**. A hero may collect any item, resource or finding on their space. This action enables the acting hero to collect any number of items from their space.

Remember that the current quest ends immediately after resolving the game round, during which the quest goal has been achieved. Any items not collected by the end of the quest can no longer be collected by your heroes.

HIDING

Another action available is hide.
The acting hero can only perform this action if 3 conditions are met:
- The board space with the acting hero features the hide icon [hide]
- No enemy can target and attack the hero with their next action (e.g. they cannot shoot at the hero with a bow as they are out of the weapon's range)
- The hero cannot be on the same space or adjacent space with their enemy

The hero is no longer hidden immediately after moving to a space without the hide icon, or when they find themselves on the same or adjacent space with their enemy.

Once hidden, the hero may remain so and perform any actions until they attack any enemy. In that case, the moment the acting hero starts performing the attack, they immediately lose their hidden status.

A hidden hero places the action card played to hide on their board in order to remember about their status.

Now you know how to resolve your hero turns. Time to learn more about enemy turns.

ENEMY ACTIONS

ENEMY TURNS

Each enemy miniature can perform exactly 1 action in their turn. Enemies, unlike heroes, do not use action cards. They act based on their dedicated scripts described on their corresponding enemy cards. Look at the Wolf card you set up at the beginning of this quest.

Earlier, we mentioned its health and defense attributes needed when resolving attacks. Now, let's focus on the middle section of the card, which lists all actions available to a Wolf.

Enemy turn always starts from checking the distance between it and the closest hero. To the left of the description of Wolf's actions, you can find a column with the range values (1). If the Wolf is engaged with any hero, check the action described next to range "0" (2). However, if the Wolf is further, check the actions described below next to range "<0" (3).
If the Wolf is engaged, it can only perform one action – "Melee attack 2" (4).
If the Wolf is further away (range "<0"), it can perform one of two available actions. You always resolve enemy actions going from top to bottom, and performing only the first one possible, ignoring the rest. The first action listed for range "<0" says: "Move 2 spaces toward target + melee attack 1" (5). It means that if the Wolf is in the distance allowing it to reach a hero and attack them in melee, it should do it. If the distance is further than 2 spaces, this enemy skips the listed action and performs the next one from the list (6). The next action for range "<0" says: Move 3 spaces toward target". In this case, the Wolf moves 3 spaces in the direction of the closest target (and makes no attack, even if it engages any hero at the end of its movement).

ENEMY MOVEMENT

Enemy movement is divided into two types. In case of Wolves, they always move "toward target", but in future quests you will also encounter enemies moving "away from target".

At the beginning of a "toward target" move action, the acting enemy chooses the closest hero who becomes their target (take into account potential obstacles that might block or hinder this movement). If there is more than one hero within the same distance, the acting enemy chooses the one who has the lowest defense against its basic attacks (in case of the Wolf, this would be a hero with the lowest melee defense). If there is a tie, players decide.

If the acting enemy can reach its target by following a few similar paths, players choose the enemy's path together.

If the acting enemy moves "away from target", it performs its movement so that once it ends, the enemy is as far away from all heroes as possible. If the enemy can perform a similar movement in different directions so as to reach the same distance away from all heroes, it tries to get as close as possible to any of its allies. If the enemy's movement path cannot be clearly determined, players choose the enemy's path together.

If moving "away from target" would not bring any benefit (i.e. the distance from heroes would be the same), the acting enemy performs the next action from its card instead of moving.

ENEMY MELEE ATTACKS

A melee attack can only be performed by an engaged enemy, i.e. one standing on the same space with a hero.

When resolving an enemy melee attack, perform the following steps. They are very similar to hero melee attacks.

1. Choose target.
The acting enemy attacks a hero on its space. If there is more than one hero, the enemy chooses the one with the lowest melee defense against its attacks. If there is a tie, players choose the target together.

2. Determine attack strength.
In order to determine how powerful the acting enemy's attack is, check the lower section of its card. It features two values: the enemy's strength and the number of 6-sided dice rolled during the attack. In case of the Wolf, it has strength 1 and 2 attack dice.
In order to learn what result on each die grants a successful hit, you need to check the enemy action being performed, listing the phrase:

"Melee attack x". Each die showing a result equal to or lower than "x" is a success.
Now, add all successes and add the acting enemy's strength. The sum is the enemy's overall attack strength.
The Golden Rule also applies here.

3. Hero defense.
Once the overall attack strength has been determined, you check the hero's defense. Do this by checking if they have any equipment featuring melee defense icons. Sum them all up.

4. Damage.
Now, lower the overall attack strength determined earlier by the hero's overall defense. The final result is the amount of damage dealt. Lower the hero's health level by the same number, moving the corresponding cube on the hero board. If the hero's health is now 0, they are immediately considered unconscious and can no longer resolve their turns until they are revived.

QUEST END

When all heroes fall unconscious or all Wolves are defeated, finish the current round. The the quest ends.
If any hero is unconscious at the end of the quest, they automatically recover 1 health level. These two aforementioned rules pertain to all quests you get to play in the game.

Next, depending on the outcome of the quest, read the "Victory" or the "Defeat" section. Their narrative may differ, but in case of the "Quest 1" they end with the same instructions.
"Each hero gains 1 XP"

It means that each hero can place 1 cube on the Experience Track on their hero board to mark the first gained Experience Point.

You can read the second instruction below:
"Place [S002] face-down on [M06]"
Place the small plot card numbered S002 on the map card M06. Do not reveal either the map card, or the small plot card! You will have a chance to reveal them after your Hunters move to their area.

TRAVELING AROUND THE MAP

At this point there is only 1 revealed map card on the table.
Each travel between map cards takes 1 day.
You can travel in any direction, both orthogonally and diagonally.
Additionally, when the Hunters marker travels between map cards, you may encounter a randomly drawn event. In order to check what happened to your heroes, right after moving the Hunters marker, roll the Travel Die (3 sides have this icon, the other 3 are blank). Each result with the road/town icon means that you draw and read a road card. As you can see, the road cards are divided into 3 separate piles. This reflects different difficulty levels of threats lurking in various areas or regions. Level 1 cards are the easiest, while level 3 ones pose a real challenge even to seasoned Hunters. The level of the card drawn depends on the Roman number shown right above the number of the map card you travel to.

Now, it's time to resolve your first travel on the map. For now, ignore the south and north directions. Travel to the east instead, where the long-awaited inn is located.
Move the Hunters marker to the card [M06].
Normally, after moving the Hunters marker, you would roll the travel die to check if you should draw a level-1 road card. However, for the tutorial sake and because we want to show you how to use road cards, we assume that you rolled the die and got the road/town icon. Additionally, once you have finished your travel, advance the time marker by 1 day (do it whenever you travel around the map).

ROAD CARDS

Draw the top level 1 road card and read its text (you put the especially prepared card "The Beginning" on the pile earlier).
Take a look at the card in your hand.

At the top of the card, you can see its title (1) and the icon informing that this is a level 1 card (2). To the right you can find information whether this is the front or the back of the card ("1/2" inside a red seal means this is the front – that is where you always start reading the card) (3).
Below you can see the narrative description (4), which you should read together now.
Under the narrative text there are options to choose from for the players, some form of instruction, which must be followed or information to read a passage from the Tome of Tales or some other card. "The Beginning" features a description of a test you need to take (5).
"The hero with the highest [perception] tests [perception 2]."
Choose a hero from among the Hunters who has the highest [perception] attribute.
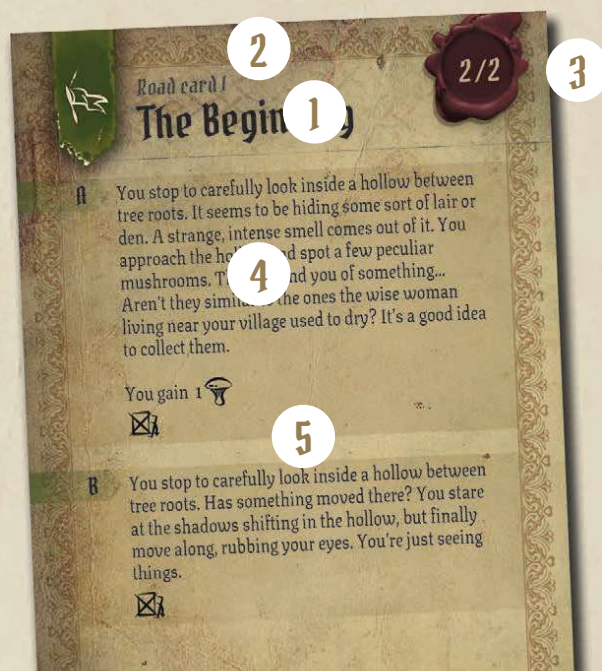
ATTRIBUTE TESTS

In order to test [percepton "x"], roll a green, 6-sided die with results between 0 and 3 on its sides. After making the roll, add its result to the value of the tested attribute (in this case perception). The final result must be equal to or higher than the test difficulty level of "x". Each attribute is tested in the same way.

As the test mentioned on the card has the difficulty level 2, the sum of the die result and the hero's attribute must be at least 2 in order to pass the test.

There are two options below: "a" and "b". The right option should be chosen based on the outcome of the test. The icon shown next to it informs that in order to learn what happens, you need to flip the card.

If you pass the test, flip the card and read section "a".
If you failed the test, flip the card and read section "b".

Example of an attribute test:
As instructed, the hero tests [perception]. They do it by rolling the test die and obtaining the following result = 0 (1). They add the value of their Perception attribute = 1 (2). The sum is 1. It is lower than the difficulty level of the test, which means that the test is failed. If the hero rolled "1", "2" or "3" on the die, they would pass the test.

There is an instruction at the end of option "a":
"You gain 1 [MUSHROOM]"
This means that the hero who has passed the test should find the proper resource token (mushrooms) and place it on their hero board. Congratulations! This is your first finding. More details about resources can be found a little further.

If the test is failed, read section "b". In this case you do not find valuable mushrooms.

Once you read the description, you can always find icons or instructions on what to do with a given card. Usually, this is the [discard] icon meaning that the card is placed at the bottom of its matching pile, e.g. the level 1 road card pile.

Your Hunters have safely gotten out of the forest and reached a new map card with the small plot card S002 on it.
Reveal the map card M06, then move the Hunters marker on it. Next, reveal the card S002 and read it together.
Follow the instruction by opening the Tome of Quests and finding Quest 2

Second Tutorial Mission

Read the Introduction, Deployment, Quest Goal and Special Rules. Open the Tome of Maps on the indicated page and place it in the middle of the table.

ACTION CARDS – REACTIONS

You already know how to resolve actions based on their descriptions in the upper half of each action card.
Now, look at the lower half of these cards. They feature the descriptions of reactions, which enable you to interrupt someone's turn – your own, your enemy's or your ally's.

A card used to perform an action cannot be simultaneously used for its reaction. When playing a card, you have to choose if you use its upper half (action) or lower half (reaction).

It's time to play the huge, second quest!
Below you can find the description of new game mechanics necessary when playing the second quest.

Only one reaction can be played per action performed by a hero or enemy. If more than one hero plans to play a reaction, they must choose together one of them to use their card.

Besides a description of an effect of a given reaction, its card also features a heading with the timing if usage, i.e. during whose turn it can be played. There are four options: "enemy turn" (red), "your turn" (green), "ally turn" (blue), or "your turn or your ally's turn" (purple). Finally, an instruction at the bottom of a card tells you when precisely to play a given card. For example, a card could say: "Play at the beginning of your attack", "Play on yourself when counting defense", "Play after counting successes", etc.

Example of reaction resolution:
"Reaction: enemy turn" (1) means that this reaction can be used during an enemy's turn.
"+1 [melee defense icon]" (2) means that this reaction increases a hero's melee defense by 1.
Additional information at the bottom of the card specifies that the reaction in played on a hero and can only be used when counting melee defense (3).
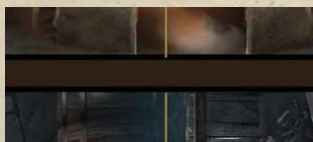
TERRAIN FEATURES

During this quest, you have the first chance to encounter terrain features, which affect heroes' movement and LOS.
This and all future quests use the following icons:

Obstacle – no miniature can move through the line marking an obstacle, but it does not block LOS.

Wall – it works just like an obstacle, but additionally blocks LOS.

Cover – each opponent trying to hit a hero or an enemy on a space with the cover icon modifies their to hit value by -1 for each cover icon. Cover only affects ranged attacks (both normal and magic ones).
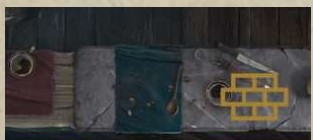
Vantage point – heroes and enemies occupying a vantage point increase the range of their ranged attacks (both normal and magic ones) by 1.
When moving from a normal space to a space marked as a vantage point, move is lowered up to 1 (e.g. a "Move 3 spaces" action enables you to move only 1 space).

Terrain allowing to hide – the hide action can only be performed on spaces marked with this icon.

Findings – at the beginning of a quest a findings token is placed on each space with this icon. Heroes have a chance to collect it.

WEAPON TRAITS

As you can see, weapon tokens feature additional icons we have not explained so far. These icons represent traits that certain weapons may have.

These traits usually have some effects by themselves. Additionally, some action cards enable a hero to gain additional effects, if they use a weapon with a particular trait. Some action cards may also add a trait to a weapon just for one particular attack. This way, a weapon may temporarily gain a trait.

Below you can find the description of basic traits found in the game. The poison trait is explained in detail in quest 3 along with enemy types.

Crush – it destroys armor, thus permanently lowering an enemy's defense by 1. After resolving a crush attack, place a crush token next to the enemy.

Light – it has no special effect, but may provide bonuses in connection with certain action cards.

Pierce "x" – it lowers its target's defense by "x" (this trait is cumulative – if you use, e.g., a "pierce 2" weapon with a "pierce 1" reaction, this will result in a "pierce 3" attack).

Area – an area attack affects each miniature (including friendly ones) on the targeted space. The acting hero may choose to ignore this trait when performing their attack, if they conclude that it brings them no benefits.
Each attack being part of an area attack is resolved separately. Reaction card played with an area attack affect attacks against all targets.

Burn – When resolving a burn attack, a target's defense is halved (rounding down).

Immobilize – if a target is successfully dealt at least 1 damage with an immobilize attack, it cannot move in its next turn. Place an immobilize token next to the enemy miniature.

Stun – if a target is successfully dealt at least 1 damage with a stun attack, it cannot perform any actions or penalty attacks in its next turn. Place an stun token next to the enemy miniature.

Reload – a weapon requires the reload action (interact) before it can be used.

Knockback – a knockback attack causes an enemy miniature to be moved 1 space after counting damage. The enemy is moved in the direction chosen by the attacking player (as long as it is valid according to normal rules). The acting hero may choose to ignore this trait when performing their attack, if they conclude that it brings them no benefits.

NEW ENEMY ACTIONS

During this quest you will face enemies able to perform more complicated actions than Wolves.

Check the Crossbowman card. To the left of the action description you can see three range values (1).

If the Crossbowman is engaged with any hero, it can perform 2 different actions. First, it tries to perform the "Parting leap 1" + "Ranged attack 1" (2). If this is not possible, it performs the alternative action, which is "Melee attack 1" (3).

If this enemy is 1 space away from the closest hero (i.e. on an adjacent space), its first action is comprised of 2 activities:
"Move 1 space away from target" + "Ranged attack 2" (4).
If this option is unavailable, the Crossbowman performs the second action listed for range 1, which is "Ranged attack 3" (5).

The last range described on the Crossbowman's card is "<1", i.e. the range of 2 or more spaces to the closest hero. In this case, the Crossbowman first tries to perform "Ranged attack 3" (6). If this is impossible (e.g. all heroes are beyond its weapon's range), the enemy performs "Move 1 space toward target" + "Ranged attack 2" instead (7).

If this is also impossible, instead of any aforementioned activities it only performs "Move 2 spaces toward target" (8).

Crossbowman card

0.   I. Parting lip 1 > Range attack 1
    II. Melee attack 1
1.   I. Move away 1 > Range attack 2
    II. Range attack 3
<1. I. Range attack 3
    II. Move 1 to target > Range attack 2
    III. Move 2 to target

ENEMIES AND PARTING LEAPS

Similarly to heroes, also enemies can attempt to leave the engagement by using the parting leap. It is especially useful for all kinds of shooters or creatures with special powers. When an enemy is performing the parting leap, a hero can perform the penalty "Melee attack 3". If more than 1 hero is engaged with a given enemy, they choose who will perform the penalty attack.
Heroes cannot perform penalty attacks if they are outnumbered by enemies on a given space.
Besides this one rule, the parting leap performed by an enemy is resolved in the same way as "moving away from target".
If performing the parting leap would not bring any benefit (i.e. the enemy would end up on a space with a hero anyway), the acting enemy performs the next action from its card instead of the parting leap.

ENEMIES AND RANGED AND MAGIC ATTACKS

A ranged attack (normal or magic one) can be performed by each not engaged enemy who has a target in their Line of Sight (LOS) and in their ranged weapon's range.

When resolving an enemy ranged attack, perform the same steps as when resolving hero ranged attacks, except for the following: choosing target.

Choose Ranged Attack Target.
The acting enemy attacks the closest hero. If there is more than one hero at the same distance, the enemy chooses the one with the lowest ranged defense against its attacks. If there is a tie, players decide.

HEALING

Some enemies may have the ability to heal. The action "Heal x" allows a given enemy to increase their current health level by "x" points. The action "Heal x (allies) at range y" allows a given enemy to increase the current health level of another enemy by "x" points. The acting enemy always chooses an ally who has the most damage (and is in range "y"). If there is more than one eligible ally with the same amount of damage, the one with the lowest heath level is preferred. If there is a tie, players choose the enemy to be healed.
No enemy can be healed beyond their maximum health level.

QUEST END

When all heroes fall unconscious or you survive 5 rounds, the quest ends. As always, read the "Victory" or the "Defeat" section and follow its instructions.

Besides gaining Experience Points, the heroes gain morale point for the first time. See below for details.

MORALE

Morale represents heroes' determination and resolve to act. High morale makes them more efficient, while low morale makes even the simplest activities challenging.

Look at the left side of your hero boards, right next to their illustrations. You can see a morale track divided into two parts. The two lowest spaces indicate low morale and have negative effects. All the upper spaces (from 3 to 5 varying from a hero) make heroes act more efficiently and decisively.
Whenever a hero spends 1 morale point, they slide the cube on the morale track down 1 space.

Now, as you have gained 1 [morale], advance the cube on your morale tracks by 1 space (the starting space for the cube is marked with a dot).

Let's start by learning what you can spend your morale on (in each case you can only spend 1 morale point at once):

- When testing, you can spend 1 morale to add 1 to the test result. You can do it after rolling the die.

- When performing an attack, you can spend 1 morale to increase your strength, agility or mind by 1.

- When performing a move, you can spend 1 morale to move 1 additional space.

When a hero's morale level reaches the first negative space "-1", starting from their next action a given hero lowers all of their attributes by 1 while resolving quests (no attribute can go below "0"). If a hero's morale level reaches the lowest level of "-2", a given hero lowers all of their attributes by 1 both while resolving quests and making tests between quests. Whenever a hero with the lowest morale would be forced to lower it again, they lose 1 health level instead.

WEAPON ADDITIONS

Another reward you get at the end of this quest is the "HUMANOID GREASE", your first weapon addition in the game.
The instruction: "Gain HUMANOID GREASE" means that your whole group gets 1 copy of the listed equipment (if each of you was to gain 1 copy, the instruction would read: "Each hero gains HUMANOID GREASE"). Decide together whom to assign the item.

Now, find the proper token. There are two types of greases – with a semi-round notch for melee weapons and a triangular notch for ranged weapons. You can choose your preferred version.

The name of the item can be found at the top. Next to it you can see the equipment type (in case of weapon additions, it is set against green background). Right under the equipment type there is the humanoid icon indicating that a given element works only against this particular enemy type. Two more icons are featured under the illustration. The one to the left marks how long a given equipment can be used. There are 4 options:

One-use
It can be used once, then its representing token is taken from a hero board and discarded.

Once per quest
A token marked this way is flipped after use. The equipment represented by it stays inactive until the end of the current quest. Once the quest ends, the token is flipped back to its front.

For one quest
If you choose to use this kind of equipment, it stays active until the end of the current quest. Once the quest ends, its representing token is taken from a hero board and discarded.
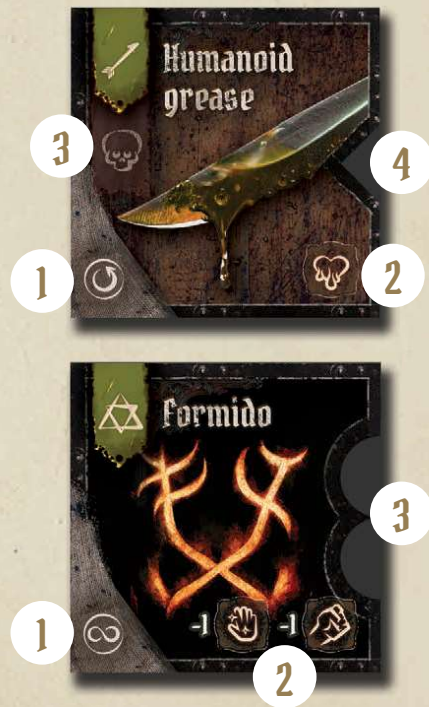
Permanent
This equipment is constantly active and is not used up.

The icon in the lower-right corner informs about some effect or benefit provided to a hero by this equipment.

The last unique element of a token is a notch on its right edge. Notches can be semi-round or triangular, they can also be single or double. Each weapon has matching protrusions. If you can match a given equipment type with a weapon, it is possible to connect them and use them together.

Example of a weapon addition:
HUMANOID GREASE, its duration of use (1) is one whole quest, while its effect is poisoning the target (2). It works only against humanoid enemies (3). The item has two versions – one with a semi-round notch and one with a triangular notch (4). Because of this, you can add it to any weapon with at least single semi-round or triangular notch. Detailed rules regarding poisons are described below, in the section with quest 3.

Example of a weapon addition:
FORMIDO RUNE, its duration of use (1) is permanent, so it is never used up. When used, it lowers by -1 strength and agility of an enemy attacking a hero who owns this rune (2). This token has double semi-round notches (3). Because of this, you can add it to any weapon with double semi-round notches.

TASK CARDS AND TOME OF TALES

In the description of the quest end you can find a new type of cards, which you should find in the task card pile and place on the map card M06. These are task cards J001 and J002.

You always place task cards face-up. You can read both sides of them at any point of the game, no matter where the Hunters marker is located.

First, check the front of the card J001. You can find the card number in the upper-right corner, and the difficulty level right below. 1 diamond indicates the easiest tasks, while 3 diamonds – the most difficult ones. You can read a short narrative description below.

Once you do it, flip the card. Its back features the description of a reward offered for completing the task (this is just a promise for the moment – you do not get it immediately!)..

In case of the task J001, the reward is "1 [ducat] and 1 [leather] / hero", which means that each hero who is the member of the party will gain 1 [ducat] ducat and 1 [leather] leather.

Below you can learn what to do to accept the offered task: "If you are interested and want to talk with the innkeeper -> [KF1.01] [discard]".

This text means that if you want to start resolving the task, you have to open the Tome of Tales and read entry 1.01. Then take the task card you have just read from the board and return it into the task card pile.

You can also read the card and leave in on the board for now. You will be able to return to the inn at any later day and undertake the task then.

Now it's time for you to decide, which task you want to do first. Later in the game, you will be free to choose any task, but now, as you are learning the rules, it is a good idea for you to do both tasks, before you move forward to your destination – Penzberg.

Below you can find two sections pertaining to both tasks. Read them in the same order, in which you plan to resolve them.

J001

Open the Tome of Tales and read entry 1.01. together.
There are 2 options below the narrative description. You have to choose one of them:

"A. If you accept the offer, place [S003] face-down on [M02], then close the Tome of Tales.
B. If you have no time to collect wood now, place J001 back on [M06], [discard]."

In case of option "B", you should find J001 and place it back on the map card, so that you can return to it later.

In case of option "A", you should find the small plot card [S003] and place it face-down on [M05].

Now, you can travel toward the clearing, where you are supposed to work. In order to do this, you have to move the Hunters marker on [M05], which will force you – as you probably remember – to roll the travel die to check whether you have a random encounter (a road card) and advance the day marker by 1 day.

Next, after you have entered the new map area, reveal and read the card [S003].

It features new game mechanics forcing you to roll a 6-sided die. Depending on the roll result, you have to read a specific entry from the Tome of Tales.

The roll result may end with you gaining Experience Points [xp], getting different kinds of resources, or becoming wounded.

Remember that whenever you read "gain", the whole party gets only 1 common piece of a given resource. On the other hand, if you read "each hero gains", then each hero gets their own piece of the resource.

Additionally, at the end of each of the aforementioned 3 entries, there is one common instruction:
"Place 1 [ducat] and 1 [leather] / hero on [M06]"
Follow it by placing 1 [ducat] and 1 [leather] per hero in the party (e.g. 3 [ducat] and 3 [leather] for a 3-hero party) on the indicated map card. When the Hunters marker enters this map card, you will be able to collect the rewards placed there, thus taking your pay for the fulfilled task. You do not have to return for your rewards immediately – they will stay on the card until you choose to collect them.

J002

Open the Tome of Tales and read entry 3.01. together.
There are 2 options below the narrative description. You have to choose one of them:

"A. If you accept the offer, place [S004] on [M07], [discard].
You gain a BEAR TRAP. Close the Tome of Tales.
B. If you don't feel strong enough, place [J002] back on [M06]. Close the Tome of Tales."

In case of option "B", you should find J002 and place it back on the map card, so that you can return to it later.

In case of option "A", you should find the card [S004] and place it face-down on [M07].

Additionally, you gain a BEAR TRAP. Choose together who will take this item. As this is the backpack equipment type, it must be placed on a free blue slot on a hero board. Once you find a BEAR TRAP token and place it in the inventory of the chosen hero, you can head toward the endangered bridge.

In order to do this, you have to move the Hunters marker on [M07], which will force you – as always – to roll the travel die to check whether you have a random encounter (a road card) and advance the day marker by 1 day.

Next, enter the new map area by revealing it and reading the card [S004].

This card will instruct you to find the proper entry in the Tome of Tales.

THIRD TUTORIAL MISSION

Follow the instruction by opening the Tome of Tales and finding entry 18.01. This quest has two ways of resolution, depending on your choice. Remember that in the future you will encounter quests enabling you to resolve them peacefully, without the need to start any combat (e.g. through bribery).

Now is the time to open the Tome of Maps on the indicated page and place it in the middle of the table. Based on your earlier choices, setting up the starting components differs depending on each variant.

Read the Deployment, Quest Goal and Special Rules. Time to play the last tutorial quest.

Below you can find the description of new game mechanics necessary when playing the third quest.

TRAPS

Before the quest, you received your first trap token called BEAR TRAP from your employer. Traps, as marked with the icon in the upper-right corner, are placed on blue equipment slots. If you look at the lower-right corner, you will find a new icon type [action]. This icon indicates that in order to use a given equipment piece, a hero has to perform the interact action. Additionally, there is also the aforementioned icon [X] in the lower-left corner telling you that this equipment is one-use only.

In order to set a trap, the hero must be on a space where the trap is to be placed. Next, the hero performs the interact action by taking the trap token from their hero board and placing it on the board space with their hero miniature. At this point, the trap is not activated yet! It will be activated once the hero leaves the space. From now on, each miniature – enemy or ally – who enters the space with the trap, will set it off.

In case of the Bear Trap, the effective range is "0" (it only affects the area of 1 space where it is placed) (1). Next to the range icon, there is information about the number of dice (3) you roll when dealing damage and the strength (2) of the attack resulting from the trap.
When the first miniature enters the space with the trap, resolve an automatic "Melee attack 3" (for traps, you always use the value of "3"), which targets all miniatures in range (in case of the Bear Trap – the ones standing on the same space). Take the trap token from the board and discard it after resolving the attack.

ENEMY TYPES

Look at the enemy card you have just set up at the beginning of the quest. Its upper-left corner features an icon indicating an enemy type. The enemy types in the game are as follows:

- Humanoids

- Monsters

- Ethereals

- Shapechangers

When attacking an enemy in a normal way, it does not matter for a hero what type of enemy they are facing. However, there are some action cards and special equipment enabling you to use additional, special effects against certain types of enemies.

ENEMY SPECIAL ABILITIES

Some enemies you might encounter have special traits. They represent all kinds of special abilities, such as flying, magic immunity, lightning-fast reflexes or unique armor.
All these traits and abilities are described in detail in the Rules Compendium. Below you can only find an overview of two abilities of the Megaloptera – the enemy you are about to face in this quest.

Powerful – Immune to knockback and immobilize.

Entanglement – Whenever a hero performs the parting leap, the Megaloptera performs the penalty attack no matter the number of heroes it is engaged with.

NIGHTTIME QUESTS

In this quest overview – more specifically, in its special rules – you can find information about the encompassing darkness. In case of the "A" variant of this quest, the game is resolved in a lair devoid of daylight. In case of the variant "B" of this quest, the combat is resolved in the night.
The darkness around you limits your LOS to 2 closest spaces. This rule pertains to the whole quest you are about to play.

POISONS

Some equipment and enemy abilities can turn normal attacks into poison attacks. There are 4 types of poisons in the game:
POISON AGAINST HUMANOIDS
POISON AGAINST MONSTERS
POISON AGAINST ETHEREALS
POISON AGAINST SHAPECHANGERS
Each poison works in the same way, but it is only effective against one enemy type.
If someone makes a poison attack and deals at least 1 damage to their target, the poison activates immediately (in the same turn).
Its victim loses 1 health level per turn. Effects of numerous poison wounds do not stack, even if the same target is wounded more than once by this kind of attack.

TEMPORARY TERRAIN FEATURES – TRAPS

Besides the permanent terrain features described earlier, such as walls, vantage points or covers, you may also encounter temporary terrain features – traps.
They are represented with dedicated terrain tokens. Their rules are always described in detail in special rules of a particular quest. These can be very primitive snares, typical bear traps, or more sophisticated fire bombs.
General rules are similar to those used for traps set by heroes – they activate the moment a miniature enters a space with a set trap. Such traps are active from the beginning of the mission.

QUEST END

When all heroes fall unconscious or their enemy is defeated, the quest ends. As always, read the "Victory" or the "Defeat" section and follow its instructions.

This time, besides Experience Points, you gain (as a party) 1 [monster blood] monster blood and 1 [monster bone] monster bone. You will be

CARDS WITH DELAYED EFFECTS

As you progress through the game, you will encounter event cards you won't be allowed to reveal immediately, but only after a set number of days. The best way to show how it works is to quote an actual instruction from a card:
"Place [S002] face-down on [M06] with the [time token] in 3 days".
In this case, take the card [S002], place it face-down on [M06] as instructed, then place on it a time token with a letter "A", "B", "C" or "D" (choose one not placed on the board yet). Place its matching, identical copy on the time track as many days ahead of the days marker as instructed by the card (in this case, 3 days). The card cannot be revealed as long as the time token is placed on it.
Once the days marker reaches the space with a given token (in this case in 3 days), remove both copies of the token. From now on, the covered card is available according to normal rules.

SPELLS

Some action cards, especially those used by all kinds of sorcerers or warlocks, feature the word "Spell". This does not affect in any way a given action's resolution, but some quests or enemies may hinder or completely block the use of spells.
Spells which are not magic attacks do not require LOS (but if they list any range, it is reduced during nighttime quests similarly to the range of magic attacks).

able to sell them or use them to construct equipment. More details about this can be found later in the rulebook. Additionally, the hero who has dealt the monster the killing blow (i.e. whose attack has taken the enemy's last health point) gains 1 [morale].

Next, place [S005] face-down on [M10].

SETTLEMENTS

Penzberg, your destination, is within your reach! There's no sense to waste any more time. You head straight toward the towers barely visible in the distance. Here comes the last passage of this tutorial, and with it the last batch of rules.

As always, move the Hunters marker to the adjacent map card (M10). Then advance the days marker by 1 space. Also remember to roll the travel die for a potential random event (a road card).

Once you actually reach the map card M10, reveal it, then read the text from the card S005.

The card S005 gives you two options. Depending on your choice, once you discard the card, you get to read entry 4.01 or 4.02.

Both entries end with the same instructions:
"Place [KL001, 002, 003, 004, 005 and 006]
Place [S006] face-down on [KL001]"

[KL] in the icon representing location cards. These are all kinds of buildings, squares and other interesting places that can be found within larger human settlements, towns or cities. The location cards are placed next to the map within easy reach of all players. Now, find these 6 mentioned cards and lay them out face-up.
Finally, place the card [S006], face-down, on the card [KL001].

MOVING WITHIN SETTLEMENTS

Moving within settlements differs from traveling around the map by roads. The first and most important difference is that you do not have to advance the days marker. As long as you stay inside a settlement, all your activities take place within one and the same day (unless the game tells you otherwise). Additionally, locations do not correspond to actual, real-life positions of different buildings in a given town. You can freely move between different locations, e.g. from [KL001] straight to [KL004]. However, this kind of movement may still result in some random events. Upon entering a location card inside a settlement, you have to roll the travel die in the same way as if you were traveling around the map. Instead of drawing a road card, you draw a town card. Town cards have no levels – they are always drawn from one pile.

As you enter the settlement, you can immediately place the Hunters marker on any location inside you like. You are expected by the Duke, so it's only natural that you head straight to his home. Move the Hunters marker to the card KL001 (checking with a roll whether you encounter a random town card, or not). Remember – as long as you stay in the town represented by M10, you don't advance the days marker. Reveal the card S006 placed there and read it now.

Penzberg
The town is composed of 6 locations (more may be added as the game progresses) (1). The heroes on the map card M10 (2) can move to any location card without advancing the days marker. They roll the travel die during this movement (3) to check whether they have to draw a town card. Once within the town walls, the heroes can freely move between the locations, always rolling the travel die.

The Introductory Guide is almost over. Below you can find a few more rules and game component overviews, but we will no longer lead you by the hand. Time to plunge into the heart of adventure! If you have any questions or problems with the rules, you can find detailed descriptions of all aspects of the game in the Rules Compendium.

TRADE AND SERVICES IN SETTLEMENTS

Let's take a closer look at the card [KL004]. Just below the title (1) you can see a product list. It features all items and resources that can be bought or sold in a given place. The first column lists equipment names with icons matching their type (2). The second column lists the purchase price of a given list entry (3) and the rightmost column shows its sale price (4), in case you had some extra equipment to spare. You may buy or sell any number of items and/or resources as long as such a transaction has a listed price (sometimes there is a "-" instead of a price meaning that a given element is unavailable in your location).
At the bottom, below the available equipment list, there is one more, differently colored line (5). This enables you to do some simple, poorly paid, but safe chores when you really need this extra coin to survive. Each day spent working in the inn will bring 1/2 [ducat] to each hero from the party. For example, 3 heroes working for 2 days would earn 3 [ducat] altogether (1 [ducat] per hero). This kind of work may last any number of days. Just remember that you have 60 days to finish the main plot, otherwise you lose. Besides work, some locations also offer healing. If a given location features this information, a hero may heal any amount of damage by paying 1/2 [ducat] per health level they recover.

HERO DEVELOPMENT

During the game, you have many occasions to gain Experience Points [XP].
You mark them on your hero boards on the Experience Points track shown below your equipment.
Experience Points [XP] represent constant growth and development of your heroes.

ATTRIBUTES

The most obvious way to spend your hard-earned [XP] is increasing basic attributes. On each hero board, to the right from the cube marking your current attribute level, there are some empty spaces. Each space shows the number of [XP] required to increase a given attribute by 1. Once [XP] are spent, the cube is advanced right to the next space.
Heroes differ from each other both in their maximum attribute levels and their increase costs.

ACTION CARDS

Heroes may also buy new cards to expand their decks. At the beginning of the game, each hero has 20 starting cards. If you choose to buy a new card, you simply add it to the starting deck of 20 cards. However, remember that at the beginning of a new quest you can only choose 20 cards from all those available to you and these 20 cards will constitute your deck for the current quest.
The cost of each new card is shown in the lower-right corner (starting cards feature "ST" instead of a cost).

VITALITY

Right below attributes, there is a similarly looking vitality bar. Vitality constitutes the maximum number of health levels for a hero. If you choose to increase this attribute, you advance the cube to the right (each hero starts at level "0"). Whenever this attribute is increased, so are your current and maximum health levels. A hero's health can never be higher than the value of their vitality attribute (e.g. for vitality = 2 the maximum health level is 8).

EQUIPMENT SLOTS

The last option to spend [XP] is to unlock equipment slots for all kinds of items or pieces of equipment on hero boards. Tokens covering unavailable slots come in two types. Some have a printed [XP] cost required to make a given slot available. Once spent, a given hero discards the covering token from their board. Others have no [XP] cost. This means that such slots will never be available to a given hero.
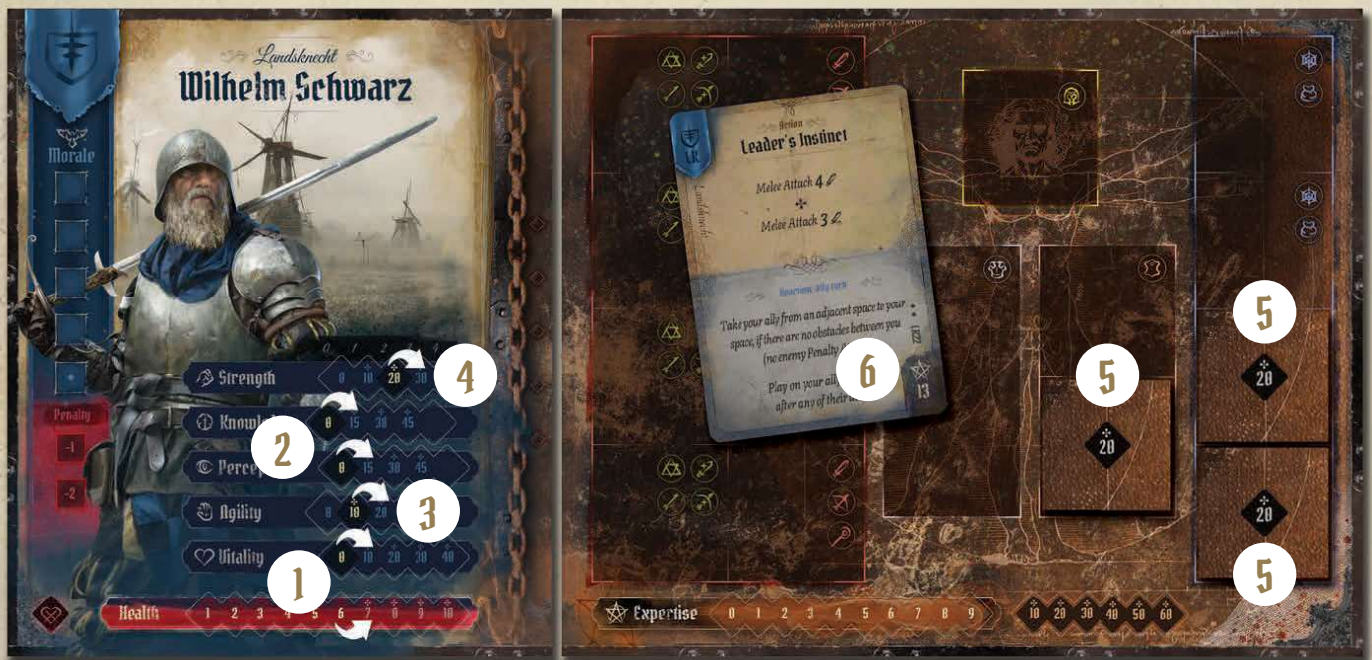
Example of Landsknecht's development:
Heroes gained 25 [XP] during their last quest. Considering that no hero has been spent their [XP] yet, everyone has many options to choose from. The player playing the Landsknecht may spend 10 [XP] to increase his maximum health level (1), which will also increase their current health level (shown below) by 1. 15 [XP] enables him to increase attributes that have starting values of 0 (i.e. mind and perception) (2). 20 [XP] give this hero an option to increase his agility from 1 to 2 (3). If the hero had at least 30 [XP], he could increase their strength from 2 to 3 (4), but this option is still ahead as he needs 5 more [XP]. The hero could also unlock a new equipment slot for 20 [XP] (5). Finally, he could buy a new action card, e.g. LK22, which costs 13 [XP] (6).

WAGON

The wagon board you set up at the beginning of the campaign features 5 spaces, which are empty at the beginning of the game. In time, as you gain new resources, you will be able to upgrade them in order to construct new equipment. The wagon is your common good. You upgrade it together and it serves all heroes to the same extent. Each wagon upgrade to level 1 costs 2 ducats, to level 2 – 3 ducats, and to level 3 – 5 ducats. You may do it at any point between quests as long as heroes discard the required number of ducats. Once the cost is paid, you choose a space and place a matching token representing the upgrade you want on it.

The wagon can be upgraded in the following categories:
- Alchemist's lab (concoctions, herbs, potions, gunpowder) (1)
- Blacksmith's tools (arrowheads, melee weapons, firearms) (2)
- Armorer's tools (Armor, Shields) (3)
- Workshop (clothes, traps, jewelry, shafts) (4)
- Bowyer's table (bows, arrows, crossbows) (5)

One additional, yet important, function of the wagon is storing equipment and resources. It accommodates unlimited number of them. At any point between quests, any hero may store or take any game component from the wagon. Remember that from the moment you start a quest (to be precise – from the moment you open the Tome of Quests) you can no longer exchange any equipment on your hero boards nor take anything from the wagon until the end of the current quest.

RESOURCES

During the campaign, you will often find various kinds of resources, which can be used to construct new equipment, or to trade in one of the settlements.

Resources are divided into the following categories:

Materials:	Plants:	Trophies:
Steel	Mushroom	Monster venom
Yarn	Leaf	Monster bone
Leather	Flower	Monster blood
Silver	Fruit	Monster fur
Diamond	Root	Monster fat
Saltpeter	Stalk	Monster egg

REPAIRING DAMAGED ARMOR

If a hero's armor is damaged during the game as a result of enemy attacks or unexpected events, you may repair it between quests. The repair cost is 1 [ducat] per damaged armor piece. The damage extent does not matter.

Example of constructing a Plate Mail:
In order to construct a Plate Mail (1) you need to have the armorer's tools at level 3 (2) and discard the following resources: [steel] x 5, [silver] x 1, [leather] x 2 (3).

CONSTRUCTING ITEMS

The best way to utilize resources is to construct equipment with your own hands.
In order to do this, you have to meet 2 requirements:
- Your wagon needs to have proper upgrades
- You need to have proper resources

The list of equipment and items which you can make by yourselves can be found on a separate card named "Equipment Diagrams". Next to each equipment name there is information about the cost of making 1 piece and all required wagon upgrades.

Once you choose something of interest, check if your wagon has all the required upgrades.

Next, spend all the required resources. The newly made equipment can be immediately placed on a chosen hero board (or in the wagon).

You cannot construct a given item or equipment if no tokens representing it are currently available. It is only possible once some of the used tokens are returned to the pool.

CREATING EQUIPMENT

Armor

Plate armor	5x ⚒ 1x ▭ 2x ⬠	PŁ3	1x
Breastplate	4x ⚒ 1x ⬠ 1x ◉	PŁ2	1x
Chain mail	2x ⚒ 1x ⬠	PŁ2	3x
Gambeson	1x ⬠ 1x ◉	PŁ1	2x

Additions

Curse bracelet	1x	WA	1x
... necklace	2x	WA	
P...	1x	WA	3x
Ring o...	1x	W	2x
Boots	5x ⬠		
Camouflage coat	5x 🧶 2x ✳	WA2 + AL1	Sling	1x