HORIZON

FORBIDDEN WEST™

SEEDS OF REBELLION

A TABLETOP EXPERIENCE

RULEBOOK

GUERRILLA

SFG

CONTENTS

INTRODUCTION

Horizon: Forbidden West: Seeds of Rebellion is a cooperative campaign for 1-4 players set in the deadly, vibrant wilds of the Forbidden West. This region of the world is the territory of the three Tenakth clans - Desert, Lowland, and Sky. Once divided in an endless, vicious cycle of clan wars, the Tenakth now stand united under Chief Hekarro. But peace may not be a lasting reality for the warlike Tenakth. A new threat is rising across the Clan Lands, threatening to throw the Forbidden West into chaos.

Each player controls a Tenakth Marshal. Together they will explore these vibrant lands, face evolving dangers, craft weapons and hone their skills to prevail against any foe that would shatter Hekarro's hard-won peace.

Enemies will adapt, the Red Blight will sink its roots deeper into the land, and every day a deadly plot advances closer to fruition. Marshals, are you prepared to set foot on a path that will change the fate of the Forbidden West forever?

CHARACTERS

To begin the *Horizon Forbidden West: Seeds of Rebellion* campaign, each player chooses a character. This is the character they will play throughout the campaign. Players are only permitted to change their character if every other player agrees. There are four characters to choose from.
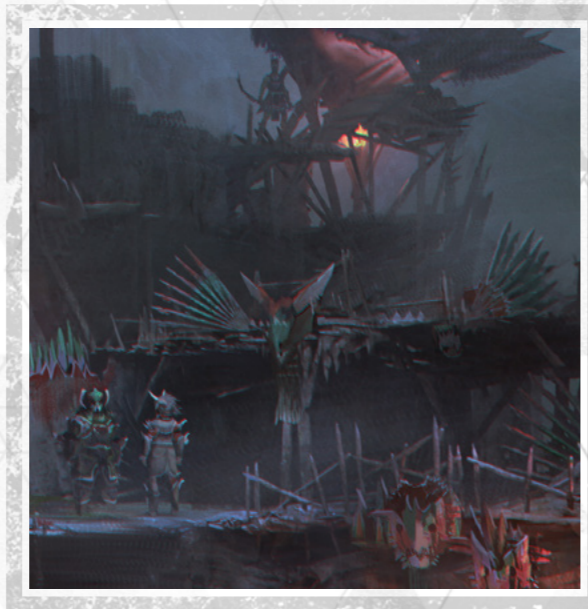
Once each player has chosen a character, they collect the corresponding profile card and place it in front of them.

PROFILE CARDS

Each character has their own profile card. They begin the campaign at level 1, but will upgrade as it progresses.

After collecting their profile card, each player now collects their starting equipment and action deck. Each of these cards will show the same character symbol as their profile card, and will be level 1.

Drokkeh's Starting Equipment

1. **Character Name**
2. **Character Symbol**
3. **Command Range & Dice**
4. **Level**
5. **Maximum Action Deck Size**
6. **Trait**

EQUIPMENT CARDS

Each character will be equipped with a melee weapon card, a ranged weapon card, a trap card and an armour card at all times. When a character first collects an equipment card, it is level 1, but can be upgraded throughout the campaign.

WEAPON CARDS

Weapon cards are used to perform melee and ranged attacks.

1. **Melee Symbol** – indicates that the weapon is used to perform melee attacks.
2. **Ranged Symbol** – indicates that the weapon is used to perform ranged attacks.
3. **Weapon Name**
4. **Unique Weapon Symbol**
5. **Modification Slots** – The maximum number of modification cards that can be attached to the weapon at any one time.
6. **Character Symbol** – Not all cards have a character symbol, but the ones that do can only be used by a character with a matching symbol.
7. **Level** – Equipment can often be upgraded with components scavenged from defeated machines.
8. **Range** – When performing an attack with the weapon, the target must be within this number of squares of the character. A weapon with range 0 can only attack a target in the same square.
9. **Attack Dice** – The number and type of dice rolled when making an attack roll, before adding any from other sources.
10. **Critical Effects** – The effects applied when a ✳ symbol is rolled.
11. **Special Rules** – Some weapon cards have one or more special rules. These are often unique. Read each one carefully.

DICE

There are three different types of die faces – pips, critical and blank.

 A pip face will show 1-3 pips.

 The critical symbol does not add any pips to a roll, but can contribute a variety of other effects.

 A blank face adds nothing to a roll.

A roll can never include more than 4 🔶, 2 🔷 and 1 ⬛ dice, for any reason.

TRAP CARDS

Traps cards are used to make surprise attacks. Each character has a unique trap token.

PIERCING BLAST

Blast
Hits each miniature in the direction the trap is pointing.

1. **Trap Symbol**
2. **Trap Name**
3. **Level** – Trap cards can be upgraded as the campaign progresses.
4. **Trap Type** – There are two types of trap: tripwire and blasting. Each type details which squares are affected by the trap when it triggers.
5. **Trap Dice** – The number and type of dice rolled when the character makes a trap roll, before adding any from other sources.
6. **Critical Effects** – The effects applied when a 🌿 symbol is rolled.

ARMOUR CARDS

Armour cards are used to protect characters from damage.

TRAPPER'S PLAIT

When this character makes a trap roll, you may reroll a die of your choice.

1. **Armour Symbol**
2. **Armour Name**
3. **Health** – The character's maximum health points while the armour is equipped.
4. **Modification Slots** – The maximum number of modification cards that can be attached to the armour at any one time.
5. **Level** – Armour cards can be upgraded as the campaign progresses.
6. **Evade Dice** – The number and type of dice rolled when the character makes an evade roll, before adding any from other sources.
7. **Critical Effects** – The effects applied when a 🌿 symbol is rolled.
8. **Special Rules** – Some armour cards have one or more special rules. These are often unique. Read each one carefully.

Character Health Dial

Each character now collects a hit point dial and sets it to the value detailed on their armour card.

ACTION DECKS

Each character has an action deck representing their ammunition and skills. There are three basic types of cards in a character's starting action deck: ammunition, ability and interrupt.

Leave space beside each action deck for its discard pile.

AMMUNITION CARDS

Ammunition cards are identified by the 🏹 symbol, and may be played when characters perform attacks.

ACID LIGHT ARROW

If the enemy is within 1 square, add 🌀.

1. **Ammunition Symbol**
2. **Ammunition Name**
3. **Weapon Symbol** – Ammunition cards may only be played when a character performs an attack using a weapon with a corresponding symbol. Some ammunition cards have more than one weapon symbol.
4. **Level** – Ammunition cards do not upgrade, but are only added to the game once the campaign progresses to a certain point.
5. **Attack Dice** – The number and type of additional dice the card adds to the attack roll.
6. **Critical Effects** – The additional effects applied when a 🌿 symbol is rolled.
7. **Special Rules** – Some ammunition cards have one or more special rules. These are often unique. Read each one carefully.

ABILITY CARDS

Ability cards are identified by the 🌿 symbol, and may be played when characters perform attacks to add additional effects.

HIDDEN HUNTER

If the attack action begins in tall grass, add 🌀.

If the attack defeats an enemy, or a destroys a component, do not move the alert token down.

SNIPER

If this attack targets a component, add 🌀.

1. **Ability Symbol**
2. **Ability Name**
3. **Level** – Ability cards do not upgrade, but are only added to the game once the campaign progresses to a certain point.
4. **Sections** – Some ability cards are divided into more than one different section. Each section will usually have its own circumstances for when it can be resolved, so read each one carefully. When this card is played, only one of its sections is resolved.
5. **Hidden Symbol** – Some effects can only be resolved when the character is hidden.
6. **Evade Dice** – Some ability cards may be discarded to add dice to an evade roll. When cards are discarded in this way, no other effects on it are resolved.

INTERRUPT CARDS

Interrupt cards are identified by the 🔔 symbol, and may be played when the circumstances detailed on each individual interrupt card are met.

1. **Interrupt Symbol**
2. **Interrupt Name**
3. **Level** – Interrupt cards do not upgrade, but are only added to the game once the campaign progresses to a certain point.
4. **Sections** – Some ability cards are divided into more than one different section. Each section will have its own circumstances for when it can be resolved, so read each one carefully. When an interrupt card is played, only one of its sections is resolved.
5. **Hidden Symbol** – Some effects can only be resolved when the character is hidden.
6. **Evade Dice** – Some interrupt cards may be discarded to add dice to an evade roll. When cards are discarded in this way, no other effects on it are resolved.
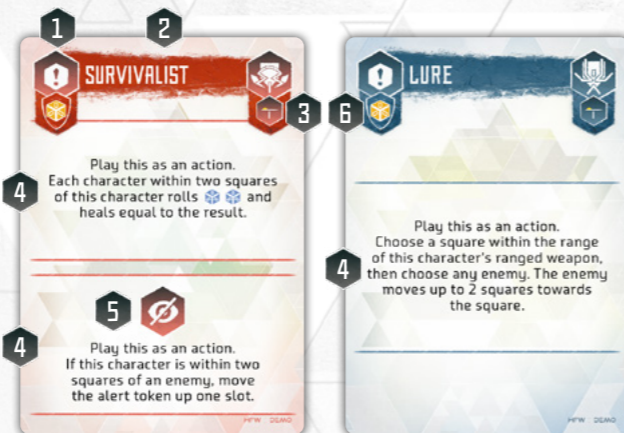
ADDITIONAL CHARACTER RULES

MODIFICATION CARDS

Characters can attach modification cards to the weapons and armour cards they have equipped. When the characters are not in a combat encounter, they may freely attach or remove modifications from their equipment. To attach a modification to an equipment card, slide it under the equipment so that only the special effect at the bottom of the modification is visible.
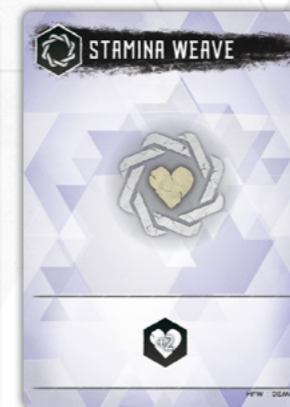
Coil modifications ⚙ may only be attached to weapons.

Weave modifications ⚙ may only be attached to armour.

When a piece of equipment has a modification attached, the effects of the modification card are considered part of that equipment.

Stealth Damage Coil Card   Stamina Weave Card

CHARACTER HEALTH AND FAINTING

Armour cards each detail a hit point value ♡. These are the character's maximum hit points, which can be increased or reduced by modifications and other effects.

When a character suffers damage, they must reduce their hit point dial by that amount. If the dial has reached 0, the character has fainted. At this point, the character must use a health potion to set their hit point dial to their maximum hit points. They must also collect a random injury card and shuffle it into their action deck. If they are unable to use a health potion, for any reason, the encounter is failed.

When a character heals, they increase their hit point dial by the amount healed. This can never cause a hit point dial to show a value higher than the character's maximum hit points.

If a character's maximum hit points increases, for any reason, do not increase their hit point dial. If their maximum health decreases, only reduce their hit point dial if it would show a value higher than their new maximum hit points. In this case, set the dial to the new maximum hit point value.

SATCHELS

Each character has their own satchel, where they can store their unused action cards, equipment and resources. Save a space near each player for their character's satchel.

During the narrative sections of the campaign, characters may freely exchange resources between their satchels.

ADDING AND REMOVING CARDS FROM AN ACTION DECK

Throughout the campaign, characters' action decks will frequently have cards added or removed. This may be done at any time the characters are not in a combat encounter.

If a card is added to an action deck from a character's satchel, it must be placed directly into the deck's discard pile. This cannot cause the total number of cards in the combined action deck and discard pile to exceed the character's maximum action deck size, as detailed on their profile card.

If a card is removed from either an action deck or a discard pile, it is placed in that character's satchel, and if the card was removed from the deck, it must be shuffled afterwards.

SETTING UP

Horizon: Forbidden West – The Board Game is a campaign experience, played across a series of chapters in a linear order. During each chapter, players will play through an interactive narrative, leading to a combat encounter.

CARD DECKS AND STORAGE

Several card decks will evolve throughout the campaign, based on player decisions and certain effects outside of their control. There are two sections in the box for large cards. One is to store the cards that are actively part of the campaign – enemies' behaviour decks, the injury deck etc. This is the active section. The other is for cards that are not actively part of the campaign – that may be added in as the campaign progresses, or that have already been removed from it. This is the inactive section.

Take each of the enemy cards. Separate out the ones with the level 1 ⬡ symbol in the top-right corner and place them in the active section of the box. They represent each enemy the first time they are encountered.

Take each of the modification and injury cards. Separate out the ones with the level 1 ⬡ symbol in the top-right corner, shuffle them and place them to the side of the playing area to form their starting decks.

RESOURCE CARDS

Take all of the resource cards, separate them into their different piles and place them to the side of the playing area.

Characters will collect resource cards throughout the campaign. When a resource is collected, take the corresponding card and place it in any character's satchel. When a resource is discarded, return it to the pile it was collected from. If a resource pile has no cards left when a character is instructed to collect one, they cannot collect the resource.

Several resources have a corresponding condition, detailed on the card, which have a number of gameplay uses, detailed in later sections.

Metalbite Card

Chillwater Card

Blaze Card

Glowblast Card

Metal Shards Card
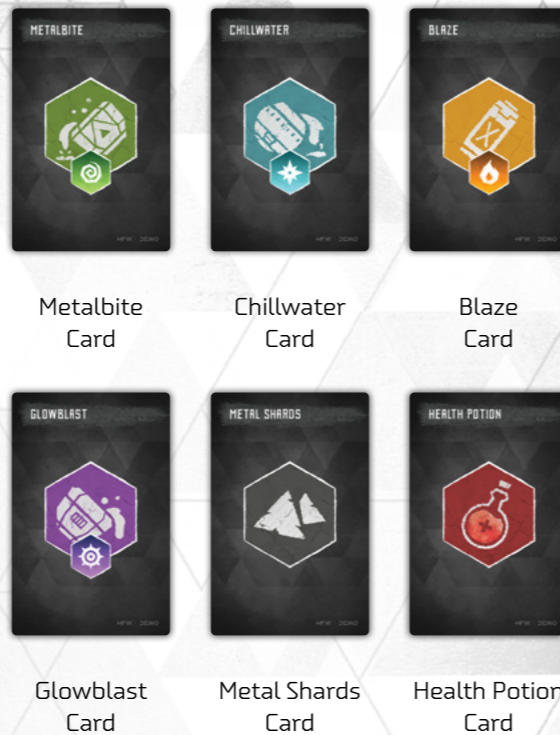
Health Potion Card

TOKENS

Take each of the objective tokens and the alert token. Place them to one side of the playing area. They will be used through the narrative sections of the campaign.

HEALTH POTIONS AND SUPPLIES

During the campaign, characters will collect and use health potions and supplies.

Health potions are used when characters faint.

Supplies are used by characters to recover discarded action cards. Any time the characters are not in a combat encounter, a character may spend a supply to shuffle 10 random cards from their action card discard pile into their action deck.

Characters will collect these items throughout the campaign. When they are collected, place them in the playing area, where they can be clearly seen by each player. These may be used by any character, and are returned to the side of the playing area afterwards.

Objective Tokens

Alert Token
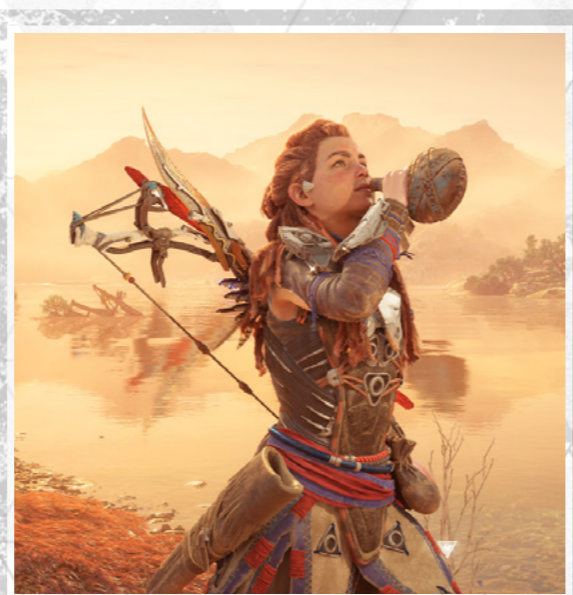
NARRATIVE SECTION

Each chapter begins with a narrative section, broken up into several individual entries. They begin with an introduction entry.

NARRATIVE ENTRIES

Each narrative entry has text describing the current story. This text should be read aloud. They may have one or more additional elements:

Path – Entries often have one or more path grouped together. They lead to other entries, progressing the story. When the characters reach these, they must choose one of the paths detailed in the entry and turn to the entry listed on it.

Outcome – Entries sometimes lead to confrontations or other high stakes situations, represented by outcomes. Characters must read any outcomes they reach, and resolve them if they are able.

Event – Events represent one-time occurrences. They must be read and resolved the first time the characters reach them, but cannot be resolved again afterwards.

ACTION DICE & ROLLS

At the beginning of each narrative section, players collect the eight dice (4x 🎲, 3x 🎲 and 1x 🎲). These make up the action dice pool for the section.

When an entry instructs characters to make an action roll, it will detail what die results are required to pass. If it includes a '/' then either result will pass the roll.

To make an action roll, players first agree which of the dice in their pool to roll. There is no limit to the number and combination of dice that can be used for a single action roll.

One player then rolls the selected dice and compares them with the roll's requirements. If they are met, the roll is passed. Otherwise, the roll has failed.

The dice rolled are then removed from the pool for the remainder of the narrative section.

SPECIAL ACTION CARDS

Special action cards can be collected during the campaign's narrative sections by completing certain objectives, and are denoted by the **special** symbol ❶.

When a special action card is first collected, place it in the centre of the playing area. Then, when the combat encounter that follows is set up, they can be added to any character's hand.

Special action cards can be played or discarded like any other action card, but are then returned to the box instead of being added to the character's discard pile.

Special action cards do not count towards a character's hand size.

STAMINA

Play this any time.
This character performs a *sneak* or *sprint* action.

Play this after this character makes an attack roll. They may reroll any of the dice.

COMBAT ENCOUNTERS

ENCOUNTER BRIEFS

When the characters enter a combat encounter, they will be instructed to turn to a specific page in the narrative book. This page will detail a unique encounter brief.

Each encounter's setup instructions ❷ will detail a set of page numbers. Players should collect the encounter books, open them to these pages and place them in the centre of the playing area, positioned and oriented as shown in the layout image ❸. This is the encounter map.

The instructions and image will also highlight where the characters begin the encounter ❻, and any additional elements that must be set up before beginning the encounter, such as enemies, environmental traps and objectives. Additional objective tokens are only included in set up here if they have been collected during the preceding narrative section.

In order to successfully complete the encounter, the characters must complete the objective ❹. Some encounters have more than one objective, others have multiple sequential objectives that must be completed in the order listed. Once the objective has been completed, the encounter ends immediately and players progress in the campaign.

Each encounter has a set of special rules ❺. Some of these special rules are separated from the others, in a section with one of the objective tokens. If the characters have collected the corresponding token during the preceding narrative section, the special rule is in effect for the duration of the encounter. This is not optional. The effects of these rules can vary greatly, from allowing characters to deploy in an additional square to providing a bonus encounter objective. Read these carefully before beginning the encounter.

1. Encounter Title
2. Setup Instructions
3. Encounter Objective
4. Encounter Layout
5. Special Rules
6. Enemy Entries
7. Alert Track

ENCOUNTER MAPS

Combat encounters take place on encounter maps, formed by pushing several encounter books together. The maps are made up of squares. Range and movement are always measured in squares, orthogonally and diagonally. There is no limit to the number of miniatures that can fit in the same square, unless otherwise stated.

There are several key features printed on the encounter maps. Some are unique to a specific encounter, and will be explained in the corresponding encounter brief. Features that appear throughout the game are detailed in this section.

TERRAIN

Characters in a square with a terrain element gain a benefit, depending on the type:

Tall Grass
Characters in tall grass are hidden from patrolling enemies.

Cover
When a character in cover is attacked, they may add 🔶 to the evade roll.

Elevation
When a character performing an attack begins their action on elevation, they may add 🔶 to the attack roll.

OTHER FEATURES

Patrol Routes
Patrol routes show the paths enemies will move while none of the characters have been revealed.

Environmental Traps
Each encounter that features environmental traps will detail their profile. They follow the same rules as character traps.
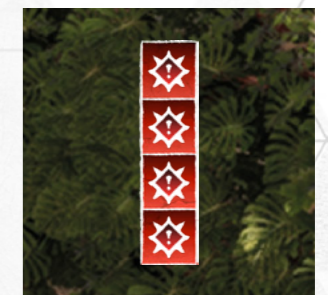
Threat Track
When a character is revealed, their threat token is moved here.

SETTING UP A COMBAT ENCOUNTER

Once the encounter map has been set up, each player places their character miniature in one of the starting squares shown in the brief. Each player then draws cards from their action deck, up to their hand size. A player's hand size is five as standard, but this can be increased by a variety of effects. Finally, they collect their threat tokens and place them on that encounter's alert track, along with the enemy alert token.

Threat Tokens

THE ALERT TRACK

1. **Alert Track**
2. **Enemy Alert Token**
3. **Character Threat Tokens**

The alert token **2** indicates how aware the enemies are collectively of the characters' presence. It moves down as the enemies become more aware.

The threat tokens **3** indicate how well-hidden each individual character is. They move up as their corresponding character draws more enemy attention.

While a character's threat token is on the alert track, they are hidden, and while it is on the threat track, they are revealed.

Hidden characters cannot be targeted by an enemy. Some effects have a hidden symbol, so they can only be resolved by a hidden character.

While a character is hidden, each action they take will move their threat token up one slot on the alert track, unless otherwise stated. Some actions also move the enemy alert token down. After moving either token, if any threat tokens are in the same row or a row above the alert token, those characters are revealed.

When one or more characters are revealed, move their threat tokens to the threat track, into the highest available slot, in an order of the player's choice.

At the end of a character's action phase, if they have only performed the sneak action, or have not performed any action, they must move their threat token up one slot.

In addition to the above, a character will be revealed under the following conditions:

◆ The character ends their turn in the same square as an enemy.

◆ An enemy moves into the same square as the character.

THE CHARACTER TURN

A character's turn is made up of four phases, in order:

1. Action Phase
2. Command Phase
3. Enemy Activation Phase
4. Draw Phase

THE ACTION PHASE

A character may perform up to two different actions during this phase. Possible actions are:

Sneak
The character moves 1 square. This action does not move the character's threat token.

Sprint
The character moves 2 squares.

Melee Attack ⚔
The character performs an attack with the melee weapon they have equipped.

Ranged Attack ⊕
The character performs an attack with the ranged weapon they have equipped.

Place Trap
The character discards a resource and places their trap token in a square within the range of the trap they have equipped, along with a condition token corresponding to the discarded resource.

Trigger Trap ⬈
The character chooses a trap within the range of the ranged weapon they have equipped. That trap triggers immediately.

INTERRUPT CARDS

Some interrupt cards are played as actions. Playing one of these cards counts as performing a unique action.

As part of their resolution, actions with the alert ⚙ symbol will move the enemy alert token down one slot, as part of their resolution.

A character cannot repeat the same action more than once in the same phase.

FREE ACTIONS

Some effects allow a character to perform a free action during their turn. These actions do not count towards the total number of actions a character may perform during the action phase. Free actions do not allow the character to repeat the same action in the same phase.

ACTIONS DURING OTHER CHARACTERS' TURNS

Some effects allow a character to perform an action during another character's turn. These actions do not count towards the total number of actions a character may perform during the action phase. They can allow a character to repeat the same action multiple times in the same phase if multiple different effects allow it.

PERFORMING AN ATTACK

Melee attacks are performed with melee weapons ⚔. **Ranged attacks** are performed with ranged weapons ⊕. To perform an attack action, the character follows these steps, in order:

1. If the action is a melee attack, the character may move one square.

2. The player selects an enemy within the range of the weapon they are performing the attack with. They then select one of the enemy's components, or their body. This is the target of the attack.

3. The player may choose to play an ability 🌿 card from their hand. If the ability has two sections, choose one of them now. The other section is ignored.

4. The player may choose to play an ammunition ⬈ card with a weapon symbol matching the weapon.

5. The player collects all of the dice shown on the weapon, ability and ammunition cards, along with any dice added by other effects, and rolls them. This is the attack roll.

6. If there are any rerolls, or other effects, that affect the dice roll, they are applied now. The same dice can never be rerolled more than once.

7. For each critical ✷ result rolled, all of the critical effects of the attack (from the weapon, ammunition, modifications, and other sources) are totaled up.

8. Add the total number of pips ⬆ from the other die results to any damage. This is the result of the attack.

9. These effects are applied to the target in this order:

   a. Any damage is reduced by the enemy's armour value, and is then suffered by the target.

   b. Any non-damage, non-condition effects are applied to the enemy in an order of the player's choice.

   c. Any conditions are applied to the enemy, in an order of the player's choice.

10. Move the alert token down 1 slot.

Common attack effects are as follows:

Damage: The amount of damage shown is added to the result.

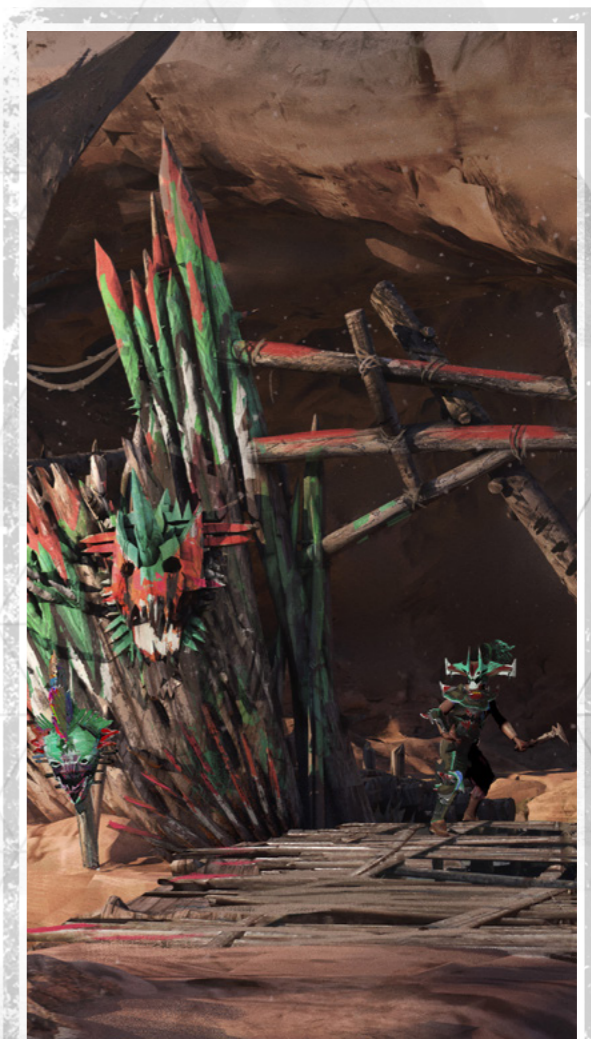**Move:** The character may move up to the number of squares shown.

Push: The enemy may be moved up to the number of squares shown.

Special Effect: Each of these are unique to the specific card they are printed on. Resolve the effect shown.

Elemental Condition: The enemy gains the corresponding condition token.

TRAPS

Each character has a unique trap token that they may place on the map during encounters. Trap tokens are double sided, with each side representing one of the two different types of trap – tripwire and blast. Traps can be triggered by a character's action, an enemy moving into the same square as them, or a variety of other effects, unique to specific encounters.

Trap Tokens

Placing Traps

When a character performs the place trap action, they will first discard a resource from their satchel. They then place their trap token in a square within the range of the trap card. If a resource showing a condition was discarded, they may then place the corresponding condition with their trap token.

When a blast trap is placed, the character must also choose a direction for it to point.

Trap Token with
Acid Condition

If a character uses the place trap action when their trap token is already on the encounter map, it is immediately removed without triggering so it can be placed again.

Triggering Traps

Traps can be triggered when a character performs the trigger trap action, or by an enemy moving into the square it occupies, for any reason. They might also be triggered by a variety of other effects, unique to specific encounters.

When a trap triggers, the character that placed it follows these steps, in order:

1. The player checks which type of trap it is, to determine in which area miniatures will be affected by it.

   Tripwire traps affect each miniature in the same square as it.

   Blast traps affect each miniature in the same square as it, and each square in the direction it is pointing, in an unbroken line.

2. The player collects the dice shown on the trap card they have equipped, and rolls them against each affected enemy individually. Each enemy suffers damage equal to the result of the trap roll, including critical 🌿 effects. This damage always targets the enemy's body, but is not reduced by their armour value.

3. The player rolls the dice again, individually, for each character affected. Each character suffers damage equal to the result of the trap roll. This damage cannot be evaded.

4. If the trap had a condition token, each miniature affected gains that type of condition token.

5. The trap token is removed from the map.

6. Move the alert token down one slot.

CONDITIONS

There are six elemental conditions – Acid ⊘, Adhesive ✳, Fire 🔥, Frost ❄, Plasma ◎ and Shock ⚡ – which affect enemies and characters differently. There is also one condition – Deafened 🔈 – which only affects characters.

Regardless of which type of miniature has the condition, it persists until the end of their next turn, and is then removed. In addition, if a miniature is suffering a condition and would gain another, the original condition is removed immediately.

Enemies Suffering Conditions

⊘ **Acid:** Reduces the enemy's armour value by one. In addition, they suffer 1 damage to their body at the end of their turn, before the token is removed.

✳ **Adhesive:** Reduces the number of squares the enemy moves when resolving their behaviour cards by 1. In addition, characters attacked by the enemy may add 🔶 to their evade roll.

🔥 **Fire:** The enemy suffers 2 damage to their body at the end of their turn, before the token is removed.

❄ **Frost:** The next damage the enemy suffers, after it has been reduced by their armour value, is doubled (up to a maximum +5 damage). Afterwards, the token is removed.

◎ **Plasma:** When an enemy with a plasma token gains another plasma token, both tokens are removed and they suffer 3 damage to their body.

⚡ **Shock:** The next time the enemy is attacked by a character, after the attack roll has been made, add one critical 🌿 to the result. Afterwards, the token is removed.

Characters Suffering Conditions

⊘ **Acid:** The character must discard any critical 🌿 results when making evade rolls. In addition, they suffer 1 damage at the end of their turn, before the token is removed.

✳ **Adhesive:** The character cannot perform the sprint action. In addition, when they perform an attack action, they must remove one die of their choice from the attack roll, before making the roll.

🔈 **Deafened:** The character's next command roll automatically fails, and cannot be affected by another character's command roll.

🔥 **Fire:** The character suffers 2 damage at the end of their turn, before the token is removed.

❄ **Frost:** The next damage the character suffers, after resolving their evade roll, is doubled (up to a maximum +5 damage). Afterwards, the token is removed.

◎ **Plasma:** When a character with a plasma token gains another plasma token, both tokens are removed and they suffer 3 damage.

⚡ **Shock:** The next time the character is attacked, they cannot make an evade roll. Afterwards, the token is removed.

THE COMMAND PHASE

During the command phase, a character may perform a command roll if the next character in the turn order is within their command range.

The character rolls the command dice shown on their profile cards. If there are any critical 🌿 results, the roll is successful and they skip the enemy activation phase of their turn.

If the character does not roll any critical 🌿 results, or is unable to perform a command roll, the roll is unsuccessful and they must resolve their enemy activation phase of their turn as normal.
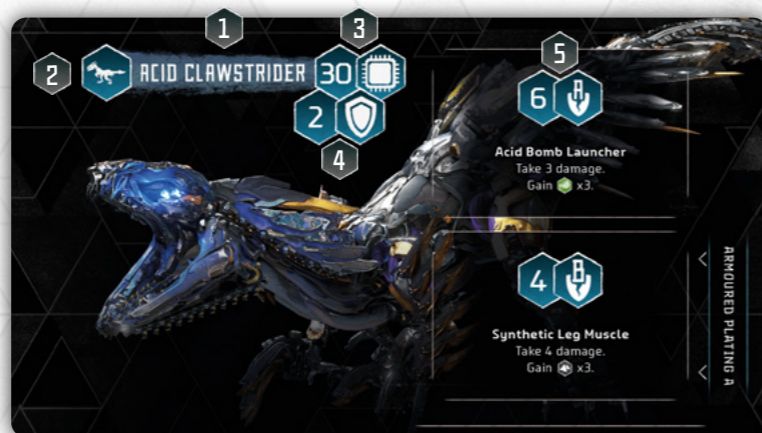
ENEMIES

Each enemy the characters will face offers a unique challenge.

ENEMY PROFILES

Each encounter brief details a profile for one or more enemies.

1. Enemy Name
2. Enemy Type Symbol
3. Body Starting Hit Points
4. Armour
5. Components

ENEMY SET UP

At the beginning of each combat encounter, players collect each of the enemies detailed in the brief and place them on the map, in the squares shown. Often, this will place the enemy on a patrol route. This is considered to be their patrol route for the encounter, even if they move off of it.

Collect each of the behaviour decks with the corresponding type symbol ② from the active section of the box. Some encounter briefs detail alterations to these decks. If they do, collect the listed cards from the inactive section and shuffle them into their corresponding deck.

Finally, if the enemy has more than 10 starting hit points, collect an enemy hit point dial and set it to their body hit point value ③.

Larger enemies often have several components ⑤. If the components have any special setup, it will be detailed in the encounter brief.detailed in the encounter brief.


Enemy Hit Point Dial

BODY HIT POINTS

When an enemy with more than 10 starting hit points suffers damage to their body, reduce the enemy hit point dial by the amount suffered.

When an enemy with 10 or or less starting hit points suffers damage to their body, place a number of wound tokens next to their miniature equal to the amount suffered.

Enemies are defeated when their body hit points are reduced to 0, or they have a number of wound tokens equal to their starting hit points.
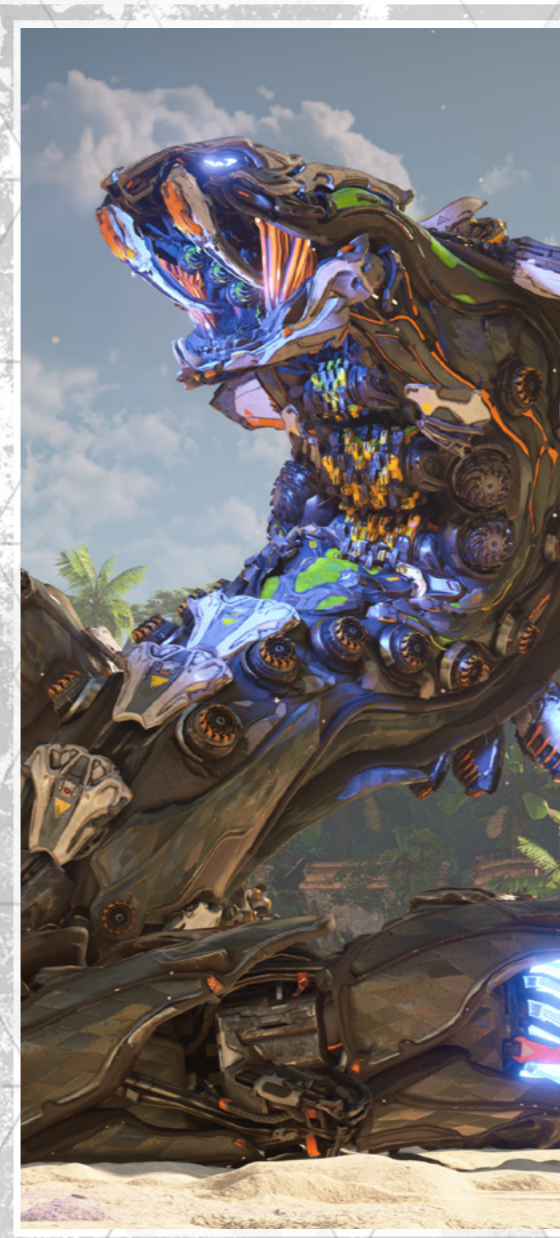
COMPONENTS

Several enemies have individual components, which can be targeted and destroyed separately to weaken the enemy and give the characters unique rewards.

1. Component Name
2. Component Starting Hit Points
3. Destroyed Effects

When a component suffers damage, place a number of wound tokens on its card equal to the amount suffered. Components are destroyed when they have suffered a number of wounds equal to their starting hit points ②.

When a component is destroyed, the effects detailed on it must be resolved immediately ③.

Some components detail a location, in the form of a letter A, B, C, D, E or F. When a component with a location is destroyed, collect the corresponding location token and place it on the enemy profile. This can have a variety of effects, such as altering how a behaviour card resolves or adding new cards to its behaviour deck for later in the campaign.

REDUCING ARMOUR VALUE

Destroying certain components can reduce an enemy's armour value. When an armour value is reduced in this manner, collect the appropriate armour token showing the new armour value, accounting for the reduction, and place it over the armour on the enemy's profile.

THE ENEMY ACTIVATION PHASE

During the enemy activation phase, each enemy will take a turn. If there are more than one enemy of the same type on the map, they each take their turn at the same time, starting with the one closest to the top-left corner, then right and down.

When an enemy type takes a turn, the player whose turn it is first checks if there are any revealed characters (characters are revealed if their threat token is on the threat track). If there are no revealed characters, they follow the steps detailed in the 'Enemy Patrol' section. Otherwise, they follow the steps detailed in the 'Enemy Behaviour' section.

ENEMY PATROL

When all of the characters are hidden, the enemies will patrol, by following these steps, in order:

1. Roll a 🎲 die and move the enemy a number of squares along its patrol route equal to the result. If for any reason it is not on its patrol route, it first uses this movement to move back onto it, along the shortest path possible, then continues along it as normal.

2. Repeat step 1 for each other enemy.

3. For each character not in tall grass and within 1 square of any enemies, move the alert token down one slot.

ENEMY BEHAVIOUR

When one or more characters are revealed, each enemy miniature will act according to their behaviour, by following these steps, in order:

1. Draw a card from the enemy's behaviour deck.

2. Resolve that behaviour for each enemy on the map of the same type.

3. Repeat steps 1-2 for each other enemy type in the encounter.

BEHAVIOUR CARDS
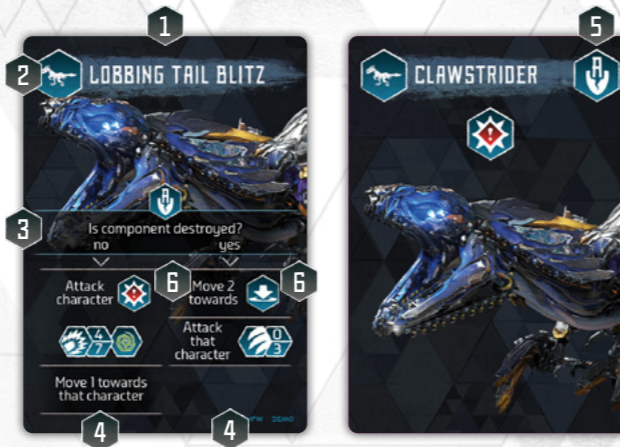
1. **Behaviour Name**
2. **Enemy Type**
3. **Question** – Some behaviours have a question that determines which series of actions the enemy will perform.
4. **Action Series** – Two different series of actions.
5. **Component Location** – This indicates to players that destroying the corresponding component will affect the actions on the other side of the card.
6. **Target Symbol** – This indicates how the enemy will select its target:
   a. 🎲 **Threat** – The enemy will target the character whose token is highest on the threat track.
   b. 🔵 **Closest** – The enemy will target the closest character.
   c. ▦ **Furthest** – The enemy will target the furthest character.

Questions will direct the player to one of two series of actions, separated into different columns. Only one series of actions will ever be resolved from a single behaviour card, at any one time.

The player whose turn it is must resolve each of the behaviours in the series, starting with the topmost action and moving down. If an enemy is unable to resolve a behaviour, for any reason, it will skip it and move on to the next behaviour in the series.

ENEMY ACTIONS

There are three types of enemy action – movement, attack and special.

Enemy Movement Actions

When an enemy performs a movement action, it will first identify a target character. Hidden characters are ignored, and if there is more than one applicable character, the enemy will target whichever one is higher on the threat track. It will then move a number of spaces towards that character, as detailed on the action, along the shortest route possible. If there are more than one applicable route, the players may choose which it takes.

While resolving enemy movement, routes though orthogonally adjacent squares are considered shorter than routes though diagonally adjacent squares.

If its movement is interrupted for any reason, the interrupting effect is resolved, then the enemy resolves its remaining movement as normal.

Enemy Attack Actions

Each enemy action will detail a type, range, damage and additional effects.
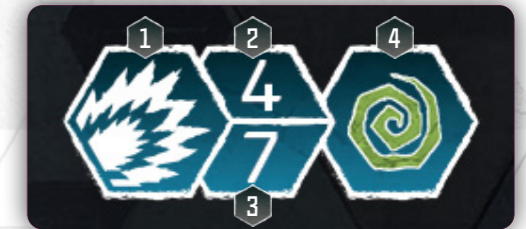
1. **Type**
2. **Range**
3. **Damage**
4. **Additional Effects**

Melee and ranged attacks are performed slightly differently than pulse attacks.

🗡 **Melee Attack** and 🏹 **Ranged Attack:**
These attacks will always detail a target, often the same character that was targeted by a preceding action. If the target character is in range, that character must make an evade roll, as described in the 'Character Evade Rolls' section.

🎯 **Pulse Attack:**
Pulse attacks do not target specific characters. Instead, all characters within the attack's range are attacked, including hidden characters, in an order of the players' choice, and must make an evade roll.

Enemy Special Actions

Special actions are unique, and are resolved as detailed on each card individually.

CHARACTER EVADE ROLLS

To make an evade roll a character follows these steps, in order:

1. The player collects all of the dice shown on the armour they have equipped, and any modifications.

2. Add any dice from other sources, such as terrain effects.

3. The player may discard any number of cards from their hand that show an evade dice in the top-left corner, and add all of the dice shown on them.

4. The player rolls all of the dice they've collected. This is the evade roll.

5. For each critical 🕸 result rolled, all of the critical effects of the evade roll (from the armour, modifications, and other sources) are totaled up.

6. Add the total number of pips ⬆ from the other die results to the total. This is the final result of the evade roll.

7. Subtract this result from the damage of the attack. The character suffers any damage remaining. If they are reduced to 0 hit points, they have fainted and must use a health potion or the encounter is failed.

8. If the character suffered any damage from the attack, and the attack shows a condition symbol, they gain the corresponding condition token.

9. If the attack details an additional effect, resolve it now.

10. The character must move one square.

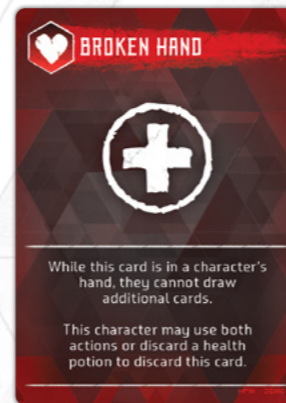11. The character may move their threat token to the bottom of the threat track.
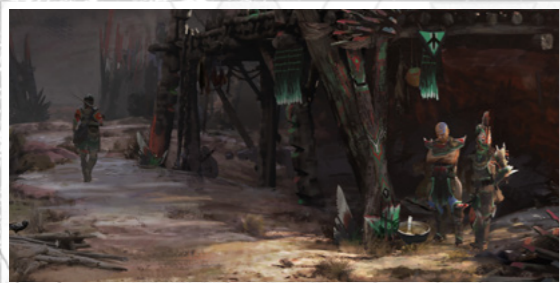
INJURY CARDS

Characters shuffle injury cards into their action deck when they faint. They can only be removed when an effect specifically says so. Most commonly, this will be when the characters encounter a healer during the campaign.

Immediate Injury Card   Lasting Injury Card

There are two types of injury cards – **immediate** and **lasting**.

After a character has finished drawing cards, if they drew any **immediate** 🕸 injury cards, they must immediately resolve the effect detailed on them, in an order of their choice, then discard them.

Lasting ⊕ injuries have a persistent effect, while they are in a character's hand, and can only be discarded by meeting the conditions detailed on them.

Injuries do not count towards a character's maximum action deck size.

THE DRAW PHASE

During their draw phase, a player may discard any number of cards from their hand. They then draw up to their maximum hand size of five cards.

COMPLETING AN ENCOUNTER

After the characters have completed an encounter's objectives, they will be directed to a narrative entry. This will detail the next part of the story, reward characters with new action cards and other rewards. It may also direct them to collect certain cards from the box, depending on the outcome of the encounter.

Each entry is unique, with its own individual steps to follow. Some of these appear frequently and are detailed over in the next few sections.

CLEAN UP

Clean up happens once players have resolved everything they need to reference the encounter brief for, such as adding new behaviours to enemy decks.

To clean up, players discard all of the tokens in play. Remove all the miniatures from the map, placing them to the side, then close the encounter books.

Do not change any character health dials or action decks/discard piles. These carry over between chapters.

LEVEL UP

Once a combat encounter has been completed, the narrative entry that follows will often allow characters to level up. This can include:

- ◆ Upgrading profile cards.

- ◆ Gaining new action cards.

- ◆ Increasing the selection of action cards characters can gain.

When a character gains an action card, they add it to their satchel.

Characters may only gain an action card with a symbol matching the one on their profile card, or a Marshal symbol.

UPGRADING EQUIPMENT

Character's must collect certain resources to upgrade their equipment. To upgrade an equipment card, discard all of the resources shown on it, then flip it to the side showing level 2.

RECOVER CARDS

Each character may recover a number of action cards, as detailed in the entry, as if they had used a supply token.

SOLO MODE

When playing with a single character, follow all of the rules as detailed in the rest of the rulebook, with the following exceptions.

SOLO MODE TOKENS

At the beginning of each combat encounter, collect the five solo mode tokens. These can be used throughout the encounter in a number of ways. When a token is discarded, it is placed to one side, and cannot be used again for the remainder of the encounter.

COMMAND

A solo character is always considered to be in range of themselves for the purposes of command, however, when they pass a command roll, they must also discard a solo mode token. Otherwise, the roll is treated as having failed.

DISTRACTION

Once per turn, during their activation phase, the character may place one of the solo mode tokens in a square within range 2 of their miniature. In the following enemy activation phase, enemies treat the token as if it were the character with the highest threat. If an enemy attacks the token, or the phase ends, discard the token.

HUGE ENEMIES

Some enemies are so large that their bases cover four squares instead of one. These are huge enemies and follow some additional rules.

LARGE SQUARES

The maps for huge enemy encounters are divided into small and large squares. The borders of small squares are denoted by both dashed and solid lines, and follow all the same rules as regular squares. The borders of large squares are denoted by solid lines.

When moving and being positioned on the map, huge enemies only count large squares. For all other rules purposes, they count small squares as normal.

When resolving push ♜ effects against huge enemies, a character must combine 2 pushes to move the enemy a single large square.

TWO BEHAVIOUR DECKS

Each huge enemy has two behaviour decks. The profiles of each huge enemy will instruct players on how these are separated, and which to draw from during the enemy's turns.

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SEEDS OF REBELLION

A TABLETOP EXPERIENCE

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