

RULEBOOK

Attrition Damage

This term only refers to the damage you might suffer during the Attrition Phase.

When you suffer  (i.e. the monster's damage value, printed on the stance cards) as a consequence of other effects in the game, such as any Behavior card resolution or Unleash, that damage is not Attrition damage.

Can I discard more cards than needed to pay for a Stamina cost?

No, once you generate enough stamina to cover the cost, you cannot discard any more cards. Essentially, the player proceeds by discarding one card at a time from his hand and must stop when he has generated enough to pay the cost. Consequently, you do not have to discard any card to pay for a 0 Stamina cost.

Can I forge gear or brew potions of different levels?

No, you can only craft equipment or prepare potions that are listed in your current Forge/Herbalist cards. Therefore, the equipment/potion level always match their related Forge/Herbalist.

Can I have different levels of the same potion?

Yes, it could happen, if you have unused potions left after advancing to a new aggression level in your campaign. Having a previous level does not prevent you from preparing the same potion at your current Herbalist level.

Can I play more than five cards in my sequence?

No, that is the standard sequence limit (see page 112). There are, however, effects that can increase or decrease your sequence limit.

Can I reveal multiple cards with Resilience when suffering ?

No, you can only reveal a single card with the keyword Resilience to draw 1 card. In addition, each Resilience card can only be used this way once per round.

Can I use the Revive action while in a sector with a Fire terrain?

Yes, it is possible to use the Revive action since a Fire terrain only prevents you from playing cards in your sequence.

Can I use Vulnerable on the very same attack that applied it?

No, Vulnerable becomes available only after resolving the effect or card that generated it. So you can take advantage of Vulnerable only with the next attack or source of damage.

Do all monsters have the same number of cards?

No, not necessarily. The number of Stance, Peril, Objective and Behavior cards may differ between monsters. When in doubt, check the Components List, specifically pages 40, 41 and 42.

Do I become threatened if I skip the movement phase?

Yes, if a game effect forces you to *skip the movement phase*, you cannot move and therefore become threatened.

If a card says you have to immediately move, can I move for free?

No, unless specified otherwise, moving always costs 1 Stamina (see Move/Movement on page 110). This cost may also be modified by certain effects, for example the Sand terrain increases it by 1 (see Terrains on page 90).

If I cancel a Behavior effect, do I prevent Rampage Behavior cards from triggering?

No, when you cancel a Behavior effect, you only skip the first step of that card's resolution (the Reaction step, see page 32). You still complete that card resolution and Rampage cards will trigger during step 2.

What happens if I play an Attack card, but while paying for its Stamina cost inflict enough damage to cause a Stance change, and end up in a protected sector?

In this situation the sector becomes protected, but your Attack card is considered to have already been played. Therefore, you resolve your Attack card effect as normal.

What happens when I need to identify a target for an effect, but two targets are equally valid?

You should apply the Primal rule and select based on the worst case scenario, but since it may not always be clear what that might be, players are encouraged to decide freely.

What is the current attrition level at the beginning of the first round?

While there are no revealed attrition cards, the attrition level is 0.

Why are there multiple Wound cards?

Additional wound cards after the first might be useful during the campaign. They are not used in the Expedition mode.

When do "until the end of the round" effects end?

These effects end once all "at the end of the round" effects have been resolved. For example, if Vyraxen has received a +1  token until the end of the round due to the *Thunderous Growl* behavior card, it will only be discarded after the *Aggression* behavior card (triggering "at the end of the round") has been resolved.

While drawing cards, I empty my deck but still need to draw more. What happens if both the deck and discard pile are empty at that point?

When you draw the last card in your deck, you suffer fatigue damage (as usual when you empty your deck). Normally, you would reshuffle your discard pile to continue drawing; however, in this specific case, since your discard pile is empty, you cannot reshuffle. As a result, any remaining "draw cards" effects are canceled, and no additional fatigue damage is taken, as you only empty your deck once.

MOUNT HAVOC

If I play two offensive cards, a defensive, then two more offensive cards, does Battle Dance activate again after the interruption?

Yes, Battle Dance activates every time you play consecutive offensive cards in your sequence.

Even if you complete a full Battle Dance sequence, you can start a new one, provided that you manage to increase your sequence limit enough to accommodate for it.

CARDS

Electric Whip (Thunder)

You cannot use the Electric Whip on Behavior cards without a Boost effect.

Irden - Level 3 (Potion)

The attrition phase is part of a player's turn. Therefore each player has their own distinct attrition phase. The effect of this potion only refers to the attrition phase of the hunter who consumes it. Only the player that consumes the potion skips their attrition phase.

Leverage (Thoreg - S)

The text of the card says "*max: 5 cards*". This limit refers to the maximum number of cards you can draw through this card's effect. Note: the number of cards you can have in your hand during your turn is not restricted by your hand size limit. You only discard down to your hand size limit at the end of your turn.

Skullshock (Thoreg - Thunder)

The second part of the ability text "*If there are already 3 counters on Skullshock, stun the monster and then remove all counters from it after the attack.*" only resolves if there were already 3 counters before the weapon effect activated.

Spined Armor (Horn)

The effect of this armor replaces the standard rule about gaining Stamina tokens. Normally, at the end of your action phase, you would gain 1 Stamina token if you have at least 2 cards in your hand (page 26 of the rulebook). With all levels of this armor, you gain Stamina tokens as described by the card's text instead.

Thunder Armor (Thunder)

The effect does not trigger when you discard your whole hand of cards due to being KO'd.

Unbreakable (Ljonar - Mastery)

When you are KO'd, you first fully resolve the procedure described on page 29, then you focus your mastery and apply its effects.

Until the end of this round / Until the end of the round

Few cards use the former, most use the latter phrasing. Both are equally valid and produce the same result: the effect lasts until the end of the current round.

TIMING

At the end of your turn

All effects with this trigger will resolve after the three steps described on "End of the Player's Turn" (page 30).

Terrain tokens

Unless otherwise specified in their specific rules, all the terrain tokens can be considered part of the **Other cards** category in relation to the Card Resolution Timing described on page 35.

Baethanis

The effect of this terrain is equivalent to an armor, helm or item card's **Start** effect, so it follows the Card Resolution Timing on page 35 and can only be resolved after all other effects with the same trigger but of higher priority have been resolved. If there are a Peril and/or Behavior card that activate at the start of a player's turn, for example, those would do so before the Baethanis.

Blind

Removing the Blind token is equivalent to an armor, helm or item card's **Start** effect, so it follows the Card Resolution Timing on page 35 and can only be resolved after all other effects with the same trigger but of higher priority have been resolved. If there are a Peril and/or Behavior card that activate at the start of a player's turn, for example, those would do so before the Blind token.

Plateau

Stepping off from the Plateau is the very first thing that happens on the turn of a player who was still on it. It precedes everything else and therefore you cannot, for example, use the Plateau to prevent a  Behavior from triggering.

Synaerea

The effect of this terrain is equivalent to an armor, helm or item card's **Start** effect, so it follows the Card Resolution Timing on page 35 and can only be resolved after all other effects with the same trigger but of higher priority have been resolved. If there are a Peril and/or Behavior card that activate at the start of a player's turn, for example, those would do so before the Synaerea.

ERRATA

RULEBOOK

Dygorax - Expedition 1 (page 70)

The components list for the Expedition 1 setup of Dygorax is incorrect. Only 1 Sand terrain is used in Expedition 1, as correctly shown in the image.

Hunter Decklists: Mirah - The Great Bow (page 84)

The level 2 and level 3 decklists mention a Parry card named **Nock the Arrow**. That card does not exist, it should be the card **Arrow Snatch (A1)** instead.

Keywords: Assist

The definition in the glossary differs from the one on page 24. The latter is correct: an Assist can only be used during the Action phase of a turn.

Keyword: Stun

The last paragraph of the definition in the glossary erroneously mentions choosing another *player to reveal attack cards*. The last paragraph should say: *You still choose a player to reveal attack cards and deal their weapon damage to the monster, as the normal Stun effect states.*

Permanent (Glossary - Keywords, page 111)

This keyword is not affected by Blank. A permanent card stays in play until the end of the scenario, unless otherwise specified by the card itself (see, for example, Vyraxen's objective Hit the Tail).

Plateau - Terrain (page 89)

Going on top of the plateau is not considered movement, for the purpose of any game effect. Therefore, the phrase "*you may decide to move onto the plateau.*" should be replaced with the following: "*you may decide to climb onto the plateau.*"

CAMPAIGN BOOK

Quest 22 - By the corals' gleaming light

The first part of the very first paragraph is repeated twice.

ICE EXPANSION

Keyword: Slow

The Slow token should always be removed at the end of the active player's turn, so that it never lasts outside the current turn.

MOUNT HAVOC

Heat (Heleren - Mastery A2)

The mastery should lose focus after the attack is resolved, not before. Therefore, the phrase "*◆: Spend 2 bullets or lose focus.*" should be replaced by the following: "*◆: Spend 2 bullets or lose focus after the attack.*"

CARDS

Hammer Knight (Thoreg - Mastery B2)

The phrase "*The monster's front side is considered to be exposed during your turn.*" should be replaced with the following: "*You can play ◆ cards while in the front side, even if it is protected.*"

Straight in the Heart (The Awakened)

Exile is a keyword erroneously left out of the Rulebook and only described in the Ice Expansion.

The effect of exile is the following: *When you are instructed to exile a card, put that card in your exile zone. Each player has an exile zone, which is a game zone outside the field of play. Interactions with exiled cards are dedicated exclusively by card abilities.*

Sword Master (Dareon - Mastery E2)

The text of this card should be replaced with the following: "*Reduce the stamina cost of all ◆ you play by 1. ◆◆: your weapon gets +3! damage until the end of this turn (max: twice per turn).*"

Swarm (Ozew)

One of Ozew's Swarm cards has the following text: "*At the end of the round (before resolving Thunderstorm), the active player must recycle a Dodge card from their hand.*" Since there is no Active player in the End of the Round phase, that phrase should be replaced with the following: "*At the end of the round (before resolving Thunderstorm), the aggro player must recycle a Dodge card from their hand.*"

Tactician (Ljonar - Mastery C2)

The phrase "*While you are in the front sector, all monster sides are considered to be exposed.*" should be replaced with the following: "*While you are in the front sector, ◆ cards can be played on all monster sides, even if they are protected.*"

Tail Swipe (Toramat - Behavior)

The first paragraph of the effect does not specify where do players reveal a ◆ card from. It should say from their hand.

Voltrage (Karah - Thunder Dual Blade)

In all levels of this weapon, the text "*◆: Remove all counters from Voltrage after the attack.*" should be replaced with the following: "*Remove all counters from Voltrage after you inflict any weapon damage.*"

Climbing the Mountain (Morkraas - Objective)

The objective does not mention what happens if a player's hunter is still on the monster board at the beginning of their turn. If so, they must immediately step off it and place their miniature in the front sector.