WARCROW
ADVENTURES

RULES

CREDITS

Warcrow is created by

Alberto Abal, Jesús Fuster, Fernando Liste, Gutier Lusquiños, Carlos Torres, Rodrigo García Carmona y Silvia Pato

Edition

Corvus Belli S.L.

Lord Commander

Fernando Liste

Project Management

Iago Costa

Game Development Direction

Jesús Fuster

Development

Alberto Abal, Marcos Bello, Laura Castro Royo, Jesús Fuster

Art Direction

Alberto Abal, Carlos Torres

Concept Design

Alberto Abal, Pedro RM Andreo, Claudia Cuen, Fran Fernandez, Ernesto Irawan, Israel Pato, Carlos Torres, Javi Ureña, Grégoire Veauléger, Roberto Zoreda

Illustration

Ariel Anabitarte, Stephanie Boehm, Rocío Espín, Diego Gisbert, Jihwan Ha, Bagus Hutomo, Ramazan Kazaliev, Roman Kuzmin, Julia Lillo, Francisco Javier "Maz!" Macías, Francisco Rico, Han Sakwang, Aitor Sebastian, Roberto Zoreda

Tiles

Jonathan Pardo

Design Direction

Luis González

Graphics

Luis González, Carlos Llauger, Jonathan Pardo, Hugo Rodríguez

Box and Logo Design

Luis González, Jonathan Pardo, Hugo Rodríguez

Layout

Hugo Rodríguez

Editing

Jerry Bonner, Laura Castro Royo, Jesús Fuster, Olmo Castrillo

Translation

Jonathan Hart, Nicolás Manuel Toso

Sculpt

Lucas Allegretti, Enzo Chaves, Fausto Gutiérrez, Antonio Moreira, Jose Pedrosa, Aarón Ruiz, Raul Tavares, Javier Ureña

Miniature Painting

David 'Basilisk', Carlos Fernández, Sergio Luque, Tamer Widerspan

Alpha Team. Kickstarter Campaign

Cora Diz, Luis González, Sarah Humphrey, Carlos Llauger, Carlos Morales, Belén Moreno, Jonathan Pardo, Hugo Rodríguez

App

Iboo Agency

Music and Sound

Lucas Rei

Special acknowledgements for the initial collaboration in Development

Míchel González

Special Acknowledgements To The Rest Of The Corvus Belli Staff

Production Management

David Anta, Alejandro Quinteiro

Production

José María Fernández, Daniel García, José Ángel García, Miguel Groba, Roberto Míguez, Jorge Moral, Manuel Iván López, Belén Paz, Jose Manuel Pereira, Sofía Rey, María Del Pilar Rivero, Diego Rivero, Catalina Rodal, Bárbara Santos, José Luis Santos, Jesús Soliño, María Torres, Manuel Valladares, Andrés Villar

Molds

Eduardo Brinso, Carlos Fernández, Arsenio García, Cristina González, Cruz Losada, Aránzazu Mallo, Esteban Pedrosa, Socorro Pena

Model Cutting

José Pedrosa, Anxo Piñeiro

Projects Management

David Anta, Iago Costa

Sculpt Department

José Pedrosa, Antonio Moreira.

Infinity Background and Development Direction

Gutier Lusquiños

Infinity Development

Fran Arjones, Juan Lois, Gutier Lusquiños, Ian Wood

Infinity Background

Gutier Lusquiños

TS Management

Juan Lois Rey

Administrative Management

María Araujo, Nuria Gayoso, Begoña Liste

People Manager

Silvana Martínez

Marketing and Communication Direction

Belén Moreno

Marketing and Communication

Federico Asorey, Cora Diz, Édgar González, Carlos Morales, Inma Lage, Carlos Llauger, Vanessa Onorato

Sales Manager

Manuel Maldonado

International B2B Sales Executive

Mar Larrea

Playtesting and Proofreading

Adrian "Ragarth" Alfonsín, Fran "Crave" Arjones, Daniel "Engorn" Azkoaga, Pablo "Kami" Calderón, Beatriz "Kali" Calzo, Adrian "Kyouza" Casado, Egoitz "OjodeKuervo" Conte, Jorge "Incanus" Cristobal, David "Zlavin" Flores, Ismael "Inmel" García, Juan Antonio "Vasallus" Gil, Édgar "Gonzalien" González, Miguel "Commander_Frost" Groba, Carlos "Zeps" Guerrero, Javier "Indael" Guinot, Seb "sebkminis" Komlosy, Juan "HellLois" Lois, José Manuel "Terrorizta" López, Mario "mavsmth", Jorge "Jmgdixcontrol" Moral, Vanessa "Major_Lunah" Onorato, Jorge "Axis" Parga, Carlos "Charlie" Pérez, Jorge "McSudo" Pesudo, Iago "Jazel" Prado, Miguel Fco. "Lordgringor" Robles, Pablo "Datlasiq" Romero, Roberto "Dalkilthur" Saborido, Juan Alberto "Damiel" Sánchez, Jan "Zergash" Schlegel, Patrick "Caducus" Seyfarth, Keith "Kurrelgyre" Shutler, Carlos "Suazo" Suazo, Nayra "Misstake" Tarazon, Jorge "Von_Drake" Vega

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Game Summary

Warcrow Adventures is a cooperative, campaign-based board game for between two to four players in which each scenario corresponds to an episode in the ongoing story. Each player controls one of a group of Characters who have arrived in Hawthorn Point for very different reasons, but whose destinies become intertwined during the adventure.

In each scenario you will make decisions and investigate the evil that lurks hidden in the Fog, relying on all your skills to survive. Your Character will evolve from game to game, upgrade their equipment, learn new skills, and optimize their attributes.

Will you survive the multitude of threats you'll clash with in *Warcrow Adventures* or will you be swallowed up by the Fog, with only the sound of cowbells to mark your passing?

The Warcrow Adventures App

To play Warcrow Adventures you will need to download our free app, available in the Apple iOS App Store™, Google Play Store™ or on Steam. The app will take care of the overall management of the campaign progress between games, so you are able to continue where you left it. It also takes care of the display of game elements and interactions, the spawning of enemies and their behaviour, so be ready for the challenge!

5 CHARACTER MODELS

24 ENEMY MODELS
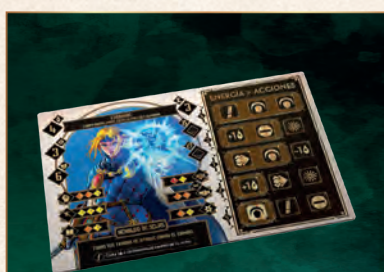
5 CHARACTER SHEETS

6 REFERENCE CARDS

24 ENEMY CARDS

40 SKILL CARDS

45 EQUIPMENT CARDS

4 ARCANE ITEM CARDS

28 CONSEQUENCE CARDS

28 TINGE CARDS

20 CONSUMABLE CARDS

4 tattoo cards

5 initiative tokens

15 special ability tokens

16 blocked line marker

25 enemy Initiative tokens

25 wound tokens

21 stain tokens

48 state tokens

24 upgraded Attribute marker

32 markers

18 tiles

1 initiative tracker + initiative dial

18 dice

16 energy cubes

8 dark energy cubes

12 colored rings
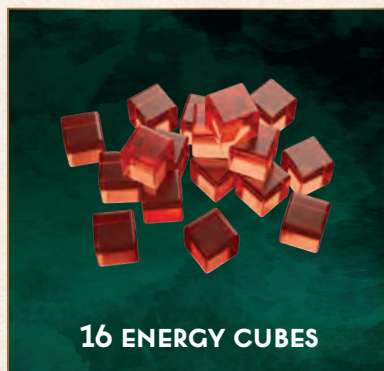
Basic information

How to resolve contradictions

In the event that rules contradict one another, apply the following contradiction resolution guide ordered from highest to lowest precedence:

» If a rule indicates that an effect **cannot** be applied (written in bold), then this prohibition takes priority over everything else.
» The scenario rules.
» The Character sheets.
» The Skill cards, the Equipment cards, and the Special Item cards.
» All other cards (Enemy, Consequence, Tinge, Consumable, Arcane Item, and Tattoo).

Players and Characters

In *Warcrow Adventures* each Character is controlled by one player. In this rulebook, we will use the term "Character" or "player" to refer to both the Character themselves and the player who controls them.

Dice and Symbols

Warcrow Adventures uses **18** dice, separated in six different colors:
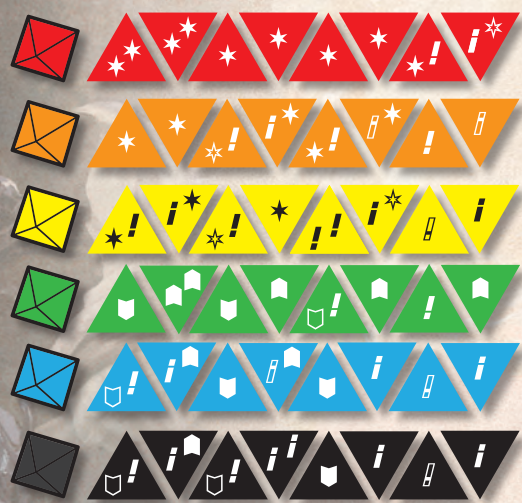
Symbol	Meaning
✷ - Success	✩ - Hollow Success
◼ - Block	◻ - Hollow Block
❗ - Special	⫽ - Hollow Special

Red, orange, and yellow are the three **offensive dice**. Rolling these dice models your Character's chances of success at testing their abilities, interacting with the game world, or attacking Enemies. All three colors of offensive dice offer the opportunity to roll ✷ symbols, which represent successful results, either in an attack or in an ability test.

Green, blue, and black ◆ are the **defensive dice**, and they model your Character's ability to defend themselves against physical and magical attacks. These dice have ◼ symbols which represent successful defense results.

Special ❗ symbols offer the chance for your Character to activate special abilities or other interactions.

The Hollow versions ✩ ◻ ⫽ of the symbols are only valid under certain conditions, like Switches (See "Switches" and "Attributes").

Dice pool and Dice rolls

When making a dice roll in *Warcrow Adventures*, collect all the dice matching the colored icons on the Character sheet, Skill or Equipment cards that are being used in current game interaction into a **dice pool**. For example, if all the dice icons from relevant Character abilities or equipment are ◆◆◆, your dice pool would be two orange and one blue dice.

IMPORTANT
Your dice pool **cannot** contain more than three dice of the same color.

Once you roll all the dice in your pool, the result of the roll is the collection of all symbols on the rolled dice side. When building your dice pool, you may see **automatic symbols** appearing next to the dice icons, which are added to the result obtained in the roll. For example: ◆✷ means that the player must roll an orange die and add a ✷ to the result obtained.

Dice value

The relative **value** of the *Warcrow Adventures* dice colors are based on the amount of ✷ or ◼ symbols they have. In other words, a dice color with a "higher value" is more likely to roll a ✷ or ◼ symbol.

We can see the relative valuations of the dice from lowest value on the left to highest value right below.
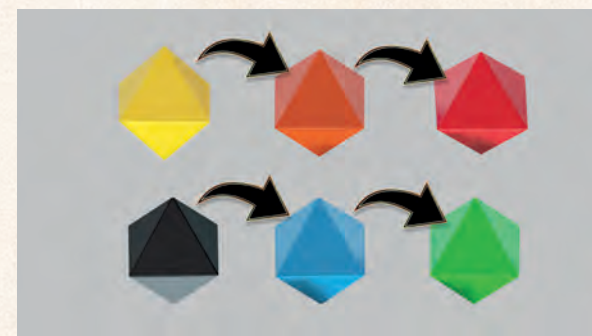
Modifying Rolls

Sometimes effects can prompt a Character or Enemy to modify their roll. There are two ways to do this: **upgrade** and **downgrade**. This means you must change the color of a die from the roll for another with a higher value (upgrade) or a lower value (downgrade).

If you cannot further upgrade a die color, you will add a die of the lowest value of the same type to your pool. For example, if you only have ◆ dice in your dice pool and you must apply an upgrade effect, add a ◆ die. Similarly, if you cannot further downgrade a die color, you will remove a die. Remember, you cannot have more than three of the same color of dice in your pool.

If the effect allows you to modify a roll, and does not specify "upgrade" or "downgrade," you choose whether to upgrade or downgrade it.

Multiple effects may allow or force you to upgrade and downgrade the same roll at the same time. In this case, **apply all upgrades first**, then all downgrades.

Upgrade rolls

To **upgrade a roll**, follow these steps:

» Select the lowest value offensive or defensive die (or one of them if there is more than one with the same color).

» If the lowest value die is a ◈ die add a ◆ die to the roll.

» If the lowest value die is a ◈ die add a ◈ die to the roll.

» In any other case, upgrade to the die with the immediately higher value, as indicated in this table:

Upgrade Table

Die	Upgrade to	Die	Upgrade to
Y	O	◆	B
O	R	B	G

Downgrade a roll

To **downgrade a roll**, follow these steps:

» Select the highest value offensive or defensive die (or one of them if there is more than one with the same color).

» If the highest value die is a ◈ die or a ◆ die remove it from the roll.

» In any other case, change it to the die with the immediately lower value, as indicated in this table:

Downgrade Table

Die	Downgrade to	Die	Downgrade to
R	O	G	B
O	Y	B	◆

To perform the action ▷Attack with his bow, Storm, Darach places two of his energy cubes on line 3 of his Activation Panel. The second trigger allows you to modify his roll. You have two options: upgrade or downgrade. If you decide to upgrade your roll it will become ◈◈ and if you decide to downgrade it, it will become ◈◈. Upgrading the roll has a greater chance of obtaining ✦, while downgrading it increases your chances of obtaining ! (which may be more interesting for you to activate one of Darach's Switches).

Rerolls

When a rule or effect allows you to reroll, you may reroll any number of dice you wish before advancing to the Switches step.

Repeat a die roll

When a rule or effect allows you to reroll a single die, also known as Repeat a die roll, choose a single die from your rolled dice and re-roll it. You may do this immediately after you have rolled the dice before advancing to the Switches step.

Fix a die or Fix the result of a die

When an effect allows you to "fix a die" or "fix the result of a die" of a roll, before rolling your dice, you may select one of your die sides. You then roll the rest of your dice

pool and calculate the result, using the chosen face on your fixed die as if that die had rolled that face naturally.

Character Sheet

These are the elements that make up your Character sheet:

1. **Name** of the Character.
2. **Initial Equipment.** The list of Equipment cards your Character begins the campaign with.
3. **Initiative.** This value indicates the starting position of your Character's Initative token on the Initiative tracker at the beginning of combat. It also sets the number of positions your Character's Initiative token advances upon completion of their Activation. (See "Character Activation").
4. **Energy.** This value indicates the number of Energy cubes that your Character has available at the beginning of your Activation. These cubes are only available during your Activation and allow you to perform actions or activate the effects of your Skill cards. It is possible that your Character will receive more Energy cubes throughout the campaign via items or other upgrades.

5. **Vitality.** This value indicates the maximum number of Wounds your Character can suffer before falling unconscious. (See "Injuries, Unconsciousness, and Death").
6. **Movement.** This value indicates the number of movement points that your Character generates for free at the beginning of their Activation, or when they perform the ▷Run action. Each movement point allows you to move to any of the eight adjacent spaces (orthogonally or diagonally), assuming the move is not blocked by a wall or similar obstruction.
7. **Defense.** This is your Character's base defense dice pool against physical attacks, representing your Character's ability to avoid such attacks from Enemies.
8. **Magical Resistance.** This is your Character's base defense dice pool against magical attacks or effects.

9. **Attributes.** When asked to test against any of these attributes, you will form a dice pool using the selected Attribute. Each Character has Expertise in at least one attribute, indicated by the ⚜ symbol next to the attribute. When making rolls with an attribute a Character has Expertise in, replace hollow symbols (✫, ◡, ⧸) with the corresponding normal symbols (✦, ◖, ⧸).
   - 💪Strength
   - 🏹Agility
   - 📖Intelligence
   - 👁Perception
   - 💬Charisma
   - ✖Willpower
10. **Activation Panel.** In this section of the sheet you will manage your Energy cube allocations to perform Actions. (See "Character Activation").
11. **Innate Ability.** This is an ability, exclusive to your Character, that is available at all times.

Preparation

Start a campaign

Follow these steps to start a *Warcrow Adventures* campaign:

1. Launch the *Warcrow Adventures* app.
2. Press "Start campaign."
3. Select the six Characters that will play the campaign. If you only have the core box, you can select up to five Characters.
4. Set up the gaming table.

Game Setup

1. Place the dice, Wound tokens, Stain tokens, and State tokens such that they are accessible to all players.
2. Shuffle the Consequence cards to form the Consequence deck. Place the deck face down in an accessible location.
3. Shuffle the Tinge cards to form the Tinge deck. Place the deck face down in an accessible location.
4. Place the Initiative tracker near the play area where the game map tiles will be placed.

Collect all the game components for the Characters taking part in the scenario and distribute them to each Character's controlling player(s):

- » Character miniature.
- » Character sheet.
- » Character Initiative token.
- » Equipment cards that are listed as "Initial Equipment" on their Character sheet.
- » Character Skill cards.
- » Three Character Special Ability tokens (Hunter's Mark, Aura, Taunted, Naurlynn, or Rage in the case of Characters from the core set).
- » As many Energy cubes as indicated by the Character's ⚡ value on their Character sheet. Place them next to the sheet, forming a reserve.
- » Character reference card - This card explains the meaning of the icons used in the Activation panel of your Character sheet (see "Triggers").

Click on "Start next scenario" in the app and... you can start playing!

You can set up your table however you wish, but this is the configuration we recommend:

Play a Scenario

Once you have the table ready, it is time to embark on the adventure and play the scenario. When the app has loaded, follow these steps:

1. Read the introductory text and press "Continue."
2. The app will give you instructions to set up the scenario step-by-step. Place the tiles and markers in the order indicated by the app.

3. Deploy the Characters in the spaces indicated by the app. Players may decide the order of miniature placement together.
4. Once the deployment of the Characters is complete, the first round begins.

BEGINNING OF ROUND

↓

1. Beginning of round phase

↓

2. Activation phase

↓

Are there Initiative tokens on the Initiative tracker?

NO → **EXPLORATION**

YES → **COMBAT**

EXPLORATION

Characters activate in the order they decide

↓

CHARACTER ACTIVATION
» Untap your cards
» Create your Energy cubes reserve
» Perform 2 actions: Movement + Action or 2 Movements

↓

Have Enemies deployed? — YES →

NO ↓

END OF ACTIVATION
» If there are no Characters left to activate, the round finishes

---

Advance one round

COMBAT

Characters and Enemies activate when the Initiative tracker dial points at their token

↓

CHARACTER ACTIVATION
» Untap your cards
» Gather your Energy cubes reserve
» *First movement is free!*
» Spend your Energy cubes to perform actions

↓

END OF ACTIVATION
» States
» Advance your ◊ Initiative token on the track as many positions as your Initiative value

↓

Is the dial on position 10 and all activations and events have resolved?

NO → (back to Combat)

YES →

---

3. End of Round phase
END OF ROUND

Game round

Each round has three phases:

1. Beginning of round phase
2. Activation phase
3. End of round phase

1. Beginning of round Phase

During this phase all effects that occur at the start of the round are applied. The app will give you the necessary instructions to apply them in order.

If there are no Enemies on the board and any of the instructions in the app indicate that you should deploy them, **combat starts**. (See "Start Combat").

2. Activation Phase

In the Activation phase we distinguish between two assumptions, depending on whether or not there are Enemies in the scenario:

» **If combat has not started (there are no Enemies in the scenario),** take your Initiative tokens and place them on your Character sheet colored side up. Players decide together the order in which you wish to activate each Character. When it is your turn and you finish your Activation, turn over your Initiative token to show its gray side, indicating that you have already activated. When all the Characters have been activated, this phase ends and a round of play advances.
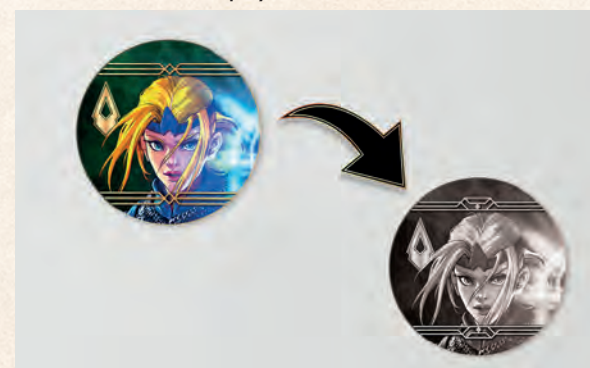
Ludivine's Initiative token starts out colored side up. When her activation is complete, flip the token to indicate that she has already been activated during this round.

Start of a combat

Whenever the app tells you to deploy Enemies and the only models in the board are the Characters, combat begins. When Enemies come into play, you must use the Initiative tracker to order their Activations and those of the Characters.

1. Advance the round counter
2. Place the ⬥ Initiative tokens of all the models on the board on the Initiative tracker in this order:

   • First, those of the **Enemies**.
   • Second, those of the **Characters**.

Place each Initiative token in the position on the Initiative tracker that matches the corresponding ⬥ value of the Character or Enemy.

Often, Characters and Enemies will have the same ⬥ value. Stack your tokens Enemies first, then Characters.

If multiple Enemies share the same ⬥ value, place them in the order in which they appear in the app, so that the first ones are at the bottom and the last ones at the top. In the case of Characters sharing the same ⬥ value, players must agree on who goes first and who goes after.

Ending of combat

When all Enemies on the board are eliminated, the combat ends. Advance the Round counter: each player takes their Initiative token and places it face up next to their Character sheet, ready to activate during the next round.

Event markers at the end of combat

If after eliminating all Enemies there are still event markers on the Initiative tracker, do not remove the Character's tokens or advance the round. Continue playing as if there were still Enemies on the table until all event markers have been resolved. When only the Characters remain on the Initiative tracker, proceed with the Ending of Combat steps as above.

More Enemies!

If more Enemies appear while combat is ongoing (even if only event markers remain), deploy the new Enemies and place their Initiative tokens on the tracker as many positions ahead of the current one as their ⬥ value indicates. You must always place new enemy Initiative tokens on top of any other tokens in that position. The app will sometimes tell you where you should place the Enemy tokens. In this case, follow the instructions in the app.

Combat will not end until all Enemies have been eliminated and all events on the Initiative tracker have been resolved.

» **If a combat has started (there are Enemies in the scenario),** advance one game round on the app. Then, rotate the Initiative tracker dial so that it points to position 1. Resolve the Activation of both Characters and Enemies with Initiative token located in that position, from the top of the stack to the bottom. Once all models in this initative position are activated, advance the dial to the next position on the Initiative tracker. Depending on its Initiative value, each model may activate once or several times throughout this phase. When the dial reaches position 10 and all the miniatures there have been activated (if any), this phase ends.

This is the disposition of Initiative tokens at the start of the round. During the Activation phase, the dial will rotate indicating the Initiative tracker positions in order. This way, Darach will be the first to activate. Upon reaching position 4, Ludivine, Nayra, and the Marked unit will do so. Later, in position 5, Zsoka will be activated for the first time in the round.

3. End of round Phase

When you finish resolving Activations or events in position 10 of the Initiative tracker, it will move back to position 1. Advance the round counter in the app and continue playing.

Initiative and Activation Order
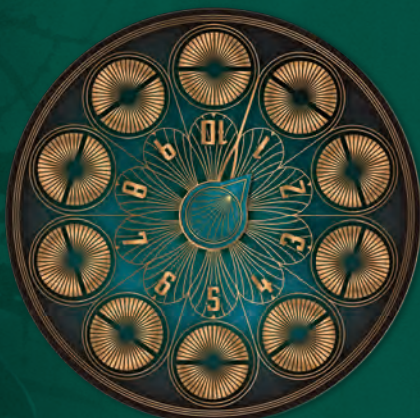
The Initiative tracker determines the order in which Characters and Enemies activate during the round. It is divided into 10 positions numbered from 1 to 10 onto which event markers, Character Initiative tokens and the Enemy Initiative tokens are placed. We only use the Initiative tracker when Enemies are present in the scenario or there are active events. When the Characters are not in combat and there are no events on the tracker, decide among yourselves the order of Character Activations.

As explained in the "Game round" section, at the start of a new combat, you must advance the round counter in the app and rotate the Initiative dial so that it points to position 1 on the Initiative tracker. Let's take a detailed look at how to determine the Activation order during the Activation phase using the Initiative tracker:

1. If there is an Initiative token in the indicated space, activate the corresponding miniature. At the end of its Activation, its Initiative token advances as many positions as the model's ⬦ value.
2. Repeat the previous step as long as there are Initiative tokens left in the indicated space.
3. Once the Initiative token space is empty of Initiative tokens, advance the Initiative dial one position.
4. Repeat the previous three steps until the Initiative marker reaches position 10 and all models with Initiative tokens there are activated. Once this is done, the round ends.

Stacked Initiative Tokens

When you place an Initiative token on a position where there is already another token, do so forming a stack. The last token to arrive will be on top and the first one that was placed is at the bottom. When it comes to activating the tokens in a stack, always start with the top one. Activate them one-by-one from top to bottom until you have activated them all. Then, advance the Initiative dial.

The Initiative tracker dial points to position 4. Until all Characters, Enemies, and Events have been activated, the dial will not advance to the next position. Ludivine will be activated first. When her activation is completed, Nayra will activate, and lastly, the Marked unit will do so.

Initiative above 10

It's possible that occasionally, in the same round, you will need to advance an Initiative token beyond 10. When this happens, continue advancing clockwise, starting from 1 again. Remember, you cannot advance past or even onto the current position!

At the end of her Activation, Zsoka advances her Initiative token as many positions as her ⬦ value of 5. Since she is in position 8, she moves through positions 9, 10, 1, 2 and stops at position 3.

Example of a round with Enemies

2 Let's see how Activations work with an example round:

During round 2, Darach and Nayra have activated a marker while exploring the scenario. Suddenly, a Marked unit (composed of two Enemies) appears and ambushes them.

3 As there were no Enemies until the Marked were deployed, **combat starts** and a new round automatically begins. The round counter advances to 3.

During the Beginning of Round phase, we must use the Initiative tracker. We first place the Initiative token of the Marked in position 4, corresponding to their ◊4.

Next, we place Nayra and Darach's tokens. Since Nayra has ◊4, her token is placed on top of the token of the Marked.

Finally, we turn the Initiative dial so that it points to the first position.

Once we have all the elements of the Initiative tracker ready, we move on to the Activation phase. We check if there are Initiative tokens in each position, and we do not advance the dial to the next until we have activated all the miniatures represented by their Initiative tokens.

There are no tokens in positions 1 and 2, so we stop at position 3, whereby Darach will activate.

Once Darach's Activation ends, his Initiative token advances on the tracker as many positions as his ◊3 value.

Since there are no Initiative tokens left in position 3, the dial advances to position 4.

The first token in the stack is Nayra's, so she activates before the Marked.

+1◊ During her Activation, Nayra places one of her Energy cubes on a space that advances her Initiative token one position.

Although the dial continues to point to position 4, her Activation continues normally.

At the end of her Activation, Nayra advances her token by as many positions as her ⬦value of 4.

Now it's the turn of the Marked. The two Enemies that make up the unit are activated one after the other. (See "Enemy Activation").

When both Marked finish their Activation, their unit's Initiative token advances ⬦4 positions.

Since there are no more tokens left in position 4 on the Initiative tracker, the Initiative dial continues to advance until it reaches position 6.

Darach activates and, upon completion, advances his Initiative token 3 positions. Since it is placed on top of Nayra's, he will activate before her.

There are no more tokens in position 6, so the Initiative dial advances to position 8.

The Marked unit is activated. Upon completion, their Initiative token should advance 4 positions. When we reach 10, we continue counting clockwise from it. So the Marked token ends up being placed in position 2.

Since there are no more tokens left, the marker advances to the next position.

In position 9 there is a stack of tokens. We start with the first of them: the one located at the top. Darach therefore activates first.

When his Activation ends, he advances his Initiative token 3 positions, so that it ends on top of the Marked token. When the dial reaches this position, Darach will activate first because his token is on top of the Marked token.

Next it is Nayra's turn, who at the end of her Activation advances her Initiative token to position 3.

There are no more tokens left in position 9. The marker moves to 10 and since there are no tokens left there either, the round ends at this point.

A new round would then begin, advancing the round counter to 4, keeping each Initiative token in the position it is currently in. In this way, the dial will advance to position 2, where Darach will be activated first and then the Marked. Next, in position 3, Nayra will activate. And so on.

As soon as all Enemies are eliminated and there are no Event markers on the Initiative tracker, combat ends. Advance the round counter one position in the app and a new round begins.

Character Activation

To simplify the game and make it more fluid when managing Character Activation, in *Warcrow Adventures* we distinguish when there are Enemies on the scenario (Combat Activation) and when there are not (Out of Combat Activation).

Combat Activation

Beginning of a Combat Activation

At the beginning of their Activation, your Character prepares to perform their actions by following these steps:

1. **Refresh cards** - All Skill cards and Equipment cards that are rotated are turned upright so they can be used again.
2. **Gather Energy cubes** - Remove all Energy and Dark Energy cubes from your Activation Panel and optionally remove them from Skill cards. This is your Energy reserve, which should not exceed the ⚡Energy value on your Character sheet plus any other sources of cubes from items or abilities. Any cubes you chose to leave on a Skill card count towards your maximum Energy reserve and are considered to have been pre-assigned to the Skill card and may not be used this turn to pay for actions
3. *The first move is free!* If there are no Enemies adjacent to you, you gain free movement points equal to your 🏃 value, with no energy cost. If later during this Activation you want to move again and you have no movement points left, you must spend Energy cubes on the ▷Run action. (See "Run").

Once these steps have been completed, you can now begin to perform actions with your Character (See "Character Actions").

Movement

During your Activation you can spend one movement point to advance from your space to one of the eight adjacent spaces. You can spend movement points at any time during your Activation, before and/or after performing any other action. Unspent movement points are lost at the end of your Activation.

Your Character can cross spaces occupied by other models, but cannot end their movement or perform Actions in them. Entering a space occupied by an Enemy costs one additional movement point. Spaces occupied by interaction markers cannot be crossed.

Movement lines

Some tiles have spaces marked with lines of different colors, which imply certain movement restrictions.

» **Blue Lines:** to cross these lines, you must spend two points of your movement. Blue lines do not block LoS (see "Line of Sight").
» **Red Lines:** These lines do not allow Characters or Enemies to move across them. Red lines do not block LoS.

There are other ways to move miniatures around the scenario:

Displace

When an effect allows you to Displace, you can move your Character to any adjacent free space without spending any movement points.

Place in range X

You can remove your Character miniature from its current space to place it on a free space that is in range X. You may not occupy the same space as another model.

Approach X to a target

Your Character moves a maximum of X spaces. Each movement should reduce the distance to the target whenever possible. "Approaching" does not spend movement points.

Move away X from a target

Your Character moves a maximum of X spaces. Each movement should increase the distance to the target whenever possible. "Moving away" does not spend movement points.

Push a target X

Move the target a maximum of X spaces. Each move should increase the distance to your Character whenever possible. "Push" does not spend movement points. If it is impossible to move the target X times, it will suffer 1💧 total once possible movement is resolved.

Attract a target X

Move the target a maximum of X spaces. Each movement should reduce the distance to your Character whenever possible. "Attract" does not spend movement points. If it is impossible to move the target X spaces, it will suffer 1💧 total once possible movement is resolved.

At the start of his Activation, Darach gains three movement points by not being adjacent to any Enemy. During his Activation he decides to spend his three Energy cubes (resolving triggers) to ▷Attack the Marked. One of his triggers allows him to Displace, so he gets LoS to the target and uses one of his movement points to get a better position. A Face-to-Face roll occurs between Darach and the Marked. Although the elf has no more Energy cubes left to spend, he still uses the two remaining movement points he has to move into the adjacent tile. And then, his Activation ends.

Spend Energy cubes

To perform actions during your Character Activation, you must spend Energy cubes placing them in the corresponding spaces on the Activation panel of your Character sheet. In *Warcrow Adventures* actions do not have a fixed cost. It is left to you to decide how to manage the amount of ⚡ you have. You can perform as many actions as the distribution of your Energy cubes allows.

Each of the lines on the Activation panel has a different requirement for spaces to be activated. This requirement is marked with a copper-colored band. In order to use any given line, you must be able to place cubes on all spaces marked by the band. If you do not have enough cubes, you will have to choose another line.

Follow these steps to perform an action:

1. **Select one of the 5 lines in the Activation panel.** The line must have all its spaces free. That is, **you cannot** use the same line twice during the same Activation.
2. **Declare how many Energy cubes you will spend.** To perform the action, you must be able to place a cube on each space inside the copper-colored band required in the selected line. If you do not have enough Energy cubes, select another line. You can spend more Energy cubes than necessary (up to a maximum of three) to activate more triggers in the line.
3. **Spend the Energy cubes.** Place your cubes one by one on the spaces of the selected line, from left-to-right. As soon as you place a cube, apply the trigger of the space in which you place it. You may only place cubes from your Energy reserve, you cannot move cubes from previously allocated positions.
4. **Declare and perform an action.** In addition to common actions, your Character may have other actions available from their Skill cards and their Equipment cards. Select one of them and perform it. You can perform the same action more than once during your Activation, but you must "pay" for each action with a separate line on the Activation Panel.

Triggers

The spaces on the Activation panel contain icons known as triggers. Whenever you place an Energy cube on them, they will activate. This must be done immediately, as soon as you place the Energy cube. Do not apply the effects of a trigger without having resolved the previous one. Consult the list of triggers on your Character's reference card to learn how to apply them.

Blocked line markers

Certain Enemies and Consequence cards can block any of the five lines of the Activation panel. When this happens, place a Blocked line marker covering the spaces on the indicated line. If you have Energy cubes on any space in a blocked line, remove them and place them aside. You will not be able to use them until your next Activation, as they were already spent.

Until you remove the Blocked line marker from your Activation panel, you will not be able to spend Energy cubes in that line.

During her Activation, Zsoka wants to ▷Attack a Husk with her Ax. In order to perform the action, you select line 1 of her Activation panel, as it does not have any Energy cubes on any of its spaces. To use this line, you must spend all of your Energy cubes, as marked by the copper-colored band around the spaces. Place the cubes one by one, activating the triggers in that order. The first and second triggers allow you to place a Taunted token on an Enemy; the third trigger allows you to Displace. Having resolved the expenditure of Energy cubes, an ▷Attack is declared and performed on a Husk and the attack is resolved.

End of a Combat Activation

At the end of your Activation, complete the following steps in this order:

1. Apply the effects of any States you have (which must be resolved at the end of your Activation) and resolve any necessary tests to remove them. (See "States").
2. Advance your token on the Initiative tracker by as many positions as your 💧 value.
3. Resolve or end any effects with the timing "at the end of your Activation".

Out of Combat Activation

When there are no Enemies on the table, the Characters are considered to be Out of Combat and **we do not use the Initiative tracker**.

Decide as a group the order in which Characters will be activated. When all Characters have activated once, the round will end. To mark who has activated and who has not, use the Initiative tokens. When a Character's activation is complete, turn over their Initiative token, showing its gray side.

IMPORTANT

*During an Activation in which there are no Enemies on the table, you can only move once and perform **one action** (this action can be Run). You do not need to place Energy cubes on your Activation panel to perform this action.*

Beginning of an Out of Combat Activation

Follow these steps :

1. Turn all your rotated cards upright (Skill cards and Equipment cards).
2. Build your reserve of Energy cubes. You may remove cubes from Skill cards at this time if desired.

Actions

During an Out of Combat Activation, you can perform one movement and one action or, if you wish, you can move twice by performing Run as your action. Do not place your Energy cubes on the Activation panel. Also, do not place Energy cubes on your Skill cards.

Movement

You can place your Character on any free space on the tile you are on or on any free space on an adjacent tile. The destination space must be reachable, that is, you must be able to trace a path through free adjacent free spaces to it from your current space.

End of the Activation

At the end of your Activation, flip your Initiative token showing its gray side to indicate that you have already activated during this round. When all Characters have been activated, and if there are no Enemies in the scenario, advance one game round and continue.

Character Actions

There are two types of actions you can perform by spending your Energy cubes: common actions and specific actions. All actions are preceded by the ▷ icon.

1. Common actions

Common actions are those shared by all Characters. Except for ▷Attack and ▷Magical Attack, common actions are not described on the Skill cards, Equipment cards, or your Character sheet. These are the common actions available:

- » ▷Run
- » ▷Interact
- » ▷Equip
- » ▷Attack
- » ▷Magical Attack
- » ▷Recover an Unconscious Character

▷Run

When a Character performs this action, a number of movement points are generated equal to the value of their 👢 attribute.

▷Interact

This action allows your Character to interact with **one Interaction marker** located on an adjacent space. You can only ▷Interact with one interaction marker at a time, even if there are several adjacent ones. Interacting with an Interaction marker **always** uses up an ▷Action, even if the text does not specify it.

Once you have declared the interaction, tap on the interaction marker in the app and follow the instructions. It is possible that during the execution of the interaction you must perform a test or several tests with one or more of your attributes to determine the consequences or success of said interaction. On some occasions, the app will allow you to choose the type of test; on others, there will be no alternatives. Regardless of whether you have to do multiple tests or make multiple decisions with a single interaction marker, everything is included within the same ▷Action.

> **IMPORTANT**
> *Remember that if the attribute is marked with the ⚜Expertise symbol, you can convert ✪ to ✸. And if you have an available Switch associated with this roll, you could activate it (see "Switches").*

Example of an interaction. In the first scenario, "Missing", we play our Activation and decide that we want ▷Interact with this Closed door marker, so we click on the icon in the app:

The app asks us for confirmation. We press "Yes".
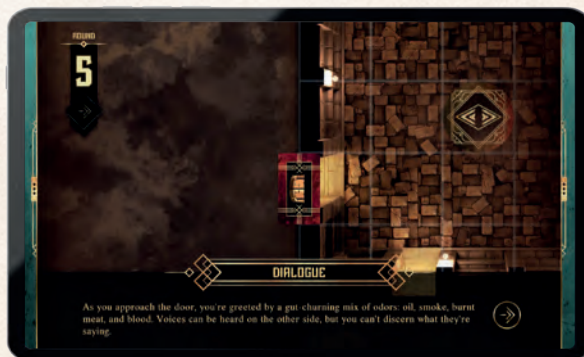
Then it provides us with a narrated description of what happens when we interact. We click on the arrow to continue.
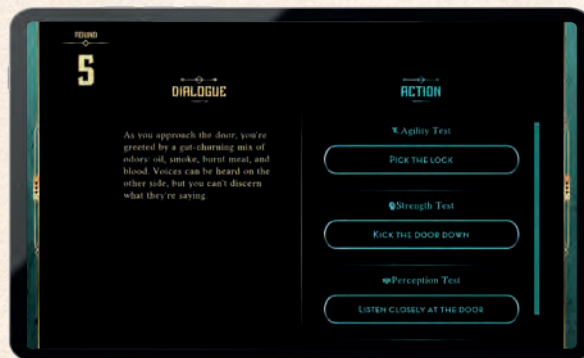
The interaction offers different options, and we choose to perform a Perception test.

We make the Perception test roll and enter the amount of ✸ obtained.

The app tells us the consequences of the interaction. In some cases, the consequences can go beyond the narrative, and the app will give us instructions to place or remove game elements.

▷Equip

This action allows you to exchange as many Consumable cards as you'd like with other Characters in adjacent spaces.

Attribute tests

Attribute tests consist of rolls that use the value of one of your Character's attributes and are most common during an interaction. (See "Interaction markers").

When the app prompts you for an attribute test:

1. Collect the appropriate pool of dice as shown on your Character Sheet next to the corresponding Attribute.
2. Roll the corresponding dice and enter the total number of ✱ symbols in the result into the app. The app will let you know if the test has been successful or not. Keep in mind that, if your Character has ⚔Expertise in the attribute they can convert ✿ into ✱. (See "Character Sheet").

For example, during a combat, a Character performs the action ▷Interact with this Interaction marker. After declaring the expenditure of their Energy cubes, click on the marker icon in the app:
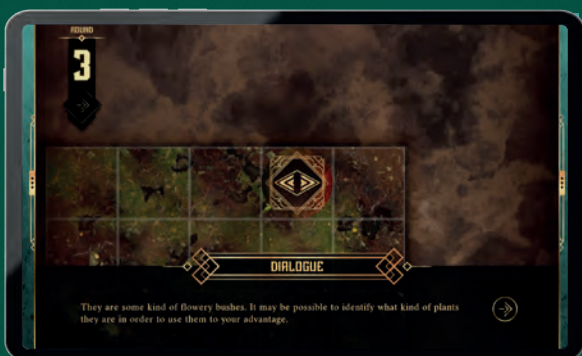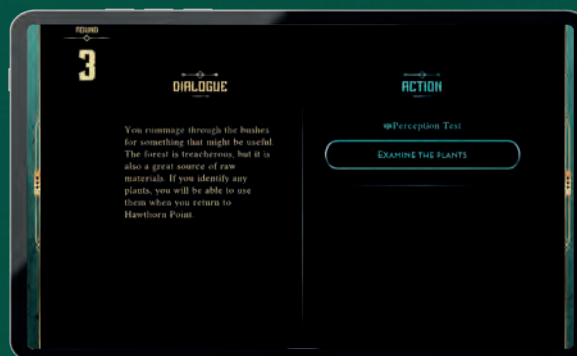

Initially, we can see a short narrative description about the marker.

The app will ask for confirmation, to determine if we really want to interact with the marker or if we just wanted a reminder of what it was.
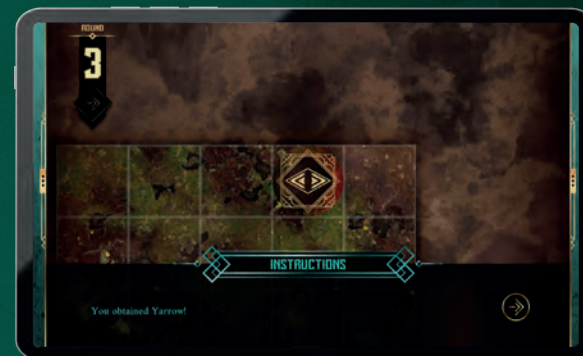

After reading the narrative text, we continue by pressing on the arrow.

The app asks the Character to perform a Perception test. If there were multiple options, the player may decide which test to take.

The player must make the roll according to his Perception value and enter the amount of ✱ obtained.

The app describes the consequences of the interaction depending on the degree of success (number of ✱ symbols), and might provide new instructions. Follow them one-by-one.

Some Enemy abilities and attacks may also require you to pass an Attribute test to avoid suffering their effects.

Attribute tests with difficulty

Attribute tests may indicate the minimum number of ✱ or 🛡 in parentheses required to pass them. For example, an Enemy might have an ability with the text: "The target of your attack must make a Willpower test (✱✱) or else receive the Frightened state." If your Character is the target of this Enemy's attack, you must roll your Willpower value and score at least 2✱ to avoid suffering the Frightened Status.

Assisted tests

When you are making an attribute test as part of the ▷Interact action, the scenario may allow another Character to assist you, as long as they are adjacent to you. In that case, add to your roll one of the dice of the same attribute of the Character who is helping you. Remember that **you cannot** roll more than three dice of the same color.

You cannot receive assistance from more than one Character at the same time.

This action is available on all weapons and some Equipment cards you have equipped, and allows you to perform an attack against an Enemy. But in order to declare an attack you must first meet the requirements of Line of Sight (LoS) and range to the Enemy.

Line of Sight

Line of Sight (LoS) represents what a model can see. To determine if you have Line of Sight to another miniature or a game element (Enemy, marker, scenery element, etc.), you must be able to draw a straight line from one of the vertices of your Character's space to any vertex and at least part of one side of the space in which your target is situated, without it being cut off by other miniature, walls, or spaces that block the LoS.

If the LoS reaches one of the target's vertices, but it simultaneously belongs to two spaces with an element that blocks the LoS (other than the target), the LoS is blocked.

Darach has Line of Sight (LoS) to Ludivine and Nayra. He also has LoS to Husk 1, since he can draw a line towards one of the sides of its space and even the vertex shared with Ludivine, since only she blocks LoS. He has no LoS towards Marked 1, since the only vertex it reaches is shared by two other Characters that block LoS. He also does not have LoS towards Marked 2, since the LoS is cut off when it reaches the vertex of the square where Nayra is situated. He has LoS towards Husk 2, since he sees all of one side and the first vertex is only shared by a wall.
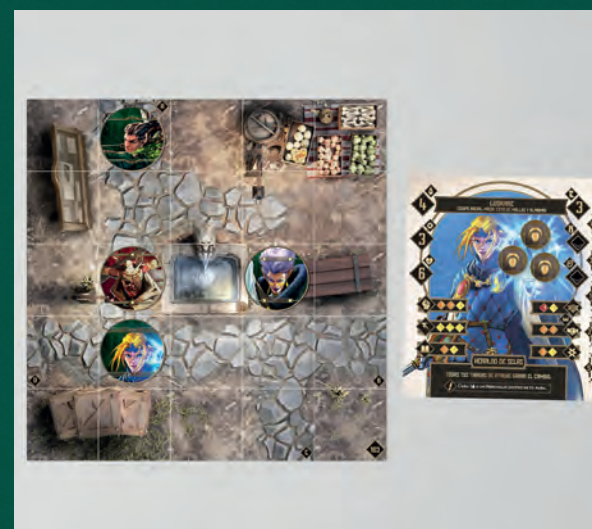
Range

The range indicates the distance in number of spaces at which a miniature must be situated to be the target of an attack, an effect or the casting of a spell. To measure the distance between two spaces, you must count the number of spaces that separate them both, including the final one and following the shortest path (even if this includes other miniatures).

Range is expressed using two numbers which indicate a minimum and a maximum distance. For example: Range 2-5 indicates that the target must be at least two spaces away and at most five spaces away. Range 2-2 indicates that the target must be exactly two spaces away.

Range 0

When a minimum range of 0 is indicated, it means that the Character or Enemy can be designated as the target of its own Effect. They can also target the space they are on if the effect allows them to target a space.

During her Activation, Ludivine makes an attack against the Marked and decides to activate the Switch provided by Herald of Selas to heal 1💧 on a Character within her Aura. Ludivine's Aura has a range of 0-3, because she has three Aura tokens on her Character sheet. She can heal 1💧 on Nayra as she is at range 2, to Darach as he is at range 3 (Aura does not need LoS), or she could even heal herself since the minimum range of Aura is 0.

Face-to-Face Roll

Face-to-Face Rolls always involve a Character and an Enemy, as the results of their rolls can affect one another. To resolve a Face-to-Face Roll, follow these steps:

1. Create your dice pool and that of the Enemy. In this step, all the rules, upgrades and downgrades that each roll may undergo must be applied. Always start by modifying the Character's roll first, and then that of the Enemy. If you are to add dice to a roll that would be modified, first add the dice and then modify the roll. Both Characters and Enemies may gather both offensive and defensive dice in their dice pools.

2. Roll the Character dice and the Enemy dice.

3. Add the corresponding **automatic symbols** (if any).

4. Switches. At this point, apply the Switches to both the Character and the Enemy. (See "Switches").

5. Resolution
- The Character cancels as many ✸ of the Enemy's roll as there are 🛡 left in their roll and vice versa: the Enemy cancels the Character's ✸ with their 🛡.
- The final roll result for both Character and Enemies contains any symbols that have not been spent on Switches and have not been canceled.

If after resolving the Resolution step, at least one ✸ remains in the Character's roll result, we say that the roll has been successful. Additionally, when performing an ▷Attack action, the resulting ✸ are 🩸 that are inflicted on the opponent. (See "Character Actions. ▷Attack").

Switches

Switches offer you the possibility to spend some of the symbols you have obtained (along with automatic symbols) to apply various effects. Each Switch can only be activated when the roll it is associated with is made.

This is what the Switches look like:
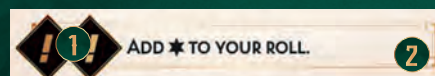
1. Symbols necessary to activate the Switch.
**2. Effect**.

To activate a Switch, spend the indicated symbols and apply their effect. The symbols you spend in this way will no longer be available for other Switches, nor will they count towards the Resolution of the roll.

> **IMPORTANT**
> *You can only activate each Switch **once**, even if you have enough symbols to activate it multiple times*

Thanks to her Innate Ability: Master of Magic, all of Nayra's ⓜMagical Resistance rolls have the indicated Switch available. As long as you get at least one ! and decide to spend it to activate the Switch, you may add 🛡 or ✸ to your ⓜ roll.
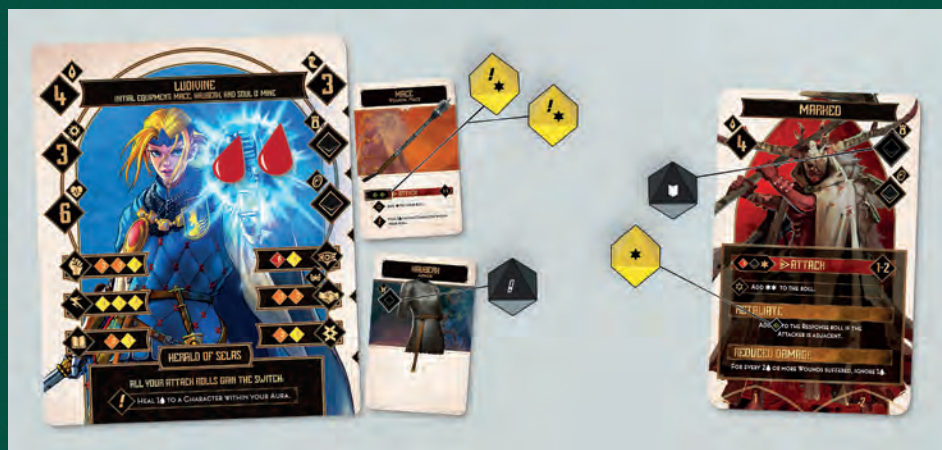
Ludivine performs ▷Attack with her Mace against a Marked. Ludivine adds the Attack roll of her weapon to her Armor: ◆◆◇. The Marked uses her Response: ◇ and also activates her "Retaliate" ability to add ◆ to her roll because she is adjacent to Ludivine. They both roll their dice at the same time.
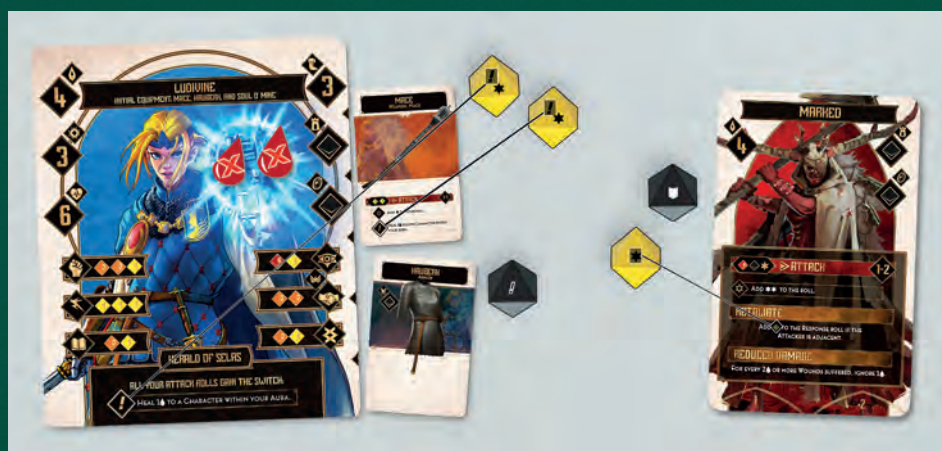
During the Switches phase, Ludivine decides to spend one of her ! to heal 1🩸. Additionally, she can spend her second ! to activate her Innate Ability: "Herald of Selas," and heal 1 additional 🩸. The Marked does not activate any switches. During the Resolution, the Marked's 🛡 cancels one of Ludivine's ✸, but the remaining one becomes 1🩸 for the Enemy. Ludivine, for her part, has not obtained any 🛡 that cancel the ✸ of the Marked, so she also receives one 🩸.

Resolving the Attack

Make a Face-to-Face roll between your Attack roll and the Enemy's Response roll. To compose your attack dice pool, gather the dice specified in your weapon and also add the dice specfied by your 🛡Armor. Both rolls can be modified by Equipment cards, Skill cards, and other applicable effects.

During the Resolution of the Face-to-Face roll, each ✹ not canceled by the Enemy inflicts 1💧. Conversely, for each ✹ that the Enemy obtains and you cannot cancel, you receive 1💧.

Response Roll

The dice pool for a Response roll is made up of the Defense and Armor values of our Characters. Some effects, Switches, items, or abilities may allow you to modify this roll, replace it with another one or add symbols to it.

In the case of Enemies, their Response roll is specified on their cards with the 🛡 icon. (See "Enemy Cards").

▷Magical Attack

This action allows you to cast a spell against an Enemy using a magic item. Same as with the Attack rolls, the range and LoS rules apply.

Resolving a Magical Attack

Make a Face-to-Face roll between the value of the roll of the magic item you are using and the Enemy's Magical Resistance value. Both rolls can be modified by Equipment cards, Skill cards, and other available effects.

During the Resolution of the Face-to-Face Roll, the Enemy suffers 1💧 for each ✹ not canceled. As with the Attack action, for each ✹ that the Enemy obtains and you cannot cancel, you receive 1💧.

▷Recover an Unconscious Character

This action allows your Character to revive another who is Unconscious. To perform this action, your Character must be adjacent to the downed Character. Upon returning to their feet, the player who recovers their Character must turn over their Initiative token, draw a card from the Consequence deck, and apply its effects immediately. (See "Wounds, Unconsciousness, and Death").

Specific Actions

In addition to common actions, you may have specific actions at your disposal that are described on some of your cards. For all of them, the effects are detailed on the cards themselves.

Completing the scenario

The scenario will end when the Characters achieve the objectives set within it. You can check the objectives of the scenario by clicking on "Objectives" in the app. The list of objectives may be updated as you progress through a scenario.

Marked 1 performs ▷Attack on Zsoka. She composes her Attack roll according to what her card indicates (◆◆✹). For her part, Zsoka gathers her Response roll, composed of her 🛡Defense value (◆) and the Armor provided by her equipment (◆◆). They both throw the dice at the same time. During the Switches phase, Zsoka activates the Switch in her Armor, adding 🛡 to her roll, while the Marked fails to activate any switches. Zsoka blocks two of the Marked three ✹, but the remaining ✹ becomes a 💧 for her.
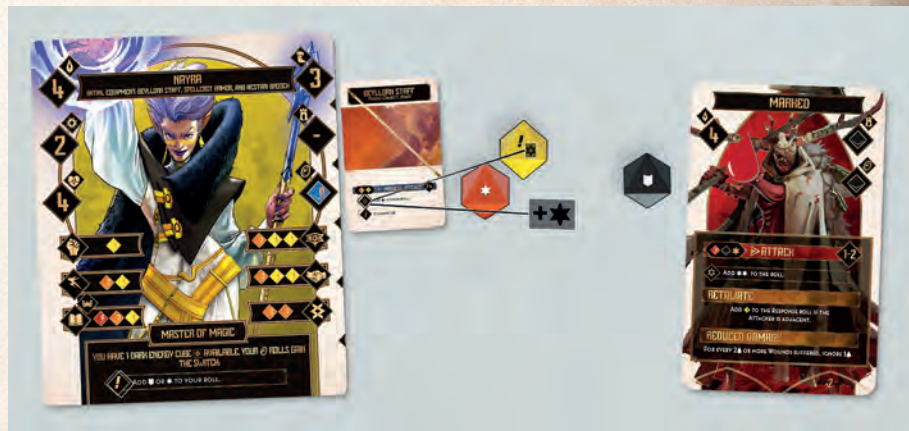
Nayra decides to execute the action ▷Magical attack using her Staff on a Marked. They Face-to-Face roll comparing the Staff's roll (◆3) with the Marked ◎ (◆). During the Switches step, Nayra activates the Switch of her Staff to spend the ✿ she has obtained and add a ✹ to her roll. Additionally, she can use the ❗ she has obtained to cleanse herself of 1✹. The Marked has no available Switches. During the Resolution, the 🛡 of the Marked cancels one of Nayra's ✹, so the uncancelled ✹ becomes 1💧 that Nayra inflicts on the Marked.

Unconscious Characters

The moment all Characters fall Unconscious, open the left side menu on the app and press the "Death" button. The scenario will restart, given you the chance to start anew.

Special Abilities

All Characters have a **Special Ability**. You will find the rules for applying its effects on your Character's reference card. All abilities make use of three tokens exclusive to each Character. At the start of the scenario, place the Special Ability tokens next to your Character sheet, forming a reserve.

Terms used

The effects of your Special Ability, your Equipment cards, and your Skill cards may require you to use your Special Ability tokens in different ways:

Spend X tokens. Spend X Special Ability tokens from your Character sheet placing them back in the initial reserve, and then resolve the effect. When this expenditure is a requirement to apply an effect, you must be able to spend X tokens.

Place X tokens on you. Place X Special Ability tokens on your Character sheet from the reserve.

Place a token on an Enemy. Place a Special Ability token on the Enemy's card of the miniature you selected as your target. If the unit has more than one member, use the numbered tab to place the token on the corresponding Enemy. When an Enemy dies, the Special Ability tokens on their tab return to their owners' reserve.

Place a token on a space. Place the Special Ability token on the selected space. Special Ability tokens do not block LoS or take up space. If there are any miniatures or game elements in the same space, place the token under or next to them. You need to have LoS to the space to place the token.
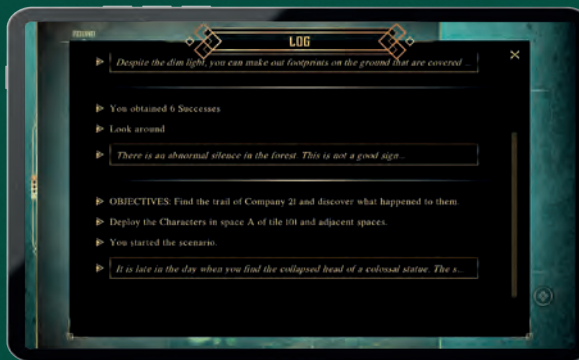
Scenario menu

Once the scenario has started, you have a menu at your disposal made up of three icons located at the bottom right of the screen:

1. **Objectives.** You can check the scenario objectives at any time by clicking on this icon.

2. **Log.** The application keeps a record of all instructions, dialogues, and interactions made by the Characters.

3. **Settings.** Settings will allow you to change language, save the game and exit the current scenario.

4. **Inventory**. Here you can see which ingredients you are gathering throughout the scenario.

Sacrifice X tokens. Remove X Special Ability tokens from the game table. It doesn't matter where they are. The sacrificed tokens will not be available again until the end of the scenario, unless another effect allows you to recover them.

Recover X tokens. Take up to of X sacrificed tokens and place them back into the initial reserve.

From this moment on, they are available again. Remember that your Character **can never** have more than three Special Ability tokens.

Special Ability tokens do not need to be in your reserve in order to place or sacrifice them. You can relocate a token that is already on an Enemy, a Character, or a space. For example, Darach can place

an available Hunter's Mark token on an Enemy or remove it from another Enemy to place it on the new target. Likewise, Nayra can remove a Naurlynn from the space she is in to place it in a new one.
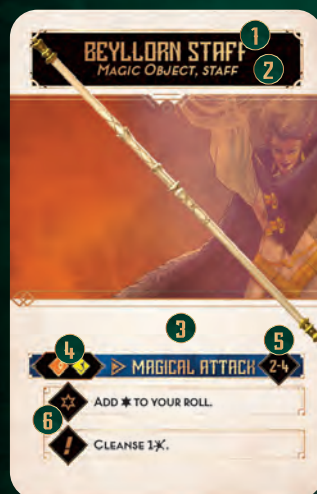
Types of Cards
Equipment Cards

Equipment cards include weapons, armor, magic items, and special items. Your Character can be equipped with a weapon or magic item an armor, and a special item.

Below you will find a list of their contents:

1. **Name**.
2. **Type of item**.
3. **Action**.
4. **Roll**. These are the dice that we roll when we attack the target Enemy.
5. **Range**. The target Enemy must be within this range and in Line of Sight to resolve an attack or effect.
6. **Switches**. This action may have Switches that allow you to activate various effects.

1. **Name**.
2. **Type of item.**
3. **Bonuses.** Any values that appear under an attribute or Characteristic symbol are added to the values you already have. In this example, Armor allows you to add ◆◇ to your Response value.
4. **Effects**. Equipment cards can make effects available to you or provide Switches to your rolls.
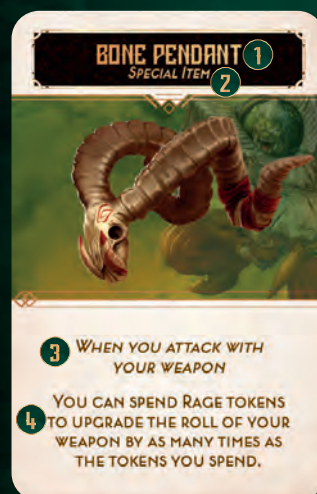
1. **Name**.
2. **Type of item.**
3. **Requirements**. These indicate the moment or conditions under which you can use the item's effects.
4. **Effects**. Equipment cards can make effects available to you or can provide Switches to your rolls.
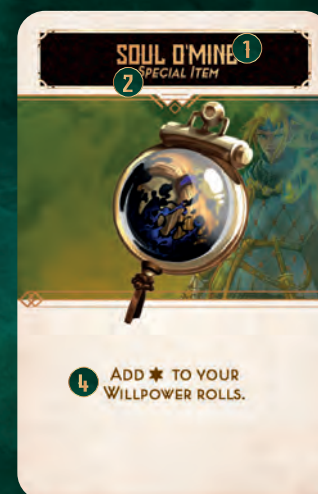
Skill Cards

Skill cards give you the opportunity to activate numerous effects and perform new ▷Actions.

This is the content of a Skill card:

1. **Color of the card.** This color indicates the category of the card. Before each scenario, the app will tell you how many cards of each color you can carry.
2. **Character to whom the skill belongs. You cannot** use another Character's Skill cards.
3. **Name**.
4. **Requirements**. These indicate the moment or conditions under which you can use the skill's effects. If the text says "Continuous," it means that the card is active at all times.
5. **Effects**. Apply the effects of the Skill card in the order they are described.

In order to use a Skill card, make sure to meet all these requirements:

» The card must be placed upright, that is, placed in your play area in a vertical position.
» You must meet all requirements of the card, assuming it has any.

Skill Cards with an Energy requirement

Some Skill cards have a slot of the same type as those used on the Activation panel in which to place Energy cubes.

To apply the effects of this type of card, you must place during your Activation an Energy cube on the space present on the card.

At the start of your Activation you can recover any number of Energy cubes you have on any of your skill cards to create your Energy reserve.

The card's effects remain active and available from the moment you place the Energy cube until the moment you remove it.
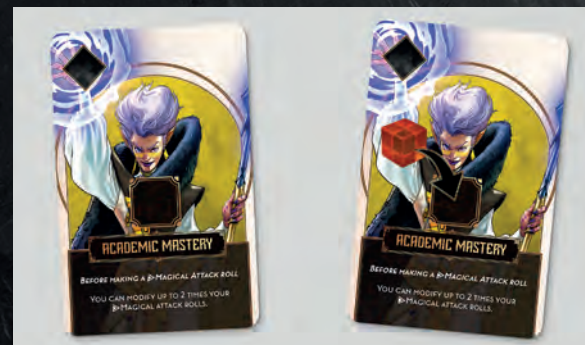
IMPORTANT

Skill cards with an Energy requirement that are flipped will lose all Energy cubes on them. These Energy cubes will not be available again until the start of your next Activation.

For each Dark Energy Cube you place on a Skill card, you will gain 1✖ (see "Tinge. ✖ Stain").

Card effects may include instructions (in bold) that tell you how to activate them:

» **Rotate this card:** Rotate the card 90°. Once the card is rotated, you will not be able to apply its effects again even if you meet all of its requirements. At the start of your Activation rotated cards are turned upright and become available for use again. (See "Character Activation").

» **Flip this card:** Flip the card over. Instructions on how to switch between one side and another are included in its description. These cards have an "initial side," which indicates that you must start with that face up at the beginning of the scenario.

Consumable Cards

BANDAGES

Heal up to 3🩸 from your Character or an adjacent Character. Discard this card.

During the development of the scenario and the Campaign, you can obtain different consumable items, the effects of which are always available.

The text on each card will tell you when to discard it (usually after its first and only use). Discarded Consumable cards **cannot** be made available again.

You cannot have more than four Consumables cards at any time.

Markers

During the course of a scenario, you will encounter three types of markers: Event markers, Exploration markers, and Interaction markers.

Event markers

Events are narrative fragments that influence the scenarios. Each Event is represented with its own marker, which is placed on the Initiative tracker. When an Event appears, the app will tell you where to place the Event marker. When it is its turn to activate, tap on its icon in the app to activate it and follow the corresponding instructions.

Some Events will appear on the screen but will not have a marker on the Initiative tracker. When this happens, the app will tell you when to activate them.

Exploration markers

Exploration markers represent locations or objects that Characters can investigate. They do not require an Action to interact with, unlike Interaction markers. Place yourself on the same space during your Activation and tap on its icon in the app to activate its effects. These markers do not take up space or block LoS.

Interaction markers

These markers represent objects or Non-Playable Characters (NPCs) with which it is possible to interact. They occupy the space they are on, so you must move to an adjacent space and perform the ▷Interact action. Remember that interacting with one of these markers will always consume an action.

Tap on its icon in the app. Often, the interaction will require you to pass one or more tests with some of your attributes. (See "Attribute Tests").

These markers do not allow movement through them, although they do not block Line of Sight (LoS).

During the progression of the campaign and scenarios, you will often encounter the message "The party acquires," followed by a key item. These are purely narrative elements, and are not represented by cards or tokens. The app will be in charge of managing them and opening the corresponding narrative options.

For example, "The group acquires Lion's Key." This item will allow you to open something during the scenario… but what? It's up to you to figure that out!

Special Interaction Markers

Some interaction markers are represented by their own icon. If you have the *Warcrow Adventures* scenery box, you can replace these markers with the corresponding item. They follow the rules described for interaction markers unless otherwise noted. These are the special interaction markers:

1. **Chests**.
2. **Tables**.
3. **Altars**.
4. **Closed doors**. To open a closed door it is essential to interact with it. Characters can open a door while adjacent to either side. This marker blocks Line of Sight and movement while it it closed.
5. **Rubble**. This interaction marker blocks Line of Sight.
6. **Portals.** Treat Portals like closed door markers. They also block Line of Sight and can be opened when adjacent to either side.

Fog Markers

These markers are placed wherever indicated by the app. Tiles that have one of these markers in any of their spaces are under its effects. When the app triggers the Fog event, follow its prompts. **You cannot** interact with a Fog marker. Fog markers do not occupy the space they are on (Characters can be placed on top of them) and they do not block LoS either.

Enemies

Enemies are the main threat that the Characters will encounter in each scenario, and are represented by miniatures on the game table. Enemies form units of between one and two members, represented by a single card. The app will tell you how they move and who they attack when they are activated. (See "Enemy Activation").

Enemy Card

This is the content of an Enemy card:

1. **Name** of the unit.
2. **◊Initiative**. This value indicates at what position on the Initiative tracker the unit's Initiative token should begin when it is deployed on the board. It is also used to advance the Initiative token the same number of positions at the end of the unit's Activation. (See "Enemy Activation").
3. **◙Response**. This roll represents the Enemies' ability to defend themselves and respond to the Characters' attacks. (See "▷Attack").
4. **◎Magical Resistance**. This roll represents the Enemy unit's ability to avoid the effects of magic items and spells. (See "▷Magical attack").
5. **▷Attack**. All Enemies in the unit will perform this attack when the unit fights the Characters. Each Enemy attacks a Character separately; this can be the same or a different one for each one Enemy. The attack indicates the corresponding dice pool and its range. It is possible that some Enemies from the same unit cannot attack a Character and others can. Additionally, Enemies can also include Switches to their rolls. (See "Enemy Activation").
6. **Abilities**. The unit may have access to various abilities the effects of which are always available and should be applied whenever possible.
7. **Enemies**. When you deploy the Enemies of a unit, assign a number to each one to distinguish them. When an Enemy receives a State, place the tokens on or under the appropriate tab.

Deployment

The app will indicate when the Enemies appear and will give instructions for deploying them in the scenario. If the unit is made up of more than one miniature, deploy the first one in the indicated space and the second in an adjacent space.

If the deployment space is occupied by another model, place the Enemy on an adjacent free space. If it is a unit of two Enemies, place both in spaces adjacent to the deployment space.

Occasionally, more than one unit of the same Enemy will be deployed (for example, two units of Husks). To differentiate between them, we use the colored rings that attach to the bases of the miniatures: black and white. The deployment instructions will tell you which color corresponds to which unit using diamonds.

> ▷ Deploy one unit of Husks ◇ in space C of tile 101 and adjacent spaces.
> ▷ Deploy one unit of Husks ◆ in space D of tile 101 and adjacent spaces.

If the diamond is gold, it is not necessary to use a ring.

When you finish deploying an Enemy unit, take its Initiative token. Make sure the color of the token corresponds to the ring on its base (if it has one). Then, place it in the position of the Initiative tracker that indicates its ◊Initiative value.

IMPORTANT
Remember that if there are no Enemies on the game board at the time of deploying new Enemies, combat begins. (See "Start Combat").

Enemy Activation

Enemy units are activated according to the position of their Initiative token on the Initiative tracker (see "Initiative and Activation Order"). When you activate an Enemy unit, select the unit in the app's side menu by tapping on its name. Once inside the menu, tap "Behavior." The app will show you the actions that each of the Enemies in the unit will attempt to perform.

Do not activate a new Enemy from the unit until you have completely finished activating the current one. When all the Enemies that make up the unit have been activated, advance the Initiative token by the number of positions equal to the unit's ◊ value.
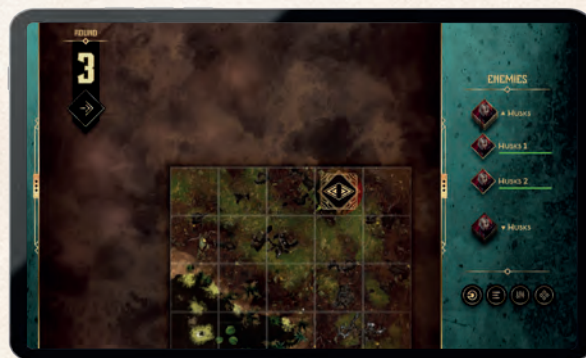
There are two Enemy units deployed: Husks (Gold) and Husks (Black). It is the turn of the (Black) Husks, so we tap on their name in the side menu. The unit will be drop down so we can choose which Husk is activated, number 1 or number 2.
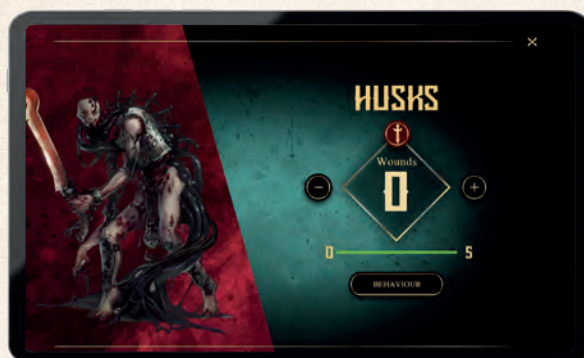
A screen appears indicating the actions that the first Husk can perform during its Activation. Choose which action it takes, depending on the conditions (range, Line of Sight, target), fully resolve its entire Activation, and then activate Husk 2.

Enemy Behavior

Enemy behavior appears in an ordered list of options with two parameters: range and target. You should start by checking the parameters of the first option. If by following them the Enemy obtains a valid target, perform the actions on it. Otherwise, go to the next option and check its values. Repeat this sequence until you have at least one target Character. These are the behavior parameters of the Enemies:

EVIL IA
When it's the Enemies' turn, keep in mind that the game will be much more interesting if, facing all the possibilities, you pick those more detrimental to the Characters. This includes deployment, target selection, miniature placement, etc.

Imagine, if you will, that what is controlling the Enemies is another player. They wouldn't want to make it easy for you (and neither would we, as designers!). So, when the Enemies activate, always gravitate towards the worst of the possibilities for the players. Make their lives inside the game as difficult as humanly (or inhumanly…) possible!

1. **Range**. Check to see if there is a valid target within the listed number of spaces in the range parameter. If so, proceed to step 2. Note that if the parameter is followed by (LoS) the target must also be within Line of Sight to be valid.

2. **Target**. This is a selection criterion in the event that there are two or more Characters within the indicated distance:
   - **Shortest range**. Select the closest Character in range.
   - **Furthest range.** Select the farthest Character in range.
   - **Lowest ◊Initiative | ⚡Movement | ♥Vitality**. Select the Character with the lowest printed value in the indicated Characteristic.
   - **Highest ◊Initiative | ⚡Movement | Vitality**. Select the Character with the highest printed value in the indicated Characteristic.
   - **Lowest (Attribute)**. Select the Character with the lowest dice pool in the indicated attribute.

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- **Highest (Attribute)**. Select the Character with the highest dice pool in the indicated attribute.
- **Closest on the ◊Initiative tracker.** Select the Character whose Initiative token is the least distance away on the tracker (counting clockwise) from the Enemy's token.
- **Furthest away on the ◊Initiative tracker**. Select the Character whose Initiative token is the furthest away on the tracker (counting clockwise) from the Enemy's token.
- **⚘ (Attribute)**. Select the Character that has the indicated attribute marked as ⚘Expertise.

  In the event that two or more Characters are still tied after applying these criteria, select the Character whose Initiative token is the furthest away on the Initiative tracker (counting clockwise) from the Enemy's token. If there are several Characters in that same position, select the one whose token is lowest in the stack.

3. **Actions**. Once the Enemy has found a target Character, perform the indicated actions, which can be:
   - ▷**Attack**. The Enemy performs the ▷Attack action described on its Enemy card. Make a Face-to-Face roll between the Enemy's Attack Roll and the target Character's Response roll, which is formed by adding their Defense and their Armor value. Both rolls can be modified by Equipment cards, Skill cards, and other active effects.
   - ▷**Magical attack**. The Enemy performs the ▷Magical attack described on its Enemy card. Make a Face-to-Face roll between the Enemy's Attack roll and the Character's Magical Resistence roll. Both rolls can be modified by Equipment cards, Skill cards, and other active effects.
   - ▷**Assault**. The Enemy is placed directly on the nearest free space that is adjacent to their target.
   - ▷**Approach X**. The Enemy displaces a maximum of X times. Each movement should reduce the distance to the target whenever possible. The Enemy stops moving once it is on a space adjacent to its target.
   - ▷**Move away X**. The Enemy displaces away a maximum of X times. Each movement should increase the distance to the target whenever possible.

- ▷**Push X**. The target displaces a maximum of X times. Each move should increase the distance from the Enemy whenever possible. If it is impossible to move the target X times, it will suffer 1◊ at the end of the effect.
- ▷**Attract X**. The target displaces a maximum of X times. Each movement must reduce the distance to the Enemy whenever possible. The target stops moving once it is in a space adjacent to the Enemy. If it is impossible to move the target X times, it will suffer 1◊ at the end of the effect.
- ▷**Block line X**. The target Character must place a Blocked line marker on the Xth line of their Character sheet. Line blocks can only be removed as if they were a State. (See "States").
- ▷**Cleanse**. The Enemy removes from their card all status tokens and special ability tokens placed on him by the Characters.

If the Enemy performs more than one action, resolve them one-by-one in the order in which they are indicated. If the target Character falls Unconscious when resolving an action, ignore the following actions and the Enemy model's activation ends.

Enemies can activate effects that only remain active until the end of their Activation, such as being able to add ✸ to their Attack Rolls or advance their Initiative token a number of positions different from their ◊Initiative value.

If the Enemy acquires any Switch to carry out its actions, it must be applied before the Switches indicated on its Enemy card.

Large Enemies

Some Enemies in *Warcrow Adventures* are huge and have a 55mm base that takes up four spaces. All Enemies that have a base of at least 55 mm are considered Large Enemies.

Deployment

When you deploy a Large Enemy, place it occupying a group of four free spaces that includes that space indicated by the app. If it is impossible to deploy the miniature on four free spaces, follow the same procedure explained on the next page for movement.

Movement

To move a Large Enemy, take one of the spaces it occupies as a reference. Move the model with respect to this space as if it were a normal model occupying a space. When the model finishes its movement, it must occupy exactly four free spaces on the board:

If any of the four destination spaces are occupied, move the model that occupies it to an adjacent free space. If you have to move several miniatures, start by resolving the movements of Enemies before Characters. If there is no free space adjacent to which to move a miniature, this will in turn cause a displacement of one of the adjacent miniatures (you choose which one).

Large Enemies can pass through the gap of any open door, even if it's only one space wide, as long as they can finish their entire movement on the other side. They can also move without restrictions through the spaces delineated by red or blue lines.

IMPORTANT
*Characters **cannot** Displace, Place, Attract, or Push a Large Enemy.*

Line of Sight

To determine a Large Enemy's LoS to another model or space, use any of the four spaces it occupies and apply the Line of Sight rules. (See "Line of Sight").

To calculate your Character's LoS towards a Large Enemy, you can take any of the four spaces it occupies as the target space.

IMPORTANT
Only a Large Enemy can block LoS to another Large Enemy.

Wounds, Unconsciousness, and Death
🜄Wounds

You cannot have more 🜄Wound tokens than your 💙Vitality value. Any 🜄Wounds you would suffer above this value are ignored. The moment your Character suffers as many 🜄Wounds or more as their 💙Vitality value, they will fall **Unconscious**.

Assign, one-by-one, the 🜄Wounds suffered by Characters and Enemies. For Characters, place the Wound tokens on their Character sheet. For Enemies, tap on the affected unit on the side menu of the app. When the member of the unit drop down, select that suffering the Wounds and assign them as many as they received.
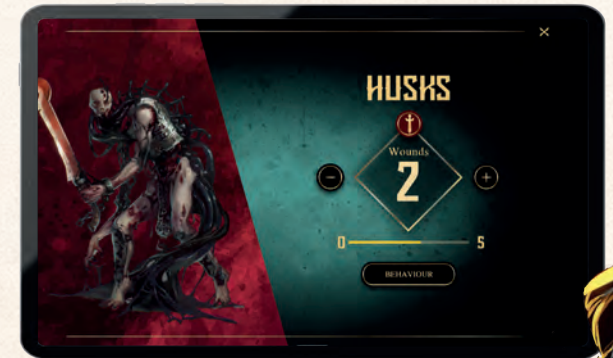
If an effect allows you to "heal X🜄" of a Character, remove a maximum of 🜄Wound tokens as indicated by 'X' from their Character sheet.

Unconscious

When you fall Unconscious, clear your Character sheet, removing all tokens (Wounds, States, and Special Ability), any Energy cubes, and any Dark Energy cubes you have on your Skill cards. Take all your Special Ability tokens and gather them together with your Character sheet. You can lay the miniature down as a reminder to others if you choose.

If you fall Unconscious during your Activation, it ends once you resolve the current action. You still advance your Initiative token on the tracker by as many positions as your 🜆 value.

Flip your Initiative token so that it shows its gray side, indicating that you are Unconscious. If it is on the Initiative tracker, do not remove it until the Initiative dial points to the position it is in. When that happens, place it next to your Character sheet (always showing its gray side). While you are Unconscious you cannot be the target of actions or suffer any type of effect from Enemies or the scenario itself. Additionally, entering the space you are in costs an additional movement point and no one can end their movement there. You also do not block Line of Sight.

You can only come out of Unconsciousness if another Character performs the action ▷**Recover an Unconscious Character** on you. When that happens, do the following:

- » Draw a card from the Consequence deck and apply its effects immediately. Place the card next to your Character sheet.
- » Flip your Initiative token showing its colored side, either in your play area or on the Initiative tracker.
- » If you removed your Initiative token from the Initiative tracker and there are still Enemies in the scenario, place it back on the tracker one position ahead of the current one, and place it on top of any other Initiative tokens that may be there.

If the scenario ends and you are Unconscious, draw two Consequence cards and place them face down next to your Character sheet. They count for the maximum number of Consequence cards a Character has, but their effects are not applied.

Consequences

When you receive a Consequence card, place it in your play area, near your Character sheet. The effects of the Consequence are applied from that moment on and will end when the card is turned over.

Your Character can cure its Consequence by applying the effects of items or Skill cards that indicate so. Characters can also be healed during the Hawthorn Point phase, after finishing the scenario. However, a Character who has three or more Consequences will **not** be able to participate in the next campaign scenario.

Those Consequences not flipped maintain their effects from one scenario to the next. You can get rid of them during the Hawthorn Point phase or using a Consumable card (and who knows if there is some other way…).

Death

When an Enemy suffers as many or more 🜆Wounds than its 💜Vitality value, it dies. Upon reaching its maximum number of Wounds, the app will ask you to confirm if the unit has been defeated (in case it was a mistake or oversight), and then it will eliminate the Enemy in question. If they are part of a unit, the members of the unit die individually.

On the Enemy card, remove all State and Special Ability tokens on its tab, and then remove the model from the scenario.

If the Enemy who dies is the last one of its unit, remove the Enemy card. The app will delete the entire unit. Some scenarios will ask you, as part of the instructions, to eliminate enemies from the side menu. To do this, tap the Death button.

When Enemies are eliminated, the Characters will receive a reward in the form of ingredients that they can exchange in Hawthorn Point for consumable items. These are the ingredients of the game:

- » Bone fragments
- » Torn cloth
- » Red sand
- » Storm Lilly
- » Yarrow
- » Sun Nettle
- » Gold coin

STATES

Characters and Enemies can suffer States as a result of in-game effects. When a Character receives a State, the player must place the corresponding State token on their Character sheet. When an Enemy receives a State, place the State token on the numbered tab on the Enemy card.

If a model is affected several times by the same State, its effects do not accumulate, so you can ignore all occurrences after the first one. Deranged and Bleeding are an exception to this rule: if a miniature receives one of these states whilst already affected by it, the model suffers 1🩸 instead.

Nayra has the ◉Focus State and Marked 1 has the ◉Stunned state.

|	
﷽Frightened	Before rolling the dice, you must remove one offensive die from your Attack rolls or one defensive die from your Response rolls. If you pass a ✖ test at the end of your Activation, remove this State.
◉Stunned	**Characters:** Remove 1✦ from all your Attack, Magical Attack, and Response rolls. If you pass a 👁 check at the end of your Activation, remove this Status. **Enemies:** The Enemy removes 1✦ from all its Attack, Magical Attack, and Response rolls. At the end of its Activation, it removes this State.
◉Focus	Until the end of your next Activation, you can upgrade one die from all your rolls. At the end of your next Activation, you must pass a ✖ test(✦✦) to maintain this State until your next Activation; otherwise, remove it.
◉Deranged	**Characters:** At the end of your Activation, you suffer 1🩸. Afterwards, if you pass an 📖 test, remove this State. If the Character already has this state and receives it again, it suffers 1🩸 instead. **Enemies:** At the end of its Activation, the Enemy suffers 1🩸. Remove the State. If the Enemy already has this state and receives it again, it suffers 1🩸 instead.
✳Slowed	**Characters and Enemies:** At the end of your Activation, advance your 🜄Initiative token one more position and remove this State.
◉Bleeding	**Characters:** At the end of your Activation, you suffer 1🩸. Afterwards, if you pass a 💪 test, remove this State. If the Character already has this state and receives it again, it suffers 1🩸 instead. **Enemies:** At the end of its Activation, the Enemy suffers 1🩸. Remove the State. If the Enemy already has this state and receives it again, it suffers 1🩸 instead.
◉Vulnerable	**Characters:** Remove 1🛡 from each roll you make. If you pass an ⚔ check at the end of your Activation, remove this State. **Enemies:** The Enemy removes 1🛡 from each of their rolls. At the end of its Activation it removes this State.

Blocked Line

Some Enemies or scenario effects can block one of the five lines of your Activation panel. When that happens, place a blocked line marker covering the appropriate line.

Each Blocked line is considered a State with its corresponding State token (the Blocked line marker). Unlike the other States, Characters can have more than one line of their panel blocked.

While you have a line blocked, you will **not** be able to spend Energy cubes in any of that line's spaces. To remove this block, treat it as just another State. That is, you can remove a block using consumables or Character abilities and effects.

Numbers on the lines

The lines in the Activation Panel are not numbered in an ascendent 1 to 5. Each Character Sheet follows its own numeration, and this depends of the triggers of each line.

Immunity to a State

A Character or Enemy that is immune to a State does not suffer its effects. When a Character/Enemy immune to a State is about to receive it, do not place the token on its Enemy card or Character sheet; simply ignore it instead.

Tinge

Those who use magic are exposed to the risk of being affected by its influence. The Tinge is the effect that the use of certain magical practices has on Characters. It manifests itself physically by cracking of the skin with dark spots and suppurations that expand over it, as a reflection of the psychic degeneration that comes with the abuse of magic. Before being definitively marked by the Tinge, the Characters skin becomes colored by the ✴Stain.

✴Stain

By practicing magic or coming into contact with magic-related substances, Characters can gain ✴Stain. When you receive X Stain, place X ✴ tokens on your Character sheet.

The ✴Stain itself has no effect. At the end of the scenario, when the Characters return to Hawthorn Point, it can be cleansed. Otherwise, it will irreversibly consolidate as **Tinge**.

Dark Energy

Some Characters have access to Dark Energy, which can flow into and become Tinge if left unchecked. This is represented in the game with black cubes that you can use in the same way as your Character's Energy cubes. Each time you invest a Dark Energy Cube in a space on the Activation panel or a Skill card with energy requirement, you can receive 1 ✴ Stain at the end of your action, depending on the type of space:

» **Stain free spaces**. When you spend a Dark Energy Cube on this space, you do not receive ✴Stain.

» **Spaces only available for Dark Energy.** You can only place Dark Energy cubes on this space. If you do so, you will receive 1 ✴ Stain.

» **Other spaces**. In the other spaces, regardless of their type, you will receive 1 ✴ Stain when you spend a cube of Dark Energy on them.

Cleanse ✴Stain

You can cleanse your ✴Stain tokens during the game using Magic Items, Skill cards, or Consumables. Those that you cannot get rid of will go with you to Hawthorn Point at the end of the scenario. There you will once again have the opportunity to cleanse the ✴Stain that remains on your Character.

If an effect allows you to "cleanse X✴", remove a maximum of ✴Stain tokens as indicated by 'X' from the Character sheet.

Tinge Cards

If, despite your attempts to cleanse the ✴Stain during the Hawthorn Point phase, your Character has at least 10✴, draw a Tinge card. Next, remove 10✴ from your Character sheet.

Tinge cards grant you powerful effects that will always be available or active and will help you gain more ✴Stain. You **cannot** get rid of a Tinge card in any way.

> **IMPORTANT**
> *When your Character receives their third Tinge card, they will leave the campaign.* **You won't be able to** *play with them again.*

Hawthorn Point Phase

At the end of each campaign scenario, the Characters will return to **Hawthorn Point** to rest, heal their Wounds, cleanse the Stain they have accumulated in the game, exchange their collected ingredients for consumables, acquire new equipment, and prepare for the next adventure.

Hawthorn Point is an active city, and it is no stranger to the peculiar events that are occurring. The Characters will have the opportunity to meet its inhabitants, as well as different NPCs (Non-Playable Characters) located in different locations, who will help them out during their rest between scenarios.

When you finish a scenario, the game will automatically be saved in the app. At this point you can continue playing or quit. If you quit while in Hawthorn Point, when you resume the game, your game will continue in this phase.

A Brief History of Hawthorn Point

The plot of *Warcrow Adventures* takes place in and around Hawthorn Point, a neutral city located on the large island of Assail, which owes its name to the elves, since the former capital of their extinct empire was located here. A little over a decade ago, the Fog that perpetually covered the entire eastern half of Assail, receded here, in this area.

Little by little, the myths and legends about the powerful arcane artifacts of the ancient Elven Empire attracted the interest of all nations and, after several military conflicts, an armistice was signed between the main nations of Lindwurm: the Hegemony of Embersig, Mounthaven, Feudom, and the Merchant Alliance. This treaty allowed the creation of a free port intended to serve as a base camp for the numerous expeditions that landed there. Soon, the port became a village, and the village became the city of Hawthorn Point, where legionaries, mercenaries, merchants, settlers, outlaws, and thieves all have a place.

A few leagues away, Hawthorn Point is surrounded by the strange Fog that covers half of Assail. Many have entered it in search of legendary treasures and magical artifacts, but only a handful of survivors have ever returned from within this misty, crimson menace. Some emerge insane; others, with strange deformities, but these survivors are consistently babbling on about terrible creatures and strange magical phenomena that almost defy description.

Neighborhood phase

Hawthorn Point is divided into neighborhoods, with three locations in each of them. In the main campaign, *Shallows of Mist*, three of these neighborhoods are available, while in other expansions (such as *Chains of Dread*) a fourth neighborhood is unlocked. Each place will offer you different possibilities of the following actions:

1. **Heal Consequences.** You will be able to get rid of at least one of your Consequence cards. Additionally, depending on your relationship with the NPC faction, you may be able to get rid of even more.
2. **Obtain consumables.** All the ingredients that you have collected during the scenarios will be available to exchange for consumables to take on the next adventure. The recipes will appear on the screen, and you will be able to check the inventory at all times. The app will manage the inventory and discount the ingredients when you confirm the exchange. Please note that these ingredients are group possessions. That is, those you spend will no longer be available to the rest of the Characters.
3. **Improve an attribute.** In some locations you can improve one of your attributes, except the one that appears on your Character sheet marked as ⚘Expertise. Take an Improved Attribute token and place it on your Character sheet. The red side indicates that the attribute is now considered ⚘Expertise. The blue side indicates that the attribute has a ⬧Upgrade roll. For each scenario, you can choose which option to use in your Upgraded Attributes, but you cannot exchange them throughout the game. Remember that you can only **upgrade two Attributes** on your Character sheet.
4. **Cleanse Stain.** You can get rid of a certain amount of Stain, something that can happen automatically or sometimes requires a roll. It depends on which NPC you decide to turn to.
5. **Get a Tattoo.** If you visit Angsar, you can get a tattoo to help you on your adventure. A Character can only have one tattoo card. Note that these cards count as a **Tinge** card, so they are permanent.

in this first phase of the game, each Character can visit one of the available locations. To do this, drag your Character's image to one of the free slots. When everyone is located, each of the places you have chosen will appear on the screen in order. Each location has a different number of free slots in which Characters can place themselves. Plus, you won't be able to do the same thing everywhere.

These are the locations of Hawthorn Point and what you can do in them:

YEW TREE SQUARE	THE HARBOR	THE SLUMS
The Brave Parsley » Improve attributes » Heal Consequences	**The Temple of Losna** » Improve attributes » Cleanse Stain » Obtain consumables	**The Tattoo artist** » Improve attributes » Get a tattoo
The Barracks » Improve attributes	**The Blacksmith** » Improve attributes » Obtain consumables	**The Alchemist** » Obtain consumables » Cleanse Stain » Improve attributes
The Doctor » Heal Consequences » Obatin consumables » Improve attributes	**The Dock Warehouses** » Obtain consumables	**The Ruins** » Improve attributes » Cleanse Stain

ENCOUNTERS PHASE

At the end of the neighborhood phase, the app will take you directly to the encounters phase. These are small narrative fragments that the Characters must resolve individually. Some will ask you to roll or make a decision, and often the outcome will have an impact on the situation in Hawthorn Point or your Character.

There will be one narrative meeting per neighborhood. In the case that there is more than one Character in that location, the players must decide who resolves it.

This is what you will find on a location screen:

When the dialogue ends, the screen will change slightly. This is what appears after talking to the NPC:

1. The name of the NPC.
2. The faction they belong to, if they belong to any.
3. Your current affinity with the faction the NPC belongs to. Some locations do not have affinity.
4. The dialog box. This will be automatically updated every time a Character accesses the location. The inhabitants of Hawthorn Point can provide you with interesting information, it is worth listening to what they say!
5. The "Continue" button. When you are done in this location, click here to go to the next one. Be careful, because if you press too soon, you may miss out on performing some of the actions.

6. The image of the Character found in the location.
7. The options available in this location.

Each Character will be able to perform the actions they deem appropriate in the location and, when satisfied, tap "Continue" to make way for the next Character. This phase ends when all the Characters have interacted in their locations.
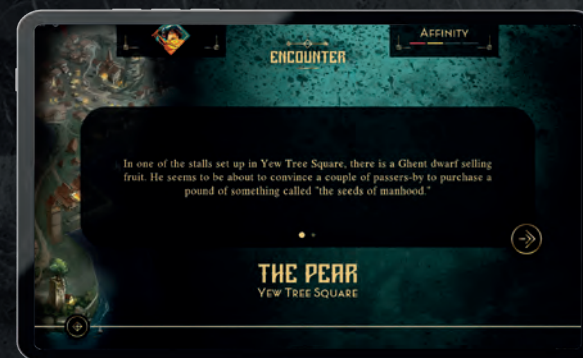
IMPORTANT
Some location options may not be available due to the group's affinity for the faction in question.

Affinity with the factions

Four factions have a presence and influence in Hawthorn Point: Mounthaven, Feudom, The Hegemony of Embersig, and The Slums. Affinity is a way to represent the level of the Characters' relationships with the different factions present in Hawthorn Point and vice versa. There are four different levels: hostile, neutral, friendly, and loyal.

At the start of the campaign, Affinity will start as neutral towards all factions. Depending on the decisions the Characters make, both in the scenarios and in the encounters in Hawthorn Point, levels will increase and decrease. Sometimes, the same decision can involve increasing Affinity with one faction and decreasing it with another. For example, helping a representative of Feudom will raise your Affinity points with that faction, but at the same time could cause them to go down with the Hegemony or the Slums, depending on the context.

Affinity is important to obtain the maximum options from some NPCs. For example, Osmar Griselrich, the doctor, is from Mounthaven. If your Affinity level for Mounthaven is hostile, Osmar will not want to sell you consumables, but if your affinity is loyal, he can heal up to two of your Consequences.

Prepare the next scenario

Once the narrative encounters are over, the app will tell you to prepare for the next scenario. First, you will need to select which Characters can play it. Those who have accumulated 3 or more Consequence cards must remain resting in Hawthorn Point and will not be able to form part of the group. Don't worry, after they have rested, all of the Character's Consequences will be removed.

At this point, you can decide whether to continue playing or if you would prefer to save and exit the game. When you resume the campaign, the app will take you directly to this screen.

Select the next scenario

The next screen will show you the next scenario to play. If you have unlocked any of the alternative scenarios, the option to play them will appear instead of continuing with the narrative campaign.

If you continue with the campaign, a narrative text will appear on the next screen that connects the last scenario you played with the following one. Next, you will have to choose which Characters will form your group. If you cannot select four Characters, you must play the next scenario with less. If you cannot select at least two Characters, the campaign will end.

New Equipment and Skill cards

Before starting the new scenario, the next screen will indicate the updates to your Equipment and Skill cards.

1. The type and number of Skill cards that you can take to the next scenario are indicated here.
2. At the bottom the Equipment available for each Character appears. Each can be equipped with a weapon or magic item, an armor, and a special item. They cannot be equipped with two weapons, two magic items, or two special items.

Once you have selected the cards you want, the next scenario will begin.

Reference Sheet

Game Round

Phases	Out of Combat Activation	Combat Activation
Start of the round		If there were no Enemies during the previous round, set the Initiative tracker.
Activations	Decide the order of activation of the Characters. Use both sides of your ⬥Initiative token to mark your Activation.	The Initiative tracker marker advances from position 1 to position 10. Characters and Enemies are activated when the marker points to their ⬥Initiative token.
End of the round	Advance the round counter.	Advance the round counter.

States

Frightened	Before rolling the dice, you must remove one offensive die from your Attack rolls or one defensive die from your Response rolls. If you pass a ✖ test at the end of your Activation, remove this State.
Stunned	**Characters:** Remove 1✶ from all your Attack, Magical Attack, and Response rolls. If you pass a 👁 check at the end of your Activation, remove this Status. **Enemies:** The Enemy removes 1✶ from all its Attack, Magical Attack, and Response rolls. At the end of its Activation, it removes this State.
Focus	Until the end of your next Activation, you can upgrade one die from all your rolls. At the end of your next Activation, you must pass a ✖ test(✶✶) to maintain it until your next Activation; otherwise, remove it.
Deranged	**Characters:** At the end of your Activation, you suffer 1💧. Afterwards, if you pass an 📖 test, remove this State. If the Character already has this state and receives it again, it suffers 1💧 instead. **Enemies:** At the end of its Activation, the Enemy suffers 1💧. Remove the State. If the Enemy already has this state and receives it again, it suffers 1💧 instead.
Slowed	**Characters and Enemies:** At the end of your Activation, advance your ⬥Initiative token one more position and remove this State.
Bleeding	**Characters:** At the end of your Activation, you suffer 1💧. Afterwards, if you pass a ✊ test, remove this State. If the Character already has this state and receives it again, it suffers 1💧 instead. **Enemies:** At the end of its Activation, the Enemy suffers 1💧. Remove the State. If the Enemy already has this state and receives it again, it suffers 1💧 instead.
Vulnerable	**Characters:** Remove 1🛡 from each roll you make. If you pass an ✖ check at the end of your Activation, remove this State. **Enemies:** The Enemy removes 1🛡 from each of its rolls. At the end of its Activation it removes this State.