

WARCROW

ADVENTURES

RULEBOOK

WARCROW IS CREATED BY

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

EDITOR / 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

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

ILLUSTRATION

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

TILES

Jonathan Pardo, Javier "Maz!" Macías

DESIGN DIRECTION

Luis González

GRAPHICS

Carlos Llauger, Hugo Rodríguez, Luis González, Jonathan Pardo

BOX AND LOGO DESIGN

Hugo Rodríguez, Luis González, Jonathan Pardo

LAYOUT

Hugo Rodríguez

EDITION

Jerry Bonner, Laura Castro Royo, Jesús Fuster

TRANSLATION

Nicolás Manuel Toso, Jonathan Hart

SCULPT

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

MINIATURE PAINTING

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

ALPHA TEAM. KICKSTARTER CAMPAIGN

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

SPECIAL THANKS TO THE REST OF THE CORVUS BELLI STAFF

PRODUCTION MANAGEMENT

David Anta, Alejandro Quinteiro

PRODUCTION

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

MOLDS

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

MODEL CUTTING

José Pedrosa, Anxo Piñeiro

PROJECT MANAGEMENT

David Anta

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

ITS 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

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

SALES MANAGER

Mar Larrea

PLAYTESTING/PROOFREADING

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

Warcrow Adventures Primera Edición: XX-XX-202X

Warcrow Es Una Marca Registrada De Corvus Belli S.I.

Polígono Industrial Castiñeiras Nave 19, 36939 Bueu, Po. España.

Todos Los Derechos Reservados: Copyright 2022 Corvus Belli S.I.

Está Prohibida La Reproducción De Cualquier Parte De Esta Publicación.

Así Como Su Almacenaje O Transmisión Por Ningún Medio, Sin Permiso Del Editor.

Impreso en China

GAME OVERVIEW	4	SPECIAL SKILLS	34
CONTENT	4	SACRIFICE SPECIAL SKILL TOKENS	35
BASIC KNOWLEDGE	8	REGAIN SPECIAL SKILL TOKENS	35
PLAYERS AND CHARACTERS	8	ABILITY CARDS	36
DICE AND SYMBOLS	8	ABILITY CARDS WITH ⚡ ENERGY POOL	36
FACE-TO-FACE ROLLS	8	CONSUMABLE CARDS	37
SWITCHES	9	MARKERS	37
MODIFY ROLLS	11	EVENT MARKERS	37
DICE VALUE	11	EXPLORATION MARKERS	38
UPGRADE A ROLL	11	INTERACTION MARKERS	38
RE-ROLL A DIE	12	SPECIAL INTERACTION MARKERS	38
ATTRIBUTE TESTS	12	ENEMIES	38
ATTRIBUTE CHECKS WITH DIFFICULTY	13	ENEMY CARD	38
LINE OF SIGHT	13	DEPLOYMENT	39
RANGE	15	ENEMY ACTIVATION	39
PREPARATION	16	ENEMY BEHAVIOR	39
WARCROW ADVENTURES APP	16	LARGE ENEMIES	40
START A CAMPAIGN	16	DEPLOYMENT	40
SET UP THE GAME TABLE	16	MOVEMENT	41
CHARACTER SHEET	17	LINE OF SIGHT	41
PLAY A SCENARIO	18	WOUNDS, UNCONSCIOUSNESS, AND DEATH	41
GAME ROUND	18	💧 WOUNDS	41
1. START OF ROUND PHASE	18	UNCONSCIOUS	41
START COMBAT	18	CONSEQUENCES	42
END OF COMBAT	18	DEATH	42
2. ACTIVATIONS PHASE	19	STATES	42
3. END OF ROUND PHASE	19	✂ STAIN	44
INITIATIVE AND ACTIVATION ORDER	19	⚡ DARK ENERGY	44
EXAMPLE ROUND WITH ENEMIES	21	CLEAR ✂ STAIN	44
CHARACTER ACTIVATION	25	TINGE CARDS	44
START OF ACTIVATION	25	AT THE END OF A SCENARIO	44
SPEND ⚡ ENERGY	25	CONSUMABLE ITEMS	44
END OF ACTIVATION	26	HAWTHORN POINT	45
ACTIVATION WHEN THERE ARE NO ENEMIES	26	1. FREE TIME	45
CHARACTER ACTIONS	27	2. ENCOUNTERS	46
1. COMMON ACTIONS	27	AFFINITY WITH THE NATIONS	46
➤ RUN	27	3. UPDATE CHARACTERS	46
MOVEMENT	27	PREPARATION FOR THE NEXT SCENARIO	46
EQUIPMENT CARDS	33	REFERENCE SHEET	47
2. SPECIFIC ACTIONS	34	CHARACTERS GUIDE SHEET	48
END THE SCENARIO	34		
UNCONSCIOUS CHARACTERS	34		
SCENARIO MENU	34		

“When I saw all the horrors that the Mist harbors, I knew then that there is no nation in the world capable of stopping it. Not with all the might of the armies of humankind, not with all the wisdom of the Elves, not even the legendary resistance of the Dwarves...All will fail. And thus the world will bow to change.”

Maxence of Aurtigard, Son of the Witch, Duke of Aurore to his granddaughter Verena, High Priestess of Selas.

GAME OVERVIEW

Warcrow Adventures is a cooperative board game for two-to-four players where you control a character who has come to Hawthorn Point in search of artifacts from the ancient elven empire of Gae Assail. The game follows a campaign game format in which each match corresponds to an episode in the story.

During each scenario, you will make decisions, investigate the evil that lurks hidden in the Fog and must fight it to survive. Your character will evolve from game-to-game by improving their equipment, learning new skills, and improving their attributes.

Will you manage to survive the threat or will you let it engulf you? Will you get any of the magical artifacts and return to your land as a hero, or will you fail in your quest?

CONTENT



18 DOUBLE SIDED TILES



16 ENEMY CARDS



11 CONSUMABLE CARDS



36 EQUIPMENT CARDS



6 REFERENCE CARDS



40 ABILITY CARDS



28 TINGE CARDS



23 CONSEQUENCE CARDS



5 CHARACTER SHEETS



25 WOUND TOKENS



21 STAIN TOKENS



31 MARKERS



1 INITIATIVE TRACKER



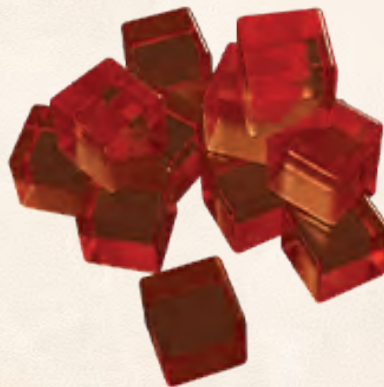
29 INITIATIVE TOKENS



48 STATE TOKENS



8 DARK ENERGY CUBES



16 ENERGY CUBES



18 DICE





1 LUDIVINE



1 NAYRA



1 ZSOKA



1 DARACH



1 ORMUK



1 FEADHALU



1 SCULPTOR



1 NAMAON



1 AODHARU



1 WEAVER



2 PUPPETEERS



2 ANOINTED



4 MARKED



2 ECHOES



6 INTACT



6 HUSKS



1 MÓRNMAB



1 KIPLEAHT

BASIC KNOWLEDGE

PLAYERS AND CHARACTERS

In Warcrow Adventures each character is controlled by one player. In this manual we will use the term “character” or “player” to refer to both the character itself and the player who controls them.

DICE AND SYMBOLS

Warcrow Adventures uses a series of eight-sided dice, differentiated by color. The dice on which ★ can be obtained (red, orange, and yellow) are **offensive dice**, and those on which ■ can be obtained (green, blue, and black) are **defensive dice**. To indicate the dice that make up a roll, a series of icons are used. For example, equals “two orange dice and one blue die.”

Next to these icons, automatic symbols may appear which must be 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.

These are the Warcrow Adventures dice and the symbols that can be rolled on them:

: This icon represents the red die.

: This icon represents the orange die.

: This icon represents the yellow die.

: This icon represents the green die.

: This icon represents the blue die.

: This icon represents the black die.

★ - Success

☆ - Hollow success

■ - Block

□ - Hollow block

! - Special

! - Hollow special

IMPORTANT

You may not roll more than three dice of the same color under any circumstances.

FACE-TO-FACE ROLLS

Face-to-Face Rolls always involve a character and an enemy, so the results of their rolls can affect each other. To resolve a Face-to-Face Roll, follow these steps:

- 1. Create your roll and the enemy's.** In this step, all the rules, upgrades, and downgrades that each roll may suffer must be applied. Always start by modifying the character's roll first, and then the enemy's.
- 2. Roll** the character and enemy dice.
- 3. Add** the corresponding **auto symbols** (if any).
- 4. Switches.** First of all, the character can spend any number of symbols from their roll to activate their Switches. Afterwards, the enemy will spend as many symbols as necessary to activate any Switch available to them.
- 5. Resolution.** The character nullifies as many ★ from the enemy's roll as ■ remain on their roll and vice versa: the enemy nullifies the ★ of the character with their ■. The symbols that have not been spent on Switches or have not been canceled are the ones that the character and the enemy get correspondingly.

If after resolving the Resolution step, there is at least one ★ left on the character's roll, we say that the roll has been successful.

Also, when performing an ➤ Attack action, the resulting ★ are ♠ that are inflicted on the opponent (see “Character Actions - ➤ Attack”).



SWITCHES

Switches offer you the chance to spend some of the symbols obtained from rolling the dice (along with the auto symbols) to apply various effects. All Switches are associated with a roll, so they can only be activated when that roll is made.



Switches are available in the following format:

1. Symbols needed to activate the **Switch**.
2. **Effect**.

To activate a Switch, spend the indicated symbols and apply its effect. 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 a 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 @ Magic Resistance rolls have the indicated Switch available. As long as she rolls at least one !, she can add @ or * to her @ roll.





10

MODIFY ROLLS

Sometimes effects may tell you to modify a roll. There are two types of modifications: **upgrade** and **downgrade**. This assumes that you change a die of the roll for another one with a higher value (upgrade) or a lower value (downgrade).

If the effect allows you to modify a roll (and doesn't specify "upgrade" or "downgrade"), you can choose whether to upgrade or downgrade it. At other times it can be more specific, indicating to upgrade or downgrade.

It is possible that multiple effects allow or oblige you to upgrade and downgrade the same roll at the same time. In this case, apply all upgrades first then all downgrades.

DICE VALUE

Warcrow Adventures dice are valued based on the amount of ★ or ■ they have. In this way, we have an order from lowest to highest value of the dice which is:

Offensive dice: ★, ★★ and ★★★.

Defensive dice: ■, ■■ and ■■■.



In case of having a roll that mixes offensive and defensive dice, the order from lowest to highest is:

■, ★, ■■, ★★, ■■■ and ★★★.



UPGRADE A ROLL

To upgrade a roll, follow these steps:

- » Select the lowest value die (or one of them if there is more than one).
- » If it is a ★ add a ★ to the roll.
- » If it is a ★★ add a ■ to the roll.
- » In any other case, change it to the die of the next given value, as indicated in this table:

UPGRADE TABLE			
Dice	upgrade to	Dice	upgrade to
★	★★	■■■	★★★★
★★	★★★	★★★★	★★★★★

IMPORTANT

You cannot upgrade the same roll more than twice.
You cannot upgrade auto symbols on a roll.

DOWNGRADE A ROLL

To downgrade a roll, follow these steps:

- » Select the die with the highest value (or one of them if there is more than one)
- » If it is a ★ or a ■ remove it from the roll.
- » In any other case, change it to the previous value die, as indicated in the following table:

DOWNGRADE TABLE			
Dice	downgrade to	Dice	downgrade to
★★★★	★★★	★★★★★	★★★★
★★★	★★	★★★★	★★★

IMPORTANT

You cannot downgrade the same roll more than twice.
You cannot downgrade auto symbols in a roll.



Darach performs an ➤ Attack action with his short swords, whose Attack roll is  . He activates the effect of his Ability card, Stealth Attack, which allows him to modify one die from his roll. Darach has two options: upgrade or downgrade. If he decides to upgrade his roll, it will be   and if he decides to downgrade it, he will roll  . By upgrading he is more likely to get ★ while downgrading increases his chances of getting ! (which may interest him to activate some of his Switches).

RE-ROLL A DIE

When a rule or effect allows you to reroll a dice from your roll, you may do so immediately after rolling the dice and before advancing to the Switches step.

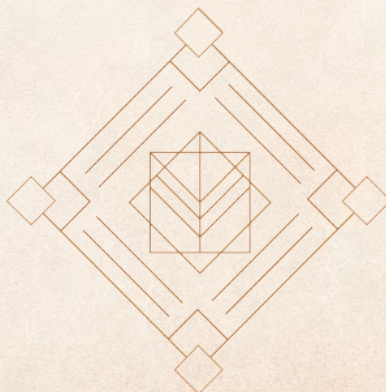
IMPORTANT

During a roll, the same dice can only be re-rolled **once**. If multiple effects allow you to re-roll a dice, you can re-roll a different dice per effect.

ATTRIBUTE TESTS

Attribute checks consist of rolls using the value of one of your character's attributes. They are common during an interaction (see "Interaction Markers"): When the app asks for an attribute check, roll the dice corresponding to that attribute and enter the number of resulting ★ in the app's dialog for the app to determine the degree of success or failure of the test. Keep in mind that if your character is an  Attribute Expert, they can convert ★ into ★ (see "Character Sheet").

For example, a character ➤ Interacts with interaction marker two "Fight remains." After declaring the expenditure of your ⚡ Energy cubes, tap on the marker icon in the app:





The app asks for confirmation first..



Read the narrative text and accept it by clicking on the arrow.



The app asks the character for a ✨ Perception test. If there are multiple options, the player can decide which test to take. In this case we select the only one there is.



The player must roll according to their ✨ value and enter the amount of ✨ obtained.



The app tells us the consequences of the interaction according to the degree of success and can provide new instructions. Follow them one-by-one.

Some enemy abilities and attacks may also require you to pass an attribute check to avoid suffering their effects.

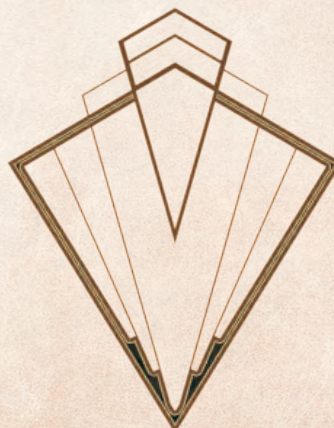
ATTRIBUTE CHECKS WITH DIFFICULTY

Attribute checks can indicate in parentheses the minimum number of ✨ required to pass them. For example, an enemy might have an ability with the text: “The target of your attack must make a ✨ Willpower check (★★) or else receive the 🌀 Frightened Status.” If your character is targeted by this enemy’s attack, you must roll your ✨ Willpower value and get at least two ✨ to not suffer the 🌀 Frightened Status.

LINE OF SIGHT

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

If the LoS reaches one of the target’s vertices, but the target also belongs to two spaces with an element that blocks the LoS (other than the target you trace the LoS to), the LoS is blocked.





Darach has Line of Sight (LoS) to Ludivine and Nayra. He also has LoS to Husk 1, since he has LoS to one of the sides of its space and even the vertex shared with Ludivine, since only she blocks LoS.

He has no LoS to Marked 1 as the only vertex that the LoS reaches is shared by two other miniatures blocking LoS. He also has no LoS to Marked 2 since the LoS is cut off when it reaches the vertex of the space where Nayra is. He has LoS to Husk 2 as he sees an entire side and the first vertex which is only shared by a wall.

RANGE

The range marks the distance in spaces that a miniature must be within to be affected by an attack, the casting of a spell or an effect. To measure the distance between two spaces, you must count the spaces that separate them, including the final space but not the initial one and following the shortest path (even if it includes other miniatures).

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

RANGE 0

When a minimum range of zero is indicated, it means that the character or enemy can themselves be the target of its own effect.



During her Activation, Ludivine makes an attack against a Marked and decides to activate the Switch provided by Herald of Selas to Heal 1 to a Character within her Aura. Ludivine's Aura currently has a range of 0-3 since she has three Aura tokens on her. She can Heal 1 for Nayra because she's at range two, for Darach because he's at range three (Aura doesn't need LOS), and she could even heal herself since the Aura's minimum range is zero.

PREPARATION

WARCROW ADVENTURES APP



To play Warcrow Adventures you need to download our free app. You will find it available on the Apple iOS App Store™, Google Play™ or Steam depending on the compatible device you want to install it on.

The app will help you manage the campaign (save, load, and to continue later), it will also tell you which game elements to place on the board, how to interact with them, and tell you the behavior of the enemies you are up against.

START A CAMPAIGN

Follow the steps below to start a Warcrow Adventures campaign:

1. Launch the Warcrow Adventures app.
2. Press “Start Campaign”
3. Select a minimum of two and a maximum of six characters that will be the adventurers that will play the campaign. If you only have the Core box, you can select the five characters that are included.
4. Follow the steps below to set up the gaming table.

SET UP THE GAME TABLE

First, each player chooses a character (from those selected to play the scenario) and receives all the game elements associated with it:

- » A miniature
- » A character sheet
- » An Initiative token
- » Equipment cards that are listed as “Initial Equipment” on the character sheet.
- » Your Ability cards.
- » The three tokens corresponding to their Special Skill (Hunter’s Mark, Aura, Taunted, or Naurlynn).
- » As many ⚡ Energy cubes as indicated by their ⚡ value on their character token.
- » A reference card with the meaning of the symbols used in the Activation panel of the character sheet (see “Triggers”).

Make dice, ♠ Wound tokens, ✂ Stain tokens, and States tokens available to all players.

Take the Consequences cards and shuffle them into the Consequences deck. Place the Consequences deck face down next to the previous tokens.

Lastly, place the Initiative track next to the board.

In the following image you can see the configuration that we recommend:

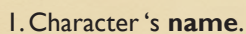
Tap “Start Next Scenario” in the app.

You can now start playing!



These are the elements that make up your character sheet:

7. **Defense.** This dice roll represents your character's ability to avoid being hit by enemy attacks.



3. **♦ Initiative.** This value indicates at what position on the Initiative track your character's Initiative token should start at the beginning of a round when there are enemies deployed on the game board. It is also used to advance the initiative token this number of places at the end of their Activation.

5.  **Vitality.** This numerical value indicates the maximum amount of  your character can take before falling Unconscious (see “Wounds, unconsciousness and death”).

9. Attributes. Attributes are presented with a dice roll. Each character has an attribute marked with the  Expertise symbol. This indicates that you can replace the hollow symbols (, , ) obtained in your attribute rolls with their corresponding normal variant (, , ).

 Perception

 Charisma

 Willpower

11. Innate ability. This is an exclusive ability of your character that is available to you at all times.

PLAY A SCENARIO

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

1. Read the introductory text aloud to your players:



2. When you finish reading, click on “Continue”



3. 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.
4. The Characters start the scenario in the initial squares indicated by the application. Each player must place their miniature in one of these spaces, in whatever order you prefer.
5. After the deployment of the characters, the first round begins.

GAME ROUND



Warcrow Adventures scenarios are played in rounds. The app is responsible for managing the change from one round to another. Each time a round ends, in the app, press and hold the button below the round marker to advance it one place (the arrow below the round number). Each round has three phases:

1. START OF ROUND PHASE

During this phase, all effects that take place at the start of the round are applied. The application will give you the necessary instructions to apply them in sequence, one after another.

If there are no enemies on the board and one of the instructions in the app indicates that you should set them up, combat begins (see “Starting combat”).

START COMBAT

Whenever you have to set up enemies and the only models on the game board are characters, **combat begins**. While the characters are alone in the scenario, they activate in the order that the players decide, but when enemies enter the game, you have to use the Initiative track to order their activations.

The first thing you will have to do when starting a fight is to advance the round marker. Next, place the ♦ Initiative tokens of all models on the board on the Initiative track in this order:

- » First those of the enemies
- » Then those of the characters

Place each ♦ Initiative token on the position of the Initiative track that matches the corresponding ♦ value of the character or enemy.

Often, characters and enemies will have the same ♦ Initiative value. To place their ♦ Initiative tokens in the same position on the track, stack them in the order stated: Enemies first, then characters. In the case of the enemies, place them in the order they appear in the application, so that the first ones are at the bottom and the last ones on the top. In the case of the characters, the players must agree on who gets placed first and who gets placed after.

END OF COMBAT

When all the enemies on the board are eliminated, combat ends. Advance the round marker and each player takes their ♦ Initiative token and places it faceup next to their character token, ready to activate during the next round.

EVENT MARKERS AT THE END OF A FIGHT

If there are still event markers left on the Initiative track after killing all enemies, do not remove any ♦ Initiative tokens from characters or advance the turn. Continue playing as if there are still enemies on the table until all event markers have been resolved. When only the characters remain, proceed as a normal end of combat.

MORE ENEMIES!

If more enemies appear while the combat is going on (even

if only event markers remain), set up these new enemies and place their ♦ Initiative tokens in the position resulting from adding their ♦ Initiative to the one indicated by the Initiative marker, always above any other token on the track. The app will tell you where to place the enemy's ♦ Initiative tokens. In that case, follow the instructions in the app. When there are more enemies, the fight will not end until you eliminate all of them.

2. ACTIVATIONS PHASE

In the Activations phase we distinguish between two cases depending on whether or not there are any number of Enemies on the board:

- » **If a combat has not started (there are no enemies in the scenario)** Take your ♦ Initiative tokens and place them on top of your character token showing the colored side. Decide the order in which you want to activate. When it is your turn and you complete your Activation, flip your ♦ Initiative token to its gray back, indicating that you have already activated. When all characters have activated, this phase ends.



Ludivine's ♦ Initiative token begins with its colored side. When the player controlling Ludivine ends their Activation, flip the token over to indicate that Ludivine has already activated this round.

- » **If a combat started (there are enemies in the scenario)** Turn the Initiative track pointer so that it points to position one. Resolve Activation for both characters and enemies located at that position. Once all miniatures are activated, advance the pointer to the next position on the Initiative track. Depending on their ♦ Initiative value, each miniature may activate once or several times during this phase. When the pointer reaches position ten and all the miniatures in here have been activated (if any), this phase ends.

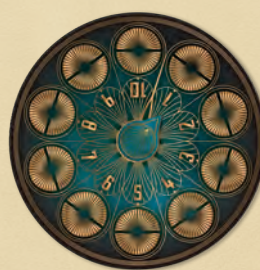


This is the layout of ♦ Initiative tokens at the start of the round. During the Activations phase, the pointer will rotate pointing to the positions on the Initiative track in order. This way, Darach will be the first to activate. Upon reaching position four they will do so in this order: Ludivine, Nayra, and the Marked unit. Later in position five it will be Zsoka's turn to activate.

3. END OF ROUND PHASE

In this phase, all the effects indicated with the expression "At the end of the round" are applied. If you have to apply multiple effects, resolve one before moving on to the next. Advance the round marker in the app.

INITIATIVE AND ACTIVATION ORDER



The Initiative track determines the order in which characters and enemies activate during the round. It is divided into ten positions numbered from 1 to 10 in which the ♦ Initiative tokens representing characters and enemies are placed. We will only use the Initiative track when the enemies are present in the scenario. When there are only the characters, the players decide the order of Activation.

As explained in the "Game Round" section, you must advance the round marker in the app and turn the Initiative pointer so that it points to position one on the Initiative tracker. Let's look in detail at how to determine the order of Activation

during the Activations phase with the Initiative track:

1. If there is an Initiative token in the pointed position, the corresponding miniature activates. At the end of their Activation, the Initiative token advances a number of positions equal to the miniature's Initiative value.
2. Repeat the previous step while there are still Initiative tokens in the indicated position.
3. Once the position is empty of Initiative tokens, advance the Initiative pointer one space.
4. Repeat the previous three steps until the Initiative pointer reaches position ten and all miniatures with an Initiative token there are activated. Once this is done, the round ends.

IMPORTANT

During a miniature's Activation, their Initiative token can change position on the Initiative track (for example, due to a trigger—see "Triggers" in "Character Activation"). Still, continue with the Activation as usual. When the Activation ends, add a number of positions equal to the miniature's Initiative value.

STACKED INITIATIVE TOKENS

When placing an Initiative token in a position where there is already another token, place it in a stack so that the last one

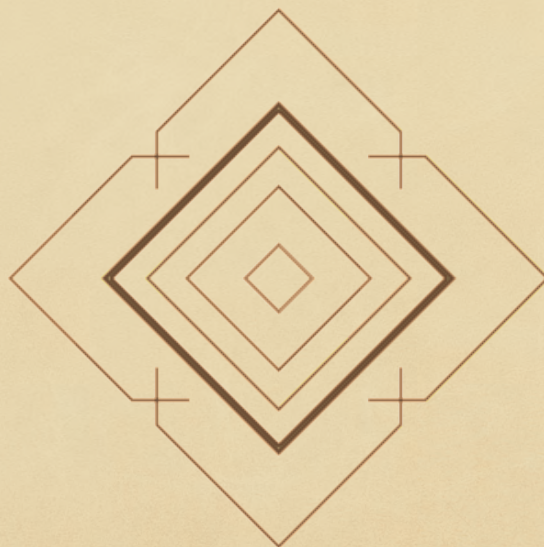
to arrive is on top and the first to be placed is on the bottom. When you go to activate the tokens in a stack, always start with the top one: Activate from top to bottom until you have activated all of them, and then advance the Initiative pointer.



The Initiative track pointer signals position four. Until all characters, enemies, and events have been activated, the pointer will not advance to the next position. Ludivine will activate first. When her Activation ends, Nayra will follow, and the Marked unit will go last.

INITIATIVE ABOVE TEN

In a single round you may need to advance an Initiative token above ten. When this happens, continue advancing clockwise, starting from one again.





At the end of her Activation, Zsoka advances her Initiative token as many places as her Initiative value, five. Since she is in position eight she advances to positions nine, ten, one, two and ends up in position three.



During the start of the round phase, since the Initiative track must be used, we first place the Initiative token of the Marked in position four, which corresponds to their four. Next, we place Nayra and Darach's tokens. Since Nayra has four, her token is on top of the Marked token. Lastly, we move the Initiative marker so that it points to the first position.



EXAMPLE ROUND WITH ENEMIES



Let's see how Activations work with an example round: During round two, Darach and Nayra have triggered an event while exploring the scenario, and suddenly, a Marked unit (composed of two Enemies) has appeared, ambushing them.



Since there were no enemies up to the time of deploying the Marked, a new round automatically starts. The round marker advances to position three.

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

In positions one and two there are no tokens, so we stop at position three, at which point Darach activates.



Once Darach's Activation ends, his Initiative token advances on the track as many places as his value (three). Since there are no longer any Initiative tokens left in position three, the marker advances to position four.



During her activation, Nayra places one of her Energy cubes on a space that advances her Initiative token one position.



Although the marker still points to position four, her Activation continues as normal.



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



At the end of her Activation, Nayra advances her token as many places as her four. Now it's the turn of the Marked. The two enemies that make up the unit activate one after the other (in the order you choose).



When both of the Marked end their Activation, their unit's Initiative token advances 4 positions. Since there are no more tokens left in position four of the Initiative tracker, the Initiative pointer continues to advance until it reaches position six.



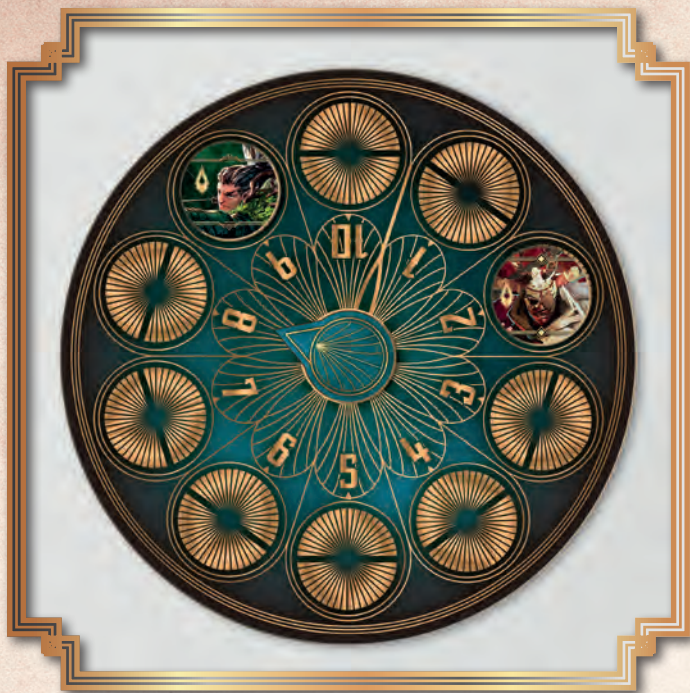
There are no more tokens in position six, so the Initiative pointer advances until it reaches position eight.



Darach activates and upon completion advances his Initiative token three places. It is placed on top of Nayra's, so he will activate before her.



The Marked unit is activated. Afterwards, their Initiative token should advance to position $8 + 4 = 12$. Since there are no more positions past ten, we continue counting clockwise from there. Then the Marked units token is placed in position two.



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



When his Activation ends, he advances his ♦ Initiative token to position $9 + \spadesuit 3 = 12$, that is, two positions from ten. Since the Marked unit's token is already there, he places his ♦ Initiative token on top of it.



In position nine there is a stack of tokens. We start with the first one, the one at the top. Darach activates first.



Next is Nayra's turn, who at the end of her activation advances her ♦ Initiative token to the position: $9 + 4 = 13$. $13 - 10 = 3$. There are no more tiles left in position nine. The pointer advances to ten and since there are no tokens left there either, the round ends at this point. A new round would start by keeping each ♦ Initiative token in the position they are in. This will advance the marker to position two, where Darach will activate first and the Marked after. Next, at position three, Nayra will be activated. And so on.

CHARACTER ACTIVATION

To simplify the game and make it more fluid, in Warcrow Adventures we distinguish when there are enemies in the scenario and when there are not when managing the Activation of the characters. We will now explain how the Activation of a character is resolved **when there are enemies**, which is the most common case. (read “Activation when There Are No Enemies” to learn the opposite case).

START OF ACTIVATION

At the start of your Activation, your character prepares to perform his actions by following these steps:

1. **Rotated cards.** All Ability cards and Equipment cards that are rotated are returned to their starting position so they can be used again.
2. **Energy Cubes ⚡.** Take your ⚡ Energy cubes and your  Dark Energy cubes (the ones you used during your previous Activation, the ones you didn't, and the ones you may have on your Ability cards) and build up your energy pool. For each Skill card you have cubes assigned to, you can decide to leave them on the card or take them at this time.
3. **The first move is free!** If there are no enemies adjacent to you, you gain free movement points equal to your  Movement value, with no energy cost. If later, during this Activation, you want to move again, you must spend Energy in the ➤Run action (see “Run”).

Once these steps have been completed, you can now begin to carry out actions with your character.

SPEND ⚡ ENERGY

To perform actions during your character Activation, you must spend ⚡ Energy cubes in the corresponding slots on the Activation panel of your character sheet. In Warcrow Adventures, actions do not have a fixed cost, but you decide how to manage the amount of ⚡ you have. You can perform as many actions as the distribution of your ⚡ Energy cubes allow.

Follow these steps to perform an action:

1. **Select one of the five lines of spaces in the Activation panel.** The line must have all its cells free. That is, you cannot use the same line twice during the same Activation.
2. **Declare how many ⚡ Energy cubes you spend.** To perform the action, you must be able to place a cube on each highlighted cell (dark background) of the selected line. If you don't have enough ⚡ Energy cubes, go back to step two and select another line. You can spend more ⚡ Energy cubes than necessary (up to the maximum of three) to activate more effects in the line.
3. **Spend the ⚡ Energy cubes.** One by one, place your cubes on the cells of the selected line, from left to right. Right at the moment of placing a cube, activate the triggers of the cell you have placed it.

4. **Declare and perform an action.** In addition to the common actions, your character may have other actions available between their Ability cards and Equipment cards: Select one of them and run it. You can perform the same action more than once during your Activation.

IMPORTANT

You are not required to spend all of your ⚡ Energy cubes. In case you don't want to perform more actions, your Activation finishes.

If you do not have enough ⚡ Energy cubes left to use at least one free row on your Activation panel and you are not going to use any of your cards or any movement points, your Activation still ends.

TRIGGERS

Most of the cells on the Activation panel contain symbols. These are the triggers for your actions. Whenever you spend an ⚡ Energy cube on them, they will activate immediately. 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 (see Reference Sheet).

IMPORTANT

Trigger effects last at most until the end of the execution of the action you're declaring. They are not cumulative between actions even if they are performed during the same Activation. For example,

if an effect allows you to add ★ to your roll, the effect ends, whether you applied it or not.



During her Activation, Zsoka wants to ➤ Attack a Marked with her axe and shield. In order to perform the action, she selects the fourth line of her Activation panel, since it does not have any ⚡ Energy cubes on any of its cells. She then declares her intention to spend her three ⚡ Energy cubes to perform the action. Although only one cube is needed in this row, Zsoka decides to spend two more in order to activate all the triggers in the row. Place the ⚡ Energy cubes one-by-one, activating the triggers in the same order. The first trigger forces her to advance her ♦ Initiative token one space; the second trigger allows her to add ! to her roll, so when she attacks the Marked she will roll ⬢ ⬢ !; the third trigger allows her to Move. The expenditure of ⚡ Energy cubes resolved, she declares to perform ➤ Attack on a Marked and resolve the attack.

END OF ACTIVATION

At the end of your Activation, advance your ♦ Initiative token on the Initiative track as many places as your ♦ value. Next, all effects marked by the term “at the end of your Activation” end.

ACTIVATION WHEN THERE ARE NO ENEMIES

To simplify Warcrow Adventures and make it more fluid, we distinguish when there are enemies in the scenario and when there are not when managing the Activation of the characters. Everything described in “Activating a Character” is applicable when there are enemies on the board, since it will be the usual situation.

WHAT CHANGES WHEN THERE ARE NO ENEMIES?

When there are no enemies on the board we do not use the Initiative track. Decide as a group which character activates first and which one last. When all characters have activated once, the round ends. To mark who has been activated and who has not, use your ♦ Initiative token. For this reason, at the start of the round, you must place your ♦ Initiative token with the front, coloured side on your character token.

IMPORTANT

During an Activation when there are no enemies on the board, you can only take **one action**.

START OF ACTIVATION

The steps to follow are the same:

1. Untap all of your flipped cards (Ability cards and Equipment cards)
2. Build up your pool of ⚡ Energy cubes
3. Gain as many movement points as indicated by your 🏰

ACTIONS

You can only perform one action, since you are not in combat, you take all the time available to do your best. Do not place your ⚡ Energy cubes on the Activation panel. You also cannot place ⚡ Energy cubes on top of one of your Ability cards.

MOVEMENT

You can spend all your movement points to place yourself on any free space on the tile you are on or on any free space on an adjacent tile.

That means you can move twice in this way if you decide to perform ➤ Run. But beware, if you execute ➤ Run before moving, you will spend all your movement points at once and only get placed once.

END OF ACTIVATION

At the end of your Activation, flip your Initiative token over to its gray back side to mark that you have already activated this round.

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 ➤ Cast Spell, common actions are not described on Ability cards, Equipment cards, or on your character sheet. These are the common actions available:

- » ➤ Run
- » ➤ Interact
- » ➤ Equip yourself
- » ➤ Attack
- » ➤ Cast spell
- » ➤ Retrieve an Unconscious Character

➤ RUN

When your character executes this action, movement points equal to the value of his 🏰 Move attribute are generated.

MOVEMENT

During your Activation you can spend a movement point to move from your space to one of the eight adjacent spaces. You can spend the movement points at any time during your Activation, before and after executing any other action. Movement points you do not spend are lost at the end of your Activation.

Your character can pass through tiles occupied by other models but cannot end their movement or perform Actions on these tiles. Entering a tile occupied by an enemy costs one additional movement point.





At the start of his Activation, Darach gains four movement points from not being adjacent to any enemies. During his Activation, he decides to spend two movement points in order to have LoS to the Marked adjacent to Ludvine. He then spends his three ⚡ Energy cubes (by resolving triggers) to ➤ Attack on it. Although he has no more ⚡ Energy cubes left to spend, he still spends the remaining two movement points to move into the adjacent tile, and now his Activation ends.

DISPLACE

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

➤ INTERACT



This action allows your character to engage with one Interaction marker placed in an adjacent tile. You can only ➤ Interact with one Interaction marker at a time, even if there are multiple adjacent ones.

When you have declared the Interaction, press on the Interaction marker in the app and follow its instructions. It is possible that during the execution of the interaction you will have to make a test of some of your attributes to determine the consequences or the success of said Interaction. On some occasions the app will give you the choice of the type of test and on others there will be no alternative.

IMPORTANT

Remember that if the attribute is signaled with the  Expertise symbol, you can turn  into . And if you had any Switch available associated with this roll, you could activate it.

INTERACTION EXAMPLE.

In the "Lost Trace" demo scenario, we play our Activation and decide that we want to ➤ Interact with the "Fight Remains" marker. We declare the expenditure of our ⚡ Energy and so we click on the marker icon in the application:



The app asks us for confirmation. We choose “Yes”.



The app then narrates the consequences of the interaction. In some cases, the consequences may go beyond the narration, and the application will give us instructions to place or remove elements of the game.



➤ EQUIP

Esta acción te permite intercambiar cartas de Consumibles con otros Personajes que se encuentren en casillas adyacentes.

➤ ATTACK

This action is available on all weapons you have equipped and allows you to execute an attack against an enemy. In order to declare an attack you must first meet the Line of Sight (LoS) and range requirements towards the enemy.

RESOLVING THE ATTACK

Make a Face-to-Face Roll between the value of the roll of the weapon you are using added to your Armor (Attack Roll), and the sum of the Defense and Armor (Defense Roll) values of the enemy. Both rolls can be modified by Equipment cards, Ability cards, and other active effects.

During the Resolution of the Face-to-Face Roll, each you roll (not nullified by the Enemy) deals one to the enemy. And vice versa, for every the enemy rolls (and you can't nullify) it deals one to you.



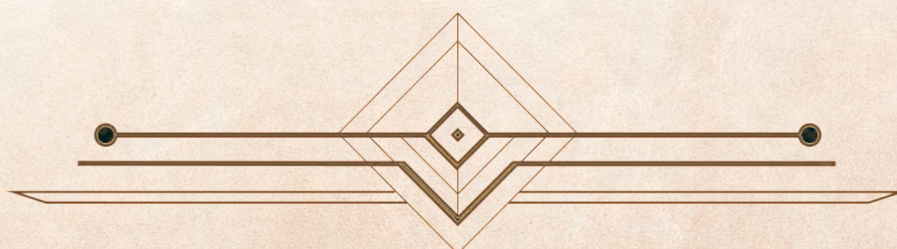
The app then offers us a narrated description of what happens when we interact. Click on the arrow to continue.



The app asks us to take a Perception test.



We make the [Perception] roll and enter the amount of obtained.





Zsoka executes **Attack** on a **Marked**. She makes up her Attack Roll by adding the Attack Roll of her weapon (♦♦) to her **Attack** (♦). The **Marked**, for his part, creates his Defense Roll by adding his **Defense** value (♦♦) and his **Defense** (none). They both roll the dice at the same time. During the **Switches** step, Zsoka activates the **Switch** on her weapon, adding ♦♦ to her roll, while the **Marked** cannot activate any **Switch**. During **Resolution** no ♦ are nullified, so Zsoka's three ♦ become three blood drops inflicted on the **Marked**.

CAST SPELL

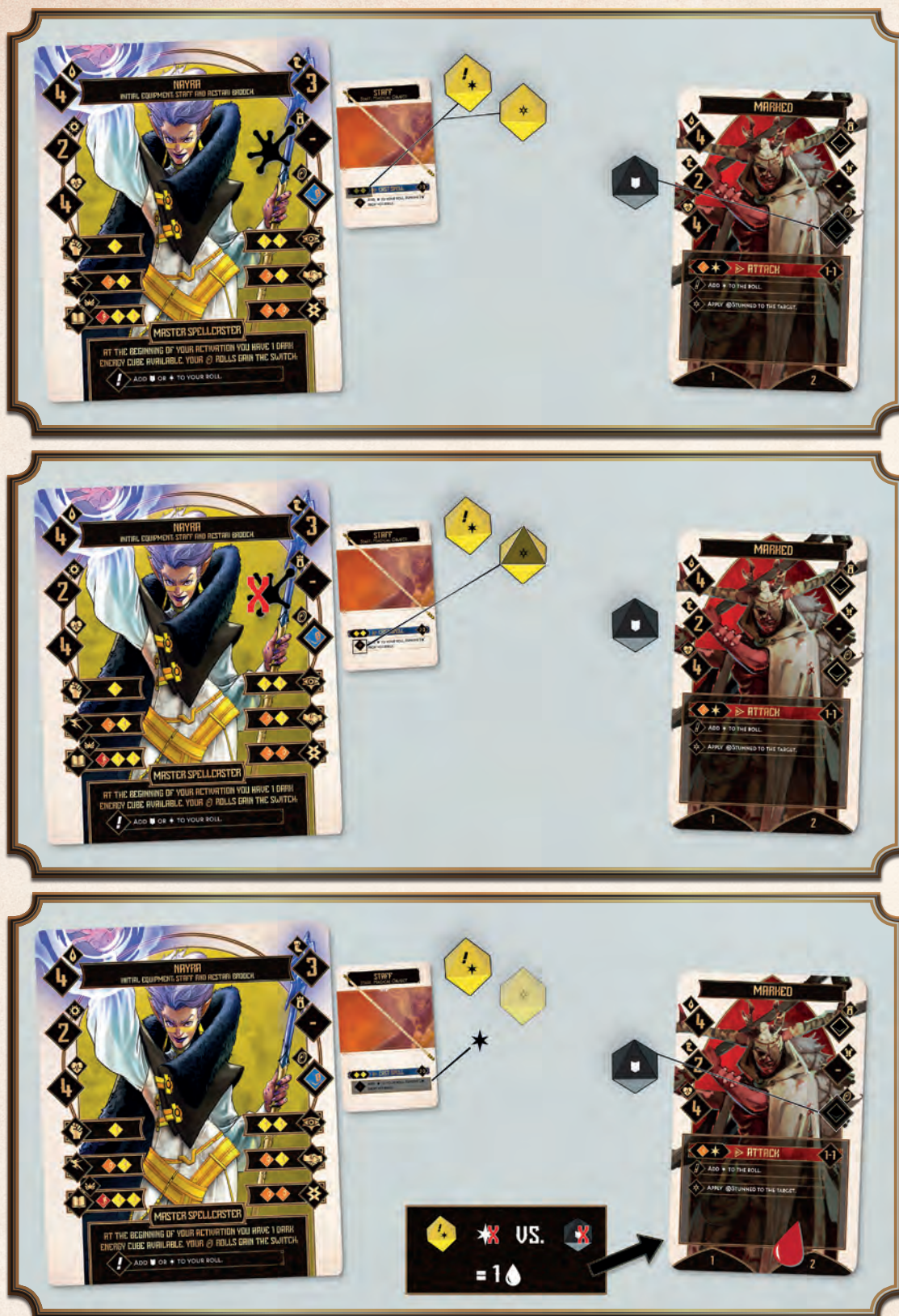
This action allows you to cast a spell from a magic item against an enemy. In order to declare this action you must have Line of Sight (LoS) to the enemy and the enemy must be within range.

RESOLVING THE CAST

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

During the resolution of the Face-to-Face Roll, each ★ you roll (not nullified by the Enemy) deals one ♠ to the enemy. And vice versa, for every ★ the enemy rolls (and you can't nullify) it will deal one ♠ to you.





Nayra decides to execute the action ➤ Cast Spell from her Staff on a Marked One. They face off with the roll of the Staff (♦♦) with the © of the Marked. During the Switches step, Nayra activates the Switch on her Staff to spend the ★ she has rolled and adds a ★ to her roll. Also, the Change allows her to clear 1 ✖. The Marked has no Changes available. During Resolution, the ♠ of the Marked nullifies one of Nayra's ★, so the unnullified ★ becomes one ♡ that Nayra inflicts on the Marked.

► RECOVER AN UNCONSCIOUS CHARACTER

This action allows your character to revive another character who is Unconscious. To perform this action, your character must be adjacent to the fallen miniature. Upon returning to their feet, the player who retrieves their character must flip over their Initiative token, draw a card from the Consequences deck, and immediately apply its effects (see “Wounds, unconsciousness and death”).

EQUIPMENT CARDS

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

Here is what they contain:



1. Name

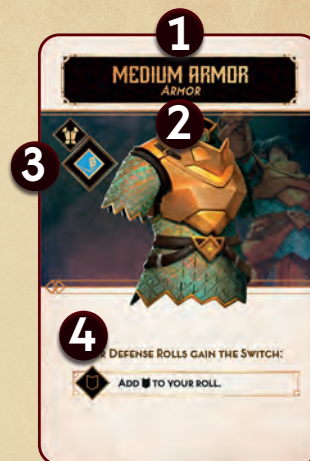
2. Object type

3. Action

4. **Roll:** The dice we roll when we attack or cast a spell on the targeted enemy.

5. **Range:** Target enemy must be within this range. Also, we must have Line of Sight (LoS) to him.

6. **Switch:** The roll for this action may have Switches available that allow you to activate numerous effects.



1. Name

2. Object type

3. **Bonuses:** All the values that appear under the symbol of an attribute or a characteristic are added to the ones you already have. In this example, Medium Armor allows you to add 2 to your Armor value.

4. **Effects:** Equipment cards can make effects available to you or can provide changes for your rolls.



1. Name

2. Object type

3. **Requirements:** They indicate the time or conditions under which you can use the item's effects.

4. **Effects:** Equipment cards can make effects available to you or can provide changes for your rolls.

2. SPECIFIC ACTIONS

You can perform any action described on your Ability cards, Equipment cards, or Consumable cards. For all of them, the effects are described on the card itself.



The Balm allows you to perform the ► Apply action to reduce your Initiative until the end of your Activation. This means that your Initiative token will advance one less place on the Initiative tracker.

END THE SCENARIO

The scenario will end when the characters reach the objectives set in it. You can check the objectives of the scenario by clicking on “Objectives” in the application. The target list may be updated as you progress through a scenario.

UNCONSCIOUS CHARACTERS

As soon as all four characters are Unconscious, the scenario will end. All characters will gain two face down Consequence cards, but you can continue with the Campaign. See the section “Wounds, unconsciousness and death” for more information.

SCENARIO MENU

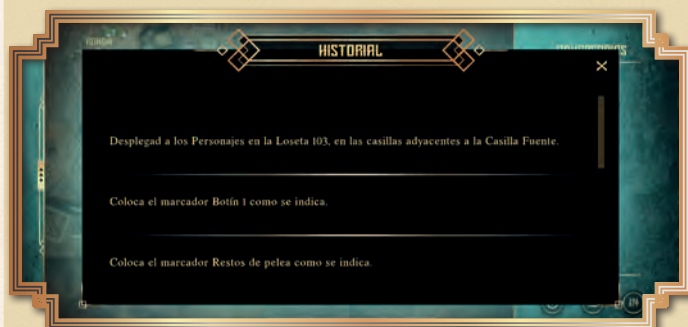
Once the scenario has been started, you have at your disposal a menu made up of three icons located at the bottom right:



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



2. **History:** The application keeps a record of all the instructions, dialogues, and interactions made by the characters.



3. **Restart Mission:** Whether your players have finished the scenario or not, you can restart the scenario from this option without having to start the application again.



SPECIAL SKILLS

All characters have a **Special Skill**. You will find these rules on the reference card of your character so you have them always to hand. What they have in common is that they all make use of three exclusive tokens for each character, although the mechanics differ from one to another. Special Skill tokens must be available next to your character sheet.

When the rule states “place on an enemy”, you must place the token on an enemy card. If the enemy unit has more than one member, use the numbered tab corresponding to the enemy receiving the Special Skill token. When an enemy dies, Special Skill tokens return to their owners.

When the rule says “place on yourself,” place the Special Skill token on your character token.

When the rule says “place on a space,” place the Special Skill token on the selected space. Special Skill tokens do not block LoS or occupy the space they are on. If there are any miniatures or game elements in the same space, place the token below or next to it.

You can reposition a token that is already on an enemy or a space. For example, Darach can place a Mark of the Hunter token he has available on an enemy or remove it from another enemy to place on the new target. Similarly, Nayra can remove a Naurlynn from its current space to place it in a new one.



DARACH - HUNTER'S MARK

- » Your Attack rolls against targets bearing the Hunter's Mark gain the Switch: **!!**: Add **★** to your roll.
- » The same enemy cannot have more than one Hunter's Mark on it.
- » Darach places Hunter's Mark on enemies by activating the trigger on his Activation panel:
 - » **☺**. Place the Hunter's Mark on an enemy at Range 2-5.



ZSOKA - TAUNT

- » Taunted enemies must reduce all of their Attack rolls.
- » The same enemy cannot have more than one Taunt token.
- » Zsoka places Taunt tokens by activating the trigger on her Activation panel:
 - » **✕**. Place one Taunt token on an Enemy in Range 1-5.



LUDIVINE - AURA

- » Your Aura always starts from the space you are in (you are always inside your Aura).
- » A space, enemy, or character is within your Aura if it is within 0 - X range of you (no LoS needed). X is the number of Aura tokens you have on you.
- » You can spend one Aura token to increase your next Attack roll (only once per roll).
- » Ludivine places Aura tokens on herself by activating the trigger on her Activation panel:
 - » **☺**. Place one Aura token on you.



NAYRA - NAURLYNN

- » Naurlynn are small orbs of energy that don't take up spaces or block LoS.
- » When you place a Naurlynn, all enemies adjacent to it or in the same space as it are given the **★** Slowed status.
- » Nayra places a Naurlynn by activating the trigger on her Activation panel:
 - » **☺**. Place one Naurlynn in a space at Range 1-5.

SACRIFICE SPECIAL SKILL TOKENS

Some effects may require you to **sacrifice** one or more of your Special Skill tokens. In that case, remove the token from the game table (store it in the box). The sacrificed Special Skill tokens become available at the start of the next scenario.

REGAIN SPECIAL SKILL TOKENS

Other effects allow you to **recover** one or more of your sacrificed Special Skill tokens. In that case, take the removed tokens and place them next to your character token. Your character **can never** have more than three Special Skill tokens under any circumstances.

ABILITY CARDS

Ability cards give you the ability to activate numerous effects and perform new ➤ Actions.

This is the content of an Ability card:



1. **Cost** of the card in points..
2. **Character:** You cannot use another character's Ability cards.
3. **Name**
4. **Requirements:** They indicate the time or conditions under which you can use the card's effects.
5. **Effects:** Apply the effects of the Ability card in the order they are described.

In order to use an Ability card, you must always fulfill the following:

- » The card must be untapped, i.e., placed in your play area in a vertical position.
- » If the card has requirements, you must meet all of them.

The effects of a Ability card can begin with one of the following sentences (in bold) that tells you how to activate them:

- » **“Rotate this card:”**. Apply this card's effects, then rotate it 90°. Once the card is rotated, you cannot reapply its effects even if you meet all of its requirements. Flipped cards are untapped and become available for use again at the start of your Activation (see “Character Activation”).



- » **“Flip this card over”**: Apply this card's effects, then flip it over. These cards do not have a defined moment to return to their initial position. If another card or effect doesn't allow you to flip it over again, the card will stay that way until the end of the scenario. These cards have one face marked “starting face,” indicating that you should start with that face up.



ABILITY CARDS WITH ⚡ ENERGY POOL

Some Ability cards have a cell of the same type as those used on the Activation panel to place ⚡ Energy cubes.

To apply the effects of this type of card, you need to place, during your Activation, as many ⚡ Energy cubes as there are cells on the card.

At the start of your Activation, you can retrieve any number of ⚡ Energy cubes you have on any of your Ability cards to build your ⚡ Energy pool.

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

MARKERS

During the course of the scenario, you will come across three types of markers: event markers, exploration markers, and interaction markers.

EVENT MARKERS



When you explore a scenario, some effects will happen immediately and others will have a specific time when they will happen. The latter are the Event Markers, which are represented by their own Initiative token. The app will tell you where on the initiative track you should place the event's initiative token. Treat it as if it were an enemy unit or a character. When it is its turn to activate, the event it represents will trigger: Remove the Initiative token from the track and tap on its icon in the app to activate its effects.

IMPORTANT

Ability cards with energy pools that are flipped over will lose all ⚡ Energy cubes on them. These ⚡ Energy cubes will not be available until the start of your next Activation.

For each  Dark Energy cube you place on a Skill card, you will gain one  (see "The Tinge.  Stain").



The app tells us that an event will take place during turn or position nine of the Initiative track. Place the event marker in position nine as if it were an  Initiative token. When it's your turn, tap on the icon at the top right of the app.



The app will ask us to be sure that it is time to activate the effects of the Event. Click "Yes" and follow the instructions.

CONSUMABLE CARDS



During the course of the scenario and the Campaign, you can get different consumable or single-use items. They are represented on these cards where the action you can perform and its effects are indicated. Once the action is executed, the card is discarded.

IMPORTANT

Consumable Items are only available during a scenario, so when you return to Hawthorn Point, you'll need to discard all Consumable Items that you didn't use during the scenario you just played.

EXPLORATION MARKERS



Exploration Markers represent locations or objects that characters can investigate. They do not require any ⚡ Energy expenditure on your part, simply stand on the same square or one adjacent to them and click on their icon in the application to activate their effects.

INTERACTION MARKERS



These markers represent objects or non-playable characters (NPCs) that you must perform an interaction action with in order to get something from them. You must stand on their tile or a tile adjacent to them and be able to spend ⚡ Energy. If this is the case, click on its icon in the application to receive instructions on how to carry out the interaction. Often the interaction will require you to pass one or more tests with some of your attributes (see “Attribute Tests”).

ASSISTED TESTS

When you need to make an attribute check as part of an interaction, the scenario can allow another character to assist you, as long as they are on or adjacent to the interaction marker. In that case, add to your roll one of the dice of the character that is assisting you from their dice of the same attribute. Remember that you cannot throw more than three dice of the same color.

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

SPECIAL INTERACTION MARKERS



Some markers are represented by their own icon.

» **Chests:** Chests will allow you to obtain one or more Consumable cards.

» **Closed doors:** To open a closed door it is essential to interact with it, to do so, the character must be located on the tile where the marker is located.

ENEMIES

Enemies are the main threat characters will encounter in each scenario. They are represented by miniatures and their Enemy cards, which contain all the game information.

The enemies form units of between one and two members of the same type represented by a single card. The app will take care of telling you how the enemies move and who they attack (see “Activating Enemies”).

ENEMY CARD

The content of an Enemy card is as follows:



1. **Name** of the unit
2. **Initiative:** This value indicates at what position on the Initiative track the unit's Initiative token should start when it is set up on the board. It is also used to advance the initiative token this number of positions at the end of the unit's Activation (see “Enemy Activation”).
3. **Movement:** This numerical value indicates the maximum number of spaces each enemy in the unit can advance when moving (see “Enemy Activation”).
4. **Vitality:** This numerical value indicates the maximum amount of ♠ each enemy in the unit can take before being eliminated.
5. **Defense:** This roll represents the ability of the unit's enemies to avoid being hit by character Attacks (see “►Attack”).
6. **Armor:** This value represents the protection that the enemies have against the hits of the characters (see “►Attack”).
7. **Magic Resistance:** This roll represents the ability of the unit's enemies to avoid the effects of magic items and spells (see “►Cast Spell”).
8. **Attack:** All enemies in the unit will perform this attack when the unit battles the characters. Each enemy can attack a character separately which can be the same or a different one for each enemy. The attack indicates the Attack Roll and the range at which the target character must be. It is possible that some enemies of the same unit cannot attack any characters and others can attack them (see “Activation of Enemies”).
9. **Abilities:** The unit may have access to various Skills whose effects are always available and should be applied whenever possible.

10. **Enemies:** When you deploy the enemies of a unit, assign a number to each one to distinguish them. When an enemy receives a Condition, place the tokens on, or, under its tab to know the status of each one at all times.

DEPLOYMENT

The app will indicate when the enemies appear and will give instructions to deploy them on the board. If an enemy's setup space is occupied by a character, place the enemy's miniature on an adjacent free space.

Each time you finish setting up an enemy unit, take its Initiative token and place it in the same position on the

Initiative track as its value.

IMPORTANT

Remember that if there are no enemies in the scenario at the time of deploying new enemies, you must move the round marker one position forward.

Do not activate an enemy in the unit until you have completely finished activating the previous one. When all the enemies that make up the unit have been activated, advance the initiative token on the initiative tracker as many places as the unit's current value.



There are two enemy units deployed, Marked (2) and Husks (2). It is the turn of the Marked, so we click on their name in the side menu.



A screen appears indicating the actions that each of the Marked tries to carry out during their Activation. Choose one of the two, whichever you want, fully resolve all of the Activations, then activate the second one.

ENEMY BEHAVIOR

Enemy behavior is determined by an ordered list of options with two parameters (range and target). You should start by checking the values of the first option. If with them the enemy obtains a valid target, they execute their actions on it. If not, go to the next option and check its values. Repeat this sequence until you have at least one target character. These options are made up of:

1. **Distance:** This is the number of squares the enemy begins his search for a target for his actions. If it is followed by "(LoS)" it will be necessary for the enemy to also have line of sight to the target. If there are no eligible characters, go to the next option.

2. **Target:** This is a selection criterion in case there are two or more characters within the indicated distance.

» **Closest range:** Select the closest character.

» **Farthest range:** Select the character that is farthest away.

» **Least Initiative | Move | Vitality:** Select the character with the lowest value in the indicated characteristic.

ENEMY ACTIVATION

Enemy units activate when their Initiative token is next in the Activation order marked on the Initiative track (see "Initiative and Activation Order"). In that case, select the unit in the app by clicking on its name. The app will show you the behavior that will be followed by the unit, that is, the actions that each of the enemies in the unit will try to perform.



Example of deployment of an Intact unit. Place the first enemy on the "C" space of tile 403 and then place the second Intact on an adjacent tile.

» **Greatest Initiative | Move | Vitality:** Select the character with the highest value in the indicated characteristic.

» **Least (Attribute):** Select the character with the lowest value in the indicated attribute.

» **Major (Attribute):** Select the character with the highest value in the indicated attribute.

In case two or more characters are still tied after applying these criteria, select the character that is farthest from the enemy on the Initiative track (in a clockwise direction) in the pile.

3. **Actions:** Once the enemy has found a target character, he performs the indicated actions, which can be:

» **Attack:** The enemy performs the Attack action described on its enemy card. Resolve the Face-to-Face Roll with the player who owns the character targeted by the attack.

» **Assault:** The enemy is placed directly on a free tile adjacent to its target.

» **Approach:** The enemy moves a number of times equal to its Move value. Each move should reduce the distance to the target whenever possible.

In case of performing two actions, fully resolve the first before resolving the second. If the target character would fall Unconscious while resolving the first, the second action is ignored.

Enemies can activate effects that are active only until the end of their Activation, such as being able to add ★ to their Attack Rolls or advance their Initiative token a number of places other than their value.

LARGE ENEMIES

Some enemies in Warcrow Adventures are large and have a 55mm base that takes up four spaces. All Enemies with a 55mm base are considered Large Enemies.

DEPLOYMENT

When you deploy a Large Enemy, place it occupying any group of four free spaces, as long as part of its base occupies the space indicated by the application.



When executing the behaviour of the Kipleacht, the app indicates it carries out Approach. Its Move value is 3, so it will move 3 spaces. Take one of the spaces the Kipleacht is occupying as a reference. Then move the miniature in relation to this space like it was a regular miniature. When the Kipleacht finishes its movement, it must occupy exactly four spaces on the tile.

MOVEMENT

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

Large Enemies can pass through any open door gap, even one square wide, as long as they can end their entire movement on the other side.

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 to a Large Enemy, you can target any of the four spaces it occupies.

IMPORTANT

Models that are not Large Enemies do not block LoS to or from a Large Enemy.

WOUNDS, UNCONSCIOUSNESS, AND DEATH

WOUNDS

You cannot have more Wound tokens than your Vitality value. All you would suffer above this value are ignored. As soon as your character suffers as many Wounds or more as his Vitality value, he/she will become Unconscious.

UNCONSCIOUS

When you fall into the Unconscious state, remove all tokens (Wounds, States, Innate Ability, etc.) from your character token, Energy cubes, and Dark Energy cubes from your Ability cards.



The Kipleacht I has Line of Sight (LoS) towards Darach. It also has LoS towards Ludivine since the Husk is not labelled Big and does not interfere with the LoS. The Kipleacht does not have LoS towards Nayra because the LoS is cut by an enemy labelled Big.

Flip your Initiative token to its gray side, indicating that you are Unconscious. If it's on the initiative track, don't remove it until the initiative marker points to the position it's on. In that case, place it next to your character token (always showing its gray side).

While Unconscious you cannot be the target of Attacks or any type of Effect from Enemies or from the scenario itself. Also, entering the space you are on costs an additional movement point and no one can end their movement on it. You also do not block the Line of Sight (LoS) of any other models.

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

- » Draw a card from the Consequences deck and apply its effects immediately. Place the card next to your character token.
- » Flip your Initiative token to its colored side, wherever it is.
- » If you removed your Initiative token from the Initiative track and there are still enemies on the board, place it back on the Initiative track, in the next position along from where the Initiative marker points to, and, on top of all other present Initiative tokens.

If the scenario ends and you are Unconscious, draw two Consequence cards and place them next to your character token.

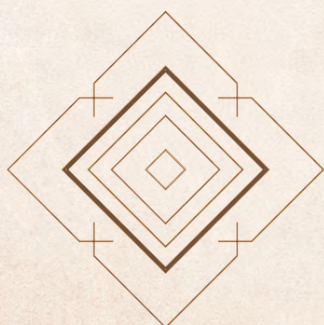
CONSEQUENCES

When you receive a Consequence card, place it in your play area, near your character card. The effects of the Consequence are applied from that moment and end when the Consequence card is turned over. Each face-down

Consequence card subtracts one from the character's Vitality value.

Your character can heal their Consequence using a Brew or during the Hawthorn Point phase, after the scenario ends.

A character who has Consequences equal to his Vitality value will not be able to participate in the next scenario of the campaign.

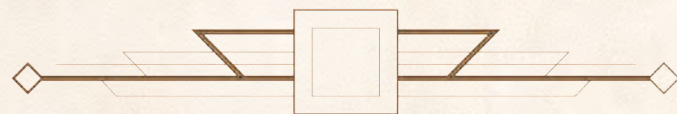


DEATH



When an enemy suffers as many or more Wounds than the Vitality value of its enemy card, it dies. Remove all States and tokens from their tab on the enemy card. He/She then removes the miniature from the board and the enemy card.

If the enemy that dies is the last of the unit, mark the elimination of the entire unit by tapping on the "Kill Unit" icon that appears next to their name in the app

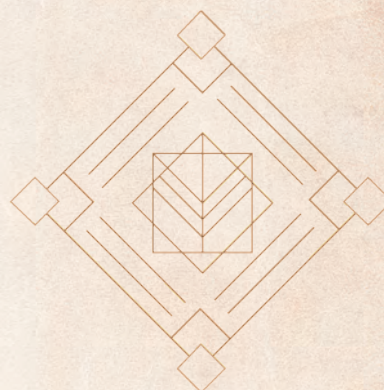


The last of the Marked left standing receives their fourth. We click on the "Kill Unit" icon, we accept and remove all the tokens, the miniature and the enemy card.

STATES

Characters and enemies can suffer States as part of any effect. Whenever 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 its numbered tab on the enemy card.

A miniature (character or enemy) cannot be affected by the same State twice. If a miniature is going to receive a State they already have a second time, it is ignored.



Nayra has the  Focus Status and Marked I has the  Stunned state.

These are the States, their effects and how to remove them:

 Frightened	Before rolling the dice, you must remove one offensive die from your Attack Rolls or one defensive die from your Defense Rolls. If you pass a  test at the end of your Activation, remove this State..
 Stunned	Characters: Remove one  from each roll you make. If you pass a  test at the end of your Activation, remove this State.. Enemies: The enemy removes one  from each of his rolls. At the end of his Activation he removes this State.
 Focused	Until the end of your next Activation, you can increase one die from all your rolls. At the end of your next Activation, you must pass a  check (★★) to keep it until the next Activation or else remove it.
 Confused	Characters: At the end of your Activation, you suffer one . Afterward, if you pass an  check, remove this Status. Enemies: Enemy suffers one . Remove the state.
 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 one . Then, if you pass a  check, remove this Status. Enemies: Enemy suffers one . Remove the state.
 Vulnerable	Characters: Remove one  from each roll you make. If you pass an  test at the end of your Activation, remove this Status. Enemies: The enemy removes one  from each of his rolls. At the end of its Activation remove this State.

THE TINGE

Those who use magic are at 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 the skin with dark spots and suppurations that spread all 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 are tainted by the ✖ Stain.

✖ STAIN

By practicing magic or coming into contact with magic-related substances, characters can gain ✖ Stain. When you gain ✖ Stain, place ✖ tokens on your character sheet.

By itself it has no effect, but at the end of the scenario, when the characters return to Hawthorn Point, the ✖ Stain can be cleaned or else it will irreversibly solidify as a Tinge.

⚡ DARK ENERGY

Nayra has access to  Dark Energy, which can lead to the Stain if not controlled properly. This is represented in the game as a black cube that you can use in the same way as your character's  Energy cubes. Each time you invest an  Dark Energy cube in a slot on the Activation panel or a Ability card with energy pool, you can gain one ✖ Stain, depending on the slot type:



» **Stain free tiles.**  Dark Energy cubes do not generate ✖ Stain when invested in these types of slots.



» **Tiles only available for  Dark Energy.** Only  Dark Energy cubes can be invested in these tiles. In addition, you will gain one ✖ Stain.



» **Other Tiles.** On all other tiles, regardless of their type, you will gain one ✖ Stain when you spend an  Dark Energy cube on them.

CLEAR ✖ STAIN

You can clear your ✖ Stain tokens during the game through Magic Items, Ability cards, or Consumable Items. Those that you cannot get rid of will be moved with you to Hawthorn Point at the end of the stage. There you will have the opportunity to clear all the ✖ Stain you have left.

TINGE CARDS

If despite your attempts to cleanse yourself during the Hawthorn Point phase, your Character has at least 10 ✖, draw a Tinge card for every 10 ✖ you can remove from your character token and place them in your play zone.

Tinge cards give you powerful effects that will always be available or active and will encourage you to gain more ✖ Stain. You cannot get rid of a Tinge card in any way.

IMPORTANT

If your character ever receives their third Tinge card, they will leave the campaign. You will not be able to play with them again.

AT THE END OF A SCENARIO

At the end of each campaign scenario, the characters will return to Hawthorn Point to rest, heal their wounds, clean any ✖ Tinge they have, acquire new equipment, and prepare for the next adventure.

There they will have the opportunity to interact with various NPCs (Non-Player Characters) who will tell them more about the strange events that surround Hawthorn Point and obtain Consumable Items from them in exchange for the ingredients recovered during previous scenarios.

In addition, the characters will be able to unlock secondary scenarios that can be played parallel to the development of the campaign, and in which they can obtain new special objects.

CONSUMABLE ITEMS

Consumable Items are only available during a scenario, so at this point, before returning to Hawthorn Point, you should discard all Consumable Items that you didn't use during the scenario you just played.



A BRIEF HISTORY OF HAWTHORN POINT

The plot of Warcrow Adventures takes place in Hawthorn Point and its surroundings, a neutral city located on the great island of Assail, which owes its name to the Elves, since the ancient capital of their extinct empire was located there. Just over a decade ago, the Fog that perpetually covers the entire eastern half of the island receded exactly at that point.

Little by little, the myths and legends about powerful arcane artifacts from the ancient 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 that would serve as a base camp for the numerous expeditions that landed there. Soon, the port became a village, and the village grew into the city of Hawthorn Point, where legionnaires, mercenaries, merchants, settlers, outlaws, and thieves have all found a home.

Hawthorn Point is surrounded for a few kilometers by the strange Fog that covers half of Assail. Many have ventured into it in search of legendary treasures and magical artifacts, but only a handful of survivors have returned in recent years. Sometimes crazy, other times with strange deformities, but all babbling about terrible visions of creatures and strange magical phenomena that defy all reason and logic.

HAWTHORN POINT

This phase takes place between campaign scenarios and is managed directly in the application. It is solved by following these steps:

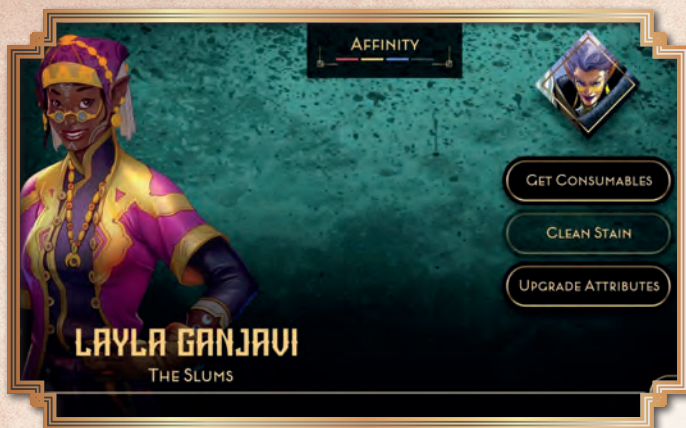
1. FREE TIME

Hawthorn Point is divided into three neighborhoods with three locations each. During this step, all characters must visit one of these locations, which offer different possibilities and cover different needs. Each one presents a number of spaces in which the characters that visit them must be placed. The Inn is the only location that can hold all four characters at once, so agree with the other players which locations you are going to visit, and then drag the characters to the selected spaces.



Once all the characters are assigned to a location in Hawthorn Point, a round begins in which each character can perform once, any, all or none of the following actions (only if they are available in the location):





1. **Improve an attribute:** You can upgrade one of your attributes, except the one marked ✖ Expertise. Take an Enhanced Attribute marker and place it next to the attribute value on your character token. This marker has two faces: on one side it presents the ✖ symbol and on the other the [Aumento Tirada] symbol. Before starting a scenario, you can decide which side the marker shows, and therefore whether to apply ✖ to rolls with your attribute or increase them.
2. **Acquire a Consumable Item.** All the ingredients that you have been collecting throughout all the scenarios played are available to exchange for Consumable Items. The application manages these resources and will discount them when you confirm the exchange. Keep in mind that these ingredients are group possessions, that is, the ingredients you spend will no longer be available to the rest of the characters.
3. **Cure Consequences:** You will be able to heal from at least one of your Consequences. And depending on your relationship with the NPC's faction, often more.
4. **Clean Stain:** You can clear your character's ✖ Stain by making a @ Magic Resistance roll: For each ❷ rolled, remove a ✖ token..

2. ENCOUNTERS

The characters must resolve an encounter by going through the neighborhoods of Hawthorn Point. Encounters are resolved by neighborhood, so all the characters that are in locations in the same neighborhood must resolve the same encounter.

AFFINITY WITH THE NATIONS

Four factions have presence and influence in Hawthorn Point: Mounthaven, Feudom, Embersig's Hegemony, and The Slums. The first three correspond to some of the major Lindwurm nations. The Slums represent the poor area and an underworld of shady business and crime: People without a past, mercenaries, businessmen, guilds, and professionals without an allegiance.

Affinity is a way of representing the level of characters' relationships with the different factions present in Hawthorn Point and vice versa. There are four levels: Hostile, Neutral, Amicable, and Loyal.



At the start of the campaign, Affinity will start at Neutral towards all factions, and depending on the decisions made by the Characters both in the scenarios and in the encounters in Hawthorn Point, the levels will rise and fall. Sometimes the same decision can mean increasing affinity with one faction and decreasing it with another. For example, helping a Feudom rep will gain you favor with Feudom but at the same time you will lose face with Hegemony, their eternal rival.

Affinity is important to get maximum options from some NPCs. For example, Osmar Griselrich, the doctor, is from Mounthaven. If your affinity level with Mounthaven is hostile he won't want to heal your Consequences; if it is neutral or friendly he will heal one Consequence for you and if it is loyal he will heal two.

3. UPDATE CHARACTERS

Characters start the campaign with only the cards listed as starting equipment on their character sheet. During this step the characters acquire some kind of upgrade after finishing some scenarios.

Ability Cards: At the start of the campaign, you will receive all of your character's Ability cards, but you will not be able to use all of them. At the end of some scenarios, the total cost of the Ability cards that you can use for the next scenario will be updated. As long as you meet this restriction, you can select any cards you want before each scenario.

Equipment Cards: Your character can be equipped with a magical weapon or item, armor, and a special item. It cannot be equipped with two weapons, or two magic items, or two special items. At the end of some scenarios you will receive new Equipment cards that do not force you to discard the one you already have. Before each scenario, you can decide which combination to take on the next adventure.

PREPARATION FOR THE NEXT SCENARIO

In this phase the characters prepare for the next adventure. You must select which four characters will play the following

scenario and which Equipment and Ability cards they will carry with them. Remember that in order to play the following scenario, each character must meet the following requirements to be eligible:

- » Must have fewer Consequences than its  Vitality value.
- » Must have less than three Tinge cards.

If you cannot select four characters, you must play the next scenario with fewer. If you cannot select at least two characters, the campaign ends.

REFERENCE SHEET

GAME ROUND		
Phases	If there are NO enemies	If there are enemies
Start of the Round		If there are no enemies in the pre-vious round, prepare the Initiative track.
Activations	Choose the activation order for the characters. Use the two-faced  Initiative token to signal your Activation.	The pointer in the Initiative track advances clockwise from position one to ten. Characters and enemies activate when the pointer reaches their token's position on the Initiative track.
End of Round	Advance Round marker	Advance Round marker

STATES	
 Frightened	Before rolling the dice, you must remove one offensive die from your Attack Rolls or one defensive die from your Defense Rolls. If you pass a  test at the end of your Activation, remove this Condition.
 Stunned	Characters: Remove one  from each roll you make. If you pass a  check at the end of your Activation, remove this Condition. Enemies: The enemy removes 1  from each of his rolls. At the end of his Activation he removes this State.
 Focused	Until the end of your next Activation, you can increase one die from all your rolls. At the end of your next Activation, you must pass a  check () to keep it until the next Activation or else remove it.
 Confused	Characters: At the end of your Activation, you suffer one . Afterward, if you pass an  check, remove this Status. Enemies: Enemy suffers one . Remove the state.
 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 one . Then, if you pass a [FOR] check, remove this Status. Enemies: Enemy suffers one . Remove the state.
 Vulnerable	Characters: Remove one  from each roll you make. If you pass an  test at the end of your Activation, remove this Status. Enemies: The Enemy removes one  from each of his rolls. At the end of his Activation he/she removes this State.



HUNTER'S MARK

YOUR ATTACK ROLLS AGAINST TARGETS BEARING THE HUNTER'S MARK GAIN THE SWITCH:

ADD ★ TO YOUR ROLL.

YOU CAN ONLY PLACE ONE HUNTER'S MARK TOKEN PER ENEMY.

DARACH



YOU MAY DISPLACE YOURSELF.



PLACE THE HUNTER'S MARK ON AN ENEMY WITHIN 2-5 RANGE.



YOU CAN SET THE RESULT OF ONE OF THE DIE IN YOUR ROLL.



ADVANCE ONE POSITION YOUR ♠ INITIATIVE TOKEN ON THE TRACK.



YOU MAY ADD ! TO YOUR ROLL.



YOU MAY UPGRADE OR DOWNGRADE ONE DIE FROM YOUR ROLL.



TAUNTED

TAUNTED ENEMIES MUST DOWNGRADE ALL THEIR ATTACK ROLLS.

YOU CAN ONLY PLACE ONE TAUNTED TOKEN PER ENEMY.

ZSOKA



PLACE 1 TAUNTED TOKEN ON AN ENEMY WITHIN 1-5 RANGE.



YOU MAY DISPLACE YOURSELF.



ADD ★ TO YOUR ♠ ROLL.



ADVANCE ONE POSITION YOUR ♠ INITIATIVE TOKEN ON THE TRACK.



YOUR TARGET GAINS THE ☹ STUNNED STATE.



YOU CAN SET THE RESULTS OF ONE OF THE DIE IN YOUR ROLL.



YOU MAY ADD ! TO YOUR ROLL.



DISPLACE A TAUNTED ENEMY IN A WAY THAT THE RANGE BETWEEN YOU TWO IS REDUCED BY 1.



LUDIVINE



PLACE 1 AURA TOKEN ON YOUR CHARACTER SHEET.



ADVANCE ONE POSITION YOUR ♠ INITIATIVE TOKEN ON THE TRACK.



YOU MAY ADD ! TO YOUR ROLL.



ADD ★ TO YOUR ♠ ROLL.



YOU MAY UPGRADE OR DOWNGRADE ONE DIE FROM YOUR ROLL.



YOU MAY REMOVE ONE STATE FROM A CHARACTER WITHIN YOUR AURA.



ONE CHARACTER WITHIN YOUR AURA GAINS THE FOCUSED STATE.



STUN AS MANY ENEMIES WITHIN YOUR AURA AS AURA TOKENS PLACED ON YOUR CHARACTER SHEET. YOU MUST SPEND ALL YOUR AURA TOKENS.

NAURLYNN



PLACE ONE NAURLYNN ON A SPACE WITHIN 1-5 RANGE.



THE DARK ENERGY CUBE PLACED ON THIS SPACE DOES NOT GENERATE STAIN.



ADD ★ TO YOUR ♠ ROLL.



IF YOU DECLARE THE "CAST SPELL" ACTION, YOU MAY DISPLACE YOUR TARGET.



ADVANCE ONE POSITION YOUR ♠ INITIATIVE TOKEN ON THE TRACK.



YOU MAY UPGRADE OR DOWNGRADE ONE DIE FROM YOUR ROLL.



BEFORE MAKING A CAST SPELL ROLL, DRAW THE LINE OF SIGHT TO YOUR TARGET. YOU MAY UPGRADE YOUR ROLL FOR EACH SPACE IT COVERS THAT HAS A NAURLYNN (THE TARGET SPACE INCLUDED).



THIS SPACE MUST BE OCCUPIED ONLY BY DARK ENERGY CUBES.



ALL THE ENEMIES ADJACENT TO YOUR SPELL'S TARGET SUFFER 1♠.



WARCROW

ADVENTURES

WARCROW.COM



CORVUS  BELLI

