

# MISTFALL ROUND SUMMARY

VERSION 2.0

## 1 REINFORCEMENT PHASE

- If Active Encounter, move Reinforcement marker as specified by the Encounter Reinforcement box. Move to 0 if box is empty.
  - Add Reinforcements to the Quest area: Type = specified by Encounter and # = space where marker is on Reinforcement Track.
  - If not enough enemies, reshuffle enemy discards. If still insufficient, increase Time track by 2.
  - If marker stops in a space with a Time symbol, advance the Time track cube 1 space. Enrage enemies and then resolve other effects.
- Set Reinforcement to 0 whether Active Encounter or not. See **REINFORCEMENT TRACK** on back.

## 2 TRAVEL PHASE

(optional) Pay 1 resolve to scout 1 adjacent area (max of 4). Flip scouted location & add 1 wound to it (to make it Perilous).

(optional) Pay <# of players> Resolve to relocate the party.

### PARTY RELOCATION

If active Location is Perilous or Overrun or if there's an Active Encounter (retreat), can only move to Safe adjacent area.

If retreat, add 1 Wound to active Location & move party. Remove enemies. If Enemies are Relentless, they remain in the area indicated: [H] or [Q]. Resolve Encounter penalty. Discard active Encounter.

If active Location is Safe, you can relocate to any adjacent location or stay on current safe location (resting). Move through a string of adjacent Safe locations & discard 1 Resolve for each moved through.

### ENTERING NEW LOCATION

- If unrevealed, reveal new Location, and add 1 wound to Location (Perilous). If revealed, don't change status after moving.
- After relocating party, disperse Enemies in Quest and Hero areas.
- Resolve new Location's effects. Heroes can use Reflex actions.

### ENCOUNTER CHECK

Location Status	Active Encounter	No Active Encounter
0 Wounds: Safe	No new encounter	No new encounter
1+ Wounds: Perilous, Overrun	No new encounter	Draw new encounter

### ENCOUNTER SETUP

- Draw Encounter sharing at least 1 keyword with active Location.
- Place Enemies in Quest area (right of existing ones): Add # of Starting Enemies from the appropriate deck sharing at least 1 keyword with Encounter card. If no matching keywords, discard & draw.
- If not enough Enemies, reshuffle discards. If still insufficient, increase Time track by 2.
- Follow special setup on Encounter card (if any).

## 3 PURSUIT PHASE

Move Enemies individually from Quest area to Hero with the highest Focus until no Enemy is left in Quest area or all Heroes have 0 Focus:

- ❖ Start with leftmost Enemy in Quest area.
- ❖ Place Enemy in the Hero area of Hero with highest Enemy Focus. If tied, collectively decide whom the Enemy pursues.
- ❖ Enemies don't pursue Heroes with 0 Focus.
- ❖ When Enemy moves to Hero area, divide Hero's focus by 2 (rounded down). Ignore icons Focus marker moves through or lands on.
- ❖ Enemies already in Hero areas do not move.

## 4 HERO PHASE

- Players choose order to activate Heroes.
- Resolve start of turn Hero effects & abilities.
- Active player can do the following in any order:
  - ❖ Resolve 1 Regular action. (If choices, use only 1.) See **ACTIONS** for details.
  - ❖ Resolve any number of Fast or Reflex actions.
  - ❖ Purchase any number of Advanced Feats from common Resolve. Place cards in 🖐 hand, which can play in same turn.
- Active player resolves end of turn Hero effects & abilities.
- To end turn, player draws cards back up to their draw limit. If fewer than 5, draw up to have total of 5 in your hand. If you have more than 8, discard down to 8. See **DRAW LIMIT** on back. Do not use Reflex or other actions.

## 5 DEFENSE PHASE

- Each enemy in a Hero area must activate once, in an order selected by the player. (Enemies in Quest area do not activate.)
- Resolve the Enemy's attack. Hero can use Reflex actions or Special Abilities to cancel damage. (Damage type must match.)
  - ❖ A Reflex or Ability only cancels the damage. It doesn't trigger Vulnerabilities or attack the source of the damage unless the card specifically states that it does.
  - ❖ If uncanceled, take Wounds. See **HERO WOUNDS** for details.
- Resolve the effects of all conditions.
  - Resolve Enemy's abilities or conditions.
  - Discard a maximum of 1 condition per enemy or hero.
- Complete each Enemy activation before activating another.

If a hero is defeated during the Final Special Encounter, return surviving enemies to the Quest area.

## 6 ENCOUNTER PHASE

If the round had no Encounter, players can rest if Location has 0 wounds + 0 Enemies in play. See **REST ACTIONS** below.

If the round had an Encounter, check **End** conditions:

- ❖ If **End** conditions for Encounter are not met, end Encounter phase.
- ❖ If **End** conditions for Encounter are met or if there's no active Encounter, complete the **Aftermath**:
  - Discard Active Encounter. Check for Special Rules that might influence Aftermath. Then put card on top of proper discard pile.
  - Disperse all Enemies from Quest and Hero areas. If Enemies are Relentless, they remain in the area indicated: [H] or [Q]. This does mean the enemies are eliminated.
  - Improve Location by removing 1 Wound.
  - Draw 2 Rewards (regardless of number of Heroes). If Rewards are depleted, add 1 Resolve to the pool for each card players are not able to draw.
  - Each Reward can be put into player 🖐 hand (only if it shares 1 keyword with Hero proficiency) or placed at the bottom of the Reward deck in exchange of their Resolve value.
  - Players can rest IF all the following are true : no Enemy in play + Location is safe (0 wounds). See **REST ACTIONS** below.
  - Reset Enemy Focus for each Hero to their starting position.

### REST ACTIONS

**Resting (Restoration):** Move any Buried card to discard pile or from discard pile to bottom of deck. See **HERO WOUNDS** on back.

- ❖ Each player restores a number of cards equal to their Restoration value + the Restoration of the active Location.
- ❖ Draw cards to Draw Limit. Do NOT discard cards from 🖐 hand. See **DRAW LIMIT** on back.

## 7 TIME PHASE

- Draw Time card.
- Move cube on Time track as stated on Time card.
- If marker reaches the final space, the game is over & players lose.
- Resolve Time card event (if any).
- Resolve Time track event in order on track (if any).
- Completely resolve each Time effect before resolving another.

### DISCARDING CARDS






- ❖ If you play an action on a card from your hand, you must discard the card (and any other associated costs that it has) to play the action, unless the text on the card says otherwise.
- ❖ If you play an action on a card from your hero area, you typically do **not** have to discard it just for playing the action, unless the text on the cards says otherwise.
- ❖ Cards that boost an effect are discarded immediately.
- ❖ Other cards remain in play until their effects are fully resolved. Then, they are discarded.

## HERO CARD ERRATA

### ARDENAI

- ❖ **Dagger** — Should be two Fast Actions & one Regular Action. First Regular Action should be Fast Action - same as Crow's Dagger card.
- ❖ **Quiver** — Starts with 2 Objective tokens on it .
- ❖ **Arcaneweave Bow** — Keywords are same as Long Bow, only with added "Arcane. So: "Arcane. Bow. Gear. Piercing. Ranged. Weapon."

### CROW

- ❖ **Utility Belt** — Reflex should be “discard this card” instead of “discard this card or place it on top of your deck” and add a new paragraph: “Special: If this card is in your discard pile, move it to the top of your deck after you draw cards at the end of your Hero Turn”
- ❖ **Venomtongue** — Deal  1, >2  You may discard 1 *Combat* card to deal +1  >2  or to place 1  on targeted Enemy.

### FENGRAY

- ❖ **Ancient Blade** — Should have the Hand icon on its fast action.

### HAREAG

- ❖ **Frost Runestone** — Should read “Special: Cards attached to Frost Runestone....”

### VENDA

- ❖ Any card with a Resolve cost should be an Advanced Feat, not a Basic Feat as printed.
- ❖ **Cleaver of Havoc** — Should get the Flame keyword, not Venomous.

## OTHER CARD ERRATA

### TIME CARDS

- ❖ **Rain of Stone II** — Should say: ">1. Each player either discards 2 cards or takes 4 physical damage." (Currently, it has the same text as Fury of the Mists II.)

### SPECIAL ENEMIES

- ❖ **Sigraed Lady of Mistflame** — Ignore the Piercing Vulnerability and treat the Hero Area symbol as a Quest Area symbol in the Immolate and Fireblast Special Abilities (where she is moved after resolving each of them).

## CONDITIONS

After resolving Conditions on each Enemy and Hero during the Defense Phase, remove 1 Condition from each Hero and Enemy.

**Burning & Poison** — At the end of Defense Phase, each Hero and Enemy suffers 1 Wound for each token. Effect cannot be cancelled.

**Daze** — When a Hero or Enemy deals damage, that Hero or Enemy deal 1 less damage for every Daze token on its charter or card.

**Weakness** — When a player draws at the end of the Hero Phase, that player draws 1 fewer card if 1 or more Weakness tokens are on player's charter. Effects of multiple Weakness tokens do not stack.

As a Reflex action, remove all Weakness tokens from an Enemy to ignore 1 special ability from that Enemy until the end of the phase.

## ACTIONS

**Regular actions** — Resolve during Hero turn before resolving end-of-turn Hero effects. Each player can resolve only 1 Regular action.

**Fast actions** — Resolve any number of times during Hero turn before resolving end-of-turn Hero effects.

**Reflex actions** — Resolve at any time except when drawing cards. Reflex from 1 card is used only once to modify 1 specific effect. Multiple Reflex effects can modify 1 effect, but each has to originate from a different source (which can be copies of the same card). You can take multiple Reflex actions if applicable, if the source card is in play, and if you can pay the costs.

### Action Description



Resolve Action only if card is in your hand. Discard card.



Resolve Action only if card is in your Hero area. Leave in Hero area unless card states otherwise.

When placing in Hero area, check for restrictions. Infinity symbol: Place card with no constraints. Letter & Number (such as A1 or B2): Check other cards in Hero area with the same number. Maximum # of cards = lowest of all numbers. Discard cards from Hero area until at maximum.

## RANGE

If Hero area has 0 Enemies, Actions that target Enemies get + ①.

### Range Description

- ① Targets in your Hero area.
- ② Targets in another Hero area or in Quest area.
- ③④ Targets with modifications in Hero or Quest areas.

## ENRAGING AND CALMING

To indicate Enraged, tilt card. If possible, target a non-Enraged enemy. Enraging enemies already Enraged has no effect.

1. Resolve Enraged effects immediately, as indicated on Enemy. This is in addition to its regular attack damage.
2. If the effect ends with Calm icon, calm immediately & rotate to original position.
3. If the effect has no Calm icon, Enemy remains Enraged until a special effect changes it or Enemy is discarded.

## VULNERABILITIES AND INHERITANCE

If an Enemy has Vulnerabilities, that enemy automatically receives Wounds when the source for a player's targeting effect shares Vulnerability keywords.

For each Vulnerability, add 1 Wound for each Wound icon on the Enemy's list of Vulnerabilities.

Hero card effects modified by other effects automatically inherit keywords of the modifying cards.

## ENEMY FOCUS TRACK SYMBOLS

Symbols activate when increasing Focus, not decreasing.

### Symbol Description



Move Reinforcement marker 1 space to the right.



Hero owner must enrage 1 Raging Enemy (as indicated by matching icon in Enemy type box) in their Hero area.



Move Enemy Focus marker 7 spaces to the left. Continue moving marker to the right to complete an effect.

## REINFORCEMENT TRACK

Moves 1 space to the right when required by Enemy Focus.

During Reinforcement Phase:

- ❖ Moves X spaces specified by Reinforcement Box of active Encounter.
- ❖ Moves to 0:
  - ✦ After drawing Enemies at the end of the Reinforcement Phase.
  - ✦ If Reinforcement Box of the Active Encounter card is empty.
  - ✦ If no Active Encounter is in play during Reinforcement Phase.

After reaching the final position:

- ❖ Immediately move marker on Time Track 1 space to the right. This does not reset the Reinforcement marker.
- ❖ Reinforcement marker doesn't move back. If the Reinforcement marker must move right from the final position, move the marker on the Time Track that many spaces instead

## TIME TRACK

Move marker to the right at least once every round:

- ❖ In the Time phase (as stated on the Time card)
- ❖ When Reinforcement marker is in the last space
- ❖ When Retreat Penalty or other effect requires

## HERO WOUNDS

For each uncanceled 1 damage to Hero, move 1 card from hand, discard pile, or top of deck to the Burial pile.

Cancel damage by resolving specific Actions (usually Reflexes) or with special abilities.

If a Hero has 1+ damage that no player is able or willing to cancel and if that Hero's hand, deck and discard pile has 0 cards, that Hero is defeated. If the final Special Encounter is not active, players lose game.

To heal, Heroes must be target of Restoration (resting or ability).

For 1 Restoration point, a player can either:

- ❖ Move 1 card from the Burial pile to their discard pile.
- ❖ Move 1 card from the discard pile to the bottom of their deck.

## DRAW LIMIT

Draw Limit defines whether you can draw cards and how many. Typically, the Draw Limit is 5. The maximum hand size is 8. If you have more than 8 cards in your hand at the end of the Hero phase, you must discard until you have 8 cards.

Attached cards count as part of the cards they're attached to.