IRON HELPER

Skirmish

- **Enemy Health**
  - ① : ♥ + 🃏 + 2
  - OR
  - ② : ♥ + 🃏 + 4
- **Initial Attack**
  - 🔺—🔻 + ✦
  - (If 📦=📦 you take 0 damage)

Ambush

- **Enemy Health**
  - ① : ♥ + 🃏 + 2
  - OR
  - ② : ♥ + 🃏 + 4
- **Initial Atttack**
  - ① : No initial attack!
  - OR
  - ② : 🔺—🔻 + ✦ + 🃏
  - (If 📦=📦 you take 0 damage)

Attack!

Roll 1 📦 / ✖ (Max 3)

Sum = damage dealt

Check ⬟ for any bonus damage.
(If unarmed or finishing off an enemy, you may deal 1 damage with your fists, without spending any ✖)

Counter

🔺—🔻 + ✦

(If 📦=📦 you take 0 damage)

Loot

Collect 🟡 from card;

- **0** Nothing.
- **1** + 📦 **or** 1 🟡
- **2** + 📦 **and** 🎖

End of Level

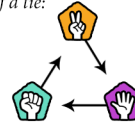When 🏚 is empty:

- Re-shuffle 🏚
- Discard 1 🎴
  (or, if you have no 🎴 then discard 3 ♥)
- For every 2 🔋 you have, gain an additional 🔋
  (If 🔋 ≥ ♥ then you die instantly)
- Advance 🃏
- Draw and resolve 🕯

Facing the Boss

When 👁 are ≥ 10:

- Resolve current 🕯
- Examine the ⬟ of your 🔬 The most common icon determines the boss.
  In case of a tie:

- Flip all 🍇 and reap the rewards.
- Defeat the boss... or die trying.

Gain Skill

Collect defeated 🔬 in a faceup stack

- If 🎯 = proficiency, flip 3 🔬 facedown
- If 🎯 ≠ proficiency, flip 5 🔬 facedown

(Do not discard the cards; just flip them over.)

Misc.

- Spend a 🍇 facedown during combat to re-roll your 📦
- Spend a 🎴 between turns to restore a single ✖

Retire

- 1 / ♥   1 / ✖   ⋮   2 / 🔬   3 / 🟡
- # = 🟡 value of your
  - 📦 & 🎖 & 🗝
- # = 🏚 *(may be negative)*
- # = 🃏 x 2

Home

0-30	: Hovel
31-40	: Cottage
41-50	: Croft
51-60	: Manor
61+	: Fortress

Did I miss something? ben@undinestudios.com