





Round Order Guide

1. Each player may resolve one **Consume** ability.
2. Monster Upkeep
 - Replace behavior card with lowest number (or all tied cards).
 - Gain 1 per player (1 ) **struggle** tokens.
 - If ≥ 3 , **Unleash**
3. Player Turns: Clockwise turn order starting with **aggro** token player.
 - Movement Phase
 - May spend 1 **stamina** to move to adjacent sector.
 - * *Remember, remove threatened status when you move.*
 - If don't move: take **threatened** token.
 - Action Phase: Perform actions in any order and count.
 - Play action card.
 - * Play up to 5 action cards into your **sequence**. Resolve card ability text and then specific card color effect.
 - Take **aggro** token immediately when played, if relevant.
 - Player chooses order to resolve simultaneous triggered abilities on played cards.
 - Activate **Action** ability
 - Revive (limit once per turn)
 - * If in sector with KO'd player, spend 2 stamina. Flip red KO token to black side or discard black KO token and player rises.
 - **End of Phase:** Gain **stamina** token if ≥ 2 cards in hand.
 - Attrition Phase
 - Reveal 1 attrition card (2, pick highest if **threatened**)
 - Take **attrition damage** () if number of defense cards in sequence < value. See damage value on bottom-right of stance card.
 - End of Turn
 - Discard sequence in order played
 - Draw / discard to hand limit (default 5)
 - * When deck is empty, suffer damage equal to weapon level and then reshuffle.
 - Rotate monster to face **aggro** player.
4. End of Round
 - Resolve "at the end of the round" effects
 - Advance round marker.

Important Keywords (Mirah)

Assist During another player's turn, either before or after any action, you may discard an Assist card. The active player draws 1. Limit once per turn.

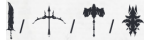
Blind When you inflict Blind, choose a peril card in play. That peril is considered to be blank until the start of your next turn.

Focused Mastery  If card ability text begins with this icon, it means you can only resolve the ability if your mastery card is focused.

Recycle When you are instructed to Recycle X, you may discard X cards of your choice from your hand to draw X.

Stealth When you play an action card with the keyword Stealth in your sequence, that card do not trigger reaction icons containing color or card type icons.

Volley You may discard X cards from the top of your deck and deal damage to the monster equal to your weapon level for each offensive card (red / blue) discarded this way.


Weapon Icon  These are the class icons that represent the different hunter classes. They refer to your weapon level (top right corner of weapon card).

Important Keywords (Dareon)

Assist During another player's turn, either before or after any action, you may discard an Assist card. The active player draws 1. Limit once per turn.


Berserker This is a keyword ability. When you play a card with the keyword Berserker in your sequence, you enter the berserker state and remain in that state until the end of your turn. While in the berserker state, draw 1 each time you play an attack card in your sequence.

Finisher After you play a card with the keyword Finisher in your sequence, your Action phase ends

Focused Mastery  If card ability text begins with this icon, it means you can only resolve the ability if your mastery card is focused.

Resilience After you suffer , you may reveal a card with the keyword Resilience from your hand to draw 1. Limit once per Resilience card per round.


Vulnerable Inflict Vulnerable on the monster. While the monster is vulnerable, you may discard the vulnerable token to double a single source of damage. Vulnerability is removed at the end of the round.

Weapon Icon  These are the class icons that represent the different hunter classes. They refer to your weapon level (top right corner of weapon card).

Important Keywords (Thoreg)

Assist During another player's turn, either before or after any action, you may discard an Assist card. The active player draws 1. Limit once per turn.

Confuse Give monster the confused token and turn monster to a sector of your choice. When the monster would activate a boost effect, discard the confused token instead and cancel that effect (still pay the boost cost). Remove at beginning of next round.

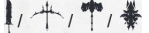
Focused Mastery  If card ability text begins with this icon, it means you can only resolve the ability if your mastery card is focused.

Recycle When you are instructed to Recycle X, you may discard X cards of your choice from your hand to draw X.

Stealth When you play an action card with the keyword Stealth in your sequence, that card do not trigger reaction icons containing color or card type icons.

Strain Then the next time you refill your hand, draw one card fewer for each strain you have.


Stun When you stun the monster, place stun token on an active behavior card. That card cannot be triggered this round. Then choose a player. They reveal up to two attack cards from their hand and deal weapon damage per revealed card. Remove after resolving "end of round" effects.


Weapon Icon  These are the class icons that represent the different hunter classes. They refer to your weapon level (top right corner of weapon card).

Important Keywords (Ljonar)

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Focused Mastery  If card ability text begins with this icon, it means you can only resolve the ability if your mastery card is focused.

Resilience After you suffer , you may reveal a card with the keyword Resilience from your hand to draw 1. Limit once per Resilience card per round.

Taunt During another player's turn, discard a Taunt card. Active player draws 1, you take the aggro token, and turn monster to your sector. Limit once per turn.

Vulnerable Inflict Vulnerable on the monster. While the monster is vulnerable, you may discard the vulnerable token to double a single source of damage. Vulnerability is removed at the end of the round.

Weapon Icon  These are the class icons that represent the different hunter classes. They refer to your weapon level (top right corner of weapon card).

Behavior Card Resolution

When the effects of any event or card trigger a behavior card, completely resolve that effect before resolving the behavior card. When multiple behaviors are triggered (excluding rampage), reveal and resolve those cards fully, one at a time.

1. Apply behavior card effect and boost effect (if any).
2. Resolve any rampage cards in play.
3. Discard behavior card(s) and refill behavior slot.

Card Resolution Timing

Resolve simultaneous triggers with the following priority. If multiple cards have the same priority, the players decide the resolution order.

1. Stance Cards
2. Peril Cards
3. Behavior Cards
4. Other Cards

Empty Player Deck

Suffer damage equal to your weapon level (a.k.a., **fatigue damage**). Immediately reshuffle your deck.

Empty Behavior Deck

Immediately reshuffle discard pile. Monster gains 1 struggle (a.k.a., **escalation**).

Knocked Out

When a players total sustained damage \geq total health (sum of equipped armor and helm HP):

1. If you're the active player, immediately end your turn (skipping all other steps).
2. Remove all damage tokens from hunter board.
3. Pass aggro token to first player (or next player in player order if they're KO'd).
4. Discard all cards in hand and sequence.
5. Place **deplete token** on either armor or helm. Must not be currently depleted. Depleted equipment does not contribute towards your HP.
6. Add a **Would card** to discard pile. Shuffle deck.
7. Lay hunter miniature on side to indicate KO.
8. Take KO token, place on hunter board red side up.
9. Turn monster to aggro player.

When it is your turn while knocked out, flip KO token to black side. If already on black side, the hunter **rises**:

1. Discard KO token.
2. Draw to hand size.
3. Stand up miniature on board.
4. Your turn ends.

Unleash

If struggle ≥ 3 :

1. All players suffer .
2. Remove all but 1  struggle tokens.

Winning and Losing

Scenarios end in the following ways:

- Players win immediately if they reduce the monsters health to 0
- Players lose if the end of round 10 is reached or when all players are simultaneously KO'd.