

No. You can choose which Shield bonus to apply in this case, and once the damage is reduced to zero, it is no longer a source of damage, so any other bonuses do not have to be used.

How long do Shield and Retaliate Last?

It depends on how you got the ability. Lemi explain... no there is too mush. Lemi sum up:

- If they are on a card with charges, they activate only for the effect that triggers the use of the charge
- If they are on a Round Bonus ability card, they are active for the remainder of the round or until you remove the card from the active area
- If they are on a Persistent Bonus ability card, they are active until you remove the card from the active area
- If they are from attack modifier cards or a regular ability card, they are active for the remainder of the round

Summons

Do summons perform end-of-turn looting?

No, only characters perform end of turn looting.

If a summon has a "-" for its move or attack, can I grant it move or attack actions, respectively?

It depends. The "-" means that it has no base for that stat. So you can't grant an "Attack +2" action to a summon with a "-", as that is a modifier to an undefined base, but you can grant it an "Attack 2" action, as that sets the base. The same applies to movement. Also note that summons (or monsters) with "-" movement can still be pushed and pulled.

If a summon/ally is granted an Attack X, which of it's base effects does it get to use? Does it keep its range?

Attack X replaces the figure's base ability so it is a melee attack unless a Range +X is specified or otherwise noted. Other effects from the Stat card (like poison, multiple targets, etc.) are retained.

When summons attack obstacles, what initiative value do the obstacles have when resolving tie-breakers for monster focus?

Obstacles have 99 initiative for resolving focus ties.

Can a summoner receive the effects from modifier cards (like item refreshes or heals) drawn by their summons

No

Which attack modifier deck do player summons use?

The player's deck

Monster Turns

Monster - Activation/Initiative

When a monster type activates, do they all go on the same turn, or does each individual monster have a separate turn?

Each individual monster has a separate turn.

If two different monster types reveal the same initiative on different ability cards, which one goes first?

The players decide.

If a monster is revealed at the end of a round from special scenario rules (not from opening a door), does it take its turn in the current round or the next round?

The next round.

How do you determine initiative for a monster that is summoned by another monster if the summon doesn't have a drawn ability card?

Draw a monster ability card to determine initiative. Note that the monster will draw another ability card in the next round (when it would actually be able to take a turn).

If there are revealed monsters of different types that share the same ability deck (ex: guards) and two monsters have the same standee number, in what order to they activate?

Players decide but they should be consistent from round to round. To make it easier, it may be best to activate the monsters one type at a time (using normal activation order rules). Alternately you can do all of the elites of the different types together, then the normals, deciding ties as needed.

Monster - Ability Cards

What is considered an Action for a monster?

Each separate Ability on a monster's ability card is considered a separate Action, even multiple abilities of the same type - like separate