

When attacking, the base attack value written on the card can be modified by three types of values in the following order. Repeat these steps for each individual enemy targeted by the attack:

- An **attacker's attack modifiers** are applied first. These modifiers include bonuses and penalties from active ability cards, items, and other sources (e.g., +1 Attack from POISON).
- Next, an **attack modifier card** is drawn from the attacker's attack modifier deck and applied.
- Lastly, the **defender's defensive bonuses** are applied. This reduces the incoming attack value for each individual enemy targeted based on each defender's own shield modifier or other defensive bonuses.
- If there are multiple modifiers in any single step of this process, the player chooses the order in which they are applied. Also note that because the bonuses are applied **per target**, it is possible for the same attack action to ultimately deal different damage to each enemy it targets.

**Example:** The Scoundrel performs an "Attack 3" ability on an adjacent elite Bandit Guard. The Scoundrel adds a +2 attack modifier because of specific conditions set by the card and also is allowed to double the attack because of an active card in front of her. She chooses to add the +2, then doubles the result, resulting in an "Attack 10." She then plays an attack modifier card to reveal a "-1," so the attack is reduced to 9. Finally, the Bandit Guard has a shield value of 1, so the attack value is reduced to 8 and the bandit suffers 8 damage.

Any damage suffered by a monster should be tracked on the stat sleeve in the section corresponding to the number on the specific monster's standee. When a monster is brought to zero or fewer hit points by an attack or any source of damage, that monster immediately dies and is removed from the board. Any additional effects of an attack are not applied once a monster dies.

**When a monster dies, a money token is also placed on the hex where it died if the monster was not summoned or spawned.**

## ADVANTAGE AND DISADVANTAGE

Some attacks may have either **Advantage** or **Disadvantage**.

- An attacker with **Advantage** will draw two modifier cards from their deck and use whichever one is **better** **a**. If one rolling modifier card was drawn, its effect is added to the other card played **b**. If two rolling modifier cards were drawn, continue to draw cards until a rolling modifier is not drawn and then add together all drawn effects **c**.



- An attacker with **Disadvantage** will draw two modifier cards from their deck and use whichever one is **worse** **d**. Rolling modifiers are disregarded in the case of Disadvantage **e**. If two rolling modifier cards were drawn, continue to draw cards until a rolling modifier is not played and then only apply the effect of the last card drawn **f**.



*Example of an ability giving Advantage*