MOVE

A **"Move X"** ability allows a character to move **up to** X number of hexes on the map. Figures (characters and monsters) can move through allies, but cannot move through enemies or obstacles. Traps and other terrain effects of hexes must be resolved when a figure enters them with normal movement. A figure cannot end its movement in the same hex as another figure. Figures can **never** move through walls.

Some Move abilities are specified as a "Jump." **Move X (Jump)** allows the character to ignore all figures and terrain effects during their movement. However, the last hex of a jump is still considered a normal movement, and so must obey the normal movement rules above.

Some figures may also have the **"Flying"** special trait. This allows figures to completely ignore any figures and terrain tiles during any part of their movement, including the last hex, **except** that they still must end their movement in an **unoccupied** hex (no figures present). This includes forced movement like PUSH or PULL. If a figure loses its Flying trait while occupying an obstacle hex, it takes damage as if it had sprung a damage trap and then moves immediately to the nearest **empty** hex (no figures, tokens, or overlay tiles of any kind present except corridors, pressure plates, and open doors).

REVEALING A ROOM

During any part of a character's movement, if they enter a tile with a closed door, flip the door tile to the opened side and immediately reveal the adjacent room on the other side of the door. The Scenario Book will then specify what monsters, money tokens, and special overlay tiles should be placed in the revealed room, based on the number of characters (including exhausted characters). Note that, as in scenario setup, the standee numbers of the monsters in the new room should be randomized when placed. It is possible to run out of specific types of monster standees when revealing a room. If this happens, place only the standees that are available, starting with the monsters closest to the revealing character.

Once everything is placed in the new room, any present monster types without an action card should have one drawn for them now. Once the revealing character's turn ends, the initiative values of all monsters in the new room are reviewed, and any monster type that has a lower initiative value than the revealing character (i.e., they should have acted earlier in the round) must immediately act out their turn (in normal initiative order in case of multiple monster types in this situation). This ensures that all monsters revealed in the new room will **always** take a turn in the round in which they are revealed.

ATTACK

An **"Attack X"** ability allows a character to do a base X amount of damage to an enemy within their range. Figures cannot attack their allies. There are two types of attacks: **ranged** and **melee**.

Ranged attacks are accompanied by a **"Range Y"** value, which means any enemy within Y hexes can be targeted by the attack. Any ranged attack targeting an adjacent enemy gains Disadvantage against that target (see Advantage and Disadvantage on pp. 20–21 for details).

Melee attacks have no accompanying range value and are considered to have a default range of 1 hex, which means they typically target adjacent enemies.

Line-of-sight: All ranged and melee attacks can only be performed against enemies within line-of-sight, which means that a line can be drawn from any corner of the attacker's hex to any corner of the defender's hex without touching any part of a wall (the line edge of a map tile or the entire area of any partial hex along the edge of a map tile, unless covered by an overlay tile). Only walls block line-of-sight. In addition, **any ability** which specifies a range can only be performed on a figure within line-of-sight. If a non-attack ability does not specify a range, then line-of-sight is not required. Also note that two hexes separated by a wall line are not considered adjacent, and range cannot be counted through walls.