

ATTACK EFFECTS

Attack abilities will often have effects that increase their power. If an attack effect is listed on an ability card after an attack, the target (or targets) of the attack is subject to the additional effect as well, after damage from the attack is resolved. **Attack effects are applied regardless of whether the corresponding attack does damage.** These effects (except experience gains) are optional and can be skipped. Some character actions can also apply these effects without an attack, and in such cases the target of the effect is written on the ability card.



PUSH X – The target is forced to move X hexes in a direction specified by the attacker, but each hex moved must place the target **farther away from** the attacker than it was previously. If there are no viable hexes into which to push the target, the push ends. The target can be pushed through its allies, but not its enemies.



PULL X – The target is forced to move X hexes in a direction specified by the attacker, but each hex moved must place the target **closer to** the attacker than it was previously. If there are no viable hexes into which to pull the target, the pull ends. The target can be pulled through its allies, but not its enemies. Both push and pull effects are considered movements, however, they are not affected by difficult terrain.



PIERCE X – Up to X points of the target's Shield are ignored for the attack. Unlike other effects, PIERCE is applied while calculating the accompanying attack damage instead of afterwards.

Example: an Attack 3 PIERCE 2 ability used on a monster with Shield 3 would ignore two of the monster's Shield points and inflict 2 damage (modified by an attack modifier card).



ADD TARGET – If a figure triggers this effect with an attack action, the figure may add an additional target within range to their attack. All added effects and conditions of the attack action are applied to the target, as well, except for effects that would result in additional targets outside of the original added target (e.g., area attacks).

CONDITIONS

Certain abilities may apply conditions to their targets. When a condition is applied to a figure (except CURSE and BLESS), the respective token is placed on the stat sleeve in the section corresponding the number on the specific monster's standee to signify the effect. The condition remains on the figure until the requirements for removing the specific effect are met. Only one of each condition type may be applied to any single figure at a time, however conditions can be reapplied to refresh their duration.

The following are **negative conditions**. If an ability has the name of one of these conditions contained within it, then the condition is applied to all targets of the ability, after the main effect of the ability is applied. Conditions are applied regardless of whether the corresponding attack does damage.



POISON – If a figure is poisoned, all enemies add +1 Attack to all of their attacks targeting the figure. If a Heal ability is used on a poisoned figure, the POISON token is removed, and the Heal has no other effect.



WOUND – If a figure is wounded, it suffers one point of damage at the start of each of its turns. If a Heal ability is used on a wounded figure, the WOUND token is removed and the Heal continues normally. If a figure is both poisoned and wounded, a Heal ability would remove both conditions but have no other effect.



IMMOBILIZE – If a figure is immobilized, it cannot perform any **move** abilities on its turn. At the end of its next turn, the IMMOBILIZE token is removed.