

## Determining Initiative

After players have either selected their two action cards or declared a long rest, the players reveal a monster ability card for each type of monster that has at least one figure currently on the map. In addition, each player not taking a long rest reveals his or her selected cards for the round, placing their **leading card** on top so that its initiative value is visible.

Initiative order is determined by comparing the initiative values on all played monster ability cards and all of the players' leading cards. Whoever has the lowest initiative value takes their turn first, then the next highest, and so on until every figure on the board has acted. When a monster type takes an action, each monster of that type will perform the actions listed on their played ability card, starting with elites and then normal monsters in ascending standee order.

If there is ever a tie in initiative between players, consult the non-leading card of each player to break the tie. (If there is still a tie, players should decide among themselves who goes first.) If there is a tie between a player and a monster type, the player goes first. If there is a tie between two monster types, the players decide which goes first.

**Example:** At the start of the round, the Brute decides that he wishes to play the two cards shown. He also decides he wants to go late in the round, so he choses the "61" as his leading card. If he had wanted to go early, he could have chosen the "15" as the leading card. The Scoundrel reveals a leading card with "86" initiative, and the played Living Bones and Bandit Archer monster ability cards have "45" and "32" initiative respectively. The Bandit Archers activate first, then all of the Living Bones, then the Brute, and finally the Scoundrel.



## Character Turn

On a character's turn, he or she will perform the **top** action of one of the two ability cards played and the **bottom** action of the other. The **leading card** designation used to determine initiative is **no longer significant**. Either card can be played first for its top or bottom action. When playing a card's action, the abilities of the action must be done in the order written and can't be interrupted by the action on the other card. As soon as the action of a card is completed, it is immediately placed in the appropriate area (discard pile, lost pile, or active area) before anything else happens. Players are typically free to choose not to perform any part of the action on their card, however, they **must** perform any part that will cause a negative effect (e.g., reduce hit points, lose cards, or cause a negative condition) on themselves or their allies. An **ally** is any figure that fights with a character. This term includes summoned figures, but does not include the character itself. Abilities cannot affect allies unless the card or rules specify otherwise.

Players can also use **any card they play** as an "Attack 2" action on the **top** half or a "Move 2" action on the **bottom**. If a card is used this way, it is always discarded, regardless of what is printed on the card. On their turn, before, during, or after performing their two actions, players can use any number of items they have equipped.

