

RETALIATE



A “Retaliate X” bonus ability causes the recipient to inflict X points of damage on figures who attack it from an adjacent hex for each attack made. A retaliate bonus can also be accompanied by a “Range Y” value, which means that the retaliate damage is applied to any attacker within Y hexes. A retaliate takes effect after the attack that initiated it. If the retaliating figure is killed or exhausted by the attack, then the retaliate does not activate. Multiple retaliate bonuses stack with one another, and retaliate itself is not an attack or even a targeted effect.

HEAL



A “Heal X” ability allows a figure to return X hit points to either themselves or one ally within the ability’s range. Heals are always accompanied by one of two labels:

- **“Range Y”** means that any ally within Y hexes, or the figure performing the heal, can be affected by the heal. Like all ranged abilities, the recipient must be in line-of-sight.
- **“Self”** mean the figure can only affect him or herself with the heal.

SUMMON

Some abilities summon other ally figures to the board. Summoned figures (summons) are placed in an empty hex adjacent to the figure performing the summon. If there are no available hexes, the summon ability cannot be used. Summons are represented by a colored summon token. There are eight different colors of summon tokens so that multiple summons can be tracked at the same time, and players can assign any color they like to a specific summon, placing tracker tokens on their summon ability cards for easy reference.

Summons have basic statistics for hit points, attack value, move value, and range value along with any special traits written on the ability card. A summon is considered a persistent bonus (the card is placed in the active area) until either the summon loses all its hit points, its corresponding ability card is removed from the active area, or the summoner becomes exhausted, at which point the summon is removed from the board.

A summon’s turn in the initiative order is always **directly before the character who summoned it**, and is separate from that character’s turn. Summons are not controlled by the summoning player, but instead obey automated monster rules, permanently following the ability card **“Move+0, Attack+0”** (see Monster Turn on pp. 29–32 for details) and using the player’s attack modifier deck to perform its attacks.

A player can have multiple different summon abilities in play at once, in which case they act in the order in which they were summoned. Summoned figures **never** take a turn in the round they are summoned. Summon kills are credited to the owner of the summon.



Summons tokens

