

Important: A hero always chooses **one** of two options: move **or** fight.

If the hero moves into a creature's space during this turn, he has to wait until his next turn before fighting.

Battle Board



(only needed in introductory game)



Before battle, mark the gor's values in the game board's creature display:

- 2 strength points
- 4 willpower points

The gor uses 2 red dice.

Start

→ **The hero attacks:**
1. The hero's **time marker** is advanced 1 space on the time track.

2. The hero always rolls all the **dice** available to him in a single throw (see the left part of the hero board next to his current willpower points).

3. Then he adds his current **strength points** to his highest roll. This yields the hero's battle value.

→ **The gor's response:**
1. Now the player to the left rolls **2 red dice** for the gor.

2. The highest roll is what counts for the gor, too.
Special rule: Identical dice numbers are totaled up. *Note: This applies to all creatures, but not to the heroes.*

3. Then the gor's **2 strength points** are added to the result of the roll. This yields the gor's battle value.

→ **The difference** between the hero's battle value and the gor's battle value is calculated and the loser loses that number of willpower points. So either the hero loses willpower points and moves his wooden disk a corresponding number of spaces back, or the gor does.

Note: This also applies to the archer when he attacks from an adjacent space.

If there's a draw, nothing happens.

→ **The battle immediately continues with the next battle round, except ...**

- **The battle ends when ...**
- ... the gor has no willpower points left.
 - ... the hero has no willpower points left.
 - ... the hero has no hours left on the time track.
 - ... the hero breaks off the battle after the gor responds.

Then, immediately continue reading the "End of Battle" card.