
















COOPERATIVE PVE QUICK GUIDE

1. FIRST ROUND SETUP



- A. Reveal  (Boss) and  (Minion) cards as directed by your game mode.
- B. Read each **enemies combat trait**, and remember to keep them in mind for the remainder of combat.
- C. Set enemy health based on number of heroes, **2 or 3 Heroes** (Low Value) and **4 Heroes** (High Value).
 1. If playing with **2 Heroes**, each hero equips their associated **2 Player Relic**
- D. All Heroes choose to equip up to **2  (Items)** and **2  (Artifacts)** and any **Flasks of Healing** from their inventory.
- E. All Heroes draw an opening hand of **4** cards from their shuffled combat decks.

2. PARTY'S TURN



Unless otherwise stated players get the first turn.

- A. Each Hero with more than **0 HP** draws **1** card and gains **2  (Active Action Points)**
- B. If there are any **INJURY CARDS** in a hero's hand activate them.
- C. Use voting rules to determine who goes first.
- D. The chosen Hero's Start of Turn effects trigger (I.E. if  (Dazed) they discard **2** cards at random).
- E. If the chosen Hero has a companion it acts
- F. Chosen hero must perform at least **one Hero Action** (if possible)
 1. **PLAY COMBAT CARDS**
 - a. If the **effective stance** on the played card matches enemy stance the **Heroes perform their combat trait**.
 - b. Adjust Enemy HP. Enemies at zero HP are untargetable and do not act during the Enemy Turn.
 - c. Once all enemies are at **0 HP** the party is victorious.
 2. **PAY 1  TO TAKE AN ITEM OR FLASK OF HEALING FROM A WILLING HERO, INCLUDING HEROES AT 0 HP.**
 3. **USE ITEMS OR FLASKS OF HEALING.**
 4. **PAY 2  TO FILL YOUR HERO'S HAND TO 5 CARDS.**
 5. **PAY 2  TO RESHUFFLE YOUR HERO'S DISCARD PILE INTO THEIR DRAW DECK.**
 6. **USE YOUR HERO'S 1  ABILITY.**
 7. **PAY 3  TO REMOVE  (INVISIBILITY) FROM AN ENEMY.**
- G. You may repeat F. until out of **AP  or end your turn.**
- H. At the end of a Hero's turn they must Discard down to **7 Cards** in hand. Heroes may not discard **INJURY CARDS** this way.
- I. Pick a hero who hasn't acted this round and they return to step D above.
- J. Once all Heroes have finished their turn all status effects induced on the enemy's turn are removed.
- K. **E  (Earned AP)** tokens are moved to the **A  (Active AP)** area.
- L. Start the Enemy's Turn.

3. ENEMY'S TURN

- A. Determine enemy Turn Order, highest initiative goes first.
- B. Enemy chooses an Attack based on the **resultant stance** of the last card in their **RECALL ZONE**. If there is no card in the **RECALL ZONE** use their **Base Stance**.
- C. Enemy picks a target based on their attack.
 1. **HEROES MAY SPEND 1  (BUFF COUNTER) TO CHANGE THE TARGET OF AN ATTACK TO THEMSELVES.**
- D. Attack's Effects and Dmg applied.
 1. **WHEN A HERO IS BROUGHT TO 0 HP DISCARD ALL CARDS IN THEIR HAND, IN ENEMY RECALL ZONES AND IN THEIR  (BOON PILE).**
 2. **IF ALL HEROES ARE AT 0 HP THE PARTY IS DEFEATED.**
- E. Repeat steps B-D for each enemy following the initiative order.
- F. After all enemies have gone all status effects induced on the party's turn are removed.
- G. Go to Round End.

4. ROUND END

- A. Remove Combat cards from enemy **RECALL ZONES** and place in owner's **DISCARD PILES**. **Continuous Attacks** may be left in the **RECALL ZONE** by their owner.
- B. Any remaining **E  (Earned AP)** tokens are moved to the **A  (Active AP)** area.
- C. If all enemies or heroes are at **0 HP** combat is over.
- D. Otherwise restart Party's Turn.