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Game: **OATHSWORNE: INTO THE DEEPWOOD**

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OATHSWORN
INTO THE DEEPWOOD

SETUP

An Oathsworn campaign is divided into chapters, with each chapter made up of two parts: the **story** and the **encounter**.

Create a group of 4 **Oathsworn characters** (the **free company**) regardless of the number of players. Each may be either a full character or a simpler **companion** version of that character.

FULL CHARACTERS

For each full character, take their **character board**. Place a **hit point** (HP) **die** in the HP slot, set to its maximum (6 if beginning a new chapter). If playing the *encounter*, set it to the HP recorded on your character sheet.

Take your character's **model** and a **character sheet**, name your character, and record the REGEN and MAX ANIMUS given on your player board by checking boxes on the matching tracks.

Place a **tracker token** on the REGEN slot of your player board, with a value equal to that on your character sheet. Then place a number of **animus gems** equal to your MAX ANIMUS on your character sheet, on the reserve (left) side of the animus track.

At the start of a campaign, take 3 **iron**, and take in hand your starting **item cards** from the *Chapter 1 Common Item* cards:

A'Dendri Grove Maiden: *Tattered Flax Garment*
A'Dendri Ranger: *Short Bow, Tattered Rawhide Wrappings*
Avi Harbinger: *Gnarled Branch, Tattered Flax Garment*
Cur: *Bone Knife (2), Tattered Rawhide Wrappings*
Huntress: *Short Bow, Long Sword, Tattered Rawhide Wrappings*
Penitent: *Cudgel, Pig Iron Coat, Buckler*
Priest: *Great Maul, Pig Iron Coat*
Scar Tribe Exile: *Hatchet (2), Tattered Rawhide Wrappings*
Thracian Blade: *Long Sword, Pig Iron Coat*
Ursus Warbear: *Felling Axe, Pig Iron Coat*
Warden: *Short Sword, Pig Iron Coat, Buckler*
Witch: *Gnarled Branch, Tattered Flax Garment*

Place colored cubes on your MIGHT track as depicted on your item cards (if any). If you ever run out of space on the track, stack the colored cubes on top of each other.

Place a tracker token on the DEFENSE slot of your player board, with a value equal to the total of the DEFENSE values on your item cards. If you do not have any DEFENSE values on your cards, place a 1 value tracker token (your minimum DEFENSE value is 1).

COMPANIONS

For each companion, take their **companion card** and place a **HP die** on their HP slot, set to its maximum (6 if beginning a new chapter). If playing the *encounter*, set it to the HP recorded on their character sheet.

Place 2 **animus gems** and place them on the reserve (left) side of the animus track on the companion card. Companions can never increase their maximum animus and will always have 2 no matter what level they are.

At the start of a campaign, take a character sheet and 3 iron. Take the companion's starting **item cards**, place colored cubes on their MIGHT track and a tracker token on the defense slot with a value equal to the total of the DEFENSE values on the item cards **plus 2**. If there are no DEFENSE values on the cards, place a 3 value tracker token (the minimum DEFENSE value of a companion is 3).

STORY
SETUP

Place the **token tray**, the **dice**, the **MIGHT** cubes, the **iron currency tokens**, and **card organizer 1** near the playing area.

Place the **player and encounter MIGHT deck organizers** near the playing area. The lids can hold discarded cards and can be placed overlapping the organizers.

Place the contents of the **free company bag** nearby. This bag contains cards that belong to the free company, but not currently equipped by a character.

At the start of chapter 1, the free company bag should contain a sheet from the **free company pad**, the **backpack card** (containing no item cards), 4 **men-at-arms ally cards**, and 8 **player aid cards**.

Take all of the **ally cards** from the bag and place them faceup nearby.

Take the **backpack card** and all **item cards** from the bag and place them in a pile nearby, with the backpack card on top. Give 2 **player aid cards** to each player.

Place the **special rules board** with the same number as your current chapter facedown at the side of the playing area. Do not look at its facedown side until told to do so.

Place the **time tokens** and **location tokens** (numbered 1-30) number side up nearby.

Prepare the **city event deck** and **deepwood event deck**. When you start a campaign, take the city event cards 1-6 from card organizer 1, shuffle them, and place them number side up nearby as the city event deck. Return the rest of the city event cards to the organizer. Do the same with the deepwood event cards 1-6 to create the deepwood event deck. For later chapters, store the current event decks in the free company bag and the rest of the event cards in the card organizer.

Do not place the **game map**, **time track**, and **path card** during setup. You will be told when to set these up during the story.

When you are instructed to **archive** a component, put it back in the box in its initial storage position.

MAP NAVIGATION

To navigate the story, use either the *Companion App* or the *Story Books* and go to your current chapter (chapter 1 if this is your first game). Then, read the story and let your adventure unfold.

When you are instructed, place one of the **city maps** and use the **free company marker** (one of your Oathsworn character models) to represent the current location of the free company.

At the end of the *story* part you will be instructed to progress to the *encounter* part. You may immediately progress to the *encounter* or save the game and finish the play session (starting with the *encounter* next session).

When instructed to place **location tokens**, take the indicated location token and place it number side up on the corresponding numbered space on the city map.

When instructed to *Choose a location to go to*, choose a location that has a location token on it. Move the free company marker there, remove the location token, and place it on the next available space of the **time track**.

When instructed to *Place Location Token X and go there*, place that location token as normal and then move your free company marker there, following the above rules.

If you are using the *Story Book*, flip the location token over and, turn to the indicated entry in the story book depending upon whether you have taken path A or path B. If you are using the app, just click on the location's name to go to the correct entry.

You will be instructed to take a certain **path** while progressing through the story. If you are already on a path and are instructed to take a **path card**, flip the card to the correct side.

When you are instructed to gain a clue, take the corresponding **clue token** and place it near the time track.

TIME TRACK

Moving to a new location takes 1 unit of time, no matter the distance, and is represented by moving the location token from the map to the time track. You may also be told to add time tokens directly to the time track.

When tokens are placed on the track, first fill the top row, left to right, then the bottom row, left to right. If the track space depicts any effects, resolve them as follows:

Immediate effects: Resolve these immediately before reading the location entry. They could be an instruction to draw an event card, or a story trigger telling you to go to a certain entry in the *Story Book*.

End of story effects: If the space is empty, resolve these at the end of the *story* part of the chapter (before the *encounter*). They often give the Oathsworn extra combat tokens.

End of encounter effects: If the space is empty, resolve these after the *encounter* is over. They often give the Oathsworn an extra unique item, taken along with any other unique items during the epilogue.

Because the end of *story* and end of *encounter* effects are resolved if the space does not have a token on it, the more efficient you are at performing your task, the more rewards you will receive at the end of the *story* / *encounter*.

EVENT CARDS

Event cards are either **city** or **deepwood events**. When instructed to draw a card from one of these decks, draw the top card, follow the instructions on it, then archive it back to the card organizer. New event cards are added to the decks during the campaign. When you add a new event card to a deck, shuffle that deck.

THE FREE COMPANY

ITEM CARDS

Item cards are divided into decks with a number that corresponds to the chapter in which the items become available.

Each Oathsworn can equip (place in their hand of cards) at most **1 armor item, 1 gear item and up to 2 hands' worth of weapon and shield items** (at most a single 2-handed weapon, or two 1-handed weapons, or one 1-handed weapon and 1 shield).

Oathsworn are also restricted on the types of items they can equip, as indicated in the bottom left of their player board. If an item is restricted to a certain Oathsworn, their class icon is also shown on the item card. Gear cards can be used by any class.

Place any items not equipped by a character in the **free company backpack** (under the backpack card, initially up to a maximum of 12 item cards). If you ever have more items than your backpack can carry, you must archive any excess items (these can be chosen from any of the items you have).

Item cards can be exchanged between players and/or the backpack at any point during the *story*, but not during the *encounter*.

Gaining items

When instructed to *gain* cards from one of the item decks, draw that number of cards from the top of the current item deck. They may be immediately equipped or placed in the backpack.

Whenever a character changes their equipped weapons and/or armor, adjust their MIGHT track and DEFENSE values accordingly.

Running out of items

If ever a free company cannot fully equip 4 characters with 2 hands worth of items, 1 armor card and 1 gear card, the players may choose to *'petition the Raven Spire'* to gain any amount of items from the current or any previous chapter's common item decks. For each item taken, mark 1 box in the **knockout track** of the free company sheet, which records your overall score for the campaign. The higher the track, the lower your overall score.

GAINING AND LOSING IRON

When instructed to gain iron, take it from the supply and distribute it among the Oathsworn as you wish. There is no limit to the amount of iron each can carry and iron can be exchanged between Oathsworn at any time. If you lose iron, return the amount indicated (taken from any Oathsworn) to the supply.

When instructed to lose more iron than you have, you must also lose items from your backpack. Each item you lose reduces the amount of iron you need to lose by an amount equal to half of the item's value (rounded up). An item's value is shown in the middle of the item card's back. You must always lose whole items.

You never lose equipped items, so if you are instructed to lose iron, do not have enough, and do not have items in your backpack to meet the loss, you lose what you can, but keep equipped items.

LOSING HIT POINTS

When instructed to lose HP, rotate your HP die down to reflect the HP loss.

MIGHT CARDS

Use the Oathsworn **MIGHT** decks if it is an Oathsworn or ally making a check or an attack, and use the enemy **MIGHT** deck for attacks from enemies.

Each color represents either 1 card or 1 die (your choice) of the relevant color, from weakest (white), to yellow, to red, to black (strongest). **MIGHT** dice can always be used instead of or in combination with **MIGHT** cards, though it is suggested you always use the cards for resolving enemy damage..

After resolving the effect, place the used cards in the corresponding discard pile. If a deck is ever empty, shuffle its discards to form a new deck, then draw any remaining cards you require. Discard piles can be viewed at any time.

At any time during the *story* part of the game (not the *encounter* part) an Oathsworn may **spend any 1 combat token to reset any number of MIGHT decks**. Reshuffle the discard piles for the Oathsworn **MIGHT** decks back into the appropriate decks.

COMBAT TOKENS

When you gain **combat tokens**, place them on your player board (or companion card). Once used, either during the *story* or the *encounter*, they are returned to the supply. All unused combat tokens are discarded at the end of a chapter, after the *Chapter Epilogue*; **they do not carry over into the next chapter**.

PERMANENT TOKENS

Permanent tokens are noted on your character sheet. At the start of each chapter, you gain a corresponding combat token for each permanent token you have marked on your sheet. These can be used during the chapter as usual. If you gain a permanent token before the *encounter* part of a chapter, you also immediately gain the corresponding combat token.

ALLIES

Allies are not Oathsworn, but may join your free company for a time. When you gain an ally, take the corresponding ally card from the ally deck and place it with your other allies.

There are 2 types of allies: **combat** and **non-combat**. Both types may have an effect on the *story*, but non-combat allies cannot be used during *encounters*.

STORY ACTIONS

CHECKS

Sometimes the free company will be told to *perform a check*. Each check has a type and is resolved in the same way, but there may be modifiers to it. Usually only 1 check is made for the whole free company, but sometimes a check states that *'each Oathsworn'* performs the check or a single Oathsworn may be required to take it.

To perform a check, decide on how many white cards to draw (up to a maximum of 10) from the white Oathsworn **MIGHT** deck. This decision is made as a group if the check is drawn for the whole of the free company, or by the relevant player if the check is for a particular Oathsworn. Draw the cards and total their values.

If the total drawn on the cards is equal to or higher than the difficulty of the check, and you didn't draw 2 or more blanks (after redraws), **the check succeeds.** If the total drawn on the cards is less than the difficulty of the check, or you draw 2 or more blanks (after redraws), the check fails.

During any type of check, **redraw** tokens may be used: for each redraw you use, discard 1 drawn card and draw a new card of the same type. **Empowered x3** tokens may be used during any check called a **MIGHT** check.

For checks that include the words *'for each success'*, you gain a number of successes for each multiple of the difficulty check you draw.

Criticals

{ } For each card you draw with a **critical** symbol, draw another card of the same color and add its value to your total.

If you draw another critical symbol with the extra card, repeat this process. Any blanks drawn when drawing extra cards from criticals do not cause a check to fail.

SECRET DECISIONS

When instructed to make a secret decision, without any discussion, each player takes a HP die and sets it to the value matching their choice of outcome. Reveal all of the dice and resolve the decision as described in the *Story Book*. If playing solo, just make the decision for the free company.

ROUND OF COMBAT

During the *story*, a fight is resolved by performing a single round of combat. Each Oathsworn must draw a single attack against the enemy. Combat tokens may be used, but special abilities or item abilities may not.

Draw any number of your character's **MIGHT** cards as depicted on your **MIGHT** track (plus up to 10 white cards). If 2 or more blanks are drawn, the attack misses and causes no damage. Otherwise, the attack hits and the sum of all the numbers on the cards drawn is the damage. If the damage is equal to or more than the enemy's **DEFENSE**, the Oathsworn succeeds. If the damage is lower, the Oathsworn fails. **Each Oathsworn that fails loses 1 HP.**

Oathsworn always defeat their enemies during a round of combat that takes place during the *story* part of a chapter.

BANKSMITH AND APOTHECARY

There are 2 special locations in every city you can visit: the *Apothecary* and the *Banksmith*.

You may place these location tokens during the course of the *story*, but when you are playing a chapter with a city/town/village map, you may *start a trade* with a *Banksmith* or *Apothecary* at any point during the *story*. You do not move the free company marker to these special locations, but instead *pay a runner* to go for you.

Each time you send a runner, you lose an amount of iron equal to your current chapter. You may send a runner to the same location more than once during the same *story*, paying the cost each time.

The Apothecary: When you *start a trade* with a *Apothecary*, you may buy up to 5 curative cards, each one costing an amount of iron equal to the current chapter. Whenever curatives are gained, placed them in the injury deck and shuffle the deck.

The Banksmith: When you *start a trade* with a *Banksmith*, take all the cards from the common item deck for the current chapter and place them faceup in a row so that all players can see them. These are available to buy. Each costs an amount of iron equal to the number on the bottom/back of the card. Additionally, any items the free company currently has (either equipped by a character or in the backpack) can be sold to the *Banksmith* for an amount of iron equal to half the number on the bottom/back of the card (rounded up). Archive all sold items.

After all buying and selling is complete, shuffle any remaining *Banksmith* item cards back into the common item deck for the current chapter.

SAVING THE GAME

Each character has a **character save bag**, and the free company as a whole has a **free company save bag**. When you have finished a play session, either with a *story* or an *encounter*, place the following into the save bags:

EACH CHARACTER SAVE BAG

1. **A character sheet.** If saving after the *story* part of a chapter, record your current HP on it. If saving after the *encounter* part of a chapter, do not record your HP; **you return to your maximum HP at the start of every chapter**.
2. **Character ability cards.** Separate unlocked and locked ability cards with a character card separator.
3. **The companion card and all archetype cards.** Separate unlocked and locked archetype cards with a character card separator.
4. **The character's injury cards, item cards** and **iron coins**.
5. **Combat tokens** (only if saving between the *story* and the *encounter*, otherwise archive your combat tokens)

FREE COMPANY SAVE BAG

1. **Free company sheet.** If saving between the *story* and the *encounter*, record in the relevant boxes whether you will gain an extra unique item from the time track, whether you have revealed the encounter special rules board, and whether you are ambushed.
2. **The backpack card and all item cards** not equipped by any character.
3. **Ally cards.**
4. **City and deepwood event decks**.

After saving the game, archive all remaining components.

The quantity of models and components is limited. If you are instructed to add one to the board and there are no more available, do not add more unless told otherwise (in which case, use something as a substitute).

INSTANT ACTION MODE

Instant action mode allows you to play the game without playing the full *story* part, concentrating instead on playing the *encounters* at the end of each chapter. Each instant action chapter has a short story, checks, rewards, and a chance to trade with the *Banksmith* and *Apothecary* before you start.

DIFFICULTY LEVELS

You may vary the difficulty of the game before each chapter:

Journeyman company: Oathsworn and allies have 2 additional **DEFENSE**.

Pilgrim company: Oathsworn and allies have 1 additional **DEFENSE**.

Free company (standard difficulty): Oathsworn and allies have a maximum of 6 HP and no additional **DEFENSE**.

Grim company: Oathsworn and allies have a maximum of 5 HP, but gain 1 extra unique or common item every encounter.

Dread company: Oathsworn and allies have a maximum of 4 HP, but gain 2 extra unique or common items every encounter.

HARDCORE VARIANT

In this variant, instead of an Oathsworn being knocked unconscious when they reach 0 HP, they are killed. Place a mark on the knockout track of the free company sheet as usual, but also record the character class that has died on the hardcore track. In addition, any Oathsworn that ends an *encounter* with 1 or 2 HP remaining also gains an injury card from the top of the injury deck, which must be kept until you are told to archive it.

Oathsworn who have been killed may not be played again in this campaign. Archive the character and all of their items, but keep their iron. You will have to create a new character to replace them in the remaining chapters, using quick leveling.

If you choose to replay an *encounter* instead of moving on, the Oathsworn are not killed and may be saved by replaying with a better result. The KO marks from the first *encounter* are still recorded on the knockout track.

If you ever have fewer than 4 available Oathsworn remaining, you have failed to complete the campaign.

OATHSWORN LEVELS

Oathsworn begin the campaign at level 1 and, during the epilogue of each chapter, advance a level after completing the *encounter*. The levels table on page 26 of the *Encounter Rulebook* shows the bonuses the free company gains at each level.

QUICK LEVELING AND SWAPPING OATHSWORN

At the start of each chapter, before the *story* part, you may swap in and swap out the Oathsworn in your free company. Oathsworn may die and need to be replaced, or you may wish to play a specific chapter as a one-off game.

The level of every full character and companion in a chapter is the same as the number of that chapter. To *quick level* an Oathsworn, refer to the levels table and find the level you are about to play. Add all bonuses from that row to your character, and unlock all ability cards or archetype cards for your character of an equal or lower level. Then fully equip them with items (2 hand's worth of weapons, 1 armor and one 1 card) from the common item decks of any chapter lower than the free company's current level.

If you are creating a new character after having died during the *story*, you cannot create another character of the same class as the one you just lost.

To swap out an Oathsworn (full character or companion), place all of their injury cards aside, return their current character save bag (and its contents) to the box, and take a new one. Quick level your new Oathsworn and give them the injury cards you set aside.

To swap an Oathsworn back in that was previously swapped out, archive all of their items. Then quick level that character, starting from their previously recorded level.

To swap a full character to a companion version or vice versa, take a new character sheet and quick level the character. They keep the item cards and injury cards they already have and do not gain new items from the quick leveling.

Full character: Ability card

Each full character unlocks all new **ability cards** of the character's level (shown under the card title) from their pool of locked cards. All ability cards a character does not start with are locked and must be unlocked to be used. Unlocking a new ability card does not automatically place it in your future hands of cards; it is just added to the pool of potential cards you can use when building your hand. **Your maximum hand limit is always 7 cards.**

Companion: Archetype card

Each companion unlocks all new **archetype cards** of their level (shown on the left edge of the card) from their pool of locked cards. All archetype cards the companion does not start with are locked and must be unlocked to be used.

All: Permanent token

Each full character and companion gains a new **permanent token** of your choice: mark the chosen token on your character sheet. The token does not need to be the same for each character. **Each character can have a maximum of 3 of each type of permanent token.** This does not limit the amount of combat tokens a character can earn from other sources.

Full character: Increase max animus or regen

Each full character increases either their **MAX ANIMUS** by 2 or their **REGEN** by 1: mark the bonus on your character sheet.

Companion: +2 animus or battleflow token

Each companion gains a permanent **+2 animus token** or **battleflow token**: mark the token on your character sheet. Remember that companions use these tokens differently.

Free company trait

Choose one of these free company **traits** and mark it on the free company sheet:

Bushcraft: For each check mark, gain a single free redraw on each **survival check**, up to a maximum of 3. Checks where each member of the free company performs the check count as individual checks.

Comradery: Allies enter play with 2/3/4 redraw or empowered x3 tokens (or any combination of the two). Choose these when any ally enters play; they may be different for each ally.

Endurance: Flip over your backpack card; it can now hold up to 20 items.

Field medic: When you are told to *'choose a location to go to...'* Or *'choose a direction to go in'*, you may add 2 time tokens to the time track to archive 1 injury card on a character. This trait may only be used once per chapter and only on a single character.

Herbalist: Every time you purchase curatives from an *Apothecary*, gain 2 curatives each time you purchase 1.

Keen-eyed: For each check mark, you gain a single free redraw on each **spot / search / listening check**, up to a maximum of 3. Checks where each member of the free company performs the check count as individual checks.

Quartermaster: Gain 1 extra ration whenever you begin to use the deepwood journey mechanism.

Quick-witted: For each check mark, you gain a single free redraw on each **barter / threaten / reasoning check**, up to a maximum of 3. Checks where each member of the free company performs the check count as individual checks.

Scavenger: Loot 1 extra common item per chapter (you gain 5 instead of 4 common items when gaining loot after an encounter).

Tough as nails: When you are told to *'choose a location to go to...'* Or *'choose a direction to go in'*, you may add 1 time token to the time track to heal a character 1 HP. This trait may only be used once per chapter and only on a single character.

True grit: Whenever any Oathsworn draws an injury card, draw 2 instead and pick 1 to keep. Return the other to the injury deck and shuffle it.

Well-connected: *Sending a runner to a *Banksmith* or *Apothecary* no longer costs any additional iron.*

ENCOUNTER

SETUP

Do the following when you are instructed to proceed to the *encounter* in the *Encounter Book* during a play session:

If you are continuing from the story part of the chapter:

Each Oathsworn starts with the HP they had at the end of the story. If you will gain an extra unique item from the time track after completing the encounter, mark the *'extra unique'* box for your chapter on your free company sheet. Archive the city map, time track, iron currency tokens, time and location tokens, path card, journal and *Story Book*. Place the event decks, backpack card and your unequipped items in the free company save bag. Place the game board in the playing area. Finally, open the *Encounter Book* to your current chapter and follow the encounter setup steps.

If you are *not* continuing from the story part of the chapter:

Place the game board in the playing area. Place the **token tray**, the **dice**, **MIGHT cubes**, **card organizer 1**, and **player and encounter MIGHT deck organizers** near the board. Follow the steps for full character setup and companion setup. Place combat tokens from the characters' save bags and place them on the respective player boards/companion cards.

Open the *Encounter Book* to your current chapter. Open the indicated mystery box/envelope and ready the components. Take the special rules board for your current chapter and place it facedown near the board. If the special rules box for your chapter is checked on your free company sheet, turn the special rules board faceup. Finally, follow the encounter setup steps.

ENCOUNTER SETUP

Place the **encounter board** described in the *Encounter Book* faceup near the game board. Place a HP die, set to 6, on each available slot on the board.

Take the 15 stage cards described in the book, shuffle the stage 3 cards, and place them facedown to the left of the board. Shuffle the stage 2 cards and place them facedown on top of the stage 3 cards. Shuffle the stage 1 cards and place them facedown on top of the stage 2 cards. **Turn the top stage 1 card faceup.**

Each Oathsworn starts with a hand of 7 **ability cards**: one '0' cooldown card, two '1' cooldown cards, two '2' cooldown cards, and two '3' cooldown cards. Oathsworn also take all injury cards they have in their save bag and any item cards they have.

At the start of the campaign (encounter 1), Oathsworn use only their 7 starting ability cards (star icon). From chapter 2 onwards, they choose 7 cards from their own set of unlocked ability cards, following the restrictions above on how many cards to have for each cooldown value. These 7 cards can be changed for each encounter. If you have revealed the special rules board for the encounter, build your hand of ability cards using that information.

The *Witch* begins with 3 starting ability cards, and then chooses either the 4 fire or 4 water starting ability cards. All these cards are unlocked and from chapter 2 onwards she can combine both fire and water cards in her hand.

If you are playing with any companions, for each select 1 side of 1 of their unlocked **archetype cards** to use during this encounter.

Now turn the **special rules board** faceup if you have not done so already. Place the enemies and obstacles on the game board as shown in the *Encounter Book*. Place your free company models on the game board anywhere in the green zone.

Choose 1 Oathsworn to take the lead for this encounter. They will take the first turn in each round.

Follow any additional setup instructions in the *Encounter Book*.

Check your free company sheet to see whether you start the encounter normally or are being **ambushed**. Start the encounter.

Oathsworn refers to all full characters and companions, but not allies, other non-player controlled characters, the Grove Maiden's Sentinels or the Ancient Guardian (these are friendly to players). *Characters* refers to enemies, Oathsworn and friendly characters.

Golden rule: All situations where there is a choice between directions, hexes or characters are resolved by the rule of **north then west:** choose the northernmost hex, and if there are 2 equally northern hexes, choose the westernmost hex.

SEQUENCE OF PLAY

1. REFRESH PHASE

Skip this phase in round 1 if the free company was ambushed.

Each Oathsworn and ally performs these steps simultaneously:

1. Regenerate animus equal to your **REGEN** value. Move that number from the reserve area (left) to the available area (right). You cannot regenerate more than you have in your reserve. Companions always regenerate 2 animus per round.

2. If there are any ability cards below your player board (cooldown position 0), take them back into your hand.

3. Companions remove all cubes from their archetype card.

2. OATHSWORN PHASE

Skip this phase in round 1 if the free company was ambushed.

Starting with the first player and going clockwise, players take turns until all players choose not to take any more turns. You may keep taking turns even if you chose to pass on your previous turn.

On your turn, you may make 1 move action and play up to 1 ability card. Both are optional and you may do neither. Companions may make 1 move action and either attack or activate a special ability.

You may play as many **item cards** and **combat tokens** as you wish, and in any order, and may also use your special ability. Item cards have an **animus cost** which must be paid before the item can be activated, and after its effects are resolved, they are placed on the **cooldown** position depicted on the card.

If you have any injury cards in your hand on your first turn of the round, you must play all of them (in any order) before movement or playing an ability card. They do not count as playing an ability card, and you may play item abilities and combat tokens before them.

COMPANIONS

Companions spend animus, but they have a number of actions on their companion card they may perform for the given costs. Each companion also has an archetype card showing 2 abilities; each may be used once per round (place a colored cube on the ability to indicate it has been used). Some archetype cards give the companion interrupt abilities: these do not cost any animus.

Companions may use **defense**, **redraw**, and **empowered x3** combat tokens as usual. Instead of the usual effect, a companion may, during their turn, use any **+2 animus tokens** or **battleflow tokens** to immediately perform one of the following actions: **move 2**, **perform an attack** (this does not trigger the determination rule) or **refresh the MIGHT decks**.

Companions gain **MIGHT** and **DEFENSE** from items as normal. Item abilities **do not cost animus or go on cooldown**, but instead are single use items that can be triggered when their conditions are met. After an item ability is used, turn the item facedown; it cannot be used again in this encounter, though its passive **MIGHT**, range and **DEFENSE** remain in effect. Some items have an alternate ability only useable by companions ('**Companion:**').

Companions that start an encounter with injuries ignore the effects on the cards. Instead, they lose HP at the start of the encounter depending on how many injuries they have.

MOVEMENT

When you make a move action, spend any amount of animus (moving it from the available area to the reserve area). For each animus spent, you may move to any adjacent hex that does not contain an obstacle or another character.

Some items and abilities also allow you move. When this happens you may move the amount of hexes indicated on the card for free.

An Oathsworn or ally faces a particular direction (the direction the model is looking). You can change facing, at no cost, at any time on your turn, except when resolving an effect.

Fire tile: If a character moves onto a fire tile, remove the tile from the board and the character loses 1 HP.

Water tile: Water tiles cost 2 movement to move onto. In the case of large characters, this applies if any of their base hexes moves onto it. A character only suffers this penalty from each water hex once per turn. Water is not removed after being moved onto. Enemies that only have 1 movement remaining will stop when they reach a water tile.

There can only be 1 single hex effect tile/token in a hex. If a new one is created on a hex, replace any existing one. Single hex tiles may exist on top of large effect tiles. If a large effect tile is placed over a single hex effect tile, place the large tile underneath. Both effects apply to any character standing on that hex.

ABILITY CARDS

To play an ability card from your hand:

1: Choose the effect on a card you wish to play

Cards may have multiple effects separated by a horizontal line: you may perform the effect above the line *or* below it.

2: Pay the cost

Spend the amount of animus shown in the card's top left corner. If you do not have enough animus, you cannot play the card.

Cards with a ? In the top left have multiple effects and the cost you pay depends on which effect you decide to use. If card has any additional costs and/or requirements, they must be met to play that card's effect.

Information about cards in a player's hand can be shared, but no one may decide for others what cards to play or actions to take.

3: Resolve the card's effect

Follow the instructions on the card.

4: Place the card on cooldown

Place the card in the appropriate **cooldown position** around your player board according to its cooldown value (top right):

0 = Below your player board   1 = To the left of your player board
2 = Above your player board   3 = To the right of your player board

5: Battleflow other cards

After playing an ability card from your hand (including interrupts), all *other* cards in that cooldown position are moved to the next lowest cooldown position. This **battleflow** represents your momentum in combat.

Only cards in the same cooldown position as the newly played card are moved. Once moved, they do not cause a cascade of further cards to battleflow. If a card in cooldown 0 position is moved due to battleflow, return it to your hand.

Battleflow only happens when you play an ability card, never when you play an injury or item card, or when another effect causes cards to rotate around your player board. But items may be battleflowed by other cards, and still provide their **MIGHT** and **DEFENSE** even when on cooldown. If an item card is played while playing an ability card, the item card is always placed on cooldown before the ability card battleflows other cards and so will be rotated by the ability card's battleflow if placed on the same cooldown position.

ATTACK

This icon allows you to perform an attack 🗡.

If there is a **range** listed on the ability card effect or you have a weapon equipped that has a **range** listed on its item card, it is a ranged attack, even if the attack is performed from an adjacent hex. Otherwise it is a melee attack. An attack can usually only be made against a target in its range, and a melee attack can only be made against a target in an adjacent hex.

To measure the distance, count the number of hexes using the most direct path possible, even through spaces containing characters or obstacles. Count the hex the target is in, but not the attacker's hex. If this distance is less than or equal to the range of the attack, the target is in range.

Ranged attacks usually require **line of sight** (LoS). Trace a line from the closest corner of the hex occupied by the character and the closest corner of the target hex. If those hexes are in a straight line of hexes, the middle of the hexes are used to determine LoS instead. If the line touches or passes through an obstacle (even just a corner of the hex), LoS is blocked.

Enemies and friendly characters do not block LoS.

When determining LoS to a large enemy (more than 1 hex), the character can usually only target the closest hex that is within LoS. If 2 hexes are the same distance from the character, you can choose which to target after damage is drawn.

When a large enemy attacks, determine LoS from its front hex.

Each character has 4 **arcs**: front, rear, and left and right flanks. Some abilities give a bonus for attacking or being in an enemy's front, flank or rear (see p14 of the *Encounter Book* for diagrams).

To make an attack, choose how many MIGHT cards you want to draw. Draw 1 card of the same color as each of the cubes on your **MIGHT** track, and add as many white cards as you wish.

If you are making an **unarmed attack**, you may not use the **MIGHT** on your **MIGHT** track.

If you draw 2 or more blanks the attack misses and no damage is done.

If the attack hits, the sum of the values on the cards drawn is the damage. Some effects allow you to redraw cards; for each redraw you use, discard 1 drawn card and draw a new card of the same type. You can redraw a card that has already been redrawn.

All criticals and redraws are resolved before any effects that instruct you to ignore a certain **MIGHT** card (such as the highest or lowest) are resolved. If a **MIGHT** card showing a critical is ignored, do not ignore any other cards drawn because of this critical.

For each card you draw with a **critical** symbol, draw another card of the same color and add its value to your total. If you draw another critical symbol, repeat this process. Any blanks drawn when drawing these extra cards do not cause an attack to miss. You do not have to draw new cards on a critical.

> **Determination rule:** If, after redraws, one of your attacks misses, you gain any 1 combat token of your choice, and regain all **redraw** and **empowered x3** tokens you spent during the attack.

Empowering cards: If the attack has the keyword *empowered* and/or you use any **empowered x3** combat tokens, you can upgrade a number of your **MIGHT** cards to the next highest color before the cards are drawn, a number of times equal to the number given.

The same **MIGHT** card may be upgraded multiple times, but cannot go beyond black. You can combine a card effect and one or more empowered combat tokens.

Items: If an item gives a bonus to an attack and that attack hits multiple targets, the bonus applies to all of them.

ENEMY LOCATIONS AND DAMAGE

The hexes covered by a large enemy model correspond to the hexes shown on the encounter board (the arrow on the model's base is on the enemy's front hex). Large enemies have multiple body locations denoted by HP dice placed on the HP die slots. If an HP die is in a slot with more than 1 hex, that die counts as being in all of those hexes. Some single hex characters also have multiple locations, all of which are considered within the hex.

When attacking a large enemy, **choose the closest HP die to the attacker after the damage is drawn.** If 2 or more dice are closest, or when attacking a single hex character with multiple HP dice, choose which to attack.

Divide the damage by the target's DEFENSE and round down (min 0). When a minion loses all of its HP, remove it from the board (minions with more than 1 HP have an HP slot on the encounter board). When attacking a boss, for each HP lost, reduce the targeted HP die by 1. If damage is dealt that would reduce the HP die below 1, remove the die and ignore any excess damage.

Broken locations

If an HP die is removed from a boss for any reason, that location is **broken**. Perform these steps in order:

1. Check the encounter special rules board to see if the **encounter stage** changes.
2. If the stage changes, discard all the cards from the previous stage from the stage deck.
3. If the stage deck is empty, reshuffle the stage 3 cards from the discard pile to form a new stage deck.
4. Whether or not the stage changes, **draw and resolve the top card of the stage deck with the character who broke the location as the target**: this is a **reaction**. This targeting overrides any targeting rules on the encounter board. Minions do not trigger reactions unless stated otherwise on the encounter special rules board.
5. Turn the next stage card faceup.

When a **reaction** happens, any extra effects on your ability card or items that would affect your target are lost (eg, extra attacks, knockback, bleed). However, any effects that target a friendly character still take place before the reaction card is resolved.

If minions are activated for any reason during a reaction, they do not automatically target the character that caused the reaction.

If 2 or more locations are broken simultaneously, remove all the dice first and then check if the stage has changed. Then, draw all the reaction cards and resolve them in the order they were drawn. All broken location icons made visible by the removal of the die will be useable during every reaction card drawn.

If you attack a large creature when the closest hex does not contain an HP die, the HP loss is done to the next closest hex that does. If there are several options, choose after damage is drawn.

If an ability gains a benefit from attacking a specific location and that location is broken, you still gain the benefit, even though the damage is done to another location.

OATHSWORN, UNCONSCIOUSNESS & ALLIES

An Oathsworn reduced to 0 hit HP becomes **unconscious**. Immediately remove their model from the game board.

During the *Tally Level, Loot and Losses* steps, mark a tick on the knockout track for each Oathsworn that went unconscious. **They each receive an injury card and lose an additional item.**

At the start of their next turn, the Oathsworne's player chooses an ally and continues the encounter. Choose a **combat ally** from the free company's ally deck, if available. Take an ally model and place a tracker token on the ally card matching its **DEFENSE** (on the underside of the model's base). Place a HP die set to 6 on the ally card and 2 animus on the available side of the animus track.

Place the model on any empty hex on any edge of the board. You now take turns with the ally instead of your previous Oathsworn.

Allies work like companions, regenerating 2 animus per round and using the alternate combat token rules. Some have a *once per encounter* ability: when you use this ability place any **MIGHT** cube from the supply on the ally to show it has been used.

If an ally is reduced to 0 HP during the encounter, they are killed. Remove the model from the board and archive the ally card after the encounter (do not archive the ally before the end of the encounter as they may remain alive if you replay the encounter). On your next turn, repeat the instructions above, choosing another combat ally to play.

If your free company has no allies left, you must play the remainder of the encounter with less than 4 characters.

3. ENCOUNTER PHASE

1. DRAW STAGE CARD

Draw the top faceup card of the stage deck and resolve its effects in order. If an effect lasts until the end of the round, keep the card visible as a reminder. Otherwise, place it faceup in the stage card discard pile to the right of the encounter board. If you have to draw another stage card while one is still resolving, resolve the cards in the order they were drawn. After resolving a stage card, reveal the next card and place it back on the deck faceup.

If an encounter's special rules board has an alternative method that triggers a change of stage, and there are still old stage cards remaining, discard them until the back of the topmost stage card shows the new stage, then place it back on the deck faceup.

Choose a target by following these steps:

1. If the stage card was drawn as a reaction to a location being **broken**, the enemy targets the character who broke it unless they are out of range (after considering movement and the attack's range) or not in LoS; in which case, proceed to step 2.
2. If there is a specific target on the stage card or special rules board, choose that target unless they are out of range (after considering movement and the attack's range) or not in LoS; in which case, proceed to step 3.
3. If there is no target listed or the target is not in range and LoS, the closest Oathsworn (requiring the lowest amount of movement to reach) in LoS the enemy can reach is the target.
4. If 2 targets are equally distant and the enemy has the *mob* keyword, it targets the Oathsworn who is already adjacent to another enemy with that keyword.
5. If 2 targets are equally distant from the enemy, use the rule of north then west to find the target.
6. If there are no valid targets, the enemy moves as far as possible towards the closest Oathsworn (in LoS or not) not excluded from being targeted (break ties using steps 4 and 5). The enemy performs as many of the other stage card effects as it can.

ENEMY MOVEMENT

Enemies always try to move the shortest distance to be adjacent to their target, and move through and trigger any effect tiles in their path. If there is a choice of multiple shortest paths, use the rule of north then west to determine the next hex chosen.

Enemies have a **facing**, indicated by an arrow on the models' base or by its pose. After an enemy moves, ensure it is always facing its target. If they have no target or do not end adjacent to them, turn the enemy to face in the direction of the final hex of movement.

Unless stated otherwise, all characters that fit in 1 hex are **normal size**. Characters that occupy more than 1 hex are **large**.

Normal size characters cannot enter a hex with an obstacle or another character, and move around these hexes to reach the closest available hex adjacent to their target.

They move around obstacles to head in a stated direction as though they had infinite movement, stopping once they have moved the stated distance. They may head further away from the stated direction as they attempt to move around a large obstacle. Characters always attempt to return to the straight line of hexes in the direction stated (from their starting point) and will only move around obstacles or other characters when adjacent to them.

When moving more than 1 character at a time, move them in order of the closest to their target. Place a colored cube on each model as you move it to keep track of which ones have moved.

Large enemy movement is measured from the closest hex to the target or the direction of travel (as instructed by the stage card). The enemy does not change its facing until it arrives at its destination and the same enemy base hex is used for measurement throughout the move.

Large enemies move through obstacles and other characters. All characters (and other large enemies) that occupy the hexes the enemy ends its movement in are pushed directly away from the center hex and the monster is placed at its destination. When moving toward a target, a large enemy considers all hexes adjacent to their target available, as they can push other characters out of the way. Characters the enemy only moved through are not pushed.

If a large enemy ends its movement on any obstacle hex, remove that obstacle from the board. Those completely moved through are unaffected. Effect tiles moved through trigger as usual.

If a stage card requires a random direction to be determined, roll the **direction die**.

If an enemy's movement would move it beyond the edge of the game board, they 'bounce' off the edge, continuing their movement as if reflected in a mirror.

If a boss ends its movement on a fire tile and it causes one of its HP dice to be removed, draw and resolve a stage card after the current stage card is resolved. The new stage card will target the closest Oathsworn using the rule of north then west.

When a character is told to move directly away from their target, they turn to face away with their rear pointed towards them. They then move forward in a straight line the distance indicated. If anything is in their path, they attempt to move around it so that they may return to the straight line further along the path. If the character would move beyond the edge of the game board, they 'bounce' off the edge in the same way an enemy does.

ENEMY ATTACKS

When an enemy attacks, perform these steps:

1. Check to see if the attack is broken

If a **body part icon** on the enemy attack matches a revealed icon on the encounter board, the attack is **broken:** draw 1 less of the enemy's most powerful **MIGHT** cards.

2. Draw the attacker's MIGHT cards

Without revealing them, the character being attacked draws the enemy **MIGHT** cards indicated on the special rules board.

3. Oathsworn may play an ability card for its DEFENSE value

Once per attack, before **MIGHT** cards are revealed, an attacked Oathsworn may play up to 1 ability card from their hand to gain a temporary boost to their **DEFENSE** (blue shield on the bottom of the card). This costs no animus (*pay no animus* icon). None of the other effects on the card are resolved and the card is placed in its normal cooldown position, triggering battleflow as usual.

The temporary **DEFENSE** is added to the character's current **DEFENSE** and only lasts for 1 damage draw.

3. Reveal the MIGHT cards

Flip the cards faceup and add up the total attack damage.

Enemies ignore all blanks and criticals. They never miss, but may still draw 0 damage, and criticals do not cause them to draw an additional card. Unless otherwise stated, an attack that affects multiple characters is only drawn once and the same damage applies to all affected characters.

4. Resolve enemy damage

Divide the damage by the character's DEFENSE and round down. The result is how many HP the character loses (rotate their HP die to reflect the loss). If an Oathsworn loses HP that reduces their HP to 0 or less, they are knocked **unconscious**.

2. ACTIVATE MINIONS

All minions now activate. Minions do not activate if they have already been activated by the stage card this phase, nor when body parts are **broken** and reaction cards are drawn, unless the reaction card specifically states minions are activated then.

Minions are activated in order of the closest to their target first, according to the special rules board's minion box instructions. They follow normal enemy movement and attacking rules, but choose targets differently. **All minions are moved before any of their attacks are resolved.** A minion targets the closest Oathsworn, ally or any character friendly to the Oathsworn that is in their LoS.

If you are told to place additional enemies on the board and the hex where you would place one is occupied by another character or an obstacle, place it in the closest unoccupied space while following that enemy's placement rules and the rule of north then west.

When placing a large enemy, place the center of the model in the specified hex. Any other character in a hex that would be covered by the base of the model is *pushed back*, and any obstacle in such a hex is destroyed. Face the enemy's target; if no target is defined by the effect which brought it into play, use the rule of north then west.

4. END OF ROUND PHASE

Any effects which take place at the end of a round happen now. Discard any cards which have an *until the end of the round* effect.

DEFEATING THE ENCOUNTER

Either the encounter is defeated by removing all their HP dice, or the free company is defeated when all Oathsworn go unconscious. If both happen at the same time, the encounter is defeated.

If you defeat the encounter, the encounter ends immediately and all remaining minions flee. Proceed to the *Chapter Epilogue* in the *Story Book* or continue in the *Companion App*.

If you fail to defeat the encounter (all Oathsworn go unconscious), you can either move on, or replay it:

Move on: Discard all your combat tokens. Proceed to the *Chapter Epilogue* in the *Story Book* or continue in the *Companion App*.

Replay the encounter: Mark 4 ticks on the knockout track of the free company sheet. Add 2/1 ticks if you played on Journeyman/Pilgrim Company difficulty and ignore 1/2 ticks if you played on Grim/Dread Company difficulty. This is your score for the encounter regardless of future successes; you will not gain or remove any additional ticks on any future attempts.

If a character remains conscious during the replay of an encounter, they will not lose an additional item or gain an injury even if they went unconscious the first time.

To replay an encounter, set it up as normal (do not replay the *story* part). Any allies you started the encounter with that were killed are returned to your ally deck. All Oathsworn start with maximum HP for that difficulty setting (even if they took damage during the *story* part). They remove all combat/status tokens on their player boards, then gain any 3 combat tokens of their choice, and their permanent tokens as depicted on their character sheet.

OATHSWORN
INTO THE DEEPWOOD

COMBAT TOKENS

+2 Animus token: *During the encounter.*
At any time, spend 1 token to immediately move 2 animus from your reserve to your available area.

Battleflow token: *During the encounter.*
At any time, for each token spent, battleflow all cards on a single cooldown position as if an ability card had just been placed there.

Companions or allies do not use the above effects but may, during their turn, use **+2 animus tokens** or **battleflow tokens** to immediately perform one of these actions:
- Move 2
- Perform an attack (*not* triggering the determination rule)
- Refresh the **MIGHT** decks.

Defense token: *During the encounter.*
After damage is drawn against you, for each token spent, temporarily increase your **DEFENSE** by 1 when calculating how many HP you lose.

Empowered x3 token: *During the story or encounter.*
Before you draw Oathsworn **MIGHT** cards for an attack, for each token spent, you may upgrade your cards 3 times to the next color (white > yellow > red > black). Either upgrade the same card 3 times, 1 card twice and 1 once, or 3 cards once each. You may not use this token when drawing extra cards from criticals. They may also be used when performing a round of combat or **MIGHT** check during the *story*. This token's effect cannot be split between more than 1 attack.

Redraw token: *During the story or encounter.*
After drawing Oathsworn **MIGHT** cards, for token each spent, immediately redraw 1 card, ignoring the previous result. You may draw extra cards from criticals before deciding whether to use this token, and you may redraw a card you have already redrawn. They may be used when performing a check (including a free company check), or when attacking, either during the *story* or the *encounter*.

Companions may use **defense**, **redraw**, and **empowered x3** combat tokens as usual.

STATUS TOKENS

Bleed: A character with any bleed tokens loses 1 or more HP when the token is triggered (by ability cards for Oathsworn, or stage cards for *encounters*).

Crippled: A character with a crippled token cannot move until the end of the next Oathsworn phase. This includes movement from any ability cards (you may still play the card, but abilities that require movement cannot be performed). After the next Oathsworn phase, remove the token. If a crippled token is gained during the Oathsworn phase, it is not removed until the end of the next full Oathsworn phase.

Lethality (Specific to the *Cur*): Gained through the Cur's abilities and spent to empower attacks.

Poison: A character with poison tokens suffers the effects as described on the special rules board.

SPECIAL EFFECTS

AREA OF EFFECT (AOE) ATTACKS

These attacks cover more than 1 hex. A yellow hex shows the location of the character resolving the effect, and red hexes show the targeted hexes. If there is no yellow hex, the center hex of the area is the one that must be within the attacker's range and LoS. Usually, an AoE attack affects all characters in the area, friendly or otherwise. Most AoE attacks require you to draw an attack once and then apply the same damage to all targets.

If an AoE attack covers more than 1 hex of a large character, do not attack every HP die under the template. Instead add 1 to the total damage for each extra hex (beyond the first) of that creature within the AoE. Damage to large characters is done to the location closest to the attacking character.

CAGED

A caged character cannot do anything for the rest of this round and all of next round, except pass or attempt to escape during the Oathsworn phase. Give the stage card to the caged character; they discard it when the caged effect ends.

To escape, spend 3 animus (1 if a companion) and pass a **survival check** with the given difficulty. Gain +2 for each adjacent friendly character. You may attempt to escape any number of times during the Oathsworn phase, but only once per turn.

If successful, the character is no longer caged and can immediately act normally. If failed, the character suffers the effects in the description on the stage card and remains caged.

If a character is still caged at the end of the next round, whether they failed all escape attempts or didn't attempt any, they will suffer the effects of failing the check and are no longer caged.

CHAIN ATTACKS

Chain attacks target a number of characters, one after the other. You cannot attack the same character twice in a chain attack. The first target has to be in range of the attack and in LoS. Subsequent targets must be in LoS of the previous target, and the distance between them must be equal to or less than the chain range of the effect. After the first target, enemy chain attacks subsequently target the closest Oathsworn/ally to the previous target following the rule of north then west.

Only draw once for damage, which is then applied to each target in the chain; but for each additional target beyond the first, ignore the lowest numbered **MIGHT** card (not including blanks).

After a chain attack, place the attacker in the closest empty hex to the final target (do not do this for ranged chain attacks). If an Oathsworn/ally performed the attack, you may choose which of the closest hexes to place yourself in. If an enemy chain attacks, they end the attack facing the last target that was hit. Friendly characters may end the attack facing any direction.

If targeting characters larger than 1 hex, choose a single hex of that character. That hex must follow the range rules for chain attacks. The location on the large character that will be attacked is the one corresponding to the chosen hex.

CHARGE THROUGH X

These attacks cause the attacker to move forwards in a straight line through a number of hexes equal to X, during which they will pass through other characters, and stop at any board edge met. If the attacker is a single hex character, they stop at any obstacles and are *pushed* into the closest empty hex if they finish the move on the same hex as another character.

If the attacker is a large character, they move through and destroy obstacles, and if they finish the move on the same hex as any other characters, those characters will be *pushed* into the closest empty hex as though the monster had moved onto them.

After the move, all characters that were in the attacker's path are attacked. Attack once and apply to all targets.

CONE ATTACKS

Cone attacks are a type of AoE attack that cover an area spreading out from the point of the attack in a 120º arc. They travel outwards from the 3 hexes adjacent to the front facing of the attacker (usually the front of the head on larger characters). Cone attacks are not affected by LoS.

CONSUMED

A consumed character is removed from the board and may not move, or play injury, ability or item cards on their turn. Instead, once per turn, they may spend 3 animus (1 a companion) to attack the location they are in (shown on the stage card). No ability card is required. They may use combat tokens and still gain **MIGHT** and **DEFENSE** from item card stats. They cannot be the target of any attacks, even those caused by a reaction (target these normally instead).

All consumed effects have an effect that triggers at the start of every oathsworn and encounter phase.

Consumed characters are no longer consumed if all HP dice at the location the character is in are **broken**, or if that location has lost 6 HP since the character was consumed (track this on a D6). If a location has multiple HP dice, the 6 HP can be caused to any combination of the dice.

When a character is no longer consumed, they are returned to the board to the nearest empty hex to the body location they were in (following the north then west rule). All animus they have in their active area (right) is moved to their reserve area (left).

KNOCKBACK

A character suffers knockback when targeted by an attack that has this keyword **as long as the attack does not miss**. Knockback occurs even if the character being attacked dies. When multiple characters are knocked back, they do so simultaneously.

Move the affected character directly away in a straight line from the source of the knockback the number of hexes as indicated. If the knockback is caused by a large character, the source of the knockback is usually the core hex of the character. If there is more than 1 hex a character could be knocked back into, choose the hex that follows the rule of north then west.

If a character would be knocked back into a hex containing an obstacle, they lose 1 HP from the HP die closest to the obstacle and remain on the hex adjacent to it. If a character would be knocked back into a hex containing another character, the same thing happens, but both characters lose 1 HP.

A character knocked back past the edge of the board stops at the board edge. This does not count as colliding with an obstacle.

If a character is knocked back and the hex they would remain on is already occupied (by the source of the knockback), they are instead moved to the closest unoccupied hex to their current hex (using the rule of north then west if necessary).

Large characters are only knocked back half the indicated hexes (round up). If they are knocked back into an obstacle, it is destroyed and the character remains on the hex before the one that contained the obstacle. If a large character is knocked back into multiple characters and/or obstacles, the large character loses 1 HP for each collision. Otherwise, the rules for knocking back a large character are the same.

PUSHED

When a character is pushed, move it directly away in a straight line from the source of the push into an unoccupied hex. If the hex pushed into contains another character or an obstacle, they are instead moved to the closest unoccupied hex to their current hex, closest to the original direction (using the rule of north then west if necessary). If a large enemy moves so that the center hex of their model lands right on the character, they are pushed 2 hexes.

THROWN

After a character performs a thrown action with an item, place a tracker token in any empty hex adjacent to the target to represent the item. You may pick up your items for free by moving into that hex. While the tracker token is on the board, the character suffers an effect depending on the type of item thrown:

If the character throws a weapon, all the player's weapons are considered to be thrown. The player is considered unarmed for all attacks until they pick up their weapon.

If the character throws a shield, armor or gear item they may not use the **DEFENSE** value or item abilities of the item until it is picked up. Track any new **DEFENSE** values with a tracker token.

UNARMED

When you perform an unarmed attack you may not use the **MIGHT** from your weapons, although you may still draw as many white cards as you wish. Also, you may not use any weapon abilities, although other item card abilities may still be used. All combat tokens may still be used normally.

WAVE ATTACKS

Wave attacks affect all characters in a 3 hex wide line between the source of the wave and the board edge. They always move in the direction where the greatest number of enemies will be affected by them (even during a reaction). The line is not blocked by obstacles and LoS is not required. Draw the attack once and apply the result to all affected characters.

MOB KEYWORD

If 2 targets are equally distant and a minion has the *mob* keyword, it targets the closest enemy already adjacent to another minion with *mob*. When a character is attacked by any *mob* enemies, use their total **MIGHT** and resolve the **MIGHT** cards drawn as a single attack.

If given the opportunity to interrupt a *mob* attack, all **MIGHT** cards can be affected as long as at least one of the attackers are within range of the character attempting the interrupt.

OTHER EFFECTS

✊ **Interrupt:** These effects can be used at any time the condition is met, even during other player's turns and in the encounter phase. There is no limit to the number you can perform if conditions are met and the cost is paid.

✖ **Pay no animus:** These cost no animus to perform: using an ability card for its **DEFENSE** value when you are attacked, and interrupts performed by companions.

Refresh your MIGHT decks: Shuffle any amount of the Oathsworn **MIGHT** deck discard piles back into the corresponding decks. You must shuffle a whole discard pile into its deck, but may choose which discard piles are reshuffled.

Reset all **MIGHT** decks at the end of each *story* part and *encounter* part.

Status effects: Oathsworn place status tokens on their player board/companion card; allies on their ally card; bosses on the encounter board; and minions next to the minion on the board.

FRONT / LEFT / RIGHT / REAR

FRONT / LEFT / RIGHT / REAR

OATHSWORN
INTO THE DEEPWOOD
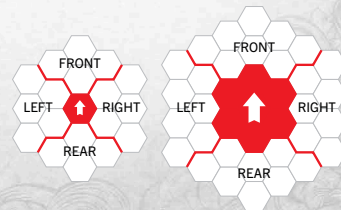
SEQUENCE OF PLAY
1. REFRESH PHASE

Skip this phase in round 1 if ambushed.

Each Oathsworn and ally performs these steps simultaneously:

1. Regenerate animus equal to your **REGEN** value. Companions always regenerate 2 animus per round.
2. If there are any ability cards below your player board (cooldown position 0), take them back into your hand.
3. Companions remove all cubes from their archetype card.

2. OATHSWORN PHASE

Skip this phase in round 1 if ambushed.

Starting with the first player and going clockwise, players take turns until all players choose not to take any more turns.

On your turn, make 1 move action and play up to 1 ability card. Both are optional. Companions may make 1 move action and either attack or activate a special ability.

You may play as many **item cards** and **combat tokens** as you wish, in any order, and may use your special ability. An item's **animus cost** must be paid before it can be activated. After resolving its effects, placed the card in its **cooldown** position.

If you have any injury cards in your hand on your first turn of the round, you must play all of them (in any order) before movement or playing an ability card.

COMPANIONS

Companions have an archetype card with 2 abilities; each may be used once per round. Interrupt abilities do not cost any animus.

Item abilities **do not cost animus or go on cooldown**, but instead are single use items that can be triggered when their conditions are met. After an item ability is used, turn the item facedown; it cannot be used again in this encounter, though its passive **MIGHT**, range and **DEFENSE** remain in effect. Some items have an alternate ability only useable by companions (**'Companion:'**).

MOVEMENT

For each animus spent, move to any adjacent hex that does not contain an obstacle or another character. You can change facing for free at any time, except while resolving an effect.

Fire tile: Remove the tile and the character loses 1 HP.

Water tile: Costs 2 movement to move onto. Enemies with only 1 movement remaining will stop when they reach a water tile.

ABILITY CARDS

1: Choose the effect on a card you wish to play
2: Pay the animus cost
3: Resolve the card's effect
4: Place the card on cooldown

Place the card in the appropriate **cooldown position** around your player board according to its cooldown value.

5: Battleflow other cards

After playing an ability card from your hand (including interrupts), all *other* cards in that cooldown position are moved to the next lowest cooldown position.

Only cards in the same cooldown position as the newly played card are moved.

ATTACK

This icon allows you to perform an attack. If there is a **range**, it is a ranged attack, even if the attack is performed from an adjacent hex. Otherwise it is a melee attack.

Ranged attacks usually require **LoS**. Trace a line from the closest corners of the two hexes. If the hexes are in a straight line of hexes, drawn it between the middle of the hexes instead. If the line touches or passes through an obstacle (even just a hex corner), LoS is blocked. When a large enemy attacks, determine LoS from its front hex. **Enemies and friendly characters do not block LoS.**

To attack, choose how many MIGHT cards you want to draw. Draw a matching card for each of the cubes on your **MIGHT** track, and add as many white cards as you wish. If making an **unarmed attack**, you may not use the **MIGHT** on your **MIGHT** track.

If you draw 2 or more blanks the attack misses. If the attack hits, the sum of the card values drawn is the damage.

( ) For each card with a **critical** symbol, draw another card of the same color and add its value. If you draw another critical, repeat. Any blanks drawn do not cause a miss.

> **Determination rule:** If, after redraws, one of your attacks misses, you gain any 1 combat token of your choice, and regain all **redraw** and **empowered x3** tokens you spent during the attack.

Empowering cards: If the attack has *empowered* and/or you use any **empowered x3** combat tokens, you can upgrade a number of your **MIGHT** cards to the next highest color before the cards are drawn, a number of times equal to the number given.

Items: If an item gives a bonus to an attack and that attack hits multiple targets, the bonus applies to all of them.

ENEMY LOCATIONS AND DAMAGE

When attacking a large enemy, **choose the closest HP die to the attacker after the damage is drawn.**

Divide the damage by the target's DEFENSE and round down (min 0). When a minion loses all of its HP, remove it from the board. When attacking a boss, for each HP lost, reduce the targeted HP die by 1. If the die is reduced below 1, remove it and ignore any excess damage.

Broken locations

If an HP die is removed from a boss, that location is **broken**:

1. Check the encounter special rules board to see if the **encounter stage** changes.
2. If the stage changes, discard all the cards from the previous stage from the stage deck.
3. If the stage deck is empty, reshuffle the stage 3 cards from the discard pile to form a new stage deck.
4. In any case, **draw and resolve the top card of the stage deck with the character who broke the location as the target**: this is a **reaction**. Minions do not usually trigger reactions.
5. Turn the next stage card faceup.

When a **reaction** happens, any extra effects on your ability card or items that would affect your target are lost, but any effects that target a friendly character still take place before the reaction card is resolved.

If minions are activated for any reason during a reaction, they do not automatically target the character that caused the reaction.

If 2 or more locations are broken simultaneously, remove all the dice first and then check if the stage has changed. Then, draw all the reaction cards and resolve them in the order they were drawn. All broken location icons made visible by the removal of the die will be useable during every reaction card drawn.

3. ENCOUNTER PHASE

1. DRAW STAGE CARD

Draw the top faceup stage card and resolve its effects. If an effect lasts until the end of the round, keep the card visible as a reminder. Otherwise, place it faceup in the stage card discard pile to the right of the encounter board.

If you have to draw another stage card while one is still resolving, resolve the cards in the order they were drawn. After resolving a stage card, reveal the next card and place it back on the deck faceup.

Choose a target:

1. If the stage card was drawn as a reaction to a location being **broken**, the enemy targets the character who broke it unless they are out of range or not in LoS; in which case, go to step 2.
2. If there is a specific target on the stage card or special rules board, choose that target unless they are out of range or not in LoS; in which case, go to step 3.
3. If there is no target listed or the target is not in range and LoS, the closest Oathsworn in LoS the enemy can reach is the target.
4. If 2 targets are equally distant and the enemy has the *mob* keyword, it targets the Oathsworn who is already adjacent to another enemy with that keyword.
5. If 2 targets are equally distant from the enemy, use the rule of north then west to find the target.
6. If there are no valid targets, the enemy moves as far as possible towards the closest Oathsworn (in LoS or not) not excluded from being targeted. The enemy performs as many of the other stage card effects as it can.

ENEMY MOVEMENT

Enemies always try to move the shortest distance to be adjacent to their target and end their moving facing their target. If they have no target or do not end adjacent to them, turn them to face in the direction of the final hex of movement.

Normal size characters cannot enter a hex with an obstacle or another character, and move around these hexes when they become adjacent to them to reach the closest available hex adjacent to their target. When moving more than 1 character at a time, move them in order of the closest to their target.

Large enemy movement is measured from the closest hex to the target or the direction of travel. Large enemies move through obstacles and other characters. All characters (and other large enemies) that occupy the hexes the enemy ends its movement in are pushed directly away from the center hex. Characters the enemy only moved through are not pushed. If a large enemy ends its movement on any obstacle hex, remove that obstacle from the board. Those completely moved through are unaffected. Effect tiles moved through trigger as usual.

If a boss ends its movement on a fire tile and it causes one of its HP dice to be removed, draw and resolve a stage card after the current stage card is resolved. The new stage card will target the closest Oathsworn using the rule of north then west.

When a character is told to move directly away from their target, they turn to face away with their rear pointed towards them, then move forward. If anything is in their path, they attempt to move around it so that they may return to the straight line further along the path.

ENEMY ATTACKS

1. Check to see if the attack is broken

If a **body part icon** on the enemy attack matches a revealed icon on the encounter board, the attack is **broken:** draw 1 less of the enemy's most powerful **MIGHT** cards.

2. Draw the attacker's MIGHT cards

3. Oathsworn may play an ability card for its DEFENSE value

This costs no animus, none of the other effects on the card are resolved, and the card is placed in its normal cooldown position, triggering battleflow as usual.

3. Reveal the MIGHT cards

Total the attack damage. **Enemies ignore all blanks and criticals**. They never miss, but criticals do not cause them to draw an additional card.

An attack that affects multiple characters is usually only drawn once and the same damage applies to all affected characters.

4. Resolve enemy damage

Divide the damage by the character's DEFENSE and round down. The result is how many HP the character loses. If an Oathsworn's HP is reduced to 0 or less, they are knocked unconscious.

2. ACTIVATE MINIONS

Minions do not activate if they have already been activated by the stage card this phase. They are activated in order of the closest to their target first. **All are moved before any of their attacks are resolved.** They target the closest Oathsworn, ally or any character friendly to the Oathsworn that is in their LoS.

4. END OF ROUND PHASE

Resolve any end of round effects and discard any cards which have an *until the end of the round* effect.

TALLY LEVEL, LOOT AND LOSSES

When you are told in the epilogue to *Tally Level, Loot and Losses*, perform these steps in order:

LEVEL

1. **Gain 1 level** according to the levels table on page 26 of the *Encounter Rulebook*.

LOOT

1. **Replace the current item deck** in card organizer 1 with the common item deck from the next chapter.
2. **Draw 3 common items** from the next chapter's common item facedown deck to share amongst your free company.
3. **Draw 2 unique items** from the current chapter's unique item facedown deck to share amongst your free company (3 if your free company sheet has this chapter's *extra unique item* box checked). Gain 1 extra unique item if the difficulty is set to Grim Company or 2 extra unique items if the difficulty is set to Dread Company. If there are no more unique items, take a common item from the next chapter's deck.
4. **Replace the current unique item deck** in card organizer 1 with the unique item deck from the next chapter.

LOSSES

1. **For each unconscious** (dead if playing on hardcore mode) **Oathsworn, mark one tick on the knockout track** of the free company sheet. Add 2/1 ticks if the difficulty is set to Journeyman/Pilgrim Company and ignore 1/2 ticks if the difficulty is set to Grim/Dread Company.
2. **All unconscious Oathsworn gain an injury card** from the injury deck. If playing hardcore mode, all Oathsworn with 1 or 2 HP remaining also gain an injury card from the injury deck.
3. **All Oathsworn lose 1 item they used in the encounter** (2 if they went unconscious), player's choice. Archive these items with their original item decks.
4. **Archive all dead allies**.