

# Boon and Bane Counters

Below you'll find the complete effect of each counter in the game, organized by type.

## Boons

### Boons



#### **Exalted**

When preparing Action Dice, you may prepare 1 extra dice.



#### **Invigorated**

If you have kept at least 3 dice of the same color, draw 1 Card.



#### **Regeneration**

When you remove this counter during the Counter Cleanup phase, heal 2 health.



#### **Resolute**

When preparing Action Dice, you may keep 1 fewer mandatory dice in each reroll.



#### **Swift**

When determining Initiative, you get +1 to the dice roll.



#### **Inspired**

When preparing Action Dice, you may make 1 additional reroll.



#### **Elusive**

At the end of the Pairings, you may swap this hero with 1 adjacent hero.

## Banes



#### **Weakened**

If you have kept at least 3 dice of the same color, discard 1 Card.



#### **Dimmed**

When preparing Action Dice, you must keep 1 additional mandatory dice in each reroll.



#### **Terrified**

When preparing Action Dice, you may make 1 fewer reroll.



#### **Exhausted**

When preparing Action Dice, you must prepare 1 fewer dice.



#### **Stunned**

At the end of the Pairings, the rival player may swap this hero with 1 adjacent hero.



#### **Numbed**

When determining Initiative, you get -1 to the dice roll.



#### **Pained**

When you remove this counter during the Counter Cleanup phase, take 2 Direct damage.

# Game Sequence Summary

## Preparation

1. **Faction, Heroes and Deck Selection:**  
Each player chooses faction, 5 heroes and builds a 30+ card deck
2. **Hero Draft:**  
Reveal 5 heroes, then secretly choose 3 for the skirmish
3. **Initial Hand Draw:**  
Shuffle deck, draw 5 cards with option for partial mulligan

## Battle Rounds

1. **Determine Attacker/Defender:**  
First round random, then alternates
2. **Pairings:**  
Attacker pairs first, defender second, third is determined
3. **Singular Combats** (*resolved in order*):
  - **Prepare Action Dice:**  
Roll 5 dice, option to reroll keeping minimum 1
    - *Special Action:* Discard card to fix one die of the cost's color
  - **Determine Initiative:**  
1d6 + hero's Agility
  - **Counter Cleanup:**  
Remove 1 counter of each type
  - **Action Resolution:**  
Alternating turns, pay costs and resolve effects
    - *Universal Action:* Draw a Card (cost: 1 die any color, once per combat)
  - **Resolving Attacks:**  
Base damage minus Armor (physical) or Will (magical)