



FATEFORGE

- CHRONICLES OF KAADN -

~ Rulebook ~



GAME OVERVIEW

In *Fateforge: Chronicles of Kaan*, you will take on the role of the chosen champions of Ündsenoin, the Primeval Forest; be sent on a quest to the city of Easafir, the capital of the Kartaçöl empire; meet a cast of intriguing characters; and get dragged into thorny situations that will require a charming turn of phrase or an arrow to the head to resolve. This app-driven narrative adventure adapts to your choices, successes, and failures in both the Story and Combat Scenes. These choices and outcomes weave a different path through the game's story branches for a unique experience with each playthrough.

The game consists of three types of scenes. During Story Scenes, you will proceed through the narrative of the adventure, exploring Easafir and its surroundings, interacting with characters and factions who remember your words and actions, and testing your abilities in challenges you encounter.

Combat Scenes are the action-packed heart of the game. The game will regularly zoom into scenes where you will try to complete a number of objectives in just a few rounds, all while being pitted against a variety of enemies. Combat is done through a set of dice, each one representing an action that will be modified through a set of combo-able skills. You will need to collaborate with the rest of your party and each use your hero's abilities to their full potential. But that's not all! You also need to avoid as much damage as possible, as you will only recover a small amount of health after each Combat Scene. Also, make sure to stock up on food and/or health potions as you will only be able to heal once every two or three combats!

Finally, Rest Scenes will allow you to heal, buy equipment, and learn new skills by visiting locations in and around Easafir. Each Rest Scene is allotted a different amount of time for you to spend as you like. As the campaign progresses, and depending on who you talk to and which locations you visit, you will unlock new Side Quests and rest locations that allow you to develop your hero in different ways.

May the wisdom of the Forest guide your way!

WELCOME TO THE WORLD OF FATEFORGE

Fateforge is designed to draw you into its world, weaving story and gameplay that evolve over time. As the game progresses, there will be new rules and components added, increasing the complexity of the Combat Scenes. At certain points in the game you will be asked to unlock a new rule. When this happens flip to page 25 at the end of this rulebook, find the relevant rule unlock from the list and read it. Then mark the checkbox associated with that rule to remind you that you've unlocked it on subsequent playthroughs.

Since there are different paths through the game, the same rules might get unlocked at various points in the adventure. If you are asked to read a rule that has already been unlocked, ignore the instruction.

Once you have finished the main story you will have unlocked all the rules in the game. For subsequent playthroughs, you will not need to worry about having already discovered these rules.

THE APP

To play this game, you must access the Fateforge Companion App, which we'll be calling "the app" in this rulebook. The app is responsible for various tasks during gameplay, such as the enemies' activation in Combat Scenes and tracking and saving your progress in the game's story.

The app is an important component in *Fateforge*; you cannot play this game without access to the app! We strongly recommend you use a tablet to run the app, if possible.

COMPONENTS

Refer to the First Time Setup sheet for an overview of the components and how to organise the game when storing away for easy access and a fast setup the next time you play.

CAMPAIGN STRUCTURE

The campaign is divided into three Acts of varying lengths. The game alternates between Story, Combat, and Rest Scenes. The app displays a progress bar at the top of the screen during Story Scenes. This indicates how much of the act you have completed.



Each  represents a chapter in the Act consisting of several Story Scenes and a Combat Scene. Succeeding in a Combat Scene will progress you to the next chapter. Failing will either take you to the next chapter but down a different story path or require you to complete another Combat Scene successfully in order to progress.

Each  represents a Rest Scene (see page 22), which will allow you to heal and enhance your heroes, as well as embark on Side Quests that are available.

In the majority of the game, you will need to successfully complete two chapters before reaching a Rest Scene, but this will change as you progress.

THE FIRST CAMPAIGN

1. Before you start your first campaign you will need to run through the first time setup described on the separate First Time Setup sheet.
2. Download the companion app by following the QR code link on the back of the Setup sheet. Alternatively you can download the app from this address: www.mighty-boards.com/fateforgeapp.
3. Next, read through the rest of this rulebook, leaving out the Rule Unlocks section. The app includes a combat tutorial to guide you through your first Combat Scene, but it will assume that you have read the rulebook first.
4. When you are ready to start your first campaign session, start the app, select "New Campaign", then select an empty slot and then click on the "Chronicles of Kaan" campaign. Next, each player selects a hero they want to play. You can read through the backstory of a hero by clicking the top right icon next to that hero. You are now ready to begin your first campaign. Click on "Start Campaign" to jump into the world of Fateforge!

SOLO MODE

To play the game solo, simply select the solo option in the main menu of the app. The app will introduce new rules that apply to your solo experience. This may change some of the rules, so follow the instructions given by the app carefully.

THE HEROES



Each of you will play one of the mighty heroes. Before you start to play, select a hero. Take their hero board, hero box, and corresponding miniature, and place them in front of you. Then take the following components from your hero tuckbox (provided you have completed the initial assembly as instructed in the separate Setup sheet).

- Take your hero's **player order tile**, and place it to the side of your hero board.

- Take your hero's two **starting skills** from their tuck box, and place them above your hero board. These are marked with the letter **S** on the back.
- Take a **player screen**, and place it beside your hero board so that the other players cannot see behind it.
- Take your hero's complement of combat dice and place them on your hero board.



Your hero's role and name.

Your unique hero ability.

Your hero's starting trait.

A weapon slot to equip a primary weapon.

A cumbersome weapon takes up both weapon slots.

A weapon slot to equip a secondary weapon.



Put your health and energy tokens in the available box at the top.



The exhausted box.

The number and type of dice in your dice pool at the start of the game.

Four backpack slots for equipping clothing and equipment cards.

If playing with the following heroes, take these additional components needed to use their hero ability:



ROGUE

Place the Rogue's **stealth token** in the available box. The Rogue always starts every Combat Scene *in Stealth*, that is with the stealth token in the available box.



NOBLEMAN

Take the **stance token**, and place it on your board.

SHAMAN

Take the **Shamanic Drum** (card 150), and place it face up in one of the backpack slots at the bottom of your board.



TRAITS



Traits influence tests during the game. Having a trait matching a test type will make that test easier. Each hero starts with a trait on their board.

However, you can get more traits. Some items will also give you a trait as long as they are equipped in the appropriate slot (see Items on page 7). Traits gained are limited to the number of trait cards available.

HERO ABILITY

Each hero has a unique ability, such as the Rogue's *Stealth* and *Acrobat* abilities and the Nobleman's *Master Fencer* ability. These are explained on their respective hero boards.

COMBAT DICE POOL

Each hero's dice pool represents their aptitudes in combat. Red dice represent your hero's strength, yellow dice their speed, blue dice their skill at ranged combat, and green dice their intelligence.

As the game progresses, you will get the opportunity to add more dice to your hero's dice pool.



However, you will still only ever roll a **maximum of four dice** in each combat round (see Preparation Phase on page 12), unless a card or effect in the game indicates otherwise.

Each die yields a result of that colour. Most of the time, a card will express die results as brown icons on a white background. This means that a result of any colour can be used to activate the card's effect.

Die results may be used to activate a skill's or item's effect (see Activate Skills and Items on page 13), or played as an action on the combat map, such as moving your hero one zone or attacking an enemy.

REROLLS



The reroll icon means that the associated die can be rerolled once during the Preparation of a combat round. Note that while in a Combat Scene rerolls can only be used during the Preparation Phase. Anytime an effect or card allows a player to **reroll a die or number of dice**, that die or dice can only be rolled once. Multiple abilities, however, can be stacked to allow for multiple rerolls of the same die or dice.

COMBAT DIE RESULTS



STEP: Move to an adjacent zone.



HIT: Deal 1 damage to an enemy in the same zone.



SKILL HIT: This counts as a normal result unless a skill, item, or effect indicates otherwise.



SHOT: Deal 1 damage to an enemy in an adjacent zone.



SKILL SHOT: This counts as a normal result unless a skill, item, or effect indicates otherwise.



FOCUS: Interact with objects on the combat map. Also used to activate skills, and some items.



MISS: A failed result with no effect.

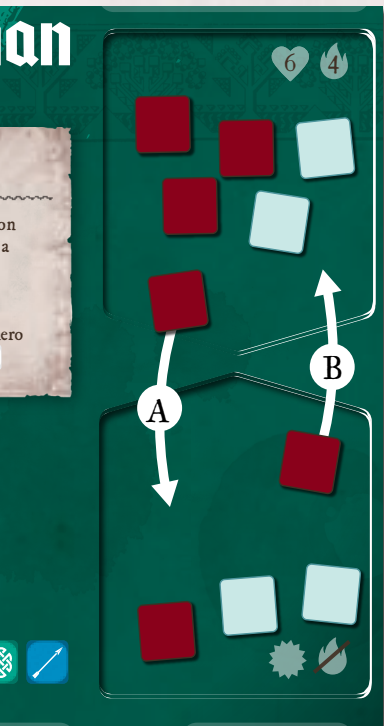
 and  can be used as  and , respectively, to activate skills or items.

If a die face shows two results separated by a line (e.g., ), you can use either of the shown results, not both.



HEALTH AND ENERGY

Keep health and energy tokens in the *available* box of your hero board. You can never have more health and energy tokens than the starting maximum, indicated by the numbers in the upper-right corner of the available box, unless a card or effect in the game indicates otherwise.



During the game, you will be forced to *suffer* or choose to *spend* health ♥ and energy 🔥. To do so, move the indicated number of tokens from the available box to the exhausted box (A). One reason you might do this is as a result of suffering damage ☀; for each damage you suffer, move 1 health token from the available to the exhausted box.

Conversely, you may *recover* health or energy. In this case, move the indicated number of tokens from the exhausted box to the available box (B).

Keep a close eye on your available health and energy. If you no longer have any available health tokens, you are knocked out, or

KO'd, and can no longer participate in the current Combat Scene (see page 19). If you have spent all your energy, you cannot choose to spend energy to activate equipment abilities or skills, but you are not KO'd.

If at any time you suffer energy from an effect but have no energy left, suffer that much health instead.

If all the heroes are KO'd, the Combat Scene ends, and the outcome is considered a *fail*. As long as at least 1 hero survives, you may still win if you achieve all of the Combat Scene's objectives.

SKILLS

Skills greatly influence how your hero acts in Combat Scenes. They allow you to manipulate combat die results to allow more flexibility in your actions, unlock unique abilities, and create combos of skills that expand how effective you can be in combat. Each hero has a unique deck of skills that can be combined in a multitude of ways to create unique builds.

There is no limit to the number of skills you can have. However, **only up to 6 can be active**. You may change your active skills anytime outside of a Combat Scene and before starting the first Preparation Phase of a Combat Scene.



SKILL COST

The cost of a skill indicates how much gold you have to pay to buy it. Skills are available from certain rest locations.

SKILL USE

Most skills can only be used once per combat round. There are, however, two other use types: passive skills and single use skills.



Recurring: Skills with this icon may be used only once per combat round.



Single use: A skill with this icon can only be used once per Combat Scene. When you use it, flip this card face down to remember that it was already used. Flip it back at the end of the Combat Scene.



Passive: Skills with this icon may be used any number of times per combat round, as long as the criteria for using them is met.

Skills are the cornerstone of your hero's build. Make sure to invest in them when you can.

SKILL EFFECT

A skill's effect describes how you can use it. Some skill cards have unique abilities described in text, while others allow you to convert die results or tokens into other die results, actions or effects.

Results are represented by brown icons on a white die face, while **actions** are represented by white icons on a brown background. Results shown in the left brown box on a skill card indicate which results and tokens you need to spend to activate the skill's ability. You gain these from combat die results, the results yielded from activating other skills, or in the case of tokens, your hero's available box. The right brown box on a skill ability contains the **results** or **actions** that activating the skill yields. If the icons in the rightmost box are **results**, that is, brown icons on white die faces, they can be used either as actions on the combat map or as results that activate other skills, creating powerful combos. **Actions**, on the other hand, are actual moves the hero performs on the combat map. Results are thus more powerful than actions, since they may be used both to activate skills or as actions on the combat map.

After converting a result using a skill, you may use those results in further skills or other cards, as well as use them as actions. Unless otherwise specified, you can use any converted results in any order and also in combination with other skills or cards. You may also choose not to use results.



Example: The skill on the left can convert a result into a result but not a result into a result. However, the skill shown on the right can convert a into a or a into a .

Some skills can also convert results into actions or a combination of actions. **These actions cannot be used to activate other abilities. If a series of actions have a right arrow connecting them, they must be performed in full in that order.** This means that you must be able to do all the actions shown on the card to activate this skill.



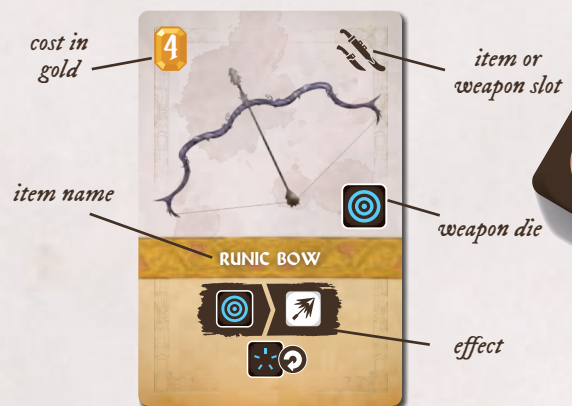
*Example: This skill allows you to convert the combination of and results into a action, followed by a action. You **must** be able to do both these actions to use this skill. In other words, you cannot move into a zone with no enemies and strike the air.*



The wild icon means that you can use any result other than a miss to satisfy a requirement on a skill or item (weapons and equipment).

ITEMS

Unlike skills, you can trade items with other players at any time **except during a Combat Scene or during a test**. You may also rearrange items around your board at any time outside a Combat Scene. There are two types of item cards: **weapons** and **equipment**. Both follow the same basic rules, with some minor differences described below.



ITEM COST

Just like skills, items have a **cost**, which indicates how much they cost to buy in various rest locations. Some items can be found during Combat or Story Scenes, in which case you do not have to pay the cost.



ITEM USE

Items can be used as indicated on their card, such as during a Story Scene, during a specific phase of a combat round, or when a specific event triggers them. If the use of an item's ability is not specifically described on its card, the effect can be used once during a hero's turn in a combat round.

You can only use an item if it is equipped in the correct slot, as indicated by the icon on its card. Alternatively, an item can be placed into a backpack slot, even if that is not its correct slot. In that case, the card must be placed face down, and the item cannot be used until it is placed in its correct slot.

If your available item slots are all full when you gain an item card, you may place it in the party bag instead (see Party Bag on page 20). Heroes may exchange items amongst each other or the party bag at any time apart from during a Combat Scene or while taking a test during a Story Scene.



Clothing items should be placed in the clothing slot (the leftmost backpack slot).



Equipment with this icon can be placed in any backpack slot.



Primary weapons are placed in the primary weapon slot.



Secondary weapons are placed in the secondary weapon slot.



Cumbersome weapons are placed inbetween the primary and secondary weapon slots. This blocks both slots from being used.

ITEM EFFECT

Just like skills, some items allow you to convert die results into other results, which can then be used toward other skills or cards or even used as actions. Other items convert results into actions or a combination of actions, and certain items describe their effects with text.

Some equipment cards have the keyword "charged" on them. These cards can only be used twice before being discarded. When you use them for the first time, they will instruct you to replace them with another card indicating their final use.



WEAPONS

Weapons are items carried in the primary weapon slot, the secondary weapon slot, or occupying both slots in the case of cumbersome weapons. **Weapon effects may be used once per combat round.**

Primary weapons and cumbersome weapons add a weapon die to your dice pool. This can either be a ranged weapon die or a melee weapon die . The weapon die is a particular combat die that contains a special attack icon . The effect of this special attack varies by weapon as indicated on the relevant weapon card. This die is given in addition to any other abilities shown on the card. The die is available to you as long as the item is equipped in its correct weapon slot(s), even if you have already used its effect. Each time you roll dice during the Preparation Phase, you can choose any 4 dice available in your pool. That means you could roll a weapon die instead of one of your other combat dice.

ARMOUR



The number on the armour icon indicates how much damage the item can negate before becoming depleted. When you gain an item card bearing an armour icon, place the indicated number of black cubes on it. Whenever you would suffer damage during the Combat Scene, you can choose to remove a black cube from the armour to negate that damage instead. Black cubes replenish at the end of a Rest Scene, when you have time to have your armour repaired. Moving an item card with an armour icon on it to another hero or the party bag does not replenish the armour's black cubes.



COMBAT SCENES

THE COMBAT MAP

Combat Scenes take place on a combat map. A combat map consists of a configuration of tiles, each of which represents one zone. Range and movement are measured in such zones, so for example, a  action allows you to move your hero from one zone (tile) to an adjacent one.

When you get to the first Combat Scene in the campaign, the app will guide you in setting up the scene and get your first Combat Scene going.

The app contains the following screens that make up the Combat Scene setup and overview:

Summary – an overview of the Combat Scene, including the narrative context and game objectives for that scene, as well as any special abilities the enemies you are about to face might have.

Components – cards and tokens you should take from the box to set up the Combat Scene.

Layout – which map tiles you should use, how they will be arranged to create the combat map, and where the tokens you've taken from the box should be placed.

Objectives – objectives you must achieve to succeed and any special rules that apply to this Combat Scene.

Make sure all players understand what the objectives are before starting the Combat Scene.

COMBAT MAP TOKENS

Aside from enemy tokens, combat maps also include other tokens such as food, objectives, and other features that modify the map, as well as interactable objects. You will start with a small selection of these and unlock more as the game progresses.



START TOKENS

The start token marks the tile or tiles where the heroes begin a Combat Scene.



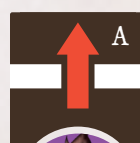
EXIT TOKENS

Exit tokens indicate which tile(s) may be used to Exit the Combat Scene. There may be multiple exit tokens in a Combat Scene, but **heroes must all leave through the same exit**. While there might be multiple exits, it is often the case that a specific one must be used to win the Combat Scene (see Exiting the Combat Scene on page 18).



OBJECTIVE TOKENS

Certain Combat Scene objectives may ask you to collect objective tokens. In order to do so, 1) you must be in the same zone as the objective token, and 2) the objective token must not be guarded (see Guarded Tokens below). If these requirements are met, you may pick up the objective by taking the objective token and placing it on your hero board. If a hero carrying an objective token gets KO'd, place the objective token in the hero's current zone.



GUARDED TOKENS

Various tokens, such as objectives and exits may be guarded by enemies. Guarding enemies are indicated by the app during the Combat Scene setup. When an enemy is guarding a map token, place the enemy in the semi-circular indent on the token.

Guarded tokens cannot be used until the guarding enemy is defeated. Stunned enemies are still considered present in the zone and are thus still guarding a token.

Without exception, enemies guarding a token will **never** move.





GEM & FOOD TOKENS

A zone may contain gem and food tokens. Heroes automatically pick up any gem and food tokens in their zone as long as there are no enemies in that same zone. Gem and food tokens go into the party bag (see Party Bag on page 20). Gems and food may also be carried by enemies. If a Combat Scene layout shows a gem or food placed on top of an enemy token, these move with the enemy. If the enemy is defeated, place the token they were carrying in the zone they were defeated in. It may be collected normally after that.



GENERIC COUNTERS

Black cubes are generic counters that represent various effects, armour, and entities in the game. Their function is specified on the card that utilises them.



ENEMY DAMAGE CUBES

Red cubes represent damage dealt to enemies. They are placed on enemy tokens when you deal them damage. They are removed during each Clean-Up Phase.



BLOCK TOKENS

Heroes can convert results or actions from skills and items into block tokens. Each block token can be used to avoid suffering 1 damage . Certain effects can also give block tokens to enemies. Discard any unused block tokens at the end of each Clean-Up Phase, unless a card effect states otherwise.

ENEMIES

The term “enemy” refers to any of the foes you meet in battle. There are several factions of enemies, each with up to six different types, denoted by their colour. Enemy colour types are intended both to group enemies together and to make it easier for players to get a sense of how that type of enemy behaves.

All enemies are considered **minions**, apart from purple enemies, called **leaders**, and **bosses**. Bosses are tough enemies that you will face at the end of each Act. They do not belong to any faction. Their unique abilities are explained on their boss card and in the app.

WHITE MINIONS

White minions are creatures that do not belong to a specific faction. They tend to be fast and hunt players down from a distance.

BLUE MINIONS

Blue minions are armed with ranged weapons, allowing them to attack from adjacent zones. They tend to be less effective while in the same zone as the heroes.

RED MINIONS

Red minions are the rank-and-file melee fighters that tend to be the most numerous enemies on the combat map.

GREEN MINIONS

Green minions are tough warriors that are harder to defeat than others. They typically have the Blocker ability, which stops heroes from moving out of their zone.

Enemy abilities.

Enemy ability alert icon.

Enemy action band.

Enemy armour value.

Enemy toughness value.

Enemy type (in this case green).

Enemy faction.

Corresponding enemy tokens.

● BROWN MINIONS

Brown minions are veteran warriors. They tend to be tough to defeat and hit hard. Watch out for these!

● PURPLE LEADERS

Purple enemies are leaders wielding one or more powerful abilities and are tough to kill due to the heavy armour they tend to have.

ENEMY ACTION BAND

When an enemy activates, it performs one of the actions shown on the action band on its card. Enemies mostly perform the same actions as heroes, including ,  and , as indicated on their card. They also perform other actions that are explained in the Glossary on page 28.



The enemy action band has up to three sections that dictate what the enemy will do when they activate. Each enemy performs only one action during their turn, prioritised from left to right. The numbers below the action band refer to the distance the closest hero is from the enemy. Thus, “0” means that a hero is in the same zone as the enemy, “1” that the hero is in a zone adjacent to the enemy, and so on.

ACTION MODIFIERS

Enemy actions can change based on action modifiers. If there is more than one action in a section, these modifiers will affect one or more actions - refer to the Enemy Action Modifiers section of the Glossary on page 28.

Here are a few basic action modifiers as examples. A full list can be found in the Glossary at the back of this rulebook.



Targets the hero who is earlier (to the left) in the player order. This action modifier may alter ,  or  actions.



Deals 1 additional damage. This action modifier may alter  or  actions.

ENEMY ABILITIES

Most enemies have special abilities that take effect either during Hero Turns  or when enemies activate during Enemy Reactions and Enemy Turns . Ability icons are found on both enemy cards and enemy tokens.

Many of these abilities affect what heroes can do in their turn, so make sure to keep an eye on enemies with a  on them.

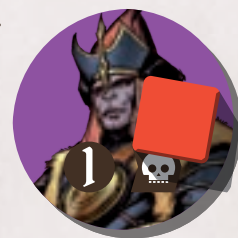
INITIATIVE NUMBER

The number on an enemy token is its initiative number. It is used to determine which enemy reacts, or in which order they activate on their turn. **The lowest number takes highest priority.** This will be explained in more detail in the section Enemy Reactions on page 14.

TOUGHNESS



All enemies have a toughness value. Toughness indicates how much damage you must deal to an enemy in a **single combat round** in order to defeat it. When dealing damage to an enemy, place a (red) damage cube onto the enemy's token for each damage  it suffers. If an enemy token has a number of damage cubes equal to or greater than its toughness, it has been defeated. Remove it from play. During the Clean-Up Phase, remove all damage cubes from enemies that have not been defeated (see Clean-Up Phase on page 18).



ARMOUR
Unlike toughness, which resets during each Clean-Up Phase, armour is removed once it is depleted. Only some enemies have armour. At the start of the Combat Scene place a number of black cubes equal to the enemy's armour value on their enemy token. When dealing damage to an enemy, remove 1 black cube for each damage it would otherwise suffer. All black cubes must be removed from an enemy before you can damage it. If you inflict more damage than the enemy's remaining armour, place red damage cubes on the enemy token equal to the remaining amount of damage. During the Clean-Up Phase, do not replenish enemies' armour.

THE BEASTMASTER



It is important for players to familiarise themselves with the enemy abilities before the start of a Combat Scene. A player that is not handling the app should be assigned the Beastmaster. They take the Beastmaster token and place it in front of them. They are in charge of ensuring that the enemy abilities are being adhered to and will be carrying out enemy activations.



THE COMBAT ROUND

Each Combat Scene is played over a set number of rounds as indicated by the app. In a round, you will perform each of the following three phases, in order:

- Preparation Phase
- Action Phase
 - Hero Turns
 - Enemy Reactions
 - Enemy Turns
- Clean-Up Phase

When the stipulated number of combat rounds is over, heroes must Exit the combat map through a viable exit (see Ending the Combat Scene on page 18). To begin a combat round, select “Begin Combat” in the app.

PREPARATION PHASE

The Preparation Phase allows you to roll combat dice, determine player order, and discuss your strategy for the upcoming fight. The game requires the heroes to work as a team. In each round, it is important to discuss a strategy, such as which hero will do what that turn. You cannot, however, show or explicitly discuss die results during this phase.

All players perform the following steps during the Preparation Phase simultaneously in this order:

1. Roll 4 combat dice.
2. Perform one or more optional actions.
3. Set player order.

ROLL DICE

First, choose and roll a total of 4 combat or weapon dice from your dice pool behind your player screen.

Then, perform any or all of the following optional Preparation actions in any order: Energy Reroll, Three-of-a-Kind, and Dash.

If you have more than 4 dice, you may choose a different complement of 4 each combat round.

OPTIONAL ACTIONS

ENERGY REROLL

If you roll any miss ✖ results, you can spend 1 🔥 to reroll any number of dice showing a miss. You can only do this once per combat round.

THREE-OF-A-KIND

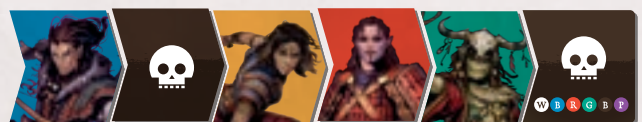
If you roll 3 of the same die face (excluding misses), you can change 1 of the results to a result of your choice. Note that these have to be the exact same die *faces* but not die *colour*. This means that if you roll 🎲, 🎲, 🎲, 🎲, and 🎲, you are not allowed to change results, since the die faces are not the same.

DASH

Finally, decide if your hero is going to **Dash**. You can perform a Dash regardless of whether your die results may already provide your hero with a 🏃 action. If you choose to Dash, move your hero into any adjacent zone. Note that this does not count as a 🏃 action and thus cannot be used to trigger map elements that require a 🏃 action. If there are any enemies in the zone you Dash out of, suffer 1 🔥. Otherwise, Dashing does not incur a penalty. Note that this damage penalty only applies when you Dash, not when you perform 🏃 actions during your turn.

SET PLAYER ORDER

The last thing you need to do during a Preparation Phase is to set player order. Decide in which order players will take their turns and arrange the player order tiles in that sequence with the Enemy Reactions tile in the space indicated by the app and the Enemy Turns tile at the end of this sequence. Enemies act twice in the Action Phase: **Enemy Reactions** take place in between or before **Hero Turns** while **Enemy Turns** happen at the end of the Action Phase. The app will indicate at which point the Enemy Reactions will happen.



This combat round, the Forest Guard will play first. Then enemies will react before the Rogue takes her turn.

The player order will also affect which heroes will be targeted by enemies (see Targeting Heroes on page 17). Some enemies will prioritise heroes that are higher in player order (left to right on the player order track). Thus, the sooner a hero acts in a round, the more likely they are to attract the enemies’ attention.

When you are done with this phase, tap “Start Action Phase” in the app.

ACTION PHASE

Each hero will take their turn, performing all their actions, in the order shown on the player order track before the next entity (hero or enemies) acts. A small number of enemies will react at a certain point indicated on this track. When all heroes have acted, all enemies will take their turn.

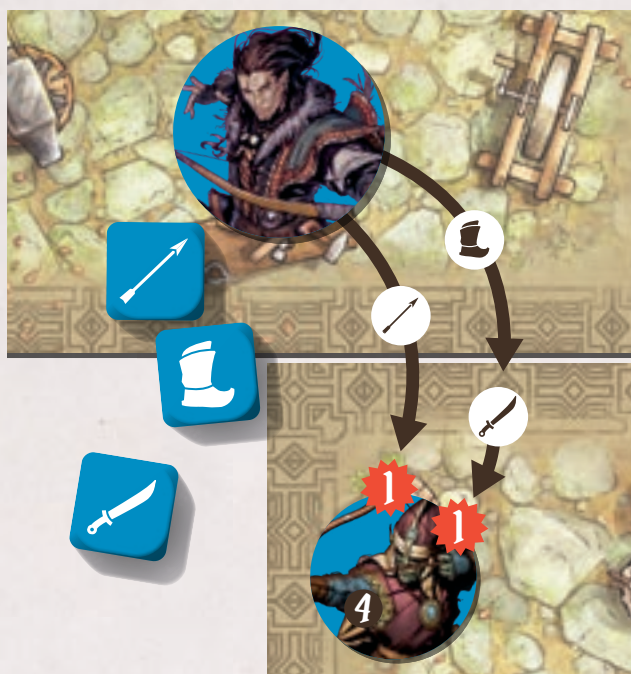
HERO TURNS

During Hero Turns, you can do any or all of the following in any order:

- perform actions,
- spend energy to move once,
- activate skills and items.

PERFORM ACTIONS

On your turn, you can play combat dice to take actions on the combat map, use die results to activate skills and use any items you have (as explained below).



Example : The Forest Guard rolled 3 valid results: , , and . He can now choose to use these results to execute the corresponding actions in any order, such as dealing 1  to an enemy in an adjacent zone () , move into that zone () , and then deal an additional 1  to that same enemy ().

TARGETING ENEMIES

Heroes may target any enemy within range of their action or skill unless an enemy ability forbids them to do so (such as the Frontliner and Stealth enemy abilities).

SPEND ENERGY TO MOVE

Once per turn, you can spend 1  to perform an additional  action. This counts as an **action**, not a result, and thus cannot be used to activate skills and equipment but *can* be used to activate map tokens.

ACTIVATE SKILLS AND ITEMS

You may assign die results to skills, weapons, and equipment to activate their effects (see Skills on page 6 and Items on page 7). These might yield further results or actions to use during your turn. If a skill or item yields additional results, these can be used at any time during your turn. Any unused results are discarded at the end of your turn, unless a card effect specifies otherwise.



Example: The Forest Guard rolls a , a , a , and a . He has no use for the .

He decides to use the  result as a  and then uses his Quick Draw skill to convert this  into a . He now has  results and decides to use both to deal 2  to the Militia Guard in the adjacent zone. The Militia Guard has 3 Toughness so he is still alive.

He also has the Boots of Celerity item equipped, which gives him an extra  action. He uses this to move into the neighbouring zone. There, he deals an additional 1  to the Militia Guard using the  result from his last die, defeating him.

ENDING YOUR TURN

Your turn ends due to:

1. running out of actions to play,
2. choosing to forgo playing any additional actions,
3. an in-game effect.

ENEMY REACTIONS

At the start of a combat round, the app will specify at which point in the player order the Enemy Reactions will happen. When you reach this point in the combat round, click on the “Enemy Reactions” button in the app. The app will show **two** different types (colours). One enemy of each type will activate. If a boss is present, they also take an action. Enemies will perform the actions shown on the card in the app, which will often be different to the actions shown on their physical card. If the app shows an enemy type that is no longer present on the map, click on the “Already Dead” button next to the enemy card for the app to generate a new enemy that will react instead.

To determine which enemy tokens on the combat map activate, follow these steps:

1. Start from the leftmost enemy shown in the app and check if there is a hero within the distance shown in the leftmost space of its action band. This would be a “0” for all enemies apart from blue minions, which would show a “1” as they favour ranged attacks.
2. If there is a hero in that range, an enemy activates. If multiple enemies could potentially activate using the same action, the enemy with the lowest initiative number on their token activates.



If both of these two Assassins could react, the one with initiative 1 (left) performs the action, not the one with initiative 4 (right).

3. If multiple heroes are viable targets within the same range, refer to Targeting Heroes on page 17 to determine which hero is the target.
4. If there are no heroes within the leftmost range, check the second space on the action band from the left and repeat steps 1 to 3.
5. If there are no heroes within range of any enemy token of the type shown, none of them activate. Move on to the next enemy type.

There might be circumstances where a specific enemy that is meant to activate cannot perform the action shown on its action band. This could be due to effects inflicted by the players such as stun, or map token restrictions, such as an enemy guarding a token not being able to move.

When an enemy cannot act due to such restrictions, ignore this enemy and activate the next viable enemy of the same type. If none are available than none activate. Move on to the next enemy type.

Once you have completed all enemy activations, tap the “Continue” button in the app to proceed.



Example: The app displays the Enemy Reactions cards for the Guard Dog and the Bowman. One enemy of each colour will react, starting with the leftmost one; the Guard Dog.

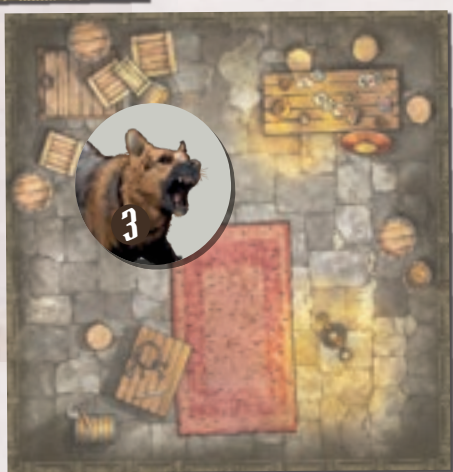
No Guard Dog is in the same zone as any of the heroes (distance 0), so none of them can use the leftmost space on the card's action band (0).

The next leftmost space on the action band (1) could be activated by two different Guard Dogs which are 1 zone away from the heroes. Since only one enemy of a type (colour) reacts, it will be the one with the higher priority – the Guard Dog with the number 1 on its token (A).

That Guard Dog will move and hit the Forest Guard, because its action has the relevant modifier that tells it to target the hero earliest in the player order.

Next, blue reacts. There is a Bowman in the zone of the heroes, but the leftmost space in the Bowman's action band is for range 1. Therefore the Bowman who is 1 zone away from the heroes will react instead.

The Bowman with the number 2 on its token (B) will shoot. Since the action does not have a modifier, the players can choose which hero will take the damage. They choose the Mercenary as the Forest Guard has already taken 1  from the Guard Dog.



ENEMY TURNS

After all heroes have taken their turn, **all surviving enemies** take their turn, performing the actions on their cards where possible. Enemies that have activated during Enemy Reactions may activate again during Enemy Turns. Enemies activate in order of priority. Priority is established first by enemy type (colour) in the following order: white, blue, red, green, brown, purple, then bosses if any are present, and by the initiative number on the enemy tokens. The lowest initiative number of a given enemy type goes first. Thus, for example, white enemy 1 goes before white enemy 5 and so on.

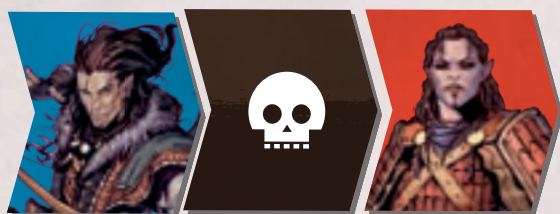


When an enemy activates, it performs one of the actions shown on the action band of its card. If a boss is present, the app will show you which actions they perform. Follow these steps:

1. For each enemy token of that type and starting with the lowest initiative number, check if there is a hero within range of the leftmost space on the action band (this often being range "0" - ie, the same zone).
2. If there is a hero within range and the enemy is able to act (for example, is not stunned), activate that enemy action (see page 11).
3. If there is a hero within range but the enemy is not able to carry out its activation due to effects played on it (such as stun) or map token restrictions, it does not act. Move on to the next enemy in priority order.
4. If there are no heroes within the leftmost range, check the next action space to the right from the first and repeat steps 1 to 3. If there aren't any heroes in range of any of the enemy action band spaces, that enemy does not activate.

Once you have done these steps for one enemy, move on to the next enemy of that type until all have acted or otherwise.

Remember to check the enemy abilities shown on the enemy and boss cards. Abilities with the  icon will now come into effect. These abilities are always triggered, if possible.





Example: During Enemy Turns, all enemies activate in order of type (colour) and initiative number, so the first enemy to activate is the Bowman with the number 1 on its token (A). It only has one possible action on its action band, so it will simply shoot the Forest Guard, who is 1 zone away.

The Bowman with the number 2 on its token (B) does not have a hero 1 zone away that it could target with that action, and since there is no action with the distance 0 on its card, it will not activate.

Next, Grunt number 1 (C) would activate, but it has no action that targets a hero 1 zone away, so it will also not do anything.

Grunt number 2 (D) will hit the Mercenary, as it is the only hero in its zone (at range 0).

Then, the Enforcers will activate the leftmost actions on their action bands. The closest hero that Enforcer 1 (E) can target is the Mercenary at distance 1. It moves towards the (only possible) target.

Enforcer 2 (F) has two possible targets, as both the Mercenary and the Forest Guard are 2 zones away from it. Since the applicable action (2) on its action band has the modifier telling it to target the hero earliest in the player order, it will move one zone towards the Forest Guard.

Lastly the Lieutenant (G) activates. There are no heroes close enough for the only action it can perform, so it will do nothing. However, the Leader ability still triggers. Grunt 2 (D) is the closest red minion within 2 zones of the Lieutenant, so it moves 1 zone closer.

TARGETING HEROES

If there are multiple heroes within range of an enemy's activation, the enemy card will either indicate whether players get to choose which hero the enemy targets or specify which hero it will target.

If the enemy action has no modifier, the players may choose which hero the enemy will target from those heroes within range of the activated enemy action, as long as that hero is an eligible target.

If the action in question has a  modifier, the enemy will target the hero that is earlier in player order (leftmost) from those within range. If the action in question has a  modifier, the enemy will target the hero that is later in player order (rightmost) from those in range. Most enemies that have an action modifier that affects targeting will have the former of the two (), and thus the leftmost player is the one that tends to attract the most attention.

Note that all actions involving movement will target heroes in the order they activated, while attack targeting is most often (though not always) assigned by players. Brown minions, leaders and bosses tend to have specific targeting.

Enemies can only attack valid hero targets. If a hero's skill, item, or a map token invalidates them from being viable targets, they treat the heroes as if they were not present, and another hero is selected. If no other hero is available, that enemy does not act. This means that during Enemy Reactions, if an enemy is barred from acting due to such effects, select another enemy of the same type to act, if possible.

Example: There are two enemies fighting the heroes: a Recruit (A) and an Assassin (B). Because red enemies activate before brown enemies, the Recruit activates first.

When the Recruit activates, it checks whether it can perform the first section of its action band (C). There are three heroes 0 zones away, and they can all be hit, so it activates. You and your fellow players may freely choose which hero is hit; you choose the Shaman.

The Assassin activates next. She first checks whether she can perform the first section in her action band (D). Since there are no heroes 0 zones away, she cannot use that action, so she checks the next section in the action band. Since there are three heroes 1 zone away and they can all be attacked, the Assassin activates. She moves 1 zone and hits one of the heroes. Since her attacks have the  icon on them, she automatically hits the hero earliest in the player order, which is currently the Forest Guard.



CLEAN-UP PHASE

This is the final phase of each combat round. Some enemies have abilities that trigger in the Clean-Up Phase.

CLEAN-UP ON THE COMBAT MAP

- Return any unused block tokens (from both heroes and enemies) to the supply.
- Remove any stun cubes from enemies.
- Remove red damage cubes from enemies that have not been defeated.

CLEAN-UP IN THE APP

If any heroes have been KO'd, mark them in the app. If you mark all heroes as KO'd the app will end this Combat Scene and continue accordingly.

After the Clean-Up Phase, play proceeds to the next combat round, starting again from the Preparation Phase.

ENDING THE COMBAT SCENE

In the final combat round, proceed with Clean-Up as usual. Then, heroes must Exit the combat map, unless the given Combat Scene specifies otherwise.

EXITING THE COMBAT SCENE

At the end of the Clean-Up Phase of the final combat round, heroes **must** trace a path from their current zone to an exit (e.g., exit A, exit B, etc.) that is not guarded by an enemy. **A guarded exit is one with an enemy token attached to it.** Other enemies can be in the same zone as the exit, as long as the exit is not guarded. Heroes suffer 1  for every zone they move through that contains any number of enemies, including both the zone in which they start and the zone containing the exit. Exiting is an automatic action that happens in the last Clean-Up Phase and does not require any actions on the part of the heroes. Heroes may only Exit a Combat Scene in the last round of the combat as stipulated by the app, not sooner!

When Exiting a Combat Scene, all heroes must leave **through the same exit**.



Example: The Rogue traces a path to the exit. She has to pass through two zones, one of which contains a Grunt. In addition, there is a Guard Dog in her zone. Thus, to successfully Exit the Combat Scene, she must suffer 2 . On the other hand, the Forest Guard has no enemies in his path, so he may Exit the Combat Scene without suffering any damage.

COMBAT SUCCESS OR FAILURE

After the final combat round the app prompts you to mark any objectives you have completed. If you achieved all the objectives, the Combat Scene ends in success. If you did not, it ends in failure. If you achieved only some of the objectives, the scene still ends in failure, but the outcome might be different. Unless otherwise specified in the app, you keep any items and resources collected by the heroes in the party bag. This will change the course of your adventure, but it will not end the game. If you complete all your objectives before the final combat round, you must still complete all the combat rounds specified by the app before you can end the Combat Scene. Succeeding Combat Scenes will contribute towards gaining Win Rewards (see Combat Win Rewards on page 20).

Note that in most Combat Scenes the game will progress even if you fail the combat. The outcome might not be ideal for your heroes, but the game will progress nevertheless. Sometimes you will have to make tough choices as to what to prioritize in a Combat Scene. If you start a tough combat with low health and/or energy and you have no food or healing potions stored up, for example, it might be better to prioritise collecting gems and food tokens, instead of succeeding at the objective.

RECOVERY AND RESET

Regardless of whether the Combat Scene ended in success or failure, **you recover 1 ♥ and 1 🔥**. If you were KO'd, take a Corruption card and set your health and energy to 2 ♥ and 2 🔥 instead. After a Combat Scene the app will ask you to enter your current health. Enter the value that each hero has after the recovery and confirm. Reset any single use skills and items by flipping them face up.

If there are any gems in the party bag, leave them there. During Rest Scenes, gems can be spent by any player to buy skills, equipment, food, and many other things.

IMPORTANT: CONSERVING HEALTH

Note that throughout the game your health and energy do not reset. Thus it is important to minimise the damage suffered and energy you use. While your health does not reset, energy can be recovered for free in Rest Scenes. Health costs 1 gold per 2 ♥ to heal and will therefore use up valuable gold that could otherwise go towards improving your hero's skills and items, which are crucial to facing increasingly harder Combat Scenes.

KNOCKED OUT - REVIVE

If your hero is **KO'd** during a Combat Scene, you cannot take any more actions. Place your hero miniature on its side. If it is your turn in the set player order, skip your turn completely. If you have any passive abilities, ignore them.

A hero may **revive** a KO'd hero by moving to the same zone as the KO'd hero, spending **?** + **?**, and suffering 1 ♥ and 1 🔥. If they do, the KO'd hero recovers 2 ♥ and draws a Corruption card which takes effect immediately. Stand that hero's miniature up. Enemies can attack that hero from that point onwards. The revived heroes can resume playing in the next combat round. Mark the hero as no longer KO'd during Clean-Up.

If your hero is KO'd at the end of a Combat Scene, do not recover 1 ♥ and 1 🔥 as you normally would. Instead, draw a Corruption card, then set your health and energy to 2 ♥ and 2 🔥.

If your hero is KO'd during a Story Scene, you can no longer perform any tests. If there are any remaining tests in the Story Scene that your hero would need to take, they are automatically failed. If other players have skills or equipment that can heal you outside of a

Combat Scene, they may do so. If they do, you are no longer KO'd. You can take tests as you would normally do. At the end of a Story Scene, if your hero is still KO'd, draw a Corruption card, then recover 2 ♥.

If your hero is KO'd as a result of suffering damage from a Corruption card, do not take an additional Corruption card.

PLAYING AN EXTRA COMBAT ROUND

There are times when even your most valiant efforts will not result in success. The party can collectively decide to push their limits and play an extra combat round - but this comes at a cost. At the end of the last round, the app will ask you if you want to play an extra round. If you would like to do so, each hero that has not been KO'd draws a Corruption card from the deck. Then, those heroes all play one more combat round. If any of the heroes have 4 or more Corruption cards already, **the party as a whole cannot choose to play an extra combat round.**

CORRUPTION



When you play an extra combat round, each hero draws a Corruption card from the deck. Apply the effect to your hero, then either place the card next to your hero board or discard it, whichever is indicated. Corruption cards can stay with your hero permanently, however, a way to remove them will present itself during your travels.

Whispering Voices

When you take a test, roll an additional die (up to a maximum of 3). You must also score a success (trait or otherwise) on this die to succeed in the test.

*In the quiet moments, you are never alone.
The voices are there, speaking words you
wish you could forget.*

Example: The Corruption card Whispering Voices makes tests harder by requiring an additional test die, and thus an additional success, to be rolled.

You also draw a Corruption card if your hero gets KO'd or the game prompts you to do so. Only that hero takes a card from the deck, and they have to do it even if they already have 4 or more Corruption cards.

If a Corruption card tells you to suffer an amount of energy, but your hero has no more energy available, suffer that much health instead. If this results in a KO, you do not take a second Corruption card, but you are out of play for the rest of the Combat Scene or Story Scene.

ADDITIONAL COMBAT RULES

STUN

G A stunned minion's abilities, such as Blocker or Frontliner, are ignored while it is stunned. During Enemy Reactions, a stunned minion does not react but another token of that enemy type will react instead. During Enemy Turns a stunned minion will not activate. When a hero stuns a minion, place a (green) stun cube on them. The minion's stun cube - and thus the stun effect - will be removed during Clean-Up.

When a hero is stunned, place a green stun cube on their hero board. In the next Preparation Phase, they roll one less die and remove the stun cube from their hero board. Heroes and minions can only have a single stun cube at any given time. Ignore any additional stun effects after the first.

PUSH AND PULL

➡ Push: Move an opponent out of the current zone into an adjacent one. Heroes may only push minions, not leaders or bosses. If a hero pushes a minion, they move them to an adjacent zone of their choice. However, if an effect allows a hero to push a minion in an adjacent zone, they may not push it into their own zone. If an enemy pushes a hero, the zone that the hero is pushed to is randomised, as discussed below.

⬅ Pull: Move an opponent from an adjacent zone into the puller's zone. If this ability is performed by an enemy, follow normal targeting rules. Heroes may only pull minions, not leaders or bosses. If a hero pulls a minion they decide which enemy is pulled.

If an enemy action deals damage and a push or pull, the damage can be blocked, but the push or pull cannot.

RANDOMISATION



There will be situations in the game where there are multiple possible outcomes that are equally viable that are not covered by the rules. For example, after an enemy picks a target hero, it may have 2 or more equally distant paths to reach that hero. In this case you can assign D6 results 1, 2 and 3 to one path, and 4, 5 and 6 to the other. Then, roll the D6 to determine which outcome will be taken. This also occurs when an enemy pushes a hero (see Push and Pull above). The system does not indicate which zone the hero will be pushed to and is intended as such. Roll the D6 to determine where the hero is pushed to.

COMBAT WIN REWARDS

Every time you successfully complete a Combat Scene in the main story (not Side Quests) you gain a victory point. When you accumulate a certain number of victory points, you will be awarded a choice of two rewards in the app. Follow the instructions in the app to claim your reward.

PARTY BAG

Whenever you gain gems or food during a Combat Scene, place them in the party bag, unless instructed otherwise. Anything in the party bag cannot be used until after a Combat Scene.



Contents of the party bag are shared between players and kept regardless of whether you succeed/fail a Combat Scene, or if all the heroes are KO'd. When given the opportunity, players decide together how to spend items in the party bag. Yellow gems are worth 1 gold, red gems 3 gold and blue gems 5 gold.

HARDCORE MODE

(OPTIONAL)

If you want an added challenge, you can try playing the game in Hardcore mode. In Hardcore mode, players may discuss their plans and strategy only during the Preparation Phase. During the Action Phase, only the active player may speak. Other players are not allowed to talk or influence the active player's decisions in any way.

This mode represents the party preparing before battle and then having each hero make their own decisions in the heat of battle.

STORY SCENES

The events of this game take place in Easafir, a city within the sprawling region of Kaan in the world of Eana. Eana is a rich, evolving world that grows steadily over time as its dedicated creators at Studio Agate develop its lands and their inhabitants. In *Fateforge: Chronicles of Kaan*, you will step into the streets of Easafir, interact with a varied cast of characters, and explore its surroundings and its depths. Throughout the story, you will make choices that the world remembers and reacts to. There are multiple paths through this adventure that are shaped both by the outcome of story choices and tests, in addition to the objectives that you complete in the Combat Scenes. Many of the choices you make in the story, as well as your actions in Combat Scenes will have lasting consequences - at times minor, others major - that will cause the story to branch and, in some cases, affect the final outcome of the story. Be careful out there!

TESTS

Certain situations in the game require heroes to perform tests. Some of these tests are taken by all the heroes, others by only one. Unless the game specifies otherwise, select a hero to take the test. There are three difficulty levels of tests: easy, medium, and hard. Easy tests require you to roll 1 die, medium tests 2 dice, and hard tests 3. To succeed in a test, you must score successes on every die you roll as part of the test.

A  yields 1 success. If a die shows a , you score a success **if you have a trait matching the type of test in question**. A matching trait also gives you the option to spend 1  to reroll all test dice once.

If you successfully complete medium or hard tests you will gain trait points in the app, which will grant the party new traits later on.

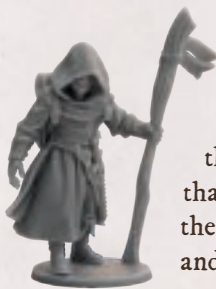
Example: The heroes are attempting to track a boar in the swamp outside the city. They are presented with a medium test with the keyword "Perception". The Forest Guard is chosen to attempt the test, as he has the Perception trait on his hero board. The Forest Guard rolls 2 test dice, resulting in 1  and 1 . Since he has the Perception trait, the test is a success, leading to a positive narrative outcome, as well as earning the party a trait point in the app.

REPUTATION

The app tracks your hero's **reputation**. Your choices affect your reputation with the various characters and factions in the game, and the story will develop differently based on this. The higher the reputation value with a certain character or faction, the more positively they will view you. You can check the appropriate tab in the app to view your standings with the various characters and factions.

MAP EXPLORATION

In Map Exploration sequences you will need to find your way around Easafir by navigating its streets. This is the first time the heroes have been to the city, but luckily they have a rudimentary map to help them find their way around. Like any tourist in a new city reading a printed map, the players need to use the physical map of Easafir provided to first figure out their current location, where they want to travel to and how to get there.



To accomplish this the app will display a hint that will help you find the target destination and any pertinent hints to reach it as well as a description of where the party is currently standing. Look for that location, and place your party miniature there. Then, decide on a direction to walk to, and select that option in the app. It will tell you which location you have walked to. Find that location on the map, move the party miniature there, and proceed accordingly until you have completed the Map Exploration section. One player should control the app, while the other players follow the party's movement on the map. The sections that take this format can be part of the main story or Side Quests.

STORY DECK

Your party will collect story cards as a record of your adventure; this will form your story deck. When the app instructs you to, take the required card from the unlock box and add it to your deck. Save the story deck after every play session (see Saving a Campaign on page 23).

REST SCENES

TIME TOKENS



The amount of time the heroes have to rest is represented by time tokens. You can spend time tokens to visit a rest location or undertake a Side Quest during a Rest Scene. At the start of every Rest Scene, the app tells you how many tokens to place into the heroes' collective pool. Time tokens **do not carry over** to other Rest Scenes; discard any unused time tokens at the end of each Rest Scene.

REST LOCATIONS

Rest locations are friendly places and characters that heroes can visit to recuperate, train, buy items, and explore the world. Some rest locations are available from the start of the game, while others can be unlocked depending on your actions, choices, and story progression. Rest locations cost a variable amount of time tokens to visit, as indicated on their location cards.

Some locations have an  icon instead of a  icon in their top left-hand corner. These are shops that have a series of items for sale that you can browse before buying. You may visit such locations to check what they have for sale without paying a time token, but will need to spend the number of time tokens indicated on the card before you can buy any amount of items they have for sale. Details about various rest locations can be found on their cards.

When a Rest Scene is over, place the rest location cards into the party bag to be used for later Rest Scenes unless the app instructs you to discard some of them.

SIDE QUESTS

Certain cards represent Side Quests that your party can attempt during a Rest Scene. Some details about the quests are given by the cards, but any story or combat is handled by the app as usual. Side Quests can be attempted before, after, or in between visiting rest locations. Each Side Quest will have a threat level from 1 to 4, indicating how dangerous it will be for the heroes to attempt it; this is shown as a row of skulls on the bottom of the Side Quest's card. Most Side Quests are removed after 2 or 3 Rest Scenes so make sure to prioritise the ones you want to follow!

ENERGY AND ARMOUR RECOVERY

All heroes recover all their exhausted energy tokens at the end of a Rest Scene. Black cubes on armour cards are also fully replenished at the end of the Rest Scene.

HEALING

When you visit a rest location that offers healing, you may spend any number of gold to recover 2  for every 1 gold spent. The recovered health can be distributed among heroes freely, and not necessarily in multiples of 2 per hero.

FOOD



Some locations will also allow you to buy food. Food generally costs 1 gold per food token and is placed in the party bag. A hero may discard a food token anytime outside of a Combat Scene to recover 1  and 1  per food token discarded.

Since you only heal 1  and 1  automatically after each Combat Scene, and you can only pay gold to heal during a Rest Scene, it's important to stock up on food and/or healing potions. Rest Scenes happen once every 2 or 3 Combat Scenes, so if you get beaten up badly in an early fight, you will have a hard time winning the remaining Combat Scenes without replenishing health through food or potions.



MANAGING YOUR CAMPAIGN

CARD MANAGEMENT

As you play the campaign, you will be taking cards from the **unlock box**. You will keep some of these cards and remove others from play after use. The cards and tokens you have in play in front of you or in your skill deck are saved in your hero box or the party box between sessions (see Saving a Campaign below).

When cards are removed from play, they are either returned or discarded. *Returned* cards are placed either back into the unlock box in numerical order if they are numbered or into their respective deck if unnumbered. In the latter case the deck should be shuffled.

When a card is *discarded*, that card is placed in the **graveyard** section of the unlock box. These cards are not used in the rest of the campaign. Some cards ask you to *replace* them with others. In this case, discard the current card and draw the card indicated. Corruption cards are discarded to the graveyard.

Enemy cards that have been used in a Combat Scene will often be re-used in future Combat Scenes. Place these in the “Enemies Encountered” section of the unlock box. When a Combat Scene lists the enemy cards needed for a Combat Scene, have a quick browse through this growing deck for cards that have been used already, then pull out the new enemy cards from their section as usual.

SAVING A CAMPAIGN

SAVING YOUR PHYSICAL COMPONENTS

The game makes it easy to save your progress both in the app and through the physical components.

To save your session, take all of your hero’s purchased skills, current items, Corruption cards as well as the available tokens from your hero board (health, energy and special tokens) and place them in the provided zip-lock bag. Then place this bag along with the exhausted tokens on your hero board (health, energy and special tokens), and all remaining unpurchased skills into the hero box.

In the **party box**, store the party’s shared components like gems and your story deck. When you are ready to play again, give each player their hero board and corresponding hero box and place shared components nearby within reach of all players.

SAVING THE DIGITAL APP

The app will save your progress automatically upon closing. Once the app is relaunched, it will provide you with the option to resume one of your previous campaigns or start a new one. The app can save up to four campaigns.

CHANGING PLAYER COUNT AND RESTARTING AN ACT

You may restart an Act at any time outside a Combat Scene by clicking the appropriate option in the Settings menu of the app. The app will remember the story choices and combat outcomes that were in place at the start of the current Act. You may change the player count and swap heroes, allowing new players to join the campaign or current players to leave it.

When you restart an Act you will be given all the non-consumable items you had at the start of the Act. You will keep all your trait cards, return all your Corruption cards and recover all your health and energy. Finally, you will be given a complement of gold to spend on any skills available to you at the start of the Act. Follow the instructions in the app to run through this process.

SWAPPING HEROES

At any time outside of a Combat Scene, you may swap an active hero for a new one. Unlike changing player counts, this feature does not require restarting an Act. You should only use this feature if a player in your group has been replaced and the new player would like to control a different hero. To do this, click the appropriate option in the Settings menu of the app. The new hero will be able to buy a number of skills equal in gold value to the sum of the skills of the hero leaving the campaign. The new hero also retains the Corruption cards and traits of the hero leaving the campaign.

BATTLE MODE

INTRODUCTION

For those that yearn for the sound of clashing blades and would rather skip bard tales of high adventure, *Fateforge: Chronicles of Kaan* offers an alternate, stand-alone, single-session Battle Mode.

Battle Mode consists of a number of questlines of varying difficulty levels. Each questline takes 2 to 3 hours to complete and is made up of a number of Combat Scenes; there are no Rest Scenes and you may only heal by consuming food or potions. Combat Scenes in Battle Mode are more challenging versions of those in the campaign, with changes to their thematic elements in order to avoid spoilers.

If you complete all the primary objectives of all the Combat Scenes in a questline, you win it and are awarded a rating - Copper, Silver, or Gold - depending on how well you did. If the whole party gets KO'd in any one Combat Scene, you lose the whole questline.

GETTING STARTED

Select "Battle Mode" in the app's main menu. Select "New Game" to start a new questline, or select "Continue" to continue from a previous one. You can only have one questline active at a time. Then, select one of the questlines available and which heroes you want to play with. You begin each questline with a pool of gold to spend before you set off on your quest; each questline will let you know how much gold you can spend on skills.

CORRUPTION

During the Battle Mode questlines, you are not allowed any extra combat rounds, so you do not take Corruption cards from them. Heroes normally draw a Corruption card if they get KO'd at the end of the Combat Scene. Recovery and reset rules apply as usual - but only if the Combat Scene ends in success.

REWARDS

Rewards are spread around the Combat Scene, and it is up to you to collect them.

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RULE UNLOCKS

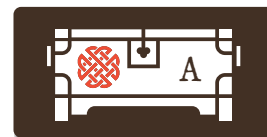
DO NOT read these rules until the app instructs you to do so. Once a rule is unlocked, mark its checkbox to indicate that this rule has been discovered.

1

CHESTS

☐

Chests contain valuable loot that can benefit heroes on their adventures. To open a chest, spend a focus  action and tap on the appropriate chest token in the app. The hero that gains a new item may equip it in an appropriate slot and use it immediately. If you do not have a free backpack slot to place the newly gained item or items, or if you prefer not to equip them, you may place them in the party bag instead.



2

BARRICADES

☐

Barricade tokens represent defences that protect a zone from ranged attacks. A barricade token displays a series of crossed-out arrows. Heroes or enemies cannot shoot into a zone containing a barricade token from the direction the arrows are pointing. They may shoot normally from other directions, and they may



shoot into zones beyond the protected one, if their attacks have enough range.

Example: Here, the Forest Guard (A) in the left zone cannot ↗ the Militia Bowman (B) in the right zone. However, the Militia Bowman can ↖ the Forest Guard.

3

DIFFICULT TERRAIN

☐

Zones marked by a difficult terrain token slow heroes down. You cannot Dash out of a difficult terrain zone. You need to spend a  result in addition to the standard  action to leave a zone with a difficult terrain token on it.



4

HEALING FOUNTAINS

☐

A healing fountain has a number of black cubes on it, as indicated by the app. Whenever a hero starts or ends their turn in a zone with a healing fountain, and no enemies are present in that zone, that hero can remove black cubes from the healing fountain to recover the same amount of health or energy tokens on their hero board. If there are no black cubes left on the healing fountain, it is depleted, and you cannot use it anymore.



5

PORTALS



Portal tokens connect non-adjacent zones to each other, allowing you to travel from one to another. Sometimes, the destination zone is specified, at other times not. The app will explain how portals function in each Combat Scene.

To use a portal, you must spend a  action (not a Dash), while in the same zone as an unguarded portal. Guarded portals cannot be entered. Once you enter a portal, place your miniature on the destination tile, or tap on the relevant portal token in the app and follow the instructions.

Zones connected by portals are only considered adjacent for hero movement purposes, not for shooting or other ranged effects. **Enemies cannot target heroes through portals, nor move through them in any way.**

Portals cannot be used when Exiting a Combat Scene, unless the app specifies otherwise.

6

GUARDED ENEMIES



During some Combat Scenes enemies will be guarding other enemies. The app indicates this by showing two stacked enemies in the Combat Scene setup. Place the guarding enemy's token on top of the guarded one. Guarded or guarding enemies never move, regardless of any actions, effects, or abilities. Guarded enemies cannot be targeted until the guarding enemy is defeated.

7

UPGRADEABLE SKILLS



Some level I skills are upgradeable to a level II version of that skill. The upgraded version has a "II" in its title, such as *Charge* and *Charge II*. You must first have the level I version of the skill to acquire the level II version by visiting the relevant rest location and paying its cost. Once you upgrade a skill, discard the level I card and replace it with the level II version of that skill.

8

ALLIES



During the first Preparation Phase of a Combat Scene select up to one ally to join you. Some Combat Scenes require you to use a specific ally, in which case you must pick this ally. Select a hero to accompany the ally. Place the ally card above their hero board to indicate that hero is accompanying them.

Each ally has 2 combat dice. During setup, roll them and place them on the ally's card, rerolling misses until both results are non-misses. On their turn, any hero in the same zone as the ally's accompanying hero may either discard one of their own dice to use one of the ally's die results for that turn or discard one of the ally's dice to activate one of the ally's abilities. In either case, the ally's die used is consumed. These dice do not replenish during the Combat Scene.

Your Allies take exactly as much damage as the hero who accompanies them and as soon as they receive it. If the ally suffers as much damage as they have health, they are out for this Combat Scene. Flip the ally card face down. It cannot be used for the rest of the Combat Scene. Remove damage cubes and flip the ally card back at the end of the Combat Scene. Allies never heal during a Combat Scene. If a hero is KO'd before an ally, the ally is also out for this Combat Scene, even though they may have health remaining.

9

EXPLORATION TOKENS



The exploration token indicates that there is something of interest in a zone that the heroes can investigate further and interact with. To do so, you may spend a  action while in the same zone as an exploration token, then tap the relevant icon in the app. The app will tell you what you discovered and guide you from there.

10

TRAPS



Trap tokens represent a variety of unpleasant contraptions that the heroes can fall foul to if they are not careful. When you enter a zone with a trap token, voluntarily or not, you can choose to either a) discard a  to ignore the Trap or b) trigger the Trap by drawing a card from the trap deck and suffering its effects, or c) trigger an ability that removes a trap, if applicable. If you take a card, discard the trap token. Traps count as an enemy for the purposes of Exiting and thus deal damage if they are in the Exit path.

11

DOORS



Doors have two states: open and closed, represented by the two sides of the door token. In order to open or close a door, spend a  action while in the same zone as the door, tap the relevant token in the app, and flip the token over to indicate the door is now open/closed. Heroes and enemies cannot move or shoot through a closed door. Doors can be opened and closed any number of times. Doors that are guarded cannot be interacted with by heroes. Enemies do not open or close doors unless specified by the app. Zones connected by a closed door are not considered adjacent.

12

WEAK SPOT



Some bosses have weak spots, as indicated on their cards. To damage a weak spot, players may play die results matching the boss's weak spot icons to make it more vulnerable. When playing a die result, place a black cube on the corresponding icon on the boss card. Once all icons are covered, the weak spot is exploited. Tap the weak spot icon in the app, and follow the instructions given. Black cubes on weak spots are not removed during Clean-Up.

13

FEAR



Some enemies are terrifying to behold, instilling Fear into even the bravest of heroes. When entering a zone with a fear-inducing enemy or when a fear-inducing enemy moves into your zone, immediately draw a card from the fear deck and suffer its effects. Then, place the card face up or down as indicated. Face-up cards are active until the end of the Combat Scene. **Each hero only ever draws one Fear card per combat round.** If you draw a Fear card currently active on another hero, discard it and draw another one. At the end of the Combat Scene, return all the Fear cards and shuffle the fear deck.

14

TOXIC DAMAGE



When you suffer toxic damage, remove 1  token per toxic damage suffered and place them beside your hero board (instead of in your exhausted box). These are not usable. If you lose all your health tokens you are KO'd. **At the end of the Combat Scene, return all health tokens back to your available box.** If you are KO'd and have suffered toxic damage, return the related health token(s) to your available box after you complete the KO process. Any effect that recovers health can be used to recover these. You can block  just as you can . You may also use armour to negate removing 1 . If a hero suffering toxic damage is accompanying an ally, that ally is not affected by toxic damage.

GLOSSARY

GENERAL ICONS



Toughness: When this reaches 0, the relevant enemy token is removed. If the enemy is not defeated, remove all damage cubes during Clean-Up.



Armour: Protects the wearer from damage. On enemies, this does not reset during Clean-Up. On heroes, it replenishes at the end of a Rest Scene.



Recurring: May be used once per combat round.



Single use: May be used once per Combat Scene. When you use it, flip this card face down.



Passive: May be used any number of times per combat round.



Reroll: Reroll the indicated die once.



Stun: The affected hero rolls one less die during the next Preparation Phase.



Pull: Move an opponent from an adjacent zone into this zone. Heroes may only pull minions.



Push: Move an opponent from this zone to an adjacent zone. Heroes may only push minions.



Call: Move the closest minion token of the indicated type that is not already in this enemy's zone towards this enemy.



Block: Use to activate a skill or gain 1 block token. Discard the block token during Clean-Up. Block results are not on any dice and can only be gained through skills.



Wild Result: Any result except for a miss.

ENEMY ACTION MODIFIERS



Targets the hero who is earlier (to the left) in the player order.



Targets the hero who is later (to the right) in the player order.



Deals 1 additional damage.



Modifies : Move toward that specific exit. If not possible, do nothing.



Targets a minion of the indicated type (colour). If not possible, do nothing.



Targets a minion of the left type (colour), if possible. Otherwise, target a minion of the right type (colour). If neither is possible, do nothing.



Range +1: Targets opponents up to 1 zone beyond its normal range.



Toxic Damage: Remove 1 from your available box and place it next to your hero board. Return it at the end of the Combat Scene. This modifier can be in addition to dealt by an enemy performing an attack.

VENGEANCE
COMBAT SYSTEM

