



MONSTER HUNTER WORLD

THE BOARD GAME

❖ ANCIENT FOREST ❖

QUICKSTART GUIDE



CAPCOM

Quick Start Disclaimer

If there are differences between this guide and the rulebook, follow the rulebook instead of this guide. This guide is only intended to help you through your very first session.



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Special Thanks

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Extra special thanks to all of our Kickstarter backers and late pledgers!

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How to Win

Monster Hunter World: The Board Game - Ancient Forest is a cooperative arena combat campaign game. As hunters of the Fifth Fleet, your group will undertake quests to track down and slay the monsters of the New World to ensure the safety of the Astera basecamp and the Research Commission.

Choosing a quest allows you to hunt a specific monster. Completing quests unlocks additional quests and allows you to progress through the game.

To win *Monster Hunter World: The Board Game - The Ancient Forest*, you must complete a  quest, before the campaign timer runs out.

Choosing quests gives you the chance to earn monster parts, which are used to forge more powerful weapons and armour. Your hunters will need better equipment in order to stand a chance of slaying the more difficult monsters. Choose your quests wisely!

Monster Hunter World: The Board Game - Ancient Forest is intended to be played over multiple play sessions. The character sheets will allow you to keep track of your resources, potions, weapons, and armour between gaming sessions. Character sheets may also be used to track which quests you have available to choose from next time.



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Game Components

The Hunters



Great Sword Hunter



Dual Blades Hunter



Sword & Shield Hunter



Bow Hunter

Monster



Great Jagras

Dice



Tokens and Game Elements



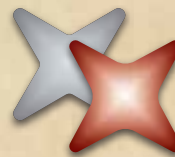
Monster health dial



Hunter health dial



Hunter token



Break and Broken tokens



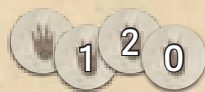
Terrain tokens



Elemental tokens



Ailment tokens



Track tokens



Palico tokens



Character Sheets



Quest Book



Stamina Board



Double-sided Game Board

Cards



Time cards



Weapon cards



Armour cards



Attack cards



Damage cards



Palico cards



Physiology cards



Behaviour cards



Forge Reference cards

Game Set Up

Playing Area Set Up

To set up the playing area, follow these steps in order:

1. Place the game board in the centre of the playing area.
2. Place a stamina board and a random hunter token in front of each player.
3. Place the quest book and a supply of tokens within reach of the players.
4. Take the ★ physiology card and miniature for the Great Jagras and place both near the game board.
5. Take the monster health dial, set it to 50 and place it next to the physiology card.
6. Take the 13 behaviour cards for the Great Jagras, remove the 3 behaviour cards with 🖐️ and place the remaining deck of 10 and 3 removed cards, separately, next to the physiology card.
7. Take the 45 base time cards with this symbol 🌊, and remove the following cards:


- Paratoad x2
- Sleptoad x2
- Poisoncup x2
- Nitrotoad x2
- Vespoird Attack x2

Shuffle the remaining 35 cards face down near to the game board to form the time deck.







Hunter Set Up

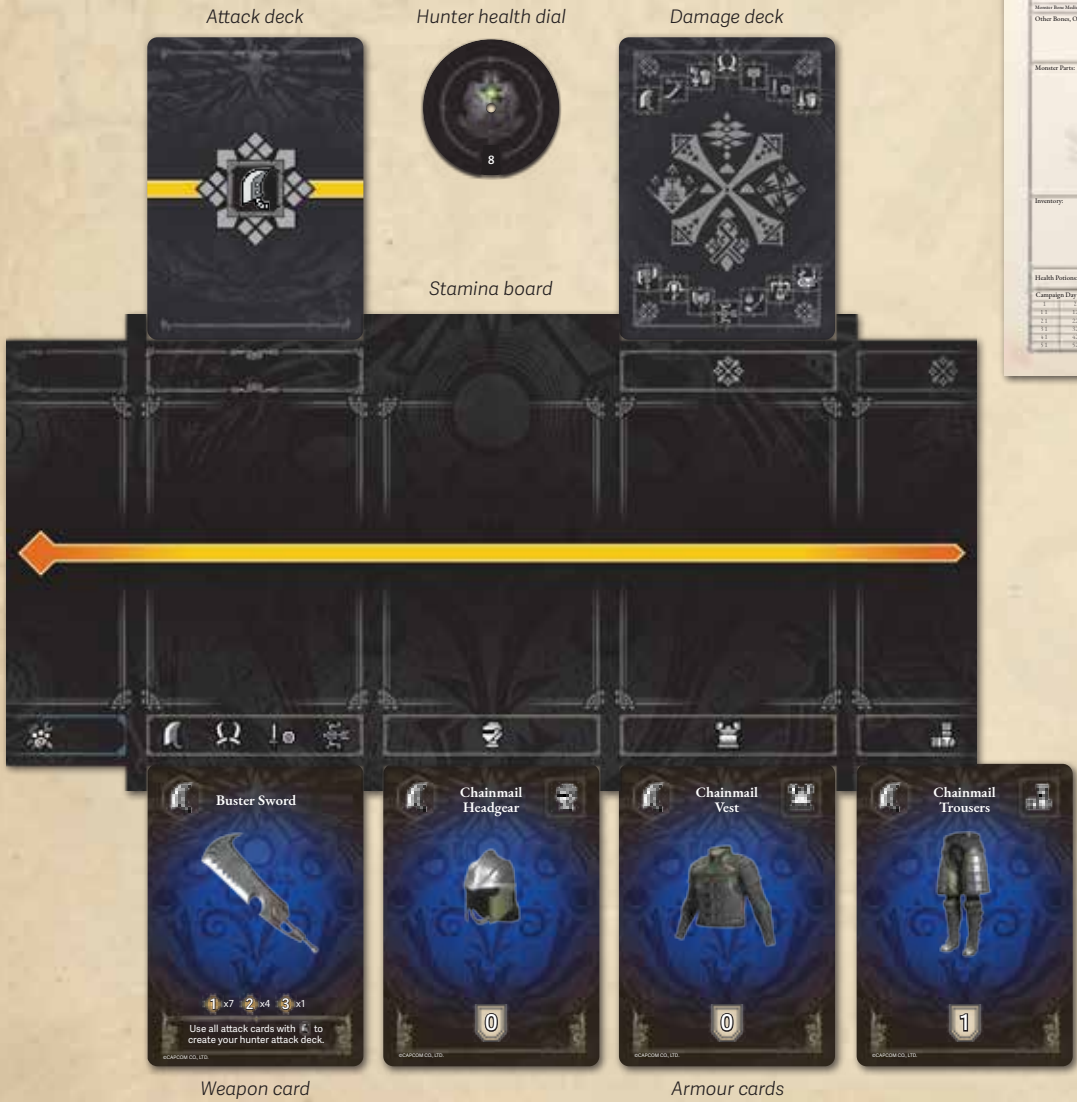
Starting with the youngest, players select a hunter to use during the game. The hunter you select will have a unique symbol identifying the starting cards used to play that hunter.

Your hunter's weapon card will list a number of damage cards using this symbol . Take this combination of damage cards to form your hunter's damage deck.

Take the miniature and starting cards belonging to your hunter, marked by their symbol:

Take a character sheet and add your name. Take a hunter health dial and set it to 8, your hunter's full health. Set up your playing area as shown below.

-  for the **great sword hunter**, numbered 1-24
-  for the **sword & shield hunter**, numbered 25-48
-  for the **dual blades hunter**, numbered 49-72
-  for the **bow hunter**, numbered 73-96



Player Name: _____		Campaign Name: _____							
Hunter Name: _____		Player Name: _____							
Common Bases, Ores and Hides:									
Crabapple Ore	Miner's Iron Ledge								
Dragonhide Ore	Miner's Goldmine								
Dragonite Ore	Miner's Silvermine								
Dragonite Ore	Miner's Iron Mine								
Quality Iron	Miner's Iron								
Miner's Iron Ledge	Dragonite Crystal								
Miner's Iron Mine	Dragonite Ore								
Other Bases, Ores and Hides:									
Monster Parts:									
Inventory:									
Health Potions:									
Campaign Day Tracker:									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60



Palicoes (1-2 Players Only)

Shuffle the Palico cards and give 2 to each player. Each player selects 1 Palico card to keep. Give each player 1 Palico token.

Palico abilities are used during the hunting phase, once per quest. You may only use your Palico ability during your turn.



Gameplay

Phases of a Quest

Each quest is composed of three phases: *gathering*, *hunting*, and *HQ* phase.

Selecting Your Quest

Distribute hunter tokens, construct time deck

Gathering Phase

Gather tracks and resources, find the monster

Hunting Phase

Face the monster, slay the monster

Return to HQ

Gather rewards, forge new equipment, select a new quest

Complete or Fail

The hunters complete the quest by slaying the monster. The hunters fail the quest if they exceed the time limit, or if they faint three or more times between them. If the hunters fail the quest, immediately skip to the HQ phase on page 35 in the core rulebook.

Gathering Phase

In this phase, you'll track down the monster you've chosen to hunt. Along the way you may acquire monster tracks, potions, or useful resources.

Preparation

Locate the track tokens and place them face down in the playing area. Mix the track tokens up so that you won't know which ones you're picking up. Turn to page 6 of the quest book.


For you'll be playing the Great Jagras assigned quest. The starting point for the Great Jagras assigned quest adventure is entry 1, named Assigned Starting Point.

Playing Your Adventure

One player should take the quest book and read aloud the text for the adventure's starting point. You'll then be faced with an option of where to go next. As a group, decide which direction to go in and then progress to the stated entry.

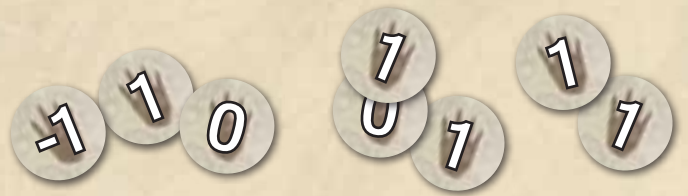
Each time you reach a new entry, continue to read the text aloud. You may gather new resources or potions. Any resources gathered are gained by all players, and should be marked on your character sheets. Any potions gathered should be put into a communal pool for all hunters to use.

When you gather track tokens, place the track tokens in a communal pool. Track tokens represent your hunters following and catching up with their quarry. These will change how monsters behave in the hunting phase, and they may alter some of your choices during the adventure.


You'll shuffle cards with  into the time deck during quests when instructed to by the quest book. If you're instructed to discard a time card, any effects listed on the card are ignored and the card is placed on a discard pile.

Scoutfly Level

Upon locating the monster, flip all track tokens in the pool and consult the quest's Scoutfly level in the quest book. The Scoutfly level will instruct you to add an additional behaviour card when constructing the monster's behaviour deck.



Locate all 13 of the monster's behaviour cards and follow these steps in order:

1. Determine which of the 3 removed  cards to add as shown by the Scoutfly level.
2. Add the determined card to the 10 behaviour cards.
3. Shuffle these 11 cards to create the monster's behaviour deck.
4. Return the track tokens to the supply.
5. Return the other 2 removed behaviour cards to the game box.

With the gathering phase now complete, the players progress to the hunting phase.




Hunting Phase

In this phase, your hunters will face the monster they've tracked down in brutal combat and attempt to slay it.

Preparation

Turn to page 5 in the quest book. Search the game box for the terrain tokens required for the assigned Great Jagras quest as shown on the quest's minimap.


Place the monster's behaviour deck, which you prepared during the gathering phase, face down next to the monster's physiology card.

 Place the Great Jagras miniature on the monster's starting node facing the direction shown by the arrow on the node symbol of the minimap

Shuffle your attack deck and draw a hand of 5 cards.

Ensure your hunter token is face up.

 **Bush:** place a bush token on this node

 Each player takes a turn placing their hunter's miniature on any of the hunter starting nodes. Multiple hunters may be placed on the same node.



Assigned Quest



Time Limit

35 time cards

Scoutfly Level

2-5

Assigned Starting Point

1



Nodes

During an encounter with a monster, each miniature must be centred on a node. When a miniature moves, move it from its current node to an adjacent node. An adjacent node is any node located directly next to the miniature's current node, in any direction.



Multiple hunters may be on the same node, so long as you understand which miniatures are on which nodes. Hunters can't move to the same node as a monster.

Terrain Nodes

Use the minimap for the quest to identify which types of terrain will be used, and where. Using the quest's minimap, place terrain tokens on the game board to mark each terrain node.

The types of terrain nodes and their effects are:



Bush: While a hunter is on a bush node they have -4 threat. Bush nodes don't affect monsters.

Hunting Phase Summary

Hunting Phase Step 1 (Monster Turn)

To resolve a monster's turn, follow these steps in order:

1. Draw the top card of the monster's behaviour deck and reveal it.
2. Use the monster's behaviour card to determine the target for its attack.
3. Resolve the behaviour card.
4. Discard the behaviour card.

If a monster's behaviour deck is ever empty, shuffle all of the discarded behaviour cards to form a new behaviour deck.

If the hunters have fainted three or more times between them, the group fails the quest. Progress to the HQ phase on page 35.

Hunting Phase Step 2 (Hunter Turn)

As a group, choose a hunter whose hunter token is face up, then follow these steps in order:

1. Choose to use combat actions or preparation actions.
2. Resolve the chosen actions.
3. Draw a time card.

If a time card can't be drawn because the time deck is empty, the players fail the quest. Immediately progress to the HQ Phase on page 35.

If the monster's behaviour allows more hunters to take a turn, repeat step 2.

Hunting Phase Step 3 (Check For Quest Complete)

If your group hasn't slain the monster, return to step 1.

If your group has slain the monster, the hunting phase ends and the players progress to the HQ phase, see page 35.

The Monsters

Miniatures & Base Markings

Monster miniatures have markings on their base that divide them into four arcs. These arcs are the front, left, right, and rear of a monster. Monster arcs help to determine which way a monster is facing, where a monster attacks, and which parts of a monster may be attacked by your hunter.



Physiology Cards

1. **Monster Name**
2. **Quest Type**
3. **Monster Health**
4. **Elemental Resistances**
5. **Status Ailment Resistances**
6. **Special Rules**
7. **Monster Body Parts** - The areas of the monster that may be attacked
8. **Body Part Arc** - The arc your hunter must be within to attack this body part
9. **Part Armour** - The armour value of each body part of the monster
10. **Part Break Value** - The amount of break tokens required to break the body part
11. **Break Token Stash** - Where break tokens are placed for each body part
12. **Part Break Rule** - The effect that triggers once a part has been broken
13. **Elemental Token Stash** - Where elemental tokens are placed
14. **Status Ailment Token Stash** - Where status ailment tokens are placed

1 Fanged Wyvern
Great Jagras

2 ★

3 50

4 [Elemental Resistances]

5 [Status Ailment Resistances]

6 **Gluttonous**
Each time this monster deals 1 or more damage to a hunter it regains 1 lost health.

7 [Body Part]

8 [Body Part]

9 [Body Part]

10 [Body Part]

11 [Break Token Stash]

12 Behaviours with [Elemental] inflict physical damage instead of elemental damage.







13 [Elemental Token Stash]

14 [Status Ailment Token Stash]

The monster suffers 5 damage.

Behaviour Cards

Monster behaviours are presented as a series of symbols.

1. Behaviour Name
2. Track Symbol 
3. Target Symbol  - The monster's target
4. Movement Symbol  - The monster's movement
5. Attack Symbol  - The monster's attack
6. Monster Body Part 
7. Hunter Turn Symbol 
8. Hunter Attack Symbol 



Behaviour card front



Behaviour card back

There's useful information that can be obtained from all parts of the behaviour card, so remember to pay attention to the back of the cards too!

Monster Turn


When the monster takes a turn, perform the following steps in order:


1. Draw a card from the monster's behaviour deck and place it face up. If the monster's behaviour deck is empty, shuffle the discard pile to create a new behaviour deck.
2. Resolve the monster behaviour card from left to right. The following section will describe each of these steps in detail.
3. If there are no hunters on the game board at the start of the monster's turn, draw a behaviour card and place it face up. Then the monster's turn ends, progress to Ending a Monster's Turn on page 19.





The Monster's Target

The monster's *target* is the hunter who currently has the monster's attention. The target is used to determine which way the monster will move and attack.

If the behaviour has the closest target symbol , the monster's target will be the hunter closest to it, determined by counting the nodes between the monster and the hunters. In the event of multiple hunters being the closest, the monster will target the closest hunter with the highest threat value. Threat values are printed on hunter tokens.

If the behaviour has the farthest target symbol , the monster's target will be the hunter farthest from it, determined by counting nodes between the monster and the hunters. In the event of multiple hunters being the farthest, the monster will target the farthest hunter with the highest threat value.



If the hunter the monster is targeting faints during the monster's turn, determine the next hunter the monster will target using the  or  on the behaviour card.

If there are no hunters on the game board, the monster's turn ends, progress to Ending a Monster's Turn on page 19.



Moving Monsters

When a monster moves, it moves in relation to its target. In any instance that there are multiple eligible nodes that a monster can move to, the players choose.

The monster must always directly face an adjacent node by having that node in the centre of its front arc. This means that the monster may only face one of eight directions because there are a maximum of eight adjacent nodes at any time.

Before and after each node of movement, including when the monster's movement symbol is numbered 0, the monster rotates to face its target. If this would cause the monster to not directly face an adjacent node, the monster instead faces the closest adjacent node to its target.



Adjacent nodes highlighted in white.

The number in the movement symbol shows how many nodes the monster will move. If the number is at the top of the symbol, the monster moves towards its target. With each node of movement, the number of nodes between the monster and its target must decrease.

If the number is at the bottom of the symbol, the monster moves away from its target. With each node of movement, the number of nodes between the monster and its target must increase.



Movement symbol

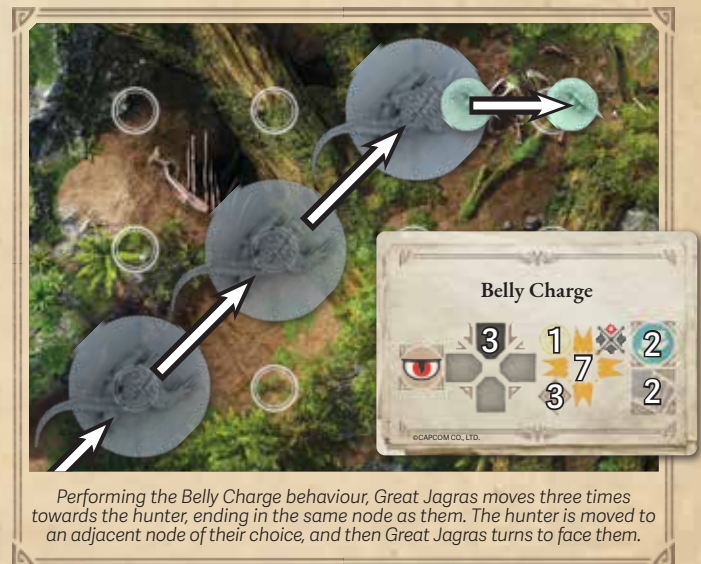
If the number is on the left of the symbol, the monster moves to the node on its left. If the number is on the right of the symbol, the monster moves to the node on its right. Remember, before and after each node of movement, the monster rotates to face its target as shown below.



When a monster moves into the same node as a hunter, the hunter will immediately leap out of its path and move to an adjacent node that is within the monster's front arc before it turns to face its target. If there are no available adjacent nodes within the monster's front arc, the hunter may move to any adjacent node. The hunter does not play cards onto their stamina board to make this movement.

Irrelevant of which node the hunter moves to, the monster will continue its movement until it has moved an amount of nodes equal to the number shown in its movement symbol.

If the monster would move in such a way that takes it off the game board, the monster instead moves as far as it can up to the edge of the game board and then doesn't move any further.



Performing the Belly Charge behaviour, Great Jagras moves three times towards the hunter, ending in the same node as them. The hunter is moved to an adjacent node of their choice, and then Great Jagras turns to face them.

Monster Attacks

A monster can attack in different ways, which can be identified using the following symbols:



Range - The maximum range of the monster's attack, counted in nodes from the monster to the hunters.



Dodge Value - How difficult the attack is for the hunters to dodge. Dodging monster attacks is explained in more detail on page 24.



Attack Node - The monster will attack its target and any other hunters positioned on the same node. If the target is not within range, no hunters are attacked.



Attack Arc - The monster will attack hunters within the red highlighted arcs that are also within the attack's range.



Physical Damage - The amount of physical damage caused to hunters.



Water Elemental Damage - The amount of elemental damage caused to hunters.



Stun Status Ailment - The monster's attack causes a status ailment in addition to physical damage.



Single node monster attack.



Whole arc monster attack.

Hunters Suffering Damage

When your hunter suffers damage, reduce their health dial by the physical or elemental damage value of the monster's attack.

The amount of damage each hunter suffers is reduced by armour or elemental resistance as shown on page 24.

Hunters Suffering Status Ailment


When a monster attack with a status ailment effect damages a hunter, the hunter suffers the status ailment. If a status ailment lasts until the end of your next turn, place a status ailment token on your hunter's weapon card as a reminder.


Stun is the only status ailment in your first quest. Other status ailments are detailed in the core rulebook.

★ **Stun** - Choose one attack card from your hand and place it face down on your stamina board. If you can't place a card on your stamina board, this status ailment has no effect.

Ending a Monster's Turn

The monster's behaviour determines how the hunters may react.

 **Hunter Turn Symbol** - The number of turns the hunters may take after this behaviour.

 **Hunter Attack Symbol** - The number of attack cards each hunter may play face up on their stamina board during their turn.

Once the monster's turn ends, it's the hunters' turn.



The Hunters

Stamina Boards

Your stamina board is used to measure how much stamina your hunter has. Stamina boards have 5 attack card slots. During the hunting phase attack cards are placed on the stamina board from left to right, to show attacks being made and stamina being used.

When your hunter's stamina board is full of attack cards, you can't play any more cards onto it.

At the end of your turn, as your hunter's stamina slowly recovers, you'll draw a time card that will instruct you to discard the rightmost card on your stamina board.

Unless otherwise instructed, whenever you remove attack cards from your stamina board, remove the cards one at a time from the right. If you're given the option to remove attack cards from any slot of your stamina board, slide remaining cards to the left to fill empty slots vacated by the cards you've removed.

Anatomy of Attack Cards

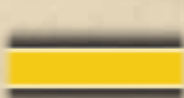


Attack cards are presented as a series of symbols, sometimes including instructions.

- Attack Card Name** - The name of the attack card
- Starting Weapon Symbol** - Attack cards with this symbol are part of the weapon's starting deck, featuring a hexagonal border.
- Agility Symbol** - Used to dodge monster attacks and move during your turn.
- Stamina Bar** - The attack card uses stamina and is placed on your stamina board when played from your hand.
- Damage Card Symbol** - The amount of damage cards drawn that inflict physical damage to the monster. Damaging monsters is explained in more detail on page 30.
- Special Rules** - Any special rules the attack card has will be explained here.
- Range Symbol** - The maximum range of the attack, counted in nodes from your hunter to the monster.
- Break Symbol** - The amount of break tokens inflicted on the monster.
- Combo Symbol** - The number of face up attack cards that must be on your stamina board in order to play this card.
- Weapon Symbol** - Attack cards with this symbol belong to weapons forged during the game, featuring a square border.
- Bonus Movement Symbol** - Allows your hunter to move up to this many nodes without placing additional attack cards on your stamina board
- Status Ailment / Elemental Damage Symbol** / - The status ailment or type of elemental damage inflicted on the monster.
- Bonus Armour Symbol** - While this attack card is on your stamina board, your hunter gains additional armour equal to this number.

Stamina Bars

Attack cards will show stamina in one of three ways:



Normal Stamina

These attack cards use stamina and are placed on your stamina board when played from your hand.



Stamina End

These attack cards use stamina and are placed on your stamina board when played from your hand. Playing this card will end your turn.

No Stamina

These attack cards **don't** use stamina and are not placed on your stamina board when played. Discard these cards after resolving their effects. These cards don't count towards the maximum allowed by the monster behaviour.



To make the *Jumping Slash* attack, the hunter would place it in the left-most free space on their stamina board.

Hunter Turn

You must have a face up hunter token to take a turn. When you take a turn you must choose either combat actions or preparation actions. You can't use both combat actions and preparation actions in the same turn. These actions may be performed in any order, and unless otherwise stated each action may be repeated.

Combat actions are:

Play an Attack Card - You may play attack cards face up from your hand and resolve their effects.

Walk - Once during your turn, you may move your hunter one node.

Sprint - You may play attack cards face down from your hand onto your stamina board to move your hunter additional nodes.

Preparation actions are:

Use a Potion - Once during your turn, you may use a potion to recover health and stamina. If you have no potions you can't choose this option.

Sharpen - Once during your turn, you may shuffle your discarded damage cards into your damage deck.

Walk - Once during your turn, you may move your hunter one node.


Sprint - You may play attack cards face down from your hand onto your stamina board to move your hunter additional nodes.


Remember, when your hunter's stamina board is full of attack cards, you can't play any more cards onto it.

To end your turn, draw a time card and resolve its effects. The following section will describe each of these steps in detail.

Hunter Movement

Once during your turn, you may move your hunter one node without placing attack cards on your stamina board. This is called walking.

During your turn, you may play attack cards face down from your hand onto your stamina board to move your hunter. This is called sprinting. Attack cards played to sprint don't count towards the maximum allowed by  on the monster behaviour.

When sprinting, your hunter may move an amount of nodes up to the agility symbol  on each card being played.

Hunters Making Attacks

To make an attack, follow these steps in order:

1. Select an attack card from your hand to play.
2. If it has a range symbol, the monster must be in range to play this card.
3. Check which monster arc your hunter is in, and select a body part in that arc to attack. Refer to the monster's physiology card to see which body parts can be attacked.
4. Resolve any effects of the attack card. If the attack card has any special rules, read those first. Then perform the symbols in the middle of the attack card from left to right.
5. If the attack card has a break symbol, place the amount of break tokens shown on the body part you're attacking.
6. If the attack card has a stamina bar, place it face up on the leftmost empty space on your stamina board.

Whenever your attack deck is empty, shuffle your discarded attack cards to form a new attack deck.



Monster Arcs


When you attack the monster, check which arc of the monster your hunter is within. This impacts which parts of the monster may be attacked.



If your hunter is on a node which is positioned in two monster arcs, choose a part in either arc to attack.


The monster arc you attack can impact the outcome of a hunt and its rewards, so choose wisely!

Hunters Damaging Monsters

When you attack the monster, draw a number of damage cards equal to the  of your attack card.

Add together the values of any damage cards drawn, then reduce the total by the armour of the body part being attacked. Monster armour can only reduce damage from an attack to a minimum of 1. Reduce the monster's health by the result, then discard any damage cards drawn.

Use the monster health dial to track how much health the monster has. Once the monster has been reduced to 0 health, it has been slain.

While resolving an attack, if the amount of damage cards remaining in your damage deck is lower than the  of your attack card, calculate the damage of the attack using the cards remaining in your damage deck.

Sharpen


When your damage deck is empty, your hunter's attacks will cause no further damage until your hunter sharpens their weapon.

Once during your turn, if you chose to use preparation actions, you may shuffle your discarded damage cards into your damage deck to sharpen.

When a hunter's damage deck is empty, attack cards can be played but they will cause no damage.

For example, if you play an attack card onto your stamina board that draws 2 damage cards, but you only have 1 card remaining in your damage deck, draw the 1 remaining card to determine the damage for the attack. Your hunter will need to sharpen before their attacks can continue to cause damage to the monster.

Part Breaks & Break Tokens

If your attack card has the break symbol , place an equal number of break tokens on the monster's physiology card in the break token stash of the body part being attacked.

When a body part has an amount of tokens equal to its part break value in its break token stash, that body part has been broken. If the broken part has any part break rules, resolve them.

Then remove all break tokens from the body part's token stash and replace it with a broken token to mark the body part as broken.

Part break rules remain in play until the monster is slain. Each part of a monster can only be broken once per hunting phase.

Breaking monster parts guarantees certain rewards upon completing the quest, so break as many parts as you can to increase your rewards!

Bonus Movement Symbols

If an attack card has a bonus movement symbol, the hunter may move up to the amount of nodes shown without playing face down cards onto your stamina board. If the bonus movement symbol is to the left of the damage symbol, this movement is made before damaging the monster. If the bonus movement is to the right of the damage symbol, this movement is made after damaging the monster.



When the number is in the centre of the symbol, the movement may be made in any direction.



When the number is at the top of the symbol, the movement must be made towards a monster. With each node of movement, the number of nodes between your hunter and the monster must decrease.



When the number is at the bottom of the symbol, the movement must be made away from a monster. With each node of movement, the number of nodes between your hunter and the monster must increase.

If the attack card has a range and the monster is not within that range, the card can't be played. However, some attack cards allow your hunter to move as part of the attack. If the card allows your hunter to move into range before causing damage, it may be played.

Hunters Causing Status Ailments

An attack card that has a status ailment symbol will cause a status ailment in addition to causing damage. These are status ailment attack cards.

When you attack a monster with a status ailment attack card, place a status ailment token of that type on the status ailment token stash on the monster's physiology card.

A monster's status ailment resistance is shown as either:



Resistance 1 - Status ailment is caused when there is 1 or more tokens of this type in the monster's status ailment token stash



Resistance 2 - Status ailment is caused when there are 2 or more tokens of this type in the monster's status ailment token stash



Immunity - A status ailment can't be caused by this status ailment type. Don't place tokens of this type in the monster's status ailment token stash

After placing a token, check the monster's status ailment resistance as shown above to see if a status ailment has been caused.

When a status ailment is caused, resolve the status ailment as listed below. Then remove all tokens of that type from the status ailment token stash and return them to the supply.

If a status ailment lasts until the end of the monster's next turn, place a token for the relevant status ailment on the monster's behaviour deck as a reminder.



Stun - The dodge value of the monster's next attack is 1 and can't be increased or decreased by any other effect

Dodging Monster Attacks


To dodge a monster's attack, you must play attack cards from your hand face down onto your stamina board. The total agility on those cards must equal or exceed the dodge symbol of the monster's attack to be successful.

If a monster's attack is successfully dodged, your hunter does not suffer any damage or status ailments from the attack, and moves a number of nodes up to the agility of the attack cards played to dodge.


Remember, when your hunter's stamina board is full of attack cards, you can't play any more cards onto it.

Armour & Elemental Resistance

When suffering damage from a monster's attack your hunter's armour or elemental resistance reduces the amount of damage your hunter suffers.

Your hunter's armour is calculated by adding together the amounts shown within this symbol  on any pieces of armour they have equipped, as well as their weapon.

Reduce a monster's physical attack damage by the total armour of your hunter. Armour doesn't reduce damage from elemental monster attacks.

Your hunter's starting armour doesn't have any elemental resistance. Be extra careful of  elemental behaviours. Armour you forge later in the game will have elemental resistance.

Elemental resistances don't reduce damage from physical monster attacks.



Potions

Potions are used during a quest to recover lost health and stamina. Potions may be found throughout a quest.




Record the number of potions your group has on one group member's character sheet, regardless of who gained them. Anyone in the group may use potions regardless of whose character sheet they're recorded on.

When you use a potion, discard all the attack cards on your stamina board and then shuffle your discarded cards into your attack deck. Additionally recover all health your hunter has lost by setting your hunter's health dial to full.

The group may carry a maximum of 3 potions at a time. While the group has 3 potions any additional potions found must be ignored.

Anatomy of Armour Cards

Armour cards are presented as a series of symbols, sometimes including instructions.

1. **Armour Card Name** - The name of the armour card
2.  **Starting Weapon Symbol** - Armour cards with this symbol are part of the weapon's starting deck, featuring a hexagonal border
3.  **Armour Slot Symbol** - Identifies which slot of your stamina board this is placed on when equipped: head, body, or legs
4.  **Armour Symbol** - While this armour card is equipped, your hunter gains armour equal to this number



Hunter Fainting

When your hunter's health dial reaches 0, your hunter faints and their miniature is removed from the board while they're carted back to camp to recover.

Discard 2 time cards. Discard any attack cards on your stamina board.

At the start of your next turn your hunter may return to the hunt. Place your hunter's miniature on any of the available starting nodes, return your hunter's health dial to full, and draw attack cards until there are 5 cards in your hand.

If the hunters faint three or more times between them, the group fails the quest. Progress to the HQ phase.

Ending Your Turn

You may choose to end your turn at any time. Usually this will be when you run out of attack cards to play, or if your stamina board is full.

Your turn can come to an end as a result of playing certain attack cards, so choose the order of the attack cards you play wisely!

When you end your turn, draw a time card and resolve its effects.

After you resolve your time card, if all hunter tokens are face down, flip all hunter tokens face up.

Ending The Hunting Phase

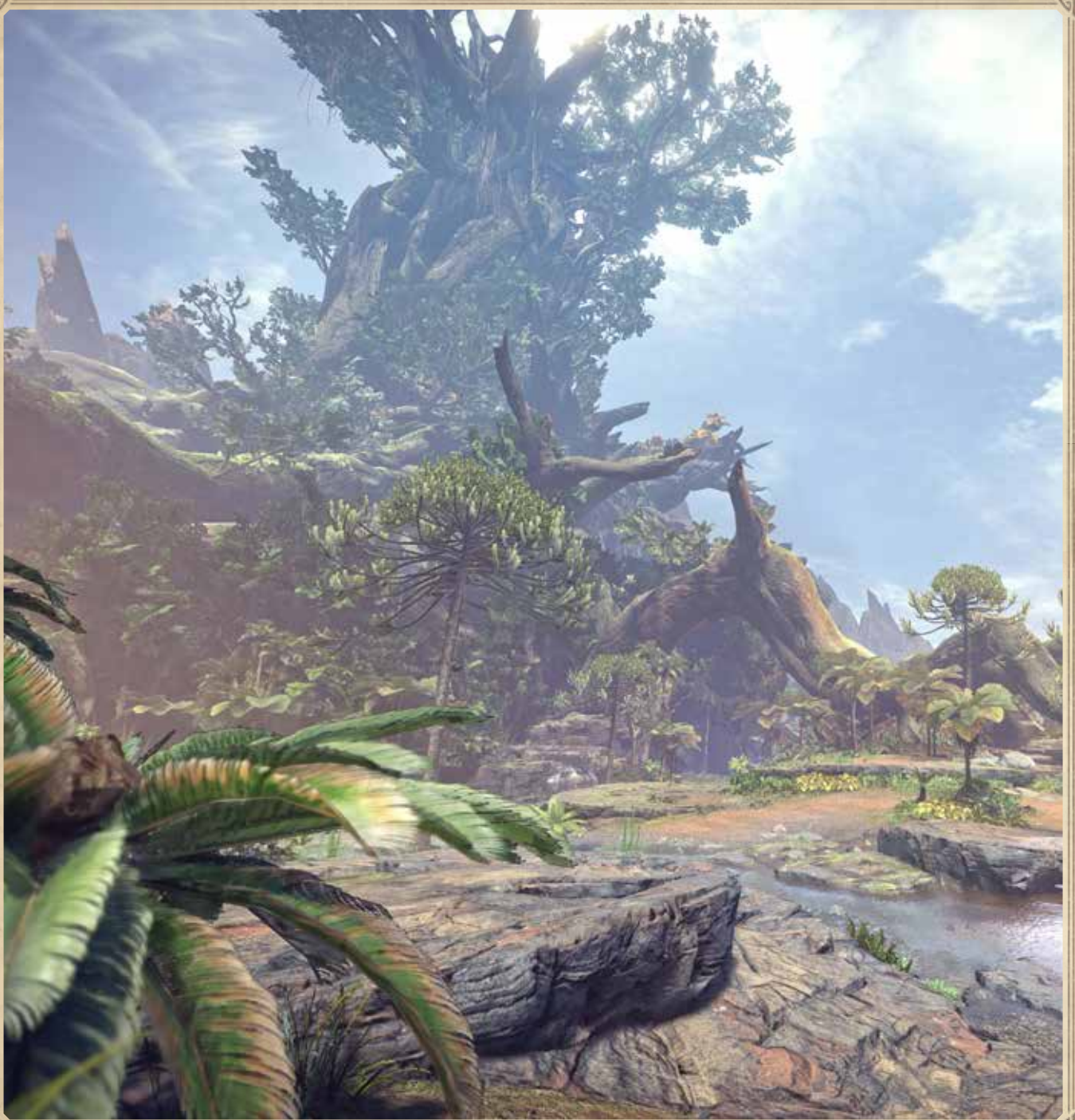
There are three ways in which the hunting phase may end.

1. If the monster's health dial has been reduced to 0, the monster has been slain. The quest is complete, move on to the HQ phase, and gather your rewards.
2. If you have fainted three or more times, the hunters fail the quest. Move onto the HQ phase.
3. If you ever need to draw or discard time cards when the time deck is empty, you fail the quest. The players move onto the HQ phase.

What's Next?

You have now completed your first quest refer to page 35 of the core rulebook for how to complete the HQ phase.

After completing the HQ phase you will need to read about the campaign timer on page 17 of the core rulebook.



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Gameplay Summary

Select a Quest

Gathering Phase

Read through your adventure in the Quest Book
Check the amount of tracks you've gathered against the Scoutfly Level

Hunting Phase

Monster takes their turn
Hunters take their turn
Continue until the monster is slain or the hunters fail the quest

HQ Phase

Hunters recover
Hunters select their rewards
Hunters forge any equipment they wish to forge
Select another quest or perform downtime activities

Hunter Symbols



Starting Weapon Symbols



Agility Symbol



Range Symbol



Damage Card



Break Symbol



Bonus Movement



Combo Symbol



Bonus Armour

Elemental Symbols

Elemental Damage



Fire



Water



Ice



Thunder



Dragon

Elemental Resistance



Fire



Water



Ice



Thunder



Dragon

Status Ailment Symbols



Stun



Poison



Sleep



Paralysis



Blast

Monster Symbols



Track Symbol



Target Closest



Target Furthest



Hunter Turn Symbol



Hunter Attack Symbol



Movement Symbol



Attack Symbol



Range



Dodge Value



Monster Health



Head Body Part



Torso Body Part



Leg Body Part



Tail Body Part



Wing Body Part



Claws Body Part



Attack Node



Attack Arc

Monster Elemental Damage



Fire



Water



Ice



Thunder

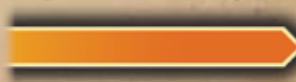


Dragon

Stamina Bars



Normal Stamina



Stamina End