

QUICK GUIDE: VETERAN FOE TURNS

A Veteran Foe is a tougher version of a standard Foe, with improved statistics and advanced abilities. Before a Combat Encounter begins, the Storyteller may pay the Flow cost listed at the top of a Foe Card to promote a Foe to their tougher Veteran status, replacing the data on its original Foe Card with the information on its Veteran Foe Card variant.

TIP: Employing Veteran Foes will likely slow down your Combat Encounters. The Veteran version of each Foe can be found at emberwindgame.com.

STEP 1 UNLOCK HEXES

Choose a Red Action Hex to unlock. Mark that Hex's checkbox on the A.I. Hex Grid. You may spend an additional 2 Flow Points to unlock 1 additional Red Action Hex each Round

STEP 2 ROLL FOR SEGMENT OF A.I. HEX GRID:

Roll 1d6 to determine the segment of the A.I. Hex Grid the Storyteller may use to build the Veteran Foe's Action Chain. The outer edge of the A.I. Hex Grid contains d6 icons showing which segments correspond to which rolled value.

STEP 3 BUILD VETERAN FOE'S ACTION CHAIN:

Build an Action Chain of adjacent Hexes starting at the Centre Hex and proceeding outward, choosing 1 adjacent Action Hex from each progressive ring of Hexes. Your Action Chain ends when there are no more valid Action Hexes to add.

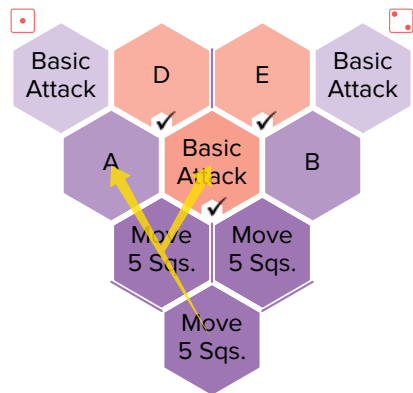
TIP: You should resolve each Veteran Foe Action as each Hex is added to the Action Chain. This means you will see the result of the previous Action Hex before choosing the next Action in the Chain, giving you the ability to adapt the Veteran Foes' strategy as it unfolds.

STEP 4 RESOLVE ACTIONS:

Resolve Veteran Foe Actions as you would standard Foe Actions, but pay attention to any new Default Characteristics or Optional Modifiers on their Veteran Foe Card. Rules for selecting Foes' Targets and resolving Foe Actions are located in the "Quick Guide: Foe Turns" section of the Combat Rules at emberwindgame.com/game/resources.

EXAMPLE:

You spend 5 Flow Points to unlock the Chaser Doorcrasher's Veteran Foe status and 4 Flow Points to unlock an additional 2 Red Action Hexes on its first Round of Combat. You unlock the Basic Attack Hex in the second ring of Action Hexes on the border of segments 1 and 2, the Special Ability D Hex in the fourth ring of segment 1, and the Special Ability E Hex in the fourth ring of segment 2.



You roll 1d6 to determine which segment of the A.I. Hex Grid to use for your Action Chain. You roll a 1, giving you the following Hexes to choose from for your Action Chain.

- First Action:** Move 5 Sqs.
- Second Action:** Move 5 Sqs.
- Third Action:** Special Ability A **OR** Basic Attack
- Fourth Action:** Basic Attack* **OR** Special D or E

** If you chose Basic Attack for the Veteran Foe's third Action, you would not be able to choose Basic Attack for its fourth Action because those Action Hexes are not adjacent.*

Manual Control: You may also take manual control of a Veteran Foe, unlocking all Action Hexes and freely choosing every Action the Foe uses. The maximum amount of Actions it takes is determined by the "Actions per Turn" field. You may wish to spend 5-8 Flow Points to adjust for the added difficulty.

HEX GRID RING REFERENCE

