LEGENDS UNTOLD

Let the adventure unfold
Let your legend be told

LEGENDS UNTOLD

Brother Totackyn's
Guide for Novice Adventurers
A Player Aid for Legends Untold

INSPIRING GAMES

'Brother Tilgrir tells us that to see the path you must close your eyes and focus.'

'Yes Master, I think I understand.'

The old man smiled at his young disciple. 'Whenever you go off on an adventure simply remember the following three lessons:

Firstly – use the light to your advantage, if you can see, you can be seen.
Secondly – only fight when you must, otherwise run.
Thirdly – time is everything, use it wisely.

Brother Totackyn instructing his young disciple Sister Checota

Foreword
This player aid has been created in response to feedback from reviewers who kindly reviewed the pre-production copies. We are enormously grateful for this feedback as it lets us help you, the gamer, have a better experience with our game. We have been told that Legends Untold is great fun and that once you know how to play the game it is relatively straightforward. However it is clear that some of our reviewers found it hard to remember some of the rules and that some additional material to help people get 'up the curve' more quickly would be most welcome. We want you to spend as much time as you can exploring, adventuring and having fun. We hope that this player aid will help you in you games.

How to use this player aid
The following pages describe the core engine of Legends Untold. If you can learn these principles (or keep them to hand) then you will understand the vast majority of the rules. The engine has been deliberately described using flow charts so you can easily follow the steps that are relevant to your situation. For example if you are Scouting, follow the relevant steps on the next page. In the majority of cases you will have entered a new Location you have not explored before. If this is indeed the case follow the seven steps on the page in order. By using this step process we anticipate that you will be able to figure out what to do next quite easily and learn the rules very quickly.

Happy Adventuring
Kev, Hugh and Brother Totackyn
February 2019

SCOUTING PHASE

Move to a New Location

Decide Marching Order
(Scout, Guard, Centre)
1 Hero only = Always Scout
2 Heroes = Always Scout & Guard

Hint: Marching Order is important for Traps & Booby Traps!

Choose an Exit
Hint: Dark is better for sneaking up on Foes but not good for spotting Traps.
Bright is better for spotting Traps but will it make it easier for Foes to see you coming.

Move to an explored Location
(directly connected to your current Location)

Move your **Readiness** to **Bold** and Spend 1 Time.

If the Location has Unresolved Foes, Obstacles or Discoveries in it then **refer to page 16 of the Rulebook**

Stay in the same Location

Move your **Readiness** to **Bold** and Spend 1 Time then skip straight to the **Exploration Phase**

If the Location has no Unresolved Foes, Obstacles or Discoveries in it skip straight to the **Exploration Phase**

Decide if you want to Sneak
Hint: Sneaking will cost you 1 Time but grants a +2 on Scouting and Surprise Tests this turn.

Add the new Location to the Map.
Place the footprints under the Exit you have elected. If there are no footprints place any Entrance under the Exit.
Hint: You can place the new card at any angle, leave yourself space to add further locations.

Make a Scouting Test
Compare the Brightness of the Exit from the current Location to the Brightness Table on the new Location. This gives you the Brightness Difficulty. Roll 3d6. Add +2 if you chose to Sneak. Compare the total on the Scouting Table Below.

Scouting Table

Result vs Brightness Difficulty	Readiness	
+4 or more	Alert	
between 0 and +3	Bold	
-1 or below	Careless	

Adjust the Readiness token on the Readiness Tracker. Spend 1 Time or 2 Spend 2 Time if you chose to Sneak. Proceed to the **Adventure Phase**

ADVENTURE PHASE

Move the Party Token to the entrance of the new **Location**

Resolve the challenges in the **Location** in the order **Obstacles**, then **Foes** then **Discoveries.** **Hint:** The **Obstacle** icon is printed just next to the **Entrance** and the **Foe** or **Discovery** icons are printed along the edge of the **Location**, next to the environment icons.

Obstacle

Draw an Obstacle card if there is an **Obstacle** Icon in the new **Location**

See the **Test** rules to **Resolve** the **Obstacle**

Foe

If there is a **Foe** icon in the new **Location** then draw from the **Adventure Deck** until you draw a **Foe** card.

If you draw any **Loot** cards then place them to one side. You gain these **Loot** items if you Resolve the **Foe**

If you draw any **Booby Traps** and the **Party** is **Careless** then resolve them immediately upon drawing them. If the **Party** is not **Careless** then discard the **Booby Trap** card.

Discard any other cards you draw that are not **Foe**, **Loot** or **Booby Trap** cards

See the **Combat** rules to **Resolve** the **Foe**

Discovery

If there is a **Discovery** icon in the new **Location** then draw from the **Adventure Deck** until you draw a **Discovery** card

If you draw any **Loot** cards then place them to one side. You gain these **Loot** items if you **Resolve** the **Discovery**

If you draw any **Booby Traps** and the **Party** is **Careless** then resolve them immediately upon drawing them. If the **Party** is not **Careless** then discard the **Booby Trap** card.

Discard any other cards you draw that are not **Discovery**, **Loot** or **Booby Trap** cards

See the **Test** rules to **Resolve** the **Discovery**

Once all mandatory **Obstacles**, **Foes** and **Discoveries** have been **Resolved**, the **Location** counts as **Resolved**. Move to the **Exploration Phase**

EXPLORATION PHASE

Move the Party Token to the middle of the new **Location**

Barriers

Draw a **Barrier** card from the **Barrier Deck** for each **Barrier** icon in the **Location**.

See the **Test** rules to **Resolve** the **Barrier.**

Hint: Barriers do not have to be resolved, they are optional, but you cannot use any Icons blocked by the Barrier until it is resolved.

Once the **Barrier** has been **Resolved**, draw the top card of the **Adventure Deck** and resolve it if it is a **Booby Trap**, **Foe** or **Discovery**, or gain it if it is **Loot**.

Search Zones

Add a **Search Zone** token to each **Search Zone** icon in the **Location** with the picture of the closed barrel face up

Once you reach a **Search Zone**, choose to make a **Quick Search** or a **Careful Search**

Quick Search
Draw 3 cards from the **Adventure Deck** and resolve any **Booby Traps** and gain any **Loot** cards.

Careful Search
Spend 1 **Time** and draw 3 cards from the **Adventure Deck** and gain any **Loot** cards.

Flip the **Search Zone** token over to show the open barrel to indicate that the area has been searched

Once all **Barriers** and **Search Zones** that the **Party** wishes to attempt have been **Resolved**, move to the **Rest Phase**

REST PHASE

Restore all **Exhausted** Talents and Kit

Choose if the **Party** wishes to **Camp**

Not **Camping**

Camping

The **Party** must choose to spend 1 or more **Time**

Resolve all **Events** caused by spending **Time** (see below for **Events**)

For each 2 **Time** spent (1 **Time** spent if there is a **Campsite** in the **Location**) each Hero may **Heal** one **Drained** Talent or remove their **Unconscious** Token. A **Hero** cannot **Heal** while they have an **Unconscious** token.

All **Heroes** remove the **Poison Condition** if they have it.

Reset the **Party's Readiness** to **Bold** and all **Heroes** remove the **Fear Condition** if they have it.

End of **Turn**, return to the **Scouting Phase**

EVENTS

Each time the **Party** spends **Time** you must discard the top card of the **Event Deck** face down. When you get to the last card in the **Event** Deck, follow the steps below. See Page 14 in the rulebook for more details.

1) Instead of discarding the card, flip it face up and place it nearby. It will be **Resolved** later in this sequence.

2) Shuffle any previously discarded **Event** cards and place them back face down as a new **Event Deck**. You may continue to spend cards from this **Event Deck** even if you are waiting to **Resolve** an **Event**.

3) Once you have finished **Resolving** the activity that caused the **Time** to be spent, **Resolve** all face-up **Events** (in the order in which they were revealed) by following the instructions on the front side of the Event card. Only resolve the **Legendary Effect** of each **Event** if you are playing **Legendary Mode**.

4) After Resolving an Event, if it says 'Remains in play', place it face up on the table. Otherwise, remove the card from the game by placing it back in the box.

Tests

Test Types: There are three types of Tests on the Challenges you face: Basic, Table, and Staged. All tests types are resolved in a similar manner, only the outcome changes depending on the test type.

Choose a **Hero** to take the **Test** (or each **Hero** in turn if it is a **Party Test**)

Choose one of the **Tests** listed on the action bar of the card.

Check to see if the Hero gains **Mastery** from having a matching **Speciality**

Use any **Talents**, **Kit** or other cards that they want to use that give bonuses to the **Test**.

The **Hero** has **Weakness**	Has neither **Weakness** or **Mastery**, or has both.	The **Hero** has **Mastery**
Roll 4D6 and add up the three lowest dice	Roll 3D6 and add them up	Roll 4D6 and add up the three highest dice

Add the **Attribute** and the bonuses from **Talents**, **Kit** or other cards to the result

Basic Test

Check the difficulty (DC) of the test on the card.

>=DC → Take the green column effects for that **Test**, and the card is **Resolved**

<DC → Take the red column effects for that **Test** and the card is not **Resolved**. You may try the same or another test on that card.

>=DC+2 Party test → Take the green column effects for that **Test** and one other **Hero** does not need to test.

Staged Test

Compare the result to the difficulty (DC) of the current **Stage**.

>=DC → Move up one **Stage**. You may then repeat the **Test** to move up another **Stage**, or **Resolve** the card on the current **Stage**.

<DC → Drop one **Stage** on the card and **Resolve** that **Stage.** The card is **Resolved**.

Table Test

Take the highest result on the table that the result is equal to or greater than. The card is **Resolved**.

Party Tests: Normally **Tests** only need to be completed by one **Hero**, but sometimes the entire **Party** needs to pass the challenge and these are called **Party Tests.** Any of the three **Test** types can be **Party Tests** (e.g. **Basic Party Test** instead of **Basic Test**).

Mandatory Tests: Many **Tests** must be **Resolved** in order for the Party to **Resolve** their **Location**. If the action bar of a card reads "One/Each Hero must…" then it is mandatory. If the action bar read "One/Each Hero may…" then it is not mandatory. All mandatory **Tests** must be **Resolved** in order to **Resolve** the **Location**.
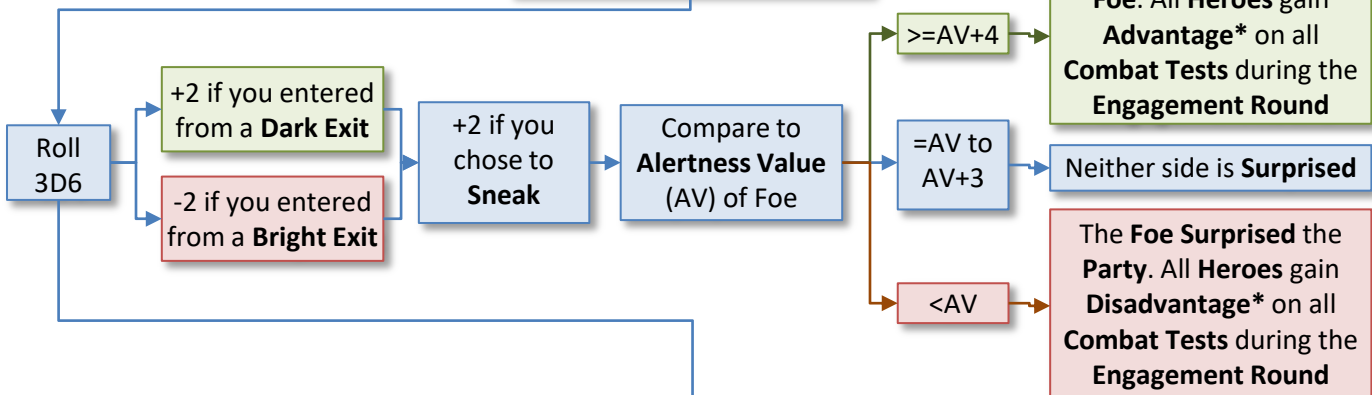
Combat

Setup Foe

Check to see if the **Foe** is a **Ranged** or **Melee Creature** and if it is **Unique**

Check the **Alertness Value** of the **Foe**

Compare the size of the **Party** to the tracker at the bottom of the **Foe** card to see the number of **Creatures** that are present and their **Breakpoint.**

Setup **Health** tokens for each **Creature** present

Read the special rules for the **Creature**.

Test for Surprise

Roll 3D6

+2 if you entered from a **Dark Exit**

-2 if you entered from a **Bright Exit**

+2 if you chose to **Sneak**

Compare to **Alertness Value (AV)** of Foe

>=AV+4 → The **Party Surprised** the **Foe**. All **Heroes** gain **Advantage*** on all **Combat Tests** during the **Engagement Round**

=AV to AV+3 → Neither side is **Surprised**

<AV → The **Foe Surprised** the **Party**. All **Heroes** gain **Disadvantage*** on all **Combat Tests** during the **Engagement Round**

Engagement Round

The **Engagement Round** is the first round of **Combat**. There is only ever one **Engagement Round.**

All **Heroes** choose to use a **Weapon** or **Talent** for their **Attack**. Choosing a **Ranged Attack** makes you a **Ranged Hero**. Choosing a **Melee Attack** makes you a **Melee Hero.**

Ranged Attacks step

Versus **Ranged Creatures**

A **Ranged Hero** attacks

A **Ranged Creature** attacks

Repeat until all **Ranged Heroes** and **Ranged Creatures** have attacked once

Versus **Melee Creatures**

A **Ranged Hero** attacks

Repeat until all **Ranged Heroes** have attacked once.

Move to **Melee Attacks** step
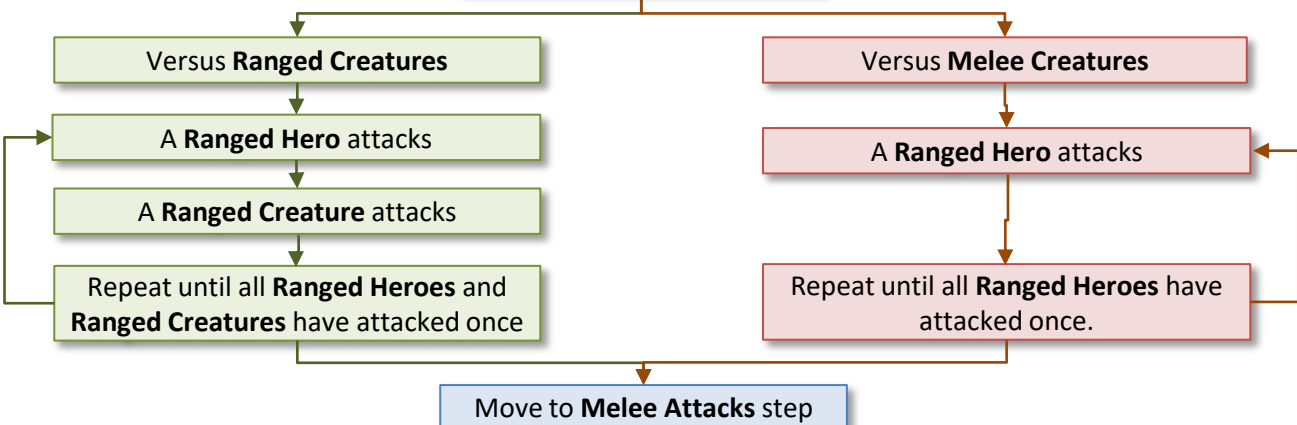
Melee Attacks step

A **Melee Hero** attacks

Repeat until all **Melee Heroes** have attacked once.

Move to the **Check Morale** step

Check Morale step

Unique Foes

If all **Creatures** have been killed, then the **Foe** is **Defeated**, the card is **Resolved** and removed from the game.

If the number of remaining **Creatures** reaches the **Breakpoint** or less then the Party may conduct one more **Combat Round**, during which all **Heroes** gain **Advantage** for all **Combat Tests**.

If not **Creatures** have been killed, after this additional **Combat Round** then the Foe is **Defeated**, the card is **Resolved** and placed in the **Adventure Deck** discard pile.

Non-Unique Foes

If the number of remaining **Creatures** reaches the **Breakpoint** or less then the Foe is **Defeated**, the card is **Resolved** and placed in the **Adventure Deck** discard pile.

If the **Foe** is not **Defeated** then move to a new **Combat Round**

Combat Round

Versus **Ranged Creatures**

For each **Melee Hero** one less **Ranged Creature** can attack during the **Ranged Step.**

Versus **Melee Creatures**

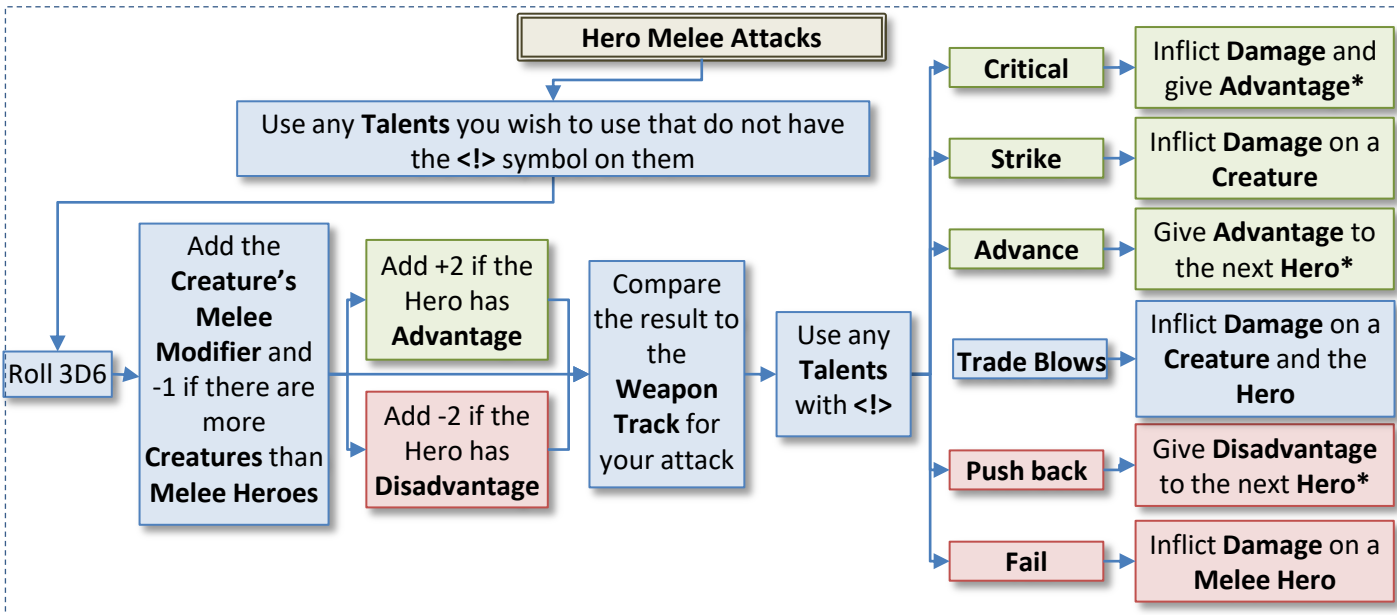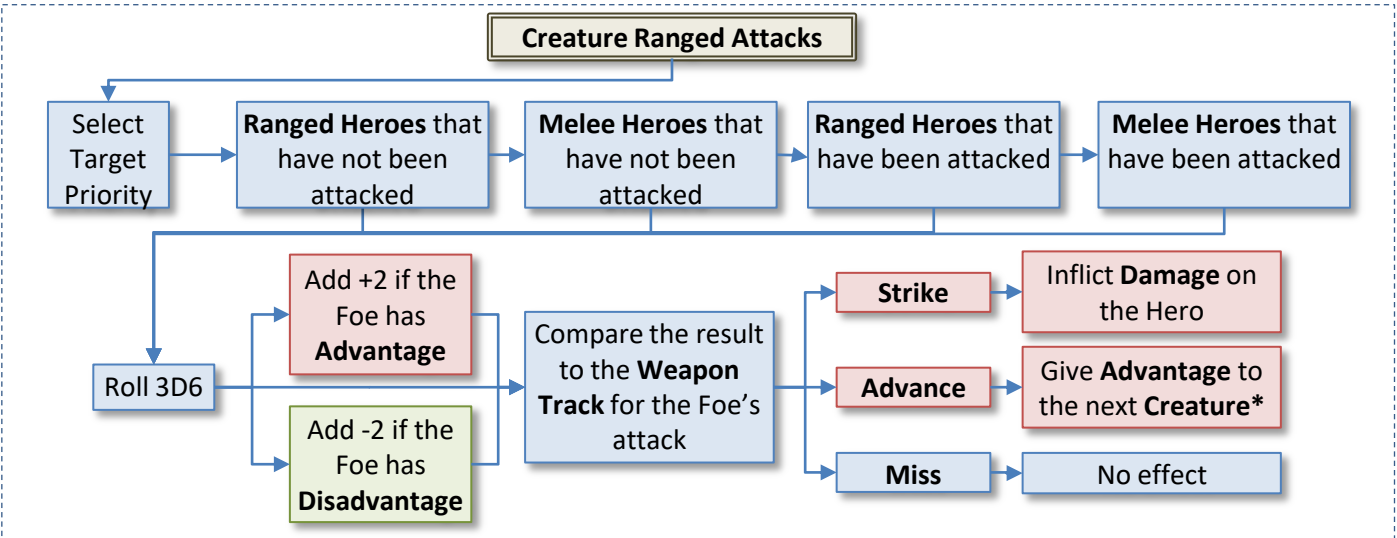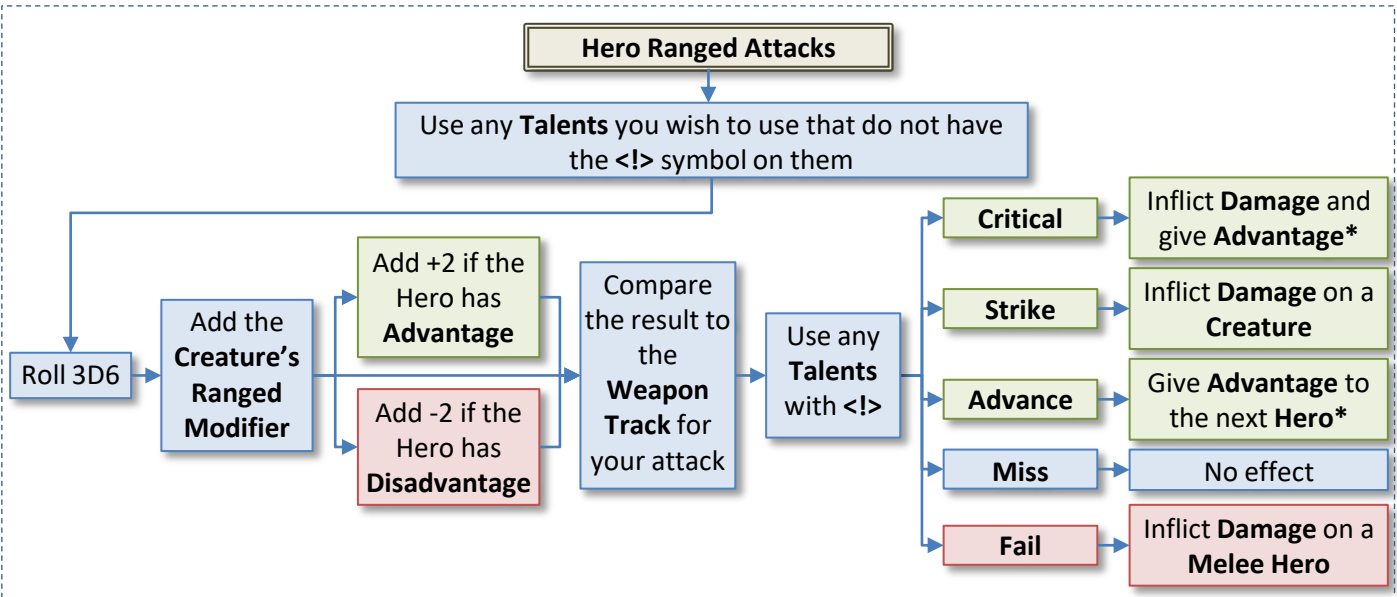For each 2 **Melee Creatures** one **Hero** must choose to be a **Melee Hero**.

All **Heroes** choose to use a **Weapon** or **Talent** for their **Attack**. Choosing a **Ranged Attack** makes you a **Ranged Hero**. Choosing a **Melee Attack** makes you a **Melee Hero.**

As per the early steps

Ranged Attacks step

Melee Attacks step

Check Morale step

Hero Ranged Attacks

Use any **Talents** you wish to use that do not have the **<!>** symbol on them

Roll 3D6 → Add the **Creature's Ranged Modifier**

Add +2 if the Hero has **Advantage**

Add -2 if the Hero has **Disadvantage**

→ Compare the result to the **Weapon Track** for your attack → Use any **Talents** with **<!>**

Critical → Inflict **Damage** and give **Advantage***

Strike → Inflict **Damage** on a **Creature**

Advance → Give **Advantage** to the next **Hero***

Miss → No effect

Fail → Inflict **Damage** on a **Melee Hero**

Creature Ranged Attacks

Select Target Priority → **Ranged Heroes** that have not been attacked → **Melee Heroes** that have not been attacked → **Ranged Heroes** that have been attacked → **Melee Heroes** that have been attacked

Roll 3D6 →

Add +2 if the Foe has **Advantage**

Add -2 if the Foe has **Disadvantage**

→ Compare the result to the **Weapon Track** for the Foe's attack →

Strike → Inflict **Damage** on the Hero

Advance → Give **Advantage** to the next **Creature***

Miss → No effect

Hero Melee Attacks

Use any **Talents** you wish to use that do not have the **<!>** symbol on them

Roll 3D6 → Add the **Creature's Melee Modifier** and -1 if there are more **Creatures** than **Melee Heroes**

Add +2 if the Hero has **Advantage**

Add -2 if the Hero has **Disadvantage**

→ Compare the result to the **Weapon Track** for your attack → Use any **Talents** with **<!>**

Critical → Inflict **Damage** and give **Advantage***

Strike → Inflict **Damage** on a **Creature**

Advance → Give **Advantage** to the next **Hero***

Trade Blows → Inflict **Damage** on a **Creature** and the **Hero**

Push back → Give **Disadvantage** to the next **Hero***

Fail → Inflict **Damage** on a **Melee Hero**

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*If a result would give **Disadvantage/Advantage** and it's their opponent who acts next (e.g. a Foe gains an **Advance** result and it's a **Hero's** action) then they gain the opposite effect.(e.g. **Disadvantage** instead of **Advantage**)