



“Do all additions to Combat apply to Range usage, since Range adds to Combat.”

Yes, All pluses to Combat also apply to the Range Skill. However, The Range Skills “range” can only be “increased” with ranged weapons or additions to your Range Skill.

“What is the difference between Combat & Fighting?”

“Combat” is a single act that has 3 action choices:

Fight, Defend and Run.

+1 to Combat is always a +1 to your Attack Roll when Fighting.

TALLYING LOT

All In Hand Loot Cards count as 20 gold coins each.

Unused Healing Potions count as 10 gold coins each.

However, You also add in any In Hand Cards as Well.

LEVELING UP PAST LEVEL 3

In most cases you just add a +1 to that Skill.

However, for Heroes with a specific skill or ability you get to perform it twice if you fail your roll.

Example: The **SEER** can ignore the first **AND** second card they draw at Level 4 and must keep the third. At Level 7, they can ignore the first, second **AND** third card and must keep the forth.

THE BERSERKER & CURSED KNIGHT

They can equip 1 more card per Level, however they must only choose 2 when Attacking or Defending.

THE ROGUE

Draws 1 additional Loot Card per Level.

THE SHAMAN

Draws 1 additional Loot Card For each discarded Orc card per Level.