

# CONFRONTATION TUTORIAL



## USING THIS BOOKLET

*Greetings, dear traveler. This booklet was designed to guide you through your first steps on your journey into the Inferno.*

*It's divided into three parts: a quick introduction to the Chronicle Phase; a simulation of the Confrontation Phase, showcasing the basic gameplay mechanics of combat while referencing their descriptions in the Book of Commandments; and finally, a suggestion for how to proceed after this Confrontation tutorial is complete. This version is not final. Periodic updates will be released to improve the experience and ensure an increasingly objective version of the gameplay mechanics. All feedback from the community will always be very welcome.*

**This is version 1.3 of this document, released on February 13th, 2025.**



## DANTE: INFERNO GAMEPLAY OVERVIEW

*Dante: Inferno* is an exploration and investigation game with “choose your own adventure” mechanics that culminate in a “Boss Battle”. Each game session is divided into three parts. The Chronicle Phase usually takes 30 to 60 minutes. The Confrontation Phase might take twice that amount or a little more. The third part is a brief step that transitions between these play styles, called the Transition Phase.

Throughout the Chronicle Phase, players journey through the Circles of the Inferno as they attempt to reach the Order, a daring army intent on bringing humanity salvation through force of arms. At the end of each Chronicle Phase, the players will have uncovered a piece of the story and will encounter obstacles that ultimately force them into battle.

This first phase consists of reading narrative texts and making decisions, both permeated by tests carried out through rolling dice or solving small puzzles. The Confrontation Phase, in turn, consists of a tactical combat where the decisions made in the previous phase can affect the outcome of the battle.

Although the complete *Dante* experience consists of combining these two stages, for this tutorial we will only look in detail at the second part, the Confrontation Phase. Narrative decisions will all be disregarded so that players do not experience any spoilers.

## INTRODUCTION TO THE CHRONICLE PHASE

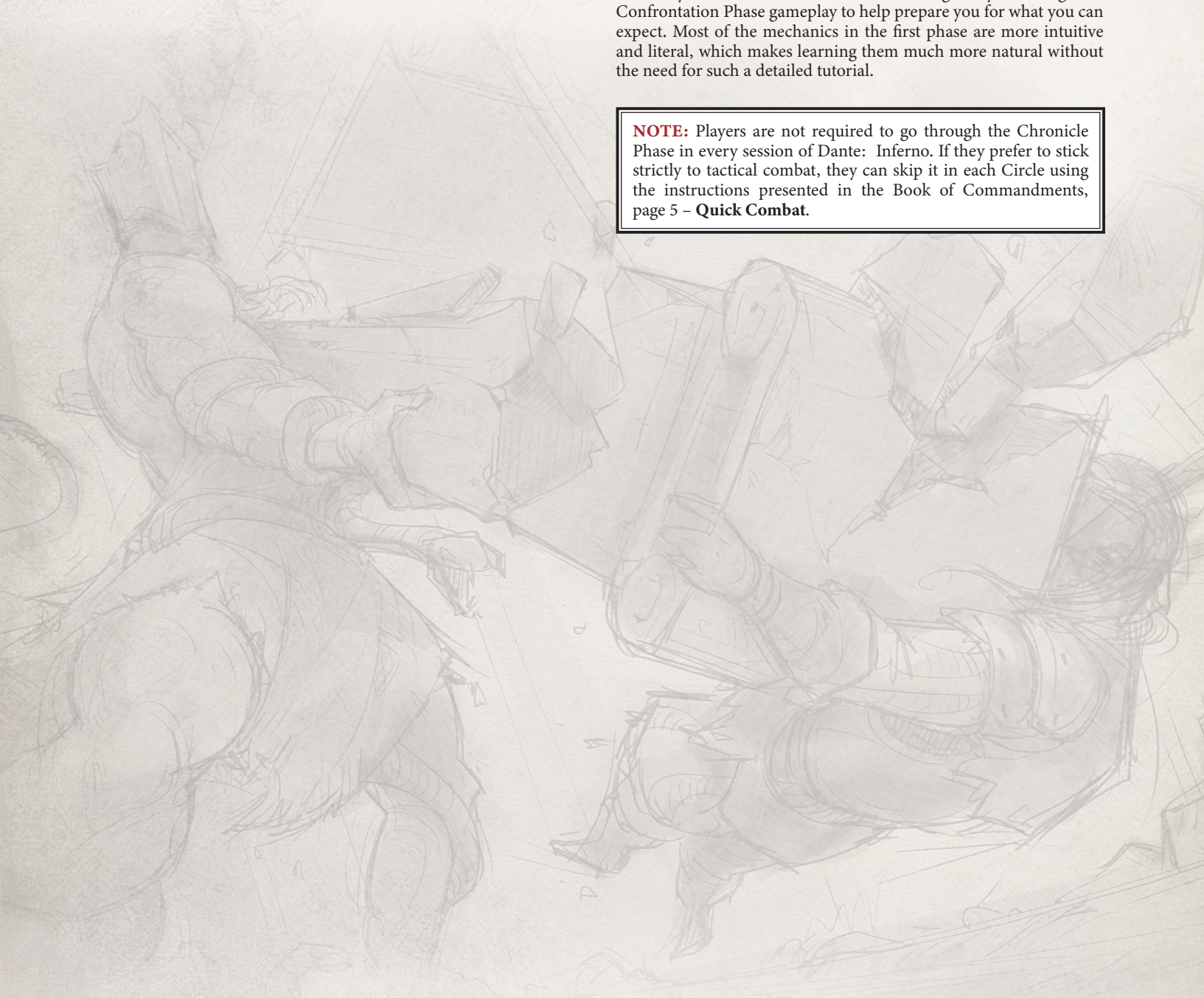
The Chronicle Phase consists of placing Region cards on the board. They show illustrations that fit together to form puzzle-like maps and contain points of interest. The reading of a narrative passage represents a visit to one of these locations. With each visit, the plot becomes more complicated, and the players must choose how to proceed in the face of the dilemmas, paths, and Ordeals (tests involving dice rolls) they encounter.

During this phase, part of the Campaign’s storyline is revealed and the players try to manage their resources, spending Vigor points in an attempt to gain benefits such as Attribute tokens, Treasures, or favorable narrative developments, until they reach the path to the next Circle. Eventually, the players will come across an instruction that establishes the end of the Chronicle Phase, then transition (via the Transition Phase) into the Confrontation Phase.

Each Circle offers 2 to 4 major decisions that might alter the players’ objectives in the following Confrontation. There are also several smaller decisions that can impact the players’ status when they reach the Confrontation Phase, which affects their resources for the upcoming battle.

Details about the Chronicle Phase can be found in the Book of Commandments, pages 6-12, although that reading is not necessary for now. This booklet aims to first guide you through the Confrontation Phase gameplay to help prepare you for what you can expect. Most of the mechanics in the first phase are more intuitive and literal, which makes learning them much more natural without the need for such a detailed tutorial.

**NOTE:** Players are not required to go through the Chronicle Phase in every session of *Dante: Inferno*. If they prefer to stick strictly to tactical combat, they can skip it in each Circle using the instructions presented in the Book of Commandments, page 5 – **Quick Combat**.





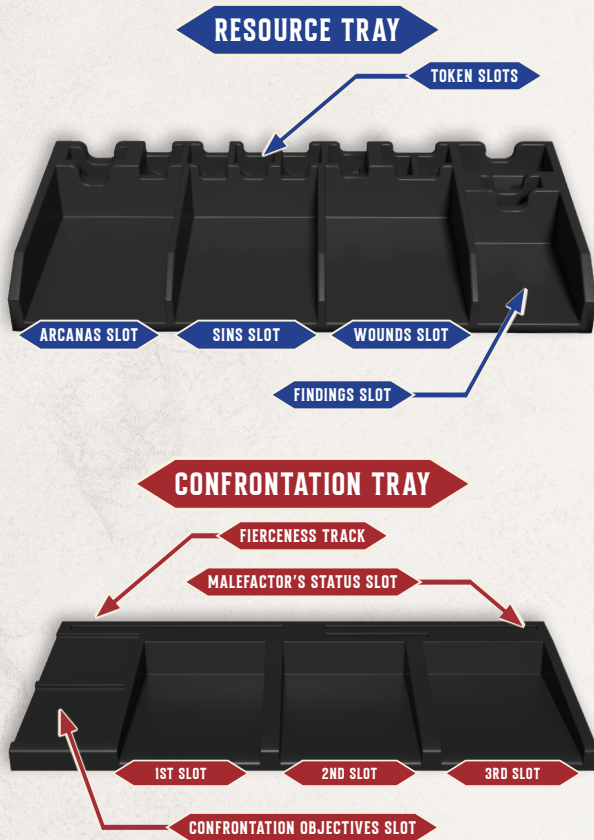
## STARTING A CONFRONTATION

In this Tutorial, we will make use of a scenario developed especially for this case: Confrontation—Minos for a single player, as a reference.

The examples in this Tutorial assume one player controls a Player Champion and 3 Companions. If there are more players, each will control a Companion until the end of the Tutorial, and at the end, they can choose to replace them with Player Champions, following the instructions that will be given.

To begin, take the Confrontation Board and prepare the play area as indicated in the instructions below.

Components:



1. First, build the Setup for the Battle Scene.



**NOTE:** The Throne of Limbo does not occupy any Space other than the Central Space of the Area in which it is located. Thus, Champions can attack it from behind, but they will not be able to hit Minos's Back in this way if he is sitting on the throne.

2. Take the **King Minos Malefactor Status** card and place it in the right-side slot of the Confrontation Tray with, with face "A" up.



3. Take the **Findings** cards (numbered **FS-001** to **FS-020**) and set aside card **FS-003** — **Mark of Indolence**. Shuffle the rest of the **Findings** cards and place them, face down, in the appropriate space of the Resource tray. Finally, place the **Mark of Indolence** card on the top of the deck, also face down. This will be the **Findings** deck.



4. Take the **Wound** cards and place them, Wound face up, in the third slot of the Resource tray. This will be the **Wound** deck. **NOTE:** During this Confrontation, we will not be using the "Grim Mode" alternative rule (Book of Commandments pages 34-35), so all Wounds function the same, regardless of the name and picture.

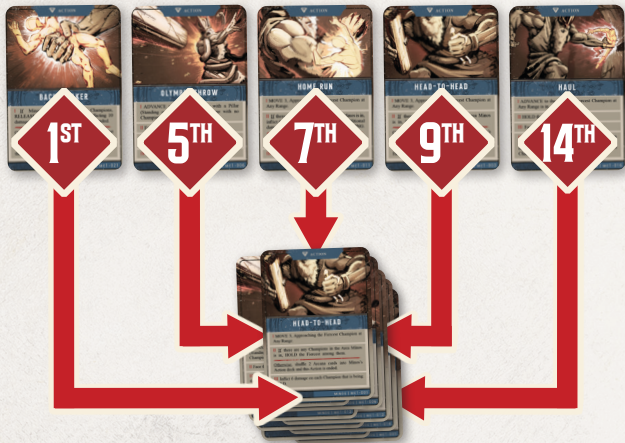


5. Take the **Sin** cards (numbered **SC-001** to **SC-018**) and set aside card **SC-001** — "Abstain". Shuffle the rest of the **Sin** cards and place them, face down, in the second slot of the Resource tray. Finally, place the "Abstain" card on the top of the deck, also face down. This will be the **Sin** deck.





6. Take **Minos's** Action cards (numbered MC1-001 to MC1-025) and set aside cards MC1-003, MC1-006, MC1-014, MC1-016 and MC1-021 — **Head-to-Head**, **Olympic Throw**, **Home Run**, **Haul** and **Backbreaker**. Shuffle Minos's remaining cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up. Finally, place the **Backbreaker** card on the top of the deck, **Olympic Throw** in the 5th position from the top, **Home Run** in the 7th position, **Head-to-Head** in the 9th, and **Haul** in the 14th position from the top, also Action face up.



7. Take the **Throne of Limbo** Action cards (numbered MC1-035 to MC1-038) and set aside cards MC1-035 and MC1-037 — **Slam the Hammer** and **Restore Authority**. Shuffle the rest of the **Throne** cards and place them in the second slot of the same tray with the "Action" face up. Finally, place the **Slam the Hammer** card on top of the deck and **Restore Authority** in the second position from the top, also Action face up.



8. Take the **Confrontation Event - Limbo** cards (numbered MC1-039 to MC1-041) and set aside cards MC1-040 and MC1-041 — **Curse** and **Chain Lightning**. Put the last Confrontation Event card in the third slot of the Confrontation Tray, face down. Place the **Chain Lightning** card on the top of the deck and the **Curse** card in the second position, also face down.



9. Place the **Champions' markers** on the **Fierceness Track**, on the left side of the **Confrontation Tray**, in the following order, from left to right: **Outlaw**, **Devotee**, **Mercenary**, **Artist**. These will be their initial positions.



10. Take the **Defeat King Minos** Confrontation Objective card and place it on one of the spaces in the **Confrontation Objectives** section of the board.





PREPARING THE CHAMPIONS

Now that you've set up the Board, it's time to prepare the Champions.

1. Take all the Champion cards and their Vigor markers.



2. Take a Champion Board and place the Mercenary Champion card in the appropriate slot. Then, take another Champion Board and flip it to its back side, the Companions Board.



3. Take the Mercenary's level 1 Maneuver cards (numbered CMC-001 to CMC-007) and set aside cards CMC-001, CMC-002 and CMC-007 — Transversal Swing, Provoke and Grab-Break. Shuffle the remaining Maneuvers and place them in a face-down pile next to your Champion Board. Finally, place the cards Provoke, and Grab-Break at the bottom of the deck and Transversal Swing at the top, also face down. This will be his Maneuver deck.



4. Flip the other Champion cards to their Companion sides and place them on the Companion Board.



5. Take all the Starting Gear cards and assign them to their respective Champions.



6. The Mercenary places Wound cards, Cooldown side up, in the Maneuver Slots on his board. The Companion Champions, each, place 3 Readiness tokens, Cooldown side up, above their cards, but not directly on them.



7. Each Champion adjusts their starting Vigor to 6.



The Confrontation ends when the Caravan manages to fulfill the Confrontation Objective (Success) or one of the Champions is knocked out (Failure).



You will control the Mercenary as a Player Champion, while the Artist, the Devotee, and the Outlaw will be used as Companions. If all instructions were followed correctly, your table should look like this:



Now, let's begin the Confrontation!

## THE CARAVAN'S FIRST TURN

At the beginning of the Caravan's Turn, the players must carry out 3 steps, the Clean-up Step, the Rebuild Step, and the Preparation Step (Book of Commandments pages 29-33). These steps will organize the Champion boards, replenish resources, and prepare for the turn that is about to begin. You'll skip the Clean-Up on the first round. Perform the other steps as instructed.

### REBUILD STEP

With their boards prepared, the players now draw new Maneuver cards. At this moment, each Player Champion holding less than four cards must draw cards from their Maneuver decks until they reach this hand size.



Let's say that this is the hand drawn by the player with the Mercenary. As there were seven cards in his deck and you only needed to draw 4, nothing special happens in this Rebuild Step. If the instructions from step 3 of the **Preparing the Champions** were carried out correctly, Gadisa has "Transversal Swing" and three other random cards in his hand.

Companion Champions also complete their "Hands" at this point, but the process for them is a little different. Since they do not hold Maneuver cards, what they do instead is retrieve the Readiness tokens that were assigned to their Maneuvers. You will not perform this step on the first turn, as no Maneuvers have been used yet.



PREPARATION STEP

With their boards and hands ready, the Champions need to perform one last step before taking any actions: Preparation. In this step, they recover some of their resources:

- PREPARE:** Each Champion receives PREPARE 1. When Player Champions PREPARE, they remove a Cooldown card from their Board and place it in the bottom of the Wound deck. Companion Champions, each, take a Readiness token that is not on their card and place it in the token area. The Cooldown side up in both cases.



- INVIGORATE:** Each Champion receives INVIGORATE 3, meaning they each gain 3 Vigor points.

**NOTE:** Gadisa gains 4 Vigor points instead, due to his Battle Breath Signature Skill.



Once these steps are finished, the Mercenary will have 4 Maneuver cards in his hand and 10 Vigor points (his Battle Breath Signature Skill makes him receive 1 additional Vigor point when he receives INVIGORATE, including the Preparation Step). Each other Champion will have 9 Vigor (6 starting points plus 3 they received in the Preparation Step) and they will be able to perform 1 Maneuver.

If all instructions were followed correctly, your Champion and Companion Boards should look like this:



Now it is time for the **Taking Actions Step**. For this tutorial, we will name the player as the Champion in some instances to make the necessary instructions easier.



# TAKING ACTIONS

You will be able to take Basic Actions and perform Maneuvers you wish, without any specific order of turns. You can take actions in any order as you see fit to get the best out of the Champions' skills and tactical cooperation.

## BASIC ACTIONS

Some Actions can be taken by any Champion without the need for them to play a Maneuver card. Just announce the action you want to take, pay the respective costs, and respect the restrictions.

A Champion can take as many Basic Actions as they like during the Take Actions step, as long as no other card effects are currently being resolved. They must pay 1 Vigor point each time they do so.

- **MOVE 1:** The Champion receives 1 movement point; that is, they move their model one Area on the board.

**NOTE:** A Champion can move from one Space to another Space in the same Area by spending one movement point. They do not need to leave the current Area and return to each later if they want to change their Space in that Area.

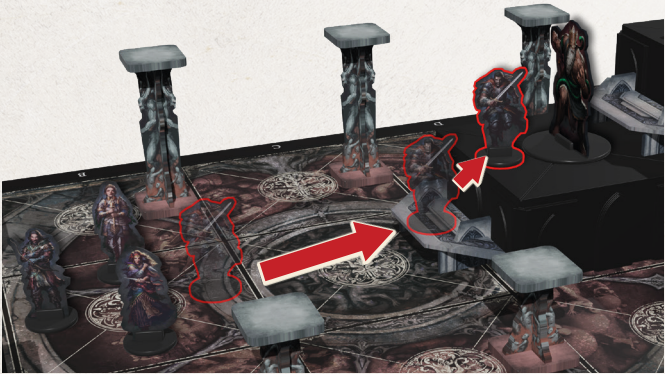
- **INTERACT:** The Champion INTERACTS with a piece of Furniture that is in their Area. Check the effects of this action in the specific description of each Furniture piece (Book of Commandments, pages 29-33).
- **DELIVER ITEM:** The Champion gives a Findings card they are carrying to another Champion at Any Range. If a Champion wants to give a Findings card to another Champion who is already holding one, the cards are exchanged between those Champions.

## PERFORMING MANEUVERS

To perform a Maneuver, the player chooses a Maneuver card from their hand, announces it, plays it in an empty Maneuver Slot on their Champion Board, and applies its effects in the order they are listed.

As they perform Maneuvers (or suffer Conditions, see below), these slots are occupied by cards, representing the expenditure of time, effort, and energy.

You decide to play as the Mercenary first. Since your weapon (Longsword) has Melee Range, you need to be in the same Area as your target. So, you pay 2 Vigor points to MOVE 2, taking over an empty space in front of Minos.



There, you perform “**Transversal Swing**” against Minos by playing that card in your only empty Maneuver Slot. Since the card has a Fierceness value of 1, you must move your token on the Fierceness Track 1 step to the right, becoming the Fiercest Champion.



Now you can apply the Maneuver's effects, choosing to make an Attack Roll with a pool of 5 dice (3 from your Weapon's Power plus 2 from the Maneuver bonus).



In order to successfully Wound your target, you must get a number of Hits on your Roll equal or greater than their STURDINESS. If the Roll results in a number of Fumbles equal to the target's THRESHOLD, they will Counterattack.



**NOTE:** During this Tutorial, you will not make any dice rolls as you normally would. These steps include “simulated” dice rolls, so the results will match the instructions.



The diagram shows two groups of dice. On the left, three red dice with white star patterns are shown, with a green arrow pointing to the word "HITS". On the right, two red dice with white skull patterns are shown, with a red arrow pointing to the word "FUMBLES".

The image shows two Force Attenuator cards from the Star Wars Force Attenuator deck. The top card is 'BACKBREAKER' (Force Attenuator 021) and the bottom card is 'TACKLE' (Force Attenuator 022). A large red arrow points from the 'TACKLE' card to the 'BACKBREAKER' card, indicating a sequence of play.

**BACKBREAKER**  
 ACTION  
 IF YOU ARE HOLDING any Champions, the Forceatt using them, inflicting 10 damage to that Champion and this Action is ended.  
 ADVANCE to the Area the Forceatt of Any Range is in.  
 That Champion, inflicting 6 damage on  
 MINOR [MUT] 021

**TACKLE**  
 MOVE 2. Approaching the Forceatt Champion at Any Range.  
 IF there are any Champions in the Area before is so, inflict 1 Your damage on the Forceatt among them.  
 Collaborate: each Champion within Range 1 suffers STUN 1 with FAIRGUE 2 and this Concentration is ended.  
 That Champion suffers PUSH 1.  
 MINOR [MUT] 022

**COUNTERATTACK**

**TACKLE**

[MOVE] 1, Approaching the Fiercest Champion at 1-3

**II** If there are any Champions in the Area Minos is in, Inflict 3 base damage on the Fiercest among them.

Otherwise, each Champion within Range 1 suffers STUN 1 with **FATIGUE 2** and this Counterattack is ended.

**REACTION** - When damage is being inflicted on you or on another Champion in the Area you are in. You may discard a Maneuver card from your Hand to BLOCK 2 of that damage to that Champion.

**REACTION** - When damage is being inflicted on you or on another Champion in the Area you are in. You may discard a Maneuver card from your Hand to BLOCK 2 of that damage to that Champion.

**DISCARD PILE**

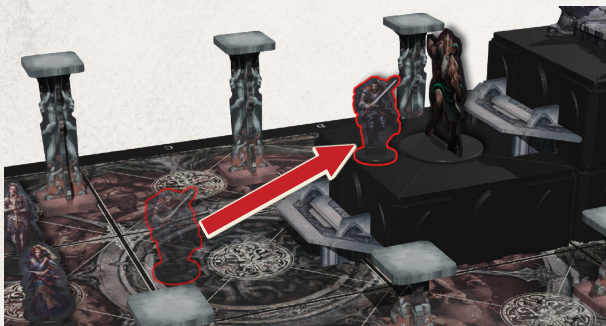




You now move Minos's card to the Discard Pile, Action face up.



Since he knows that the Artist will also attack the Malefactor, the Mercenary pays 1 Vigor point to return to Minos's Area, preparing to use his REACTION again to protect his ally.



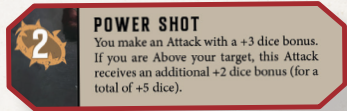
Next, you move on to the Outlaw. Considering your Weapon's Range is 3, you can target Malefactors up to 3 Areas away, meaning you can shoot from where you are. However, "Power Shot" has a special property that only applies if the Rebel Leader is above his target. So, you MOVE 1 and INTERACT with the Large Pillar, climbing to its top. The Outlaw pays 1 Vigor point for each of these Basic Actions.



You move the Rebel Leader's Readiness token to the "Power Shot" Maneuver and perform it. First, advance his marker 2 positions on the Fierceness Track.



Then, gathering a pool of 8 dice (3 from the Weapon's Power plus 5 from the Maneuver bonus, including the additional bonus for being Above your target), you make the Attack Roll and get an incredible 10 Hits and just 1 Fumbles!

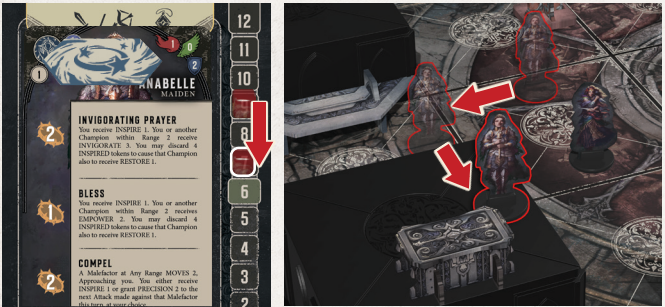




Minos discards the top two cards of his Action deck without reacting. A great attack!



The third Champion you move is the Devotee. First, you pay 2 Vigor points to MOVE 2 towards the Ark at the top of the Building in Area A3.



Then, you pay 1 Vigor point to INTERACT with it and draw the **Mark of Indolence** Findings card (the top card of the deck). Next, remove the Ark from the Board. Findings are Consumable Items that can be used in times of great need to turn the tide of battle.



From there, you perform “**Bless**” on the Artist. Move the Devotee’s Readiness token to this Maneuver and adjust the position of the Devotee’s marker on the Fierceness Track appropriately.



This causes her to receive 1 INSPIRATION token (Book of Commandments, page 50) and the Artist to receive EMPOWER 2 (both tokens are found in the Resource Tray; Book of Commandments, pg 49), which will cause the next Attack she makes to receive a +2 dice bonus. Since you do not yet have 4 Inspiration tokens, you cannot use the last part of the Bless Maneuver.



Moving forward, you now play the Artist. From her position, you perform Flourish and move her Readiness token to it. Adjust the position of the marker on the Fierceness Track appropriately.



First, the Artist MOVES 2 as part of the Maneuver effect. She is now in the same Area as Minos. The CLIMB effect would allow the Artist to move between Board Levels during this movement, but in this case it makes no difference as there are Stairs connecting the Area she passes through to the Area she intends to go to.




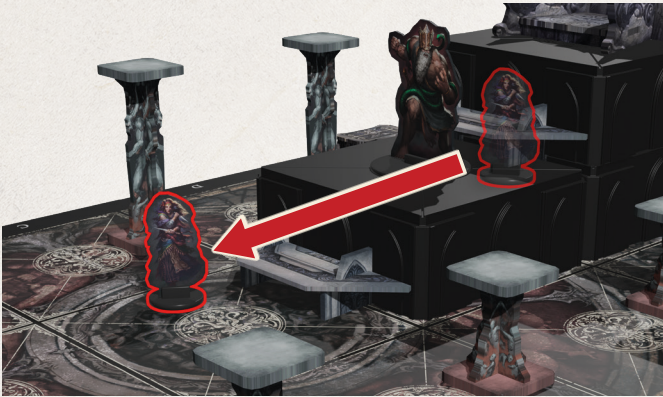
Then, you make an Attack Roll with a pool of 7 dice (3 from the Weapon’s Power, 2 from the Maneuver effect, and an additional 2 dice for discarding both EMPOWER tokens).





You get 7 Hits and 1 Fumble, which means you will inflict 1 Wound and cause no Counterattacks.

Since your Attack overcame Mino's STURDINESS, before the Wound is inflicted, you also get the  Collateral Effect: You MOVE 1 with CLIMB (Book of Commandments, page 33), choosing to distance yourself from the Malefactor by moving to Area C2.



After that, the damage is applied and the Wound is inflicted.

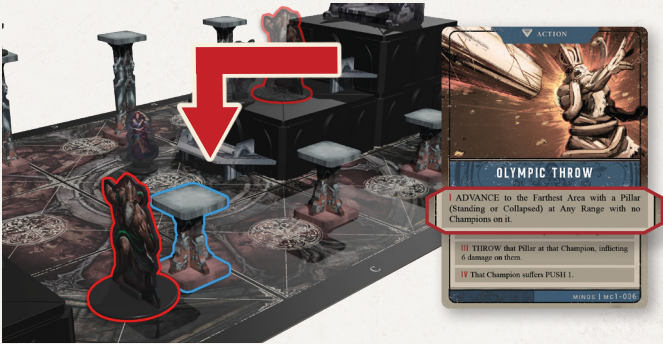


THE MALEFACTORS' FIRST TURN

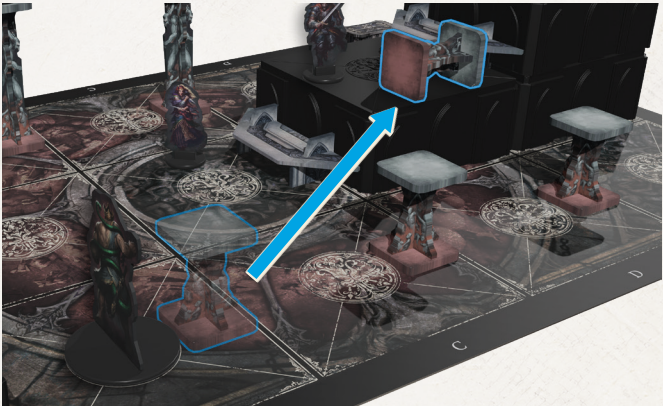
Now it is time for the Malefactors to act rather than react. Activate each of them by performing the Action on the top cards of their Action decks, in order, starting with the deck that is on the left.



Following this order, Mino starts by performing "Olympic Throw". The first instruction on his Action card determines that he ADVANCES (Book of Commandments, page 21) to the Farthest Area with a Pillar (Standing or Collapsed) at Any Range with no Champion on it (Area B1).



Then, he Faces the Fiercest Champion (the Mercenary) and throws the Small Pillar at him as part of the third effect of his Action card. The Pillar is placed in the Area to which it was THROWN (Book of Commandments, pg 51), Collapsed.









The next Malefactor to act is the Throne of Limbo. It performs "**Slam the Hammer**". Even though this is a Throne card, it mainly affects its owner. Its first effect causes Minos to ADVANCE to the Area the Fiercest Champion is in. That is now the Outlaw.



The second effect has Minos HOLD that Champion, inflicting 3 damage on them.



However, the Outlaw is on top of a Large Pillar, so he can use the BACKFLIP REACTION (Book of Commandments, pg 41), suffering 2 damage to LEAP to the top of the Pillar in Range 1 and redirecting the effect of the Action to the Pillar. This means that Minos ends up holding the Pillar instead of the Outlaw.



The third effect of this Action is an Adaptive Effect. It checks whether Minos is within Range 2 of the Throne of Limbo. At this point, being 4 Areas Away from the Throne, the King of Crete will follow the instruction under "Otherwise", inflicting 3 damage on each Champion he is HOLDING. Luckily, he is not HOLDING any Champions now, so this last instruction causes no harm to anyone. That's great for the Caravan!



Once resolved, this card goes to the bottom of the Throne's deck, Action side up.



Moving to the third and final card that must be activated this turn, it's time to resolve the first Confrontation Event. You reveal the Chain Lightning event and follow its instructions. First, the Event inflicts 6 damage on a Champion chosen by consensus by the Caravan.





Since the Artist still has 9 Vigor points, the Caravan decides that she will be the target. The Mercenary decides to discard a card to activate his "Parry" Signature Skill, BLOCKING 2 of the damage that is being inflicted on the Artist. She takes 4 damage in the end.



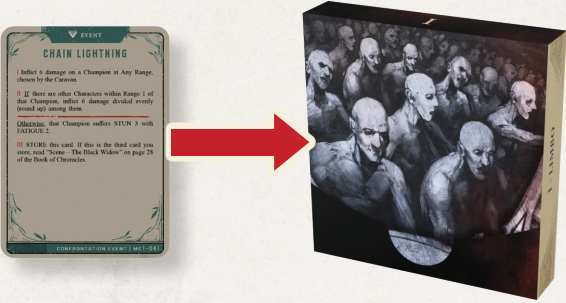
Then the second instruction checks if there are any Characters in Range 1 of that Champion. Since both the Outlaw and the Mercenary are in Range 1 of the Artist, the Event inflicts 6 damage divided evenly between the two; 3 damage each.



To reduce the effect of the Event, the Mercenary decides to use his "Parry" Signature Skill again, discarding his last card to BLOCK 2 damage to himself. He takes 1 damage in the end. The Outlaw, on the other hand, is unable to defend himself. So, he takes all the 3 damage.



Finally, STORE this card in the Circle box. Since it is the first Event card to be stored, nothing else happens. After you return the Event card to the box, both the Malefactors' Turn and the Round end.



So, the second Round of this Confrontation begins with a new Caravan Turn.

## THE CARAVAN'S SECOND TURN

### CLEAN UP STEP

As mentioned at the very beginning of this tutorial, the Caravan's turn begins with three steps, the first being Clean-Up.

This is when the players prepare their Champion Board to play Maneuver cards in the new turn. To do so, they move every Maneuver card in their board to their discard pile. Conditions (Sin or Wound/Cooldown cards) are not moved in this way; They remain until some effect instructs the players to remove them.

At this point, discard the Mercenary's Maneuver cards that are on his Champion Board (Transversal Swing only). The Wound card remains where it is, as Conditions are not discarded—They block the Maneuver Slot until RESTORED.





REBUILD STEP

The Companions then perform the Rebuild Step. Retrieve all Readiness tokens with the Cooldown side up that have been assigned to Maneuvers and place them in the token area on that Companion's card. If there were any Wound tokens assigned to a Maneuver, they would not be retrieved.



For Player Champions, this Step is a bit more complex. After clearing their boards, the players now draw new Maneuver cards. At this moment, each Champion holding less than 4 cards must draw cards from their Maneuver deck until they reach this limit.

If there are not enough cards to draw, that player must “rebuild their deck” by shuffling their discard pile, which will become their new Maneuver deck. Note that this action is only taken when a Champion tries to draw a card and fails: If the last card is drawn but there is no need to draw another card, the Maneuver deck is not reshuffled at this point.

Rebuilding a deck, however, is not free.

Whenever a Champion rebuilds their Maneuver deck, before drawing the remaining cards to complete their hand, they must draw 1 Sin card. The Sin card represents the negative influence the Inferno exerts on their bodies and spirits.

In this case, his Maneuver deck only has 3 cards remaining but he needs to draw 4 cards. So, first, the Mercenary draws the last cards from the deck. He then reshuffles his discard pile to form a new deck. This causes him to draw a Sin card, bringing his Hand to the 4-card limit, so he does not need to draw another card from the new deck anymore.

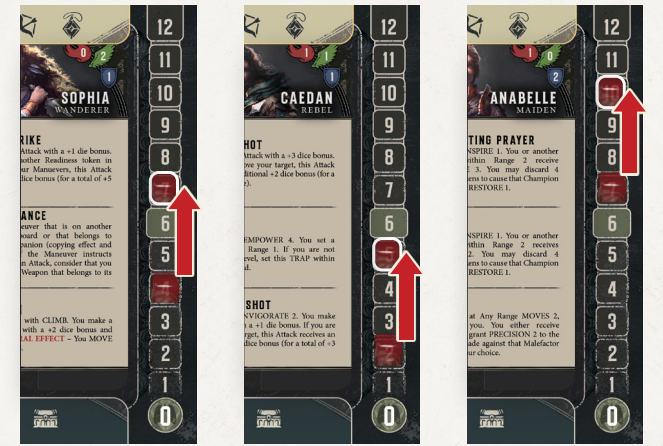


PREPARATION STEP

Each Champion receives PREPARE 1, meaning the Mercenary removes a Cooldown card from their Board and the Companion Champions, each take a Readiness token that is not on their card and place it in their token areas. The Cooldown side must be up in both cases.



Then all Champions receive INVIGORATE 3, regaining 3 Vigor points (remember that the Mercenary recovers 1 additional Vigor point because of his Battle Breath Signature Skill).





TAKING ACTIONS

You start the turn with the Outlaw, setting the stage for a big attack. First, you use your “Ambush” Maneuver. He receives EMPOWER 4 (that is, 2 EMPOWER tokens with the “2” side up) and sets a Trap token (they are found in the Resource Tray) in an Area within Range 3. Anticipating a Counterattack, he places the Trap in Area B3, coordinating with the Devotee to draw Minos away from the Champions. Since this Maneuver generates 0 Fierceness, his position on the Fierceness Track does not change.



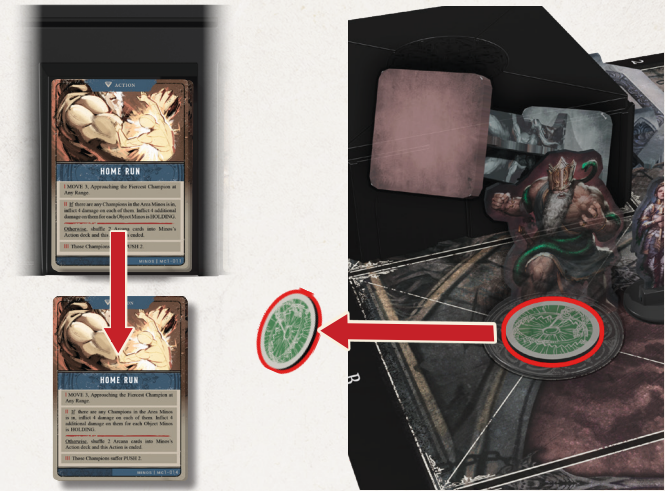
Then, you pay 3 Vigor points and move the Devotee to Area B3, along with the Outlaw's Trap.



From there, she uses her “Compel” Maneuver. First, she moves her marker twice in the Fierceness Track, thus becoming the Fiercest Champion. Then, she makes the King of Crete MOVE 2, Approaching her.



This move causes him to enter the Area containing a Trap, setting it off and inflicting 1 Wound directly to the Malefactor's deck. Remove the Trap token from the Board. A masterstroke!



Finally, she chooses to receive INSPIRATION 1, thus accumulating her INSPIRATION tokens to be able to RESTORE a Wound of her allies.



Having achieved his objective, the Outlaw is ready to make his Attack. By moving a token to “Power Shot”, his Fierceness token moves up 2 positions (only one in this case, since he reaches the top of the Fierceness Track), and he becomes the Fiercest Champion again.



He then makes an Attack against Minos with a pool of 12 dice! (3 from his Weapon's Power, 5 dice bonus from the Maneuver, and 4 more dice by discarding his 4 EMPOWER tokens).



Obtaining an incredible 14 hits despite the 4 Fumbles, the Outlaw pays 2 Vigor points to use his Longbow's Special Property and reroll one of the Fumbles, seeking to inflict a third Wound.







However, this time he is not lucky: the reroll confirms the Fumble and in the end, the result does not change. Minos will suffer 2 Wounds, but first he Counterattacks with a +2 Empower bonus (Book of Commandments, page 49).



Performing "**Overwhelm**", Minos first checks if he's holding any Champions. Since he is not, he skips to the second part of the instruction: "Otherwise, ADVANCE to the Area with the Least Fierce Champion at Any Range." At this point, the Least Fierce Champion is the Mercenary, so Minos ADVANCES directly to the Area the Condottiero is in.



If Minos is HOLDING any Champions, REDIRECT the damage being inflicted by this Attack to the Fiercest among them, RELEASE them and this Counterattack is ended.  
Otherwise, ADVANCE to the Area the Least Fierce Champion at Any Range is in.



Once there, he HOLDS the Mercenary, inflicting 5 (3 base damage plus 2 from the number of Fumbles that exceeded his THRESHOLD) damage to him.



Normally, Malefactors could only hold 1 Object, but Minos's Wrestler ability allows him to hold 2 simultaneously.



Finally, he suffers the Wounds of the Attack, discarding 2 cards from the top of his deck (one of them being the card that showed the Overwhelm Counterattack).





At this point, the Artist will take advantage of Minos's approach and prepare to use her **"Twin Strike"** Maneuver. To receive the Attack bonus, she must first have a Readiness token on another of her Maneuvers. So she uses Performance, copying the Outlaw's Ambush Maneuver and receiving EMPOWER 4. She then sets a Trap in the Area the Outlaw is in.



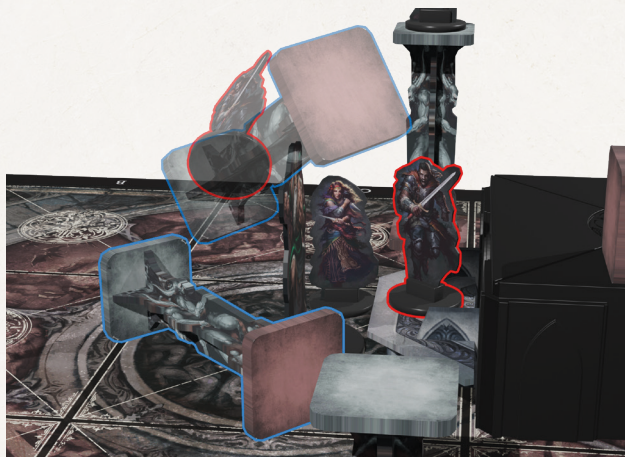
The Mercenary, in turn, prepares once again to protect his allies. The Condottiero performs the **"Provoke"** Maneuver, placing it in the third slot of his Board. He becomes the Fiercest Champion, recovering 4 Vigor points and receiving 2 EMPOWER tokens. This Maneuver also makes it impossible for his marker to go down on the Fierceness Track, locking him as the Malefactor's primary target.



The Mercenary is in a tough spot since Minos has grabbed him, but now is an opportunity for him to use his **"Grab-Break"** Maneuver. Playing the Maneuver in his last vacant slot, he makes an Attack with a pool of 8 dice (3 from Weapon Power, 3 from the Maneuver bonus, and 2 more for discarding his EMPOWER tokens). He also decides to use the Special Property of his Longsword, paying 2 Vigor points to add a +2 dice bonus to his Attack, for a total of 10 dice.



With 7 Hits and 5 Fumbles, the Attack is enough to trigger its **Collateral Effect**: The Malefactor **RELEASES** all Objects he is **HOLDING**, causing both the Pillar and the Mercenary to be repositioned in the Area Minos occupies.





However, with the 5 Fumbles obtained on the roll, Minos is ready to Counterattack with all his might. Flip the top card of Minos's deck, revealing the "Arcing Spin" Counterattack.



The first instruction states that Minos inflicts 2 base damage on each Champion in the Area he is in. With the Empower bonus caused by Fumbles, even without holding any Objects, this damage would be enough to cause a second Wound to the Mercenary and leave the Artist with low Vigor.

The Mercenary decides that it is time to use the Sin card he drew this turn. While it will block one of his Maneuver slots, he believes it will be a beneficial move to avoid the effects of Minos's Counterattack. He place the "Abstain" Sin card, placing it in the slot occupied by the "Grab-Break" Maneuver on his board. He then discards this Maneuver and receives RECALL 1 (returning "Provoke" to his hand), which allows him to play one more Maneuver this turn.



At last, "Abstain" CANCELS Minos's Counterattack. The Action card is moved to the discard pile as if no Counterattacks has been triggered at all.



As her ally is in need, the Devotee decides to help. First, she discards her Mark of Indolence Findings card, choosing to receive EMPOWER 2 and INSPIRE 1 and collecting their respective tokens.



After that, she performs her "Invigorating Prayer" Maneuver and becomes the Fiercest Champion.



This Maneuver causes her to receive her fourth INSPIRATION token and the Mercenary to recover 4 Vigor points (3 from her Maneuver and 1 additional point from the Mercenary's Signature Skill).



Since she now has 4 INSPIRATION tokens, she decides to discard them to make his ally also receive RESTORE 1 (Book of Commandments, page 51), healing his Wound and keeping the Caravan from defeat.





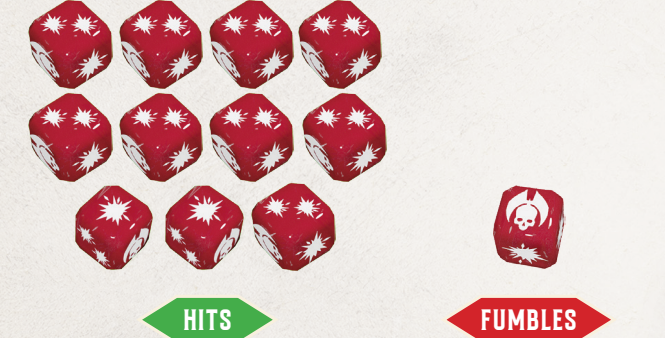
The Mercenary, once again ready for battle, performs the "Provoke" Maneuver again, solidifying his position as the Fiercest Champion. He recovers 4 Vigor points and receives 2 EMPOWER tokens. While he cannot use these EMPOWER tokens and will lose them at the end of the turn, the chance to regain Vigor and protect the rest of the Caravan is still valuable to the group.



The Artist takes advantage of this moment to perform a devastating blow. As she places her last Readiness token on "Twin Strike", she moves up two positions on the Fierceness Track and makes an Attack with a Pool of 12 dice: 3 for Weapon Power, 5 dice bonus+ Maneuver, and 4 others due to discarding her 4 EMPOWER tokens.



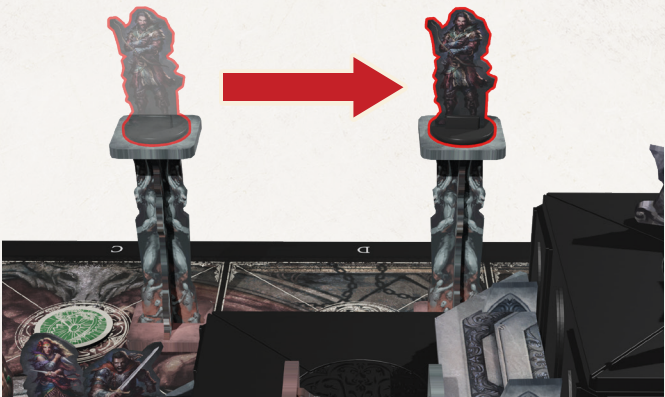
Luckily, you get a result of 19 Hits and only 1 Fumble. A phenomenal strike!



Using her Weapon's Special Property, she pays 1 Vigor point to add a final Hit to your Attack, thus inflicting 4 Wounds on the Malefactor.



Finally, the Outlaw pays 1 Vigor point and moves to the next Pillar, approaching the Ark at the edge of the Board.



Having performed all possible Maneuvers with each Champion, you feel prepared to end the Caravan's second Turn.



THE MALEFACTORS' SECOND TURN

Activating each Malefactor in the order in which their decks are positioned on the Confrontation Tray, the first to act is Minos. He performs Haul.



Since he is already in the Area where the Fiercest Champion (the Mercenary) is, Minos does not need to ADVANCE. Then he HOLDS the Condottiero.



The third instruction determines that Minos faces the Farthest Champion who, in this case, is the Devotee.



Finally, it's time for the attack. Minos MOVES 3 in a Straight Line, and whenever he steps on an Area with one or more Objects, he will inflict 4 damage on the Mercenary. Neither his first nor second movement causes the King of Crete to collide into anything.



The third movement, however, causes Minos to try to MOVE into the edge of the board, which meets the requirements for Haul: He spins 180°, ramming his victim into the wall. The Condottiero is hit for 4 damage.

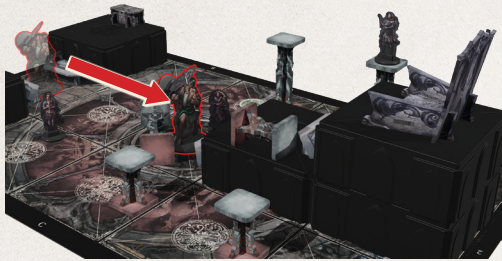


Moving Haul to the bottom of Minos's deck, the next Malefactor to act is the Throne of Limbo, which performs "Restore Authority".





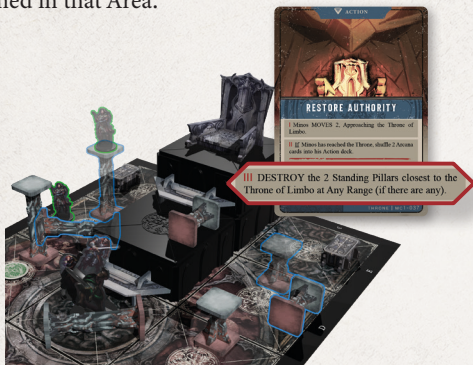
In the first step, Minos MOVES 2, Approaching the Throne. Since he moved away from the Throne in his previous Action, Minos does not reach it.



The next step checks whether Minos has reached the Throne. Since this is not the case, the second effect is activated instead, inflicting 2 damage on each Champion at Any Range. Each Champion loses 2 Vigor points, except for Gadisa, who is not considered a valid Target as he is being HELD.



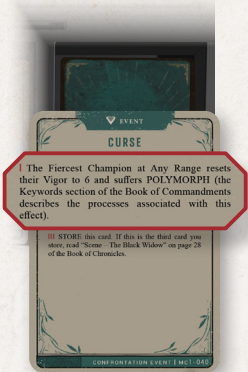
The third instruction DESTROYS the 2 Standing Pillars closest to the Throne of Limbo. This causes the Pillar the Outlaw is standing on to be knocked down, causing him to suffer 4 Falling Damage and to be repositioned in that Area.



Reaching 0 Vigor, the Outlaw receives a Wound and resets his Vigor to 6. As he does not have 3 Readiness tokens on his card, he takes a Readiness token that is not on his card and moves it to the token area, Wound side up. He would also become the Least Fierce Champion if he wasn't already.



The last card to be activated is the Confrontation Event. The "Curse" Event is revealed. It states that the Fiercest Champion at Any Range suffers POLYMORPH (Book of Commandments, pg 50).

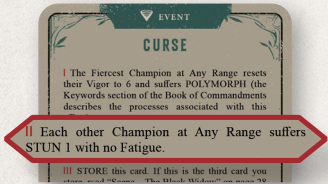


Since the Fiercest Champion (the Mercenary) is being HELD, the next Fiercest Champion (the Artist) becomes the target of the Event. Replace her Companion card, Weapon, and Model with the Capybara's, keeping her Readiness tokens in the same positions.

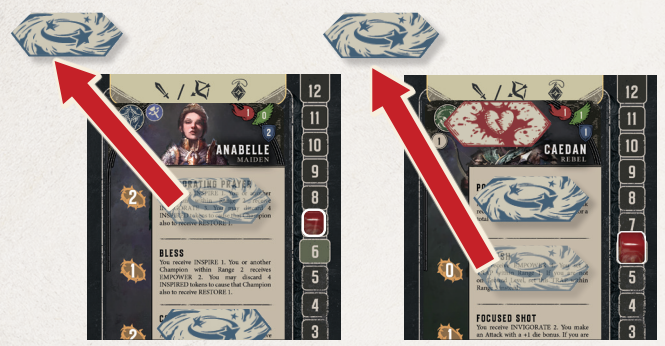




The second effect causes every other Champion within Range to suffer STUN 1 with no Fatigue.



This forces the other Companions to remove 1 of their Readiness tokens from their cards. Again, the Mercenary is not hit by the effect because he is being HELD.



Finally, the Event instructs you to STORE this card, and if it is the third card to be stored, you must read a passage in the Book of Chronicles. For better use of this tutorial, let's imagine that this is the third card stored. Store this Event card along with the remaining card in the Event deck.



The effect instructs you to read the narrative passage, and the result is this: Pasiphae, Minos's wife, joins the fight! Shuffle Pasiphae's Action cards and place them in the third slot of the Confrontation Tray, "Action" face up.



Pasiphae does not act on the turn that she joins the fight. She is positioned in Area A2 on the Confrontation Board, facing Area B2. Flip Pasiphae's Malefactor card. Now you must face both Minos and Pasiphae!



This ends the second turn of the Malefactors. If all instructions were followed correctly, this should be your game state:



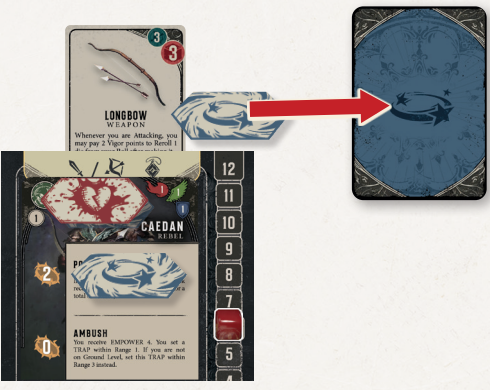
## THE NEXT STEPS

These final instructions conclude our Confrontation Phase simulation, and now players can make a choice:

- Restart the First Circle – Limbo with the Chronicle Phase (just open to page 6 of the Book of Chronicles and follow the instructions for preparing the board and the first steps there). With the help of the Book of Commandments, the players will be able to learn about Ordeals and Attribute tokens.
- Continue the Confrontation, establishing a Game Save state when one of the Objectives is completed. This choice effectively begins the Campaign by skipping the Chronicle Phase for the First Circle as described above, but it is important to note that many elements of the main plot will not be presented to the players if they choose this option.

**NOTE:** If you want to play with Player Champions instead of Companions, for each one you want to replace, follow these steps:

- For each face-up Cooldown token that is not on the Companion Board, take a Wound card (Cooldown face up) and set it aside. Then, store the Cooldown tokens.



- For each face-up Wound token on the Companion card, set aside 1 Wound card. Then, store the Wound tokens.





- Take a Champion Board with the Champion side up, flip the Companion card to the Champion side, and place it in the appropriate slot.



- Take that Champion's Level 1 Maneuver cards, shuffle them, and place them in a face-down pile next to their Champion Board. This will be their Maneuver deck.
- Take their Starting Gear card and assign it to the Champion.



- Assign each Cooldown card you set aside in step 1 to one of the empty Maneuver slots on their Champion Board.



- Assign each Wound card you set aside in step 2 to one of the empty Maneuver slots on their Champion board.



- Take their Champion's Vigor marker and place it on the corresponding number on their Champion Board.



**“ABANDON ALL HOPE YE WHO ENTER HERE”**



# TOKEN REFERENCE SHEET

## FIERCENESS MARKER:

These tokens are used to represent each Champion on the Fierceness Track during Confrontation.



These tokens are used to represent each Champion on the Fierceness Track during Confrontation.



## AGGRESSIVENESS:

Brute force, relentless martial skill, and sheer intimidation.

Whenever a Champion is Attacking, they can discard one of these tokens to add 6 Hits to their Attack Roll after they make it. Champions can only discard one Aggressiveness token per Attack they make.



## PROWESS:

Agility, dexterity, quick thinking..

During the Confrontation phase, as a Reaction, Champions can discard this token to BLOCK 6 damage that is being inflicted on them or that they are suffering (as in FATIGUE, for example).



## WILLPOWER:

Determination and stubbornness.

During the Confrontation Phase, as a Free Action, Player Champions may discard one of these tokens to be able to perform a Maneuver on a Slot that is occupied by another Maneuver card. Companions, in turn, perform a Maneuver they have that is not blocked by a Wound.



## INSPIRATION:

Champions accomplish the greatest deeds when they feel the fate of battle is in their favor. INSPIRATION is a Resource token (up to 4 stacks).

Whenever they make an Attack Roll, that Champion may discard this token to flip the die side counting as a Fumble into a Double Hit, after the Roll.



## EMPOWER:

Some Maneuvers temporarily strengthen Champions. EMPOWER is a Resource token (up to 4 stacks).

The next time that Champion makes an Attack Roll, they must discard all EMPOWER tokens. In exchange, they receive an equivalent dice bonus for the Attack. These tokens cannot be kept for the next Round. When the next Caravan's Turn begins, during the Clean-Up Step, each Champion discards the tokens they did not use.

## READINESS AND WOUND:

These are used to manage the Companions capability of performing Maneuvers during the Caravan's Turn and their Health status.



These tokens are used to keep track of how many (and which) Maneuvers the Companion has performed during a turn. They are double-sided: Cooldown (front) / Wound (back). Each Companion starts the Confrontation Phase with 3 of these tokens off their card. Whenever they receive PREPARE 1, move 1 of the tokens, Cooldown side-up, to the token area on their Companion card. When the Companion is Wounded, flip one of the Readiness tokens to the Wound side and move it to the token area. If they still have Readiness tokens off their card, they may choose one of them to do so.



## ENRAGE:

Some Actions temporarily strengthen Malefactors. ENRAGE is a Resource token.

The Malefactor inflicts 1 additional damage on each Action or Counterattack they make per token they have (applied only to the Action deck that received ENRAGE).



**FORTIFY:** Some Actions improve Malefactor's protection. FORTIFY is a Resource token (up to 4 stacks per Action deck).

The Malefactor's STURDINESS is considered 1 point higher for each of the tokens they have (applied only to the Action deck that received FORTIFY).