

# Heroes Quickstart Guide to Descent 2.0



Descent 2.0 is a tactical skirmish game of all Heroes versus one Overlord



Each game of Descent 2.0 is an encounter which lasts about 45 minutes. Each encounter has unique objectives.



Escape!

For example, in the First encounter, **First Blood**, the Overlord's objective is to escape five goblins.



I am Mauler!

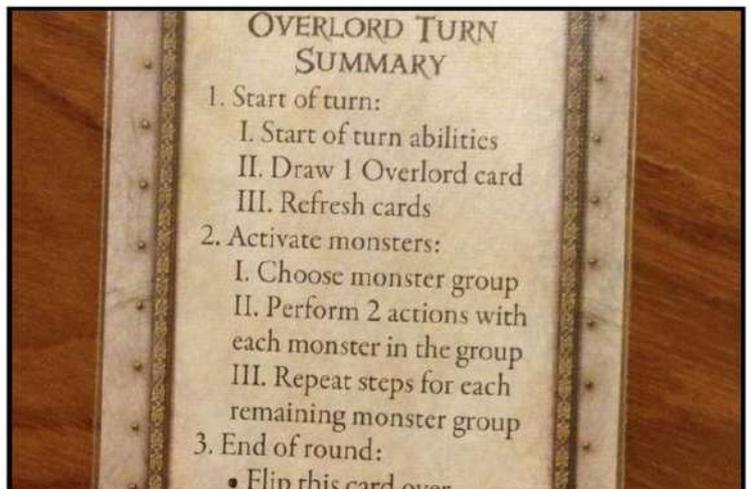
While the Heroes' objective is to kill **Mauler**.

Each hero takes their turn, in no fixed order. Hero players decide the order.



### HERO TURN SUMMARY

1. Start of turn:
  - I. Start of turn abilities
  - II. Refresh cards
2. Equip items
3. Perform 2 actions:
  - Attack
  - Search
  - Move
  - Special
  - Rest
  - Stand up
  - Perform a ability or skill
  - Open or close a door
  - Revive a hero
4. End of turn:
  - Flip this card over



### OVERLORD TURN SUMMARY

1. Start of turn:
  - I. Start of turn abilities
  - II. Draw 1 Overlord card
  - III. Refresh cards
2. Activate monsters:
  - I. Choose monster group
  - II. Perform 2 actions with each monster in the group
  - III. Repeat steps for each remaining monster group
3. End of round:
  - Flip this card over

After all heroes activated, the turn is passed to the Overlord. After the Overlord completes his turn, one game round is completed. Game continues until one side achieves their objectives.

On a hero's (that's you!) turn, you get **two actions**.



80% of what you'll be doing involves **Move and Attack**. So listen up.

**Move**

Speed = 4

4

12

IF you spend one action, you get **movement points (MP)** equal to your **Speed**.

Each movement point allows you to move to one adjacent square. This means all eight directions.

3

4

2

1

I'm friendly

3

4

2

1

You can move through **Friendly Figures** as long as you **end your movement on an empty space**.

Walls, closed doors, and obstacles block movement.

OK!

Blocked

OK!

Blocked

1

16A

Enemy Figures block movement too.

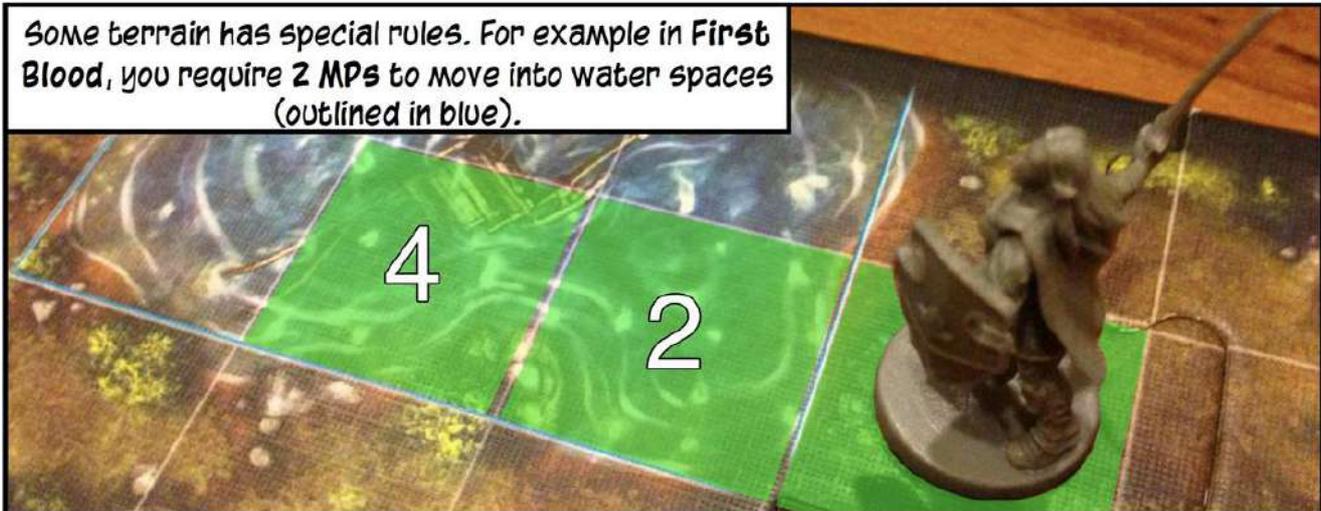
But two diagonal blocked spaces do not block movement.



Since you have two actions a turn, you can move twice.



Some terrain has special rules. For example in *First Blood*, you require 2 MPs to move into water spaces (outlined in blue).





Look at your character card, weapon card, or skills. You will see ways to use surge.



For example: The Axe has 2 surge abilities. Each allows you to use 1 surge to add 1 heart.

### #5. Deal Damage

Hearts - Shields = Wounds suffered by target.



$$\begin{aligned}
 &5 \heartsuit + \text{⚡} + \text{⚡} - 3 \blacktriangledown \\
 &= 5 \heartsuit + \heartsuit + \heartsuit - 3 \blacktriangledown \\
 &= 7 \heartsuit - 3 \blacktriangledown \\
 &= 4 \text{ wounds}
 \end{aligned}$$

Important: You only decide how to use surge **after** all dice are rolled.



Look at this stat. This is your character's Health. When you take wounds equal to your health, you are **knocked out**. There is no player elimination in this game. Don't worry.

Note that sometimes, you have an ability call **Reach**. Like in **First Blood**, Mauler has **Reach**. This allows him to conduct a melee attack on any heroes two spaces away!



**Ranged**

#1. Select target

In Descent, you can only target a space with an enemy figure. You cannot target an empty space.

#2. Determine LOS.

Trace a line from any of your corner to any target corner.

If the line is not blocked, you have LOS.

Corner OK!

If the line touches the corner of a blocked space, you still have LOS.

But if the line runs along one edge of a block space, you do not have LOS.



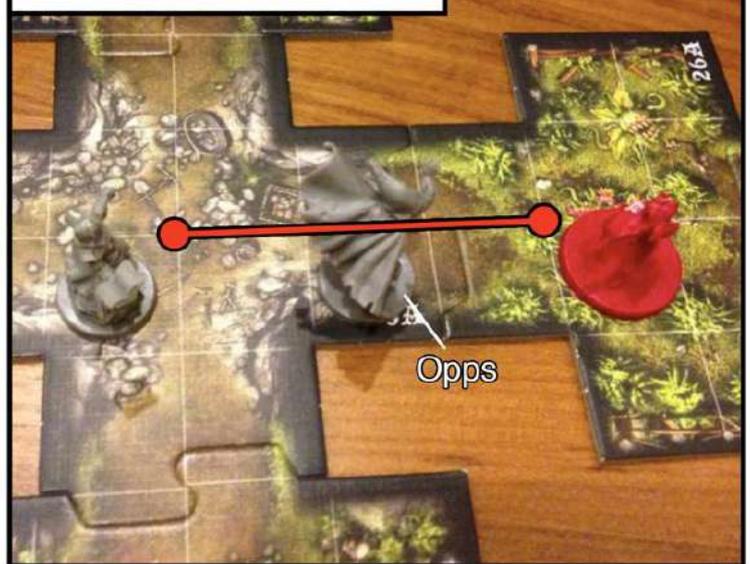
Two diagonal blocked spaces do not block LOS.



Walls, closed doors and obstacles block LOS.

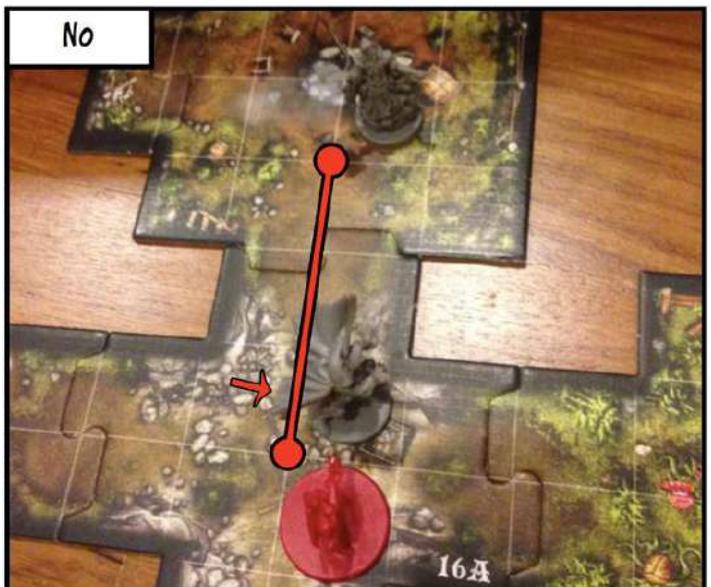
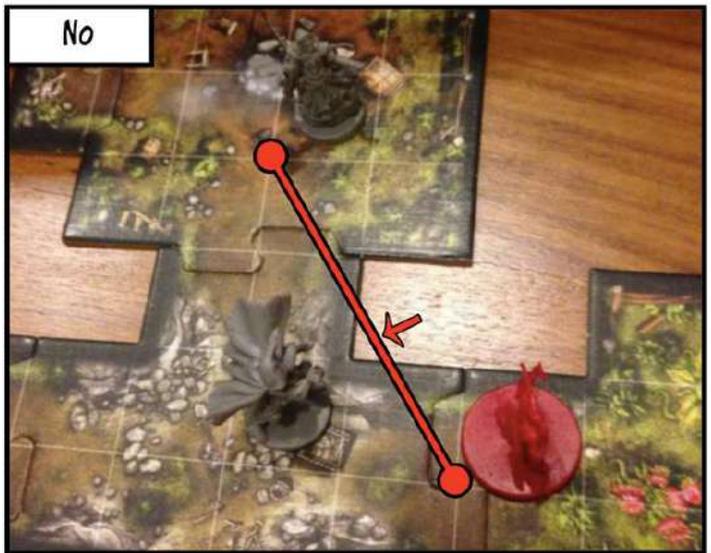
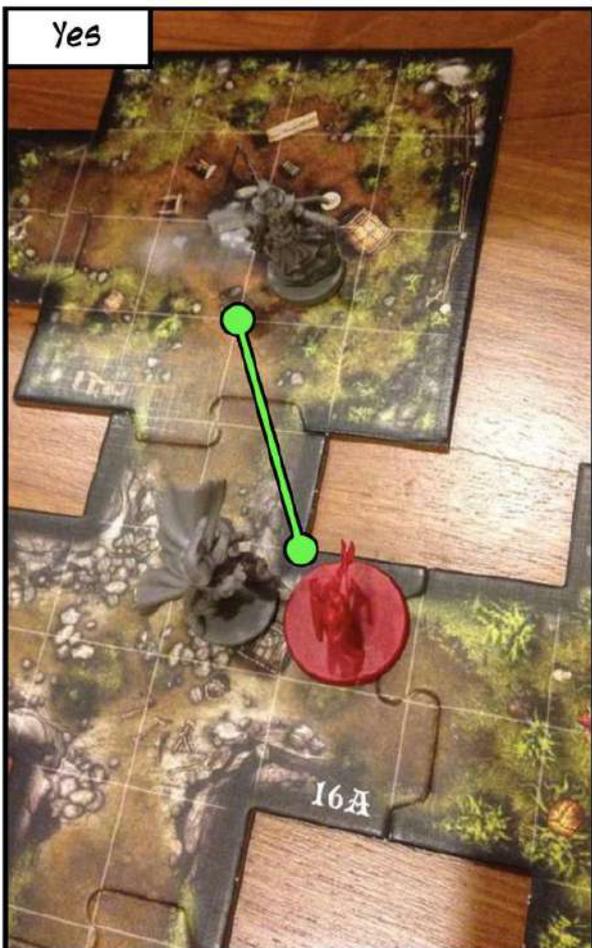
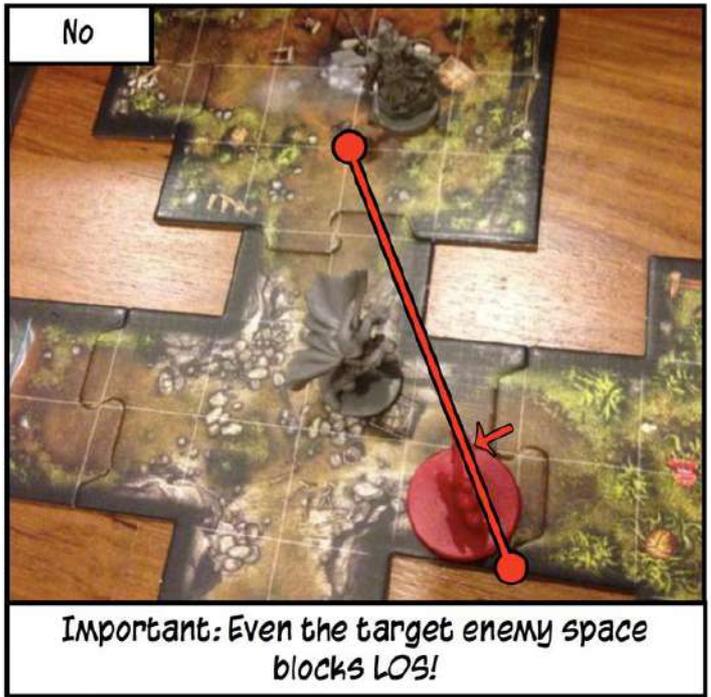


Friendly Figures block LOS.



Enemy Figures block LOS.





After determining you have LOS, combat is the same as Melee. Except you have to roll equal or higher on your dice for range.



#3. You choose a weapon. Gather your dice based on weapon and roll.  
#4. Roll defense dice.



#5. Check Range



Remember an "X" on the blue die is always a miss.



#6. Spend surge



Pierce examples

$$3 \heartsuit - (3 \spadesuit + \text{Pierce } 2) = 3 \heartsuit - 1 \spadesuit = 2 \text{ Wounds}$$

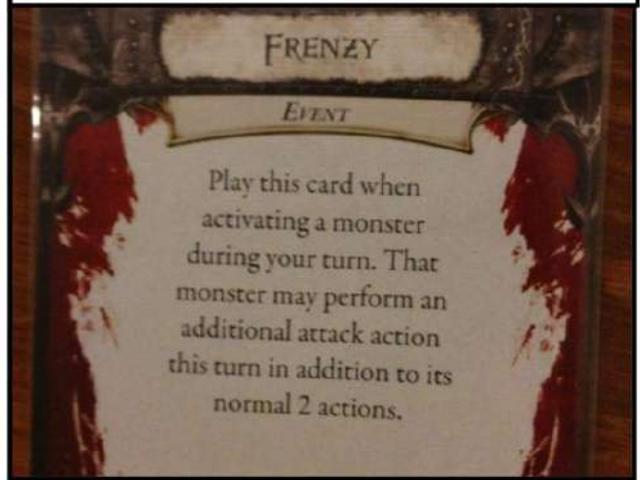


$$3 \heartsuit - (1 \spadesuit + \text{Pierce } 2) = 3 \heartsuit - 0 \spadesuit = 3 \text{ Wounds}$$

With 2 actions, you can attack twice on your turn. Only heroes can do this. Monsters can only perform one attack each turn.



But be careful, sometimes the Overlord can play a nasty card to allow the monster to attack twice. So watch out!



What if you are one space away from an enemy and you're melee? Instead of attacking twice, you will need to spend 1 action to move, and 1 action to attack once.



Good news! The game gives you a bonus. You can also take a **Fatigue** to gain one **Movement** point.



You can only take Fatigue up to your Stamina. If the Overlord plays a nasty card and cause you to take a Fatigue when you're at MAXIMUM, you take a wound instead.



How do you recover Fatigue?  
There are 2 basic ways.

3. Perform 2 actions:
- Attack
  - Move
  - Rest
  - Perform a → ability or skill
  - Open or close a door
  - Revive a hero
4. End of turn:
- Flip this card over

First way is to take a **Rest action**.  
Your hero recovers all Fatigue at the end of your turn.

Second way is via a surge. As an option, you can use up to 1 unused surge to recover one Fatigue, per attack.



What if you have unspent MPs? You are allowed to move, attack, then move the rest of your unspent MPs on your turn.



Example... Move 2



Attack



Move 2

## Knocked Out



When you suffer Wounds = your Health, you are knocked out.



#1. Replace your miniature with your Hero Token. Hero Token does not block movement and does not block LOS. Hero Token is considered empty space.

#2. Gain maximum Wounds and maximum Fatigue.



#3. Your turn ends immediately.

Note: The Overlord also draws a card. This is bad for you!

## Stand Up action



When your hero is knocked out, the only action he can take is to Stand Up. You roll two red dice. Remove 1 wound for each heart rolled. Remove 1 Fatigue for each surge rolled.

Place your miniature back on to the map. Your turn ends.



## Revive Hero action



Another way to save a knocked out hero is for your friend to help you. This is done via the Revive Hero action.

Same as Stand Up, you roll two red dice and apply the results.



This is more efficient for the heroes team because the other hero still has 1 action left to act. The revived hero has 2 actions and can activate the round he is revived!



### Search action



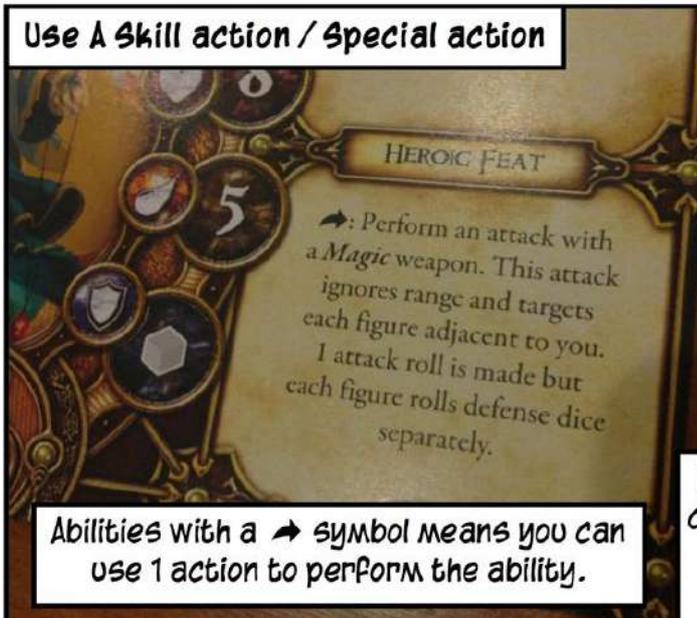
When a hero standing on a search token, or adjacent to a search token, he can use 1 action to Search.

Draw one card from the Search deck.



Note that the search token does not block movement and does not block LOS.

### Use A Skill action / Special action

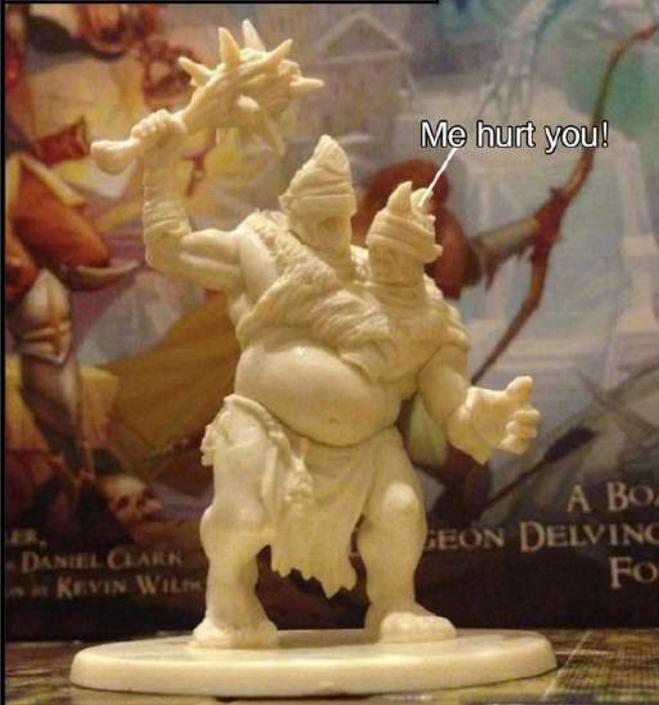


Abilities with a symbol means you can use 1 action to perform the ability.

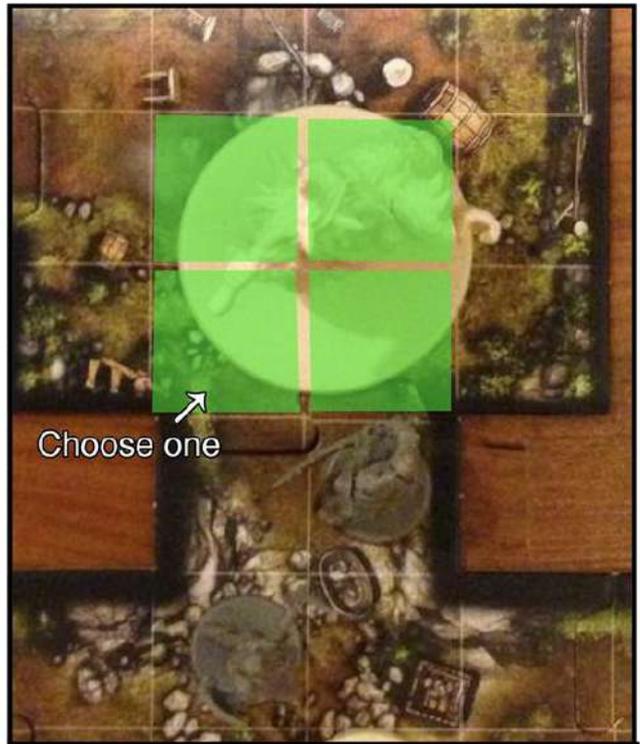


Example: The Rage skill has a symbol. You can use 1 action to use this skill. The Fatigue symbol at the bottom means you need to take 1 fatigue to use this skill as well.

Next up, **Large Monsters**



Large monsters movement is very simple

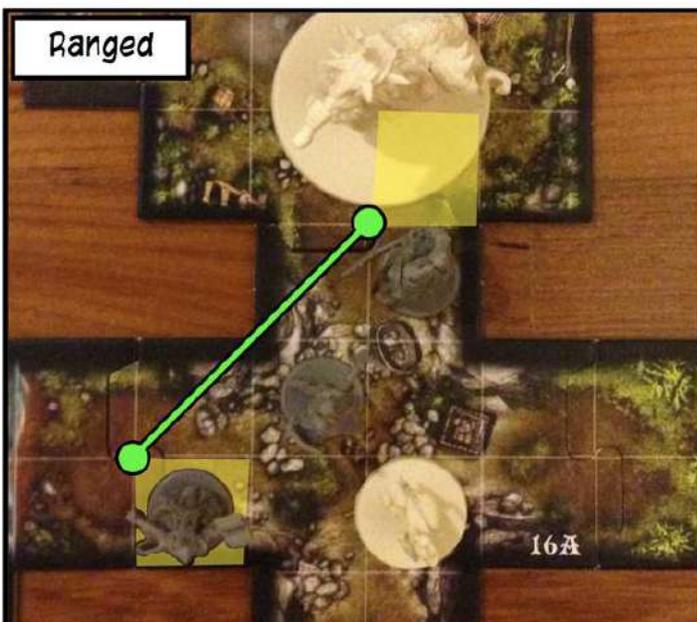
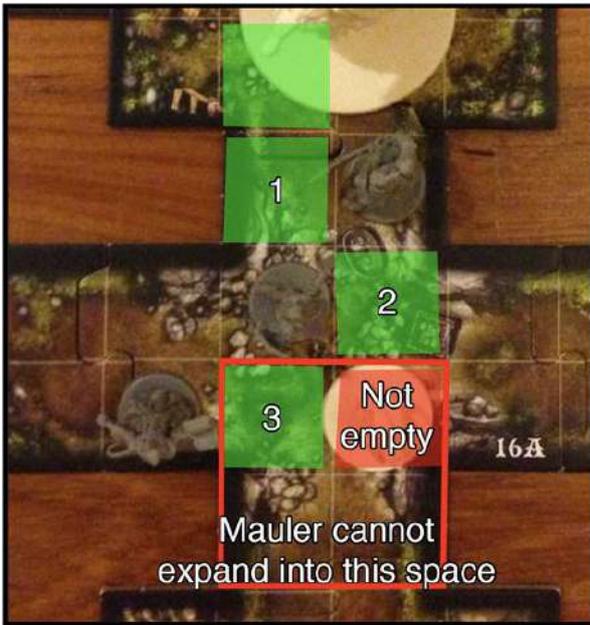


You choose one of the spaces and move from the chosen space as if the figure occupies one space.

When movement ends, expand out such that the large monster covers the last space.

Note that all the spaces must be empty in order for the monster to expand out.





Now you know the basics, it's time to choose a Hero! A hero is made up of two parts.



First, you need to choose a character.



Second, you need to choose a class.

It's color coded, so only certain classes are available to the character you choose.



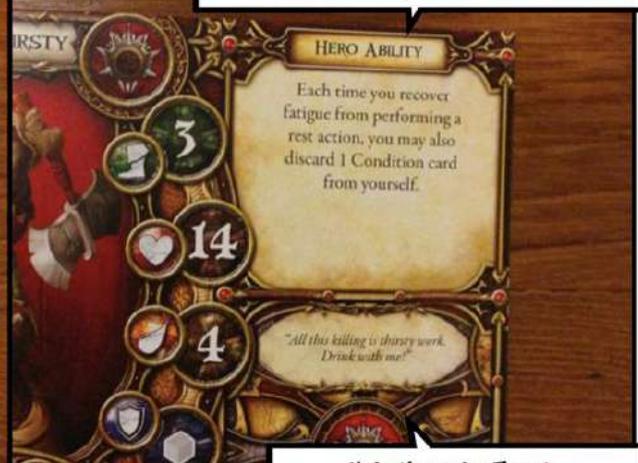
You need to know 4 things about your character.

#1. Characteristics. You already know these.



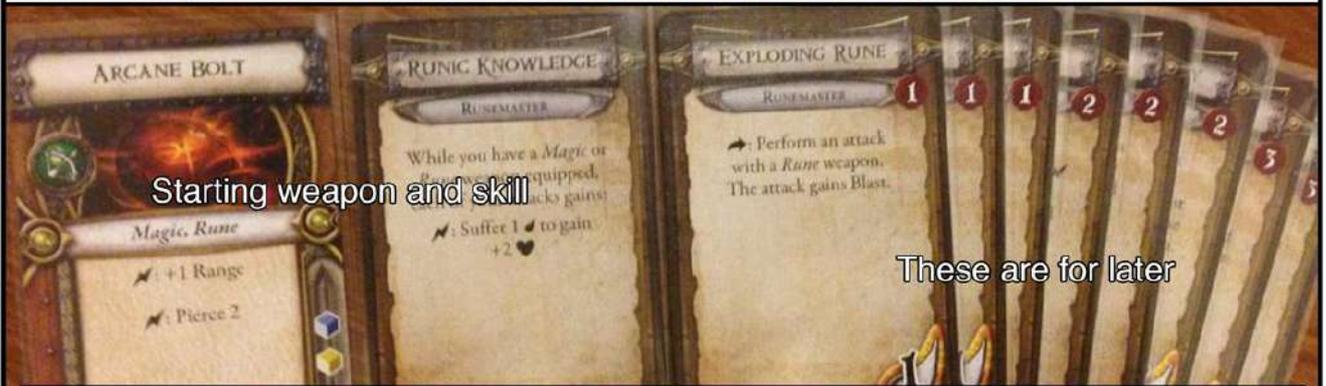
#2. Attributes. Sometimes the Overlord will throw nasty traps at you, requiring you to take an attribute test. You need to roll one black die and one gray die. To pass the test, you need to roll equal or less.

#3. Hero Ability. This is available to you all the time.



#4. Heroic Feat. You can use this only once per encounter. After using, flip your character card.

When choosing class, you should look at the basic cards. Notice that most cards have a red number. This means that these skills require experience points (XP). For the first game, just take the two (or three) basic cards without any red numbers.

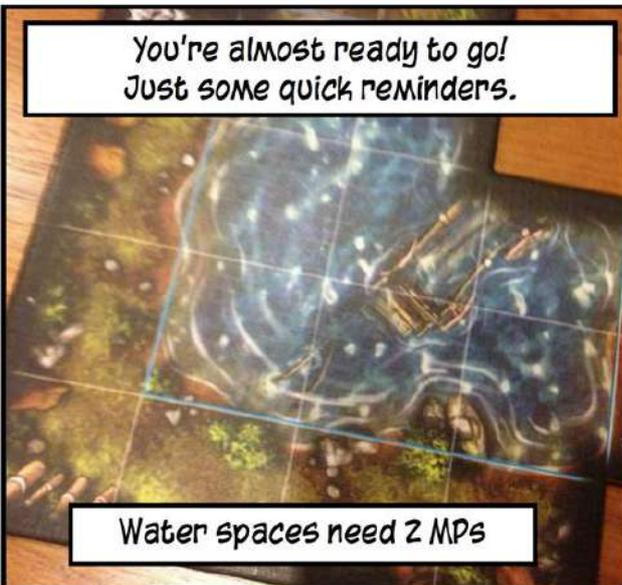


Starting weapon and skill

These are for later

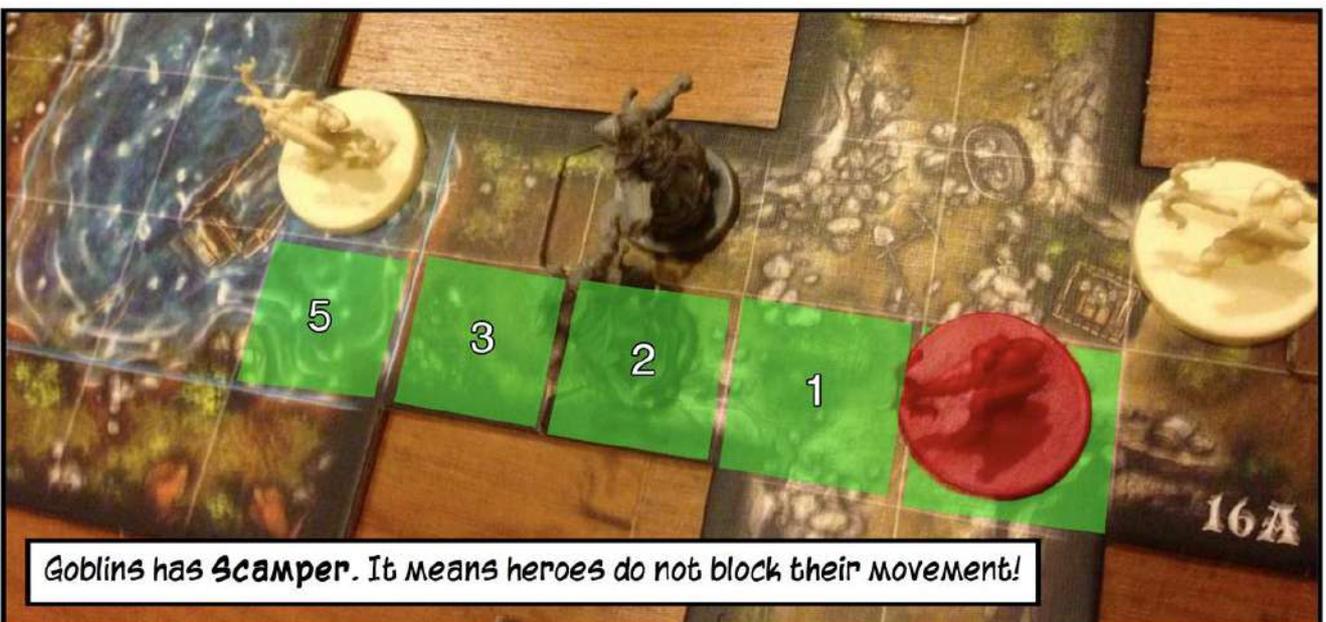
For example, you can choose Leroic of the Book. He's a mage (Yellow). So available classes are Runemaster, Necromancer, Geomancer, Hexer.

You're almost ready to go!  
Just some quick reminders.



Water spaces need 2 MPs

Mauler has Reach!



Goblins has Scamper. It means heroes do not block their movement!



This guide is meant as an aid for new players to quickly get into the first game of Descent, with the help of at least 1 experienced player as the Overlord.

Do note that there are a few more quirks of the game not covered here. Your more experienced buddy will explain these to you after your first game, or as and when they are encountered.

Not covered:

- How Reinforcements work
- Start of Turn
- Equip Items
- Doors (no doors in first encounter)
- How Quests work
- Campaign rules
- How to gain and spend XP
- Other Terrains
- Conditions
- Trading
- How to use Search items
- Blast
- Familiars