

GRIMLORE

PHANTOM THRESHOLD

LCG Rules 10/25/2025

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COMPONENTS

CHARACTER STARTER DECK

- 1 Character Card
- 7 Story Plot Cards
- 8 Story Modifier Cards
- 36 Event Cards

SCENARIO DECK

- 9 Scenario Plot Cards
- 15 Scenario Modifier Cards
- 28 Scenario Event Cards

CARD ANATOMY

CHARACTER CARD

Every Starter Deck includes exactly one character card.

	A	Power Rating
	B	Defense Rating
	C	Mind Attribute
	D	Social Attribute
	E	Faction Icon
	F	Special Abilities
	G	Fluff
	H	Name
	I	Tags
	J	Card Information

EVENT DECK CARDS

MINION CARD

 <p>The image shows a minion card for the Echo Spotter Drone. It features a power rating of 1, a defense rating of 2, and a D12 result of 7. The card has a faction icon of a robot. The neutral zone effects (green box) allow spending 1 influence to attack any unit in the neutral zone with this minion and your character, and attempting to control the unit. Neutral actions (yellow box) include adding power to the current action, adding defense to the current defense reaction, and a +1 to mind skill checks. The controlled effect (blue box) is that you gain 1 ammo. The discard effect (orange box) is a quiet buzz in the neon and a red dot on your fate. The card is titled 'Echo Spotter Drone' and has tags 'MINION, ROBOT, RANGED'.</p>	A	Power Rating
	B	Defense Rating
	C	D12 Result
	D	Faction Icon
	E	Neutral Zone Effects (green box)
	F	Controlled Effects (blue box)
	G	Discard Effect (orange box)
	H	Fluff
	I	Name
	J	Tags
	K	Card Information

UNIT CARD

 <p>The image shows a unit card for the Pale Regulator. It features a power rating of 5, a defense rating of 4, and a D12 result of 12. The card has a faction icon of a humanoid. The neutral turn effects (green box) include attacking a character with 1-4 dice, occupying the nearest location, a special effect, and attacking this unit. Special effects (blue box) include neutralizing a controlled minion or discarding a card from the top of your event deck. The controlled effect (blue box) is that you may gain 1 influence or 1 ammo, or ready 1 exhausted controlled card. The discard effect (orange box) is that it speaks for the silence behind the throne. The card is titled 'Pale Regulator' and has tags 'UNIT, HUMANOID'.</p>	A	Power Rating
	B	Defense Rating
	C	D12 Result
	D	Faction Icon
	E	Neutral Zone Effects (green box)
	F	Special Effects (blue box)
	G	Discard Effect (orange box)
	H	Fluff
	I	Name
	J	Tags
	K	Card Information

ITEM CARD

 <p>The image shows a card for 'Grimshot Capacitor'. It features a character's face in a dark, futuristic setting. The card has several colored boxes: a green box (Neutral Zone Effects) with the text 'take control of item.', a blue box (Controlled Effects) with 'Attach to a controlled minion or your character for +1 power and +1 defense. discard item. swap bearer.', and an orange box (Discard Effect) with 'You may gain 1 ammo.'. The card also has a 'NEUTRAL' label, a 'CONTROLLED' label, and an 'ON DISCARD' label. The name 'Grimshot Capacitor' and tags 'GEAR, CYBERNETICS' are at the bottom. A small icon in the top right shows a D12 die with the number 11.</p>	A	D12 Result
B	Faction Icon	
C	Neutral Zone Effects (green box)	
D	Controlled Effects (blue box)	
E	Discard Effect (orange box)	
F	Fluff	
G	Name	
H	Tags	
I	Card Information	

LOCATION CARD

 <p>The image shows a card for 'Neon Haven Range-Block'. It features a futuristic cityscape with neon lights. The card has several colored boxes: a green box (Neutral Zone Effects) with '1-5: nearest unit attacks character. 6-7: nearest unit attacks opponent character of your choice. 8+: you may gain a resource of your choice. occupy this location with the acting minion.', a blue box (Controlled Effects) with 'your minions gain +1 defense. discard location.', and an orange box (Discard Effect) with 'You may gain 1 credstick.'. The card also has a 'NEUTRAL' label, a 'CONTROLLED' label, and an 'ON DISCARD' label. The name 'Neon Haven Range-Block' and tag 'LOCATION' are at the bottom. A small icon in the top right shows a D12 die with the number 10.</p>	A	D12 Result
B	Faction Icon	
C	Neutral Zone Effects (green box)	
D	Controlled Effects (blue box)	
E	Discard Effect (orange box)	
F	Fluff	
G	Name	
H	Tags	
I	Card Information	

EVENT AND PSYKIC ANOMALY CARD

 <p>The image shows a card titled "Mind-Stitch Aberration" with the subtitle "PSYKIC ANOMALY". It features a character's face with lightning bolts. The card has several sections: a top section with icons A, B, and C; a green box (Neutral Zone Effects) with text "1-6: ♠ mill the top card of your event deck. ♣: try to resolve the anomaly."; a blue box (Test Result Effects) with text "♠: acting minion is neutralized. ♣: ♠ gain 1 influence or 1 ammo; then ♠ discard this card."; an orange box (Discard Effects) with text "♣ You may take another action this turn."; and a bottom section with text "It knits stray thoughts into a single hostile pattern." and "Mind-Stitch Aberration PSYKIC ANOMALY".</p>	A	Attribute & Test Modifier Value
	B	D12 Result
	C	Faction Icon
	D	Neutral Zone Effects (green box)
	E	Test Result Effects (blue box)
	F	Discard Effects (orange box)
	G	Fluff
	H	Name
	I	Tags
	J	Card Information

STORY PLOT CARDS

These cards are never shuffled and kept in their intended order. Start the game by reading the text on the first card and follow the instructions.

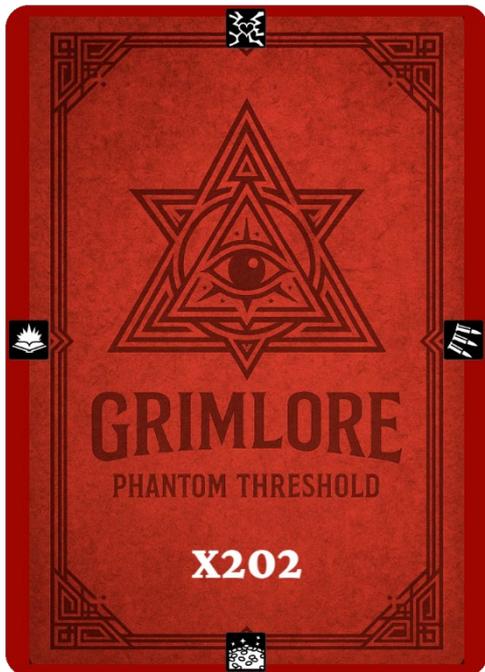


The back of the card shows the story text in the green box, and the current goal in the orange box. At the bottom you can see the title of the story card. As soon as the current goal is completed, flip the card to its front.

The front of the card shows the story text in the green box and instructions on how to proceed with the story at the bottom of the card.

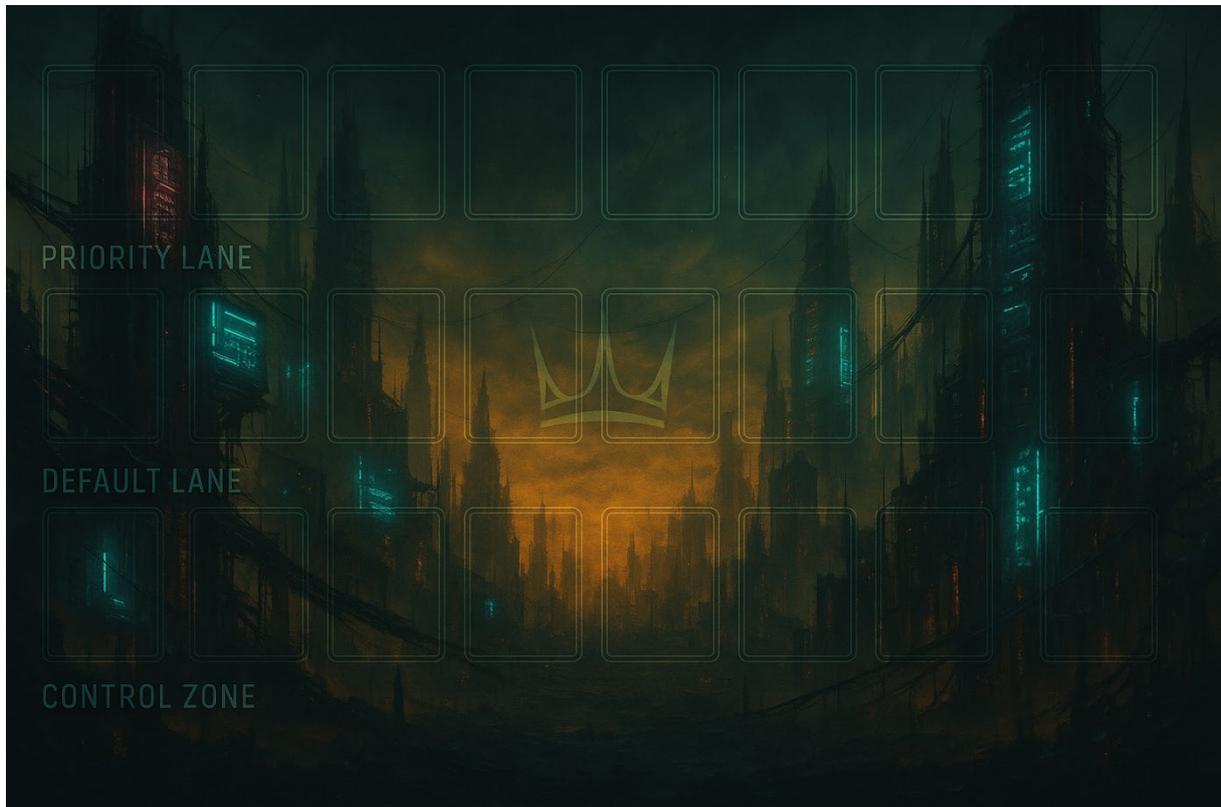
STORY MODIFIER CARDS

These cards are kept separate from the other cards, are not shuffled and only drawn when requested to by one of the Story Plot cards. Story Modifier cards can be of all card types, so reference the anatomy of the respective card type. Here is an example for a location story modifier card:



ZONES

Every player/character has two zones, the Neutral Zone and the Control Zone. When you are playing a Scenario Pack, there is also the Scenario's Neutral Zone.



PLAYER NEUTRAL ZONE

The Neutral Zone has two lanes, the Priority Lane and the Default Lane.

PRIORITY LANE

Cards with the Priority Icon  are placed into this lane. Cards in this lane are resolved first in every Neutral Phase, from left to right in the order that they were placed.

DEFAULT LANE

This is the lane where all cards are placed, that do not have the priority icon. Cards in this lane are resolved after all cards in the Priority Lane have been resolved, from left to right in the order that they were placed.

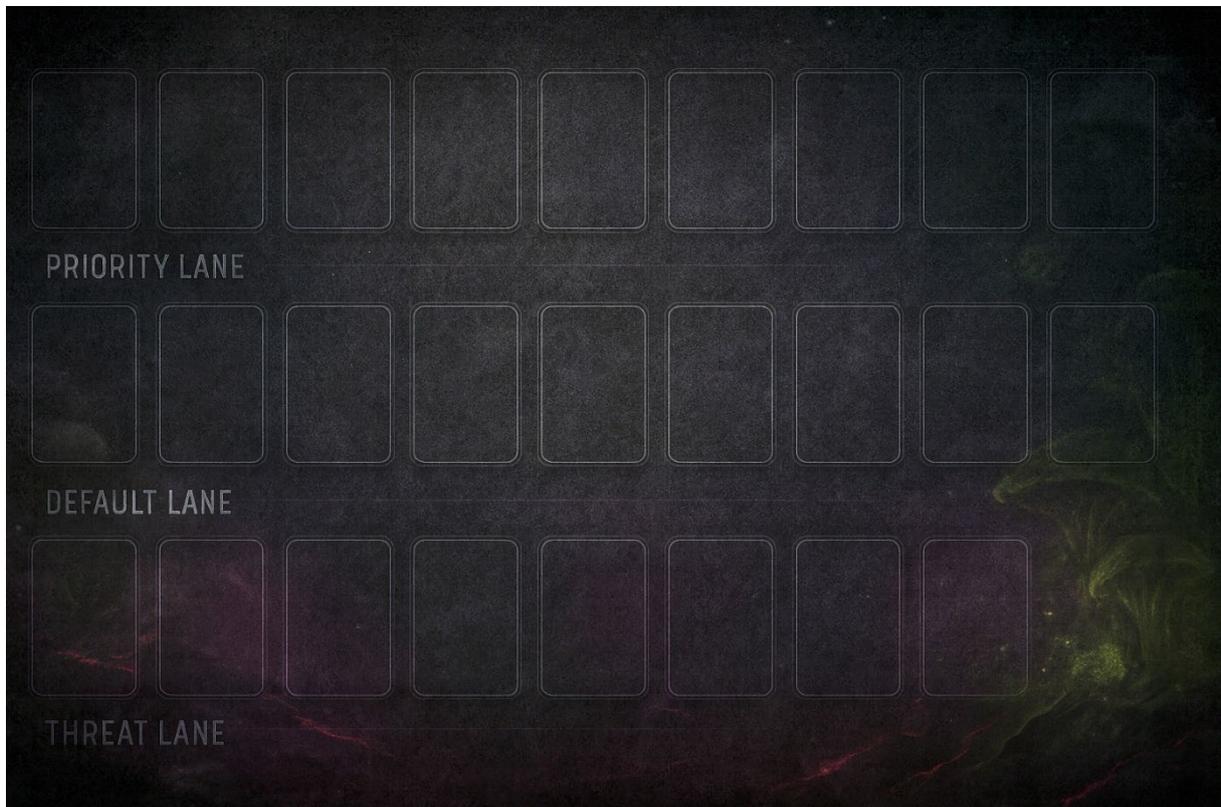
PLAYER CONTROL ZONE

This is where you place cards that you control.

SCENARIO NEUTRAL ZONE

When you play a Scenario Pack, the Scenario has its own Neutral Zone.

This zone has three lanes: Threat Lane, Priority Lane and Default Lane.



THREAT LANE

Cards in the Scenario's Threat Lane are resolved after every character's Neutral Phase has been fully resolved.

PRIORITY LANE

Cards in the Scenario's priority Lane are only resolved at the end of a game round, when all players/characters have played through their turns – but before the cards in the Default Lane are resolved.

DEFAULT LANE

Cards in the Scenario's default Lane are only resolved at the end of a game round, when all players/characters have played through their turns.

GAME SETUP

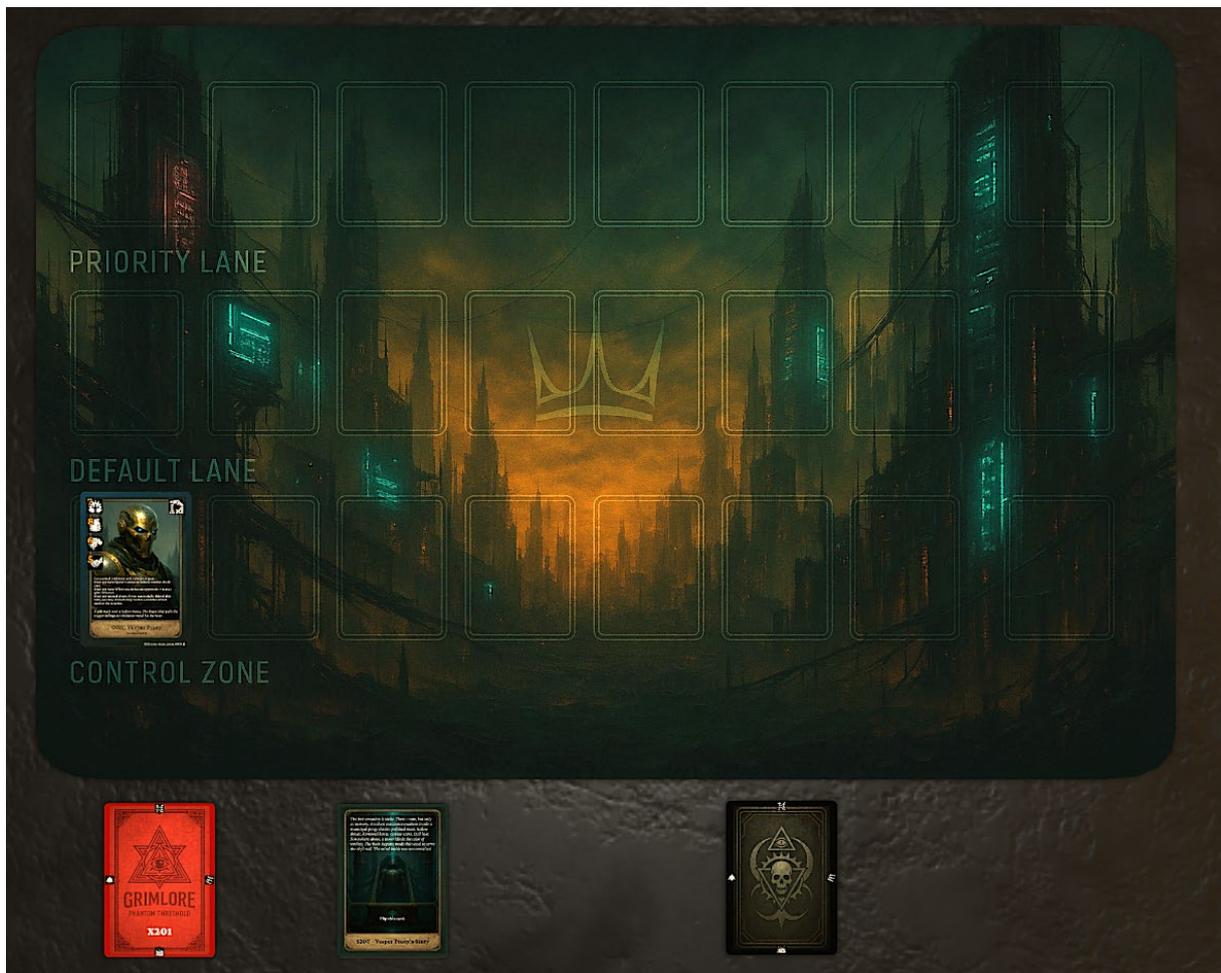
Setting up follows slightly different procedures, depending on what type of game you are playing.

CHARACTER ORIGIN STORY

Every Character Starter Deck includes the origin story of that character.

These stories are meant to be played in Solo Mode.

1. Place the character in front of you
2. Shuffle the 36 cards in the Event Deck and place the deck somewhere convenient
3. Set aside the unshuffled Story Modifier Deck (“X”-Cards)
4. Set aside the unshuffled Story Plot Deck (“S”-Cards)
5. Take the first Story Plot card and read its text and follow the instructions in the text
6. Start the first game round

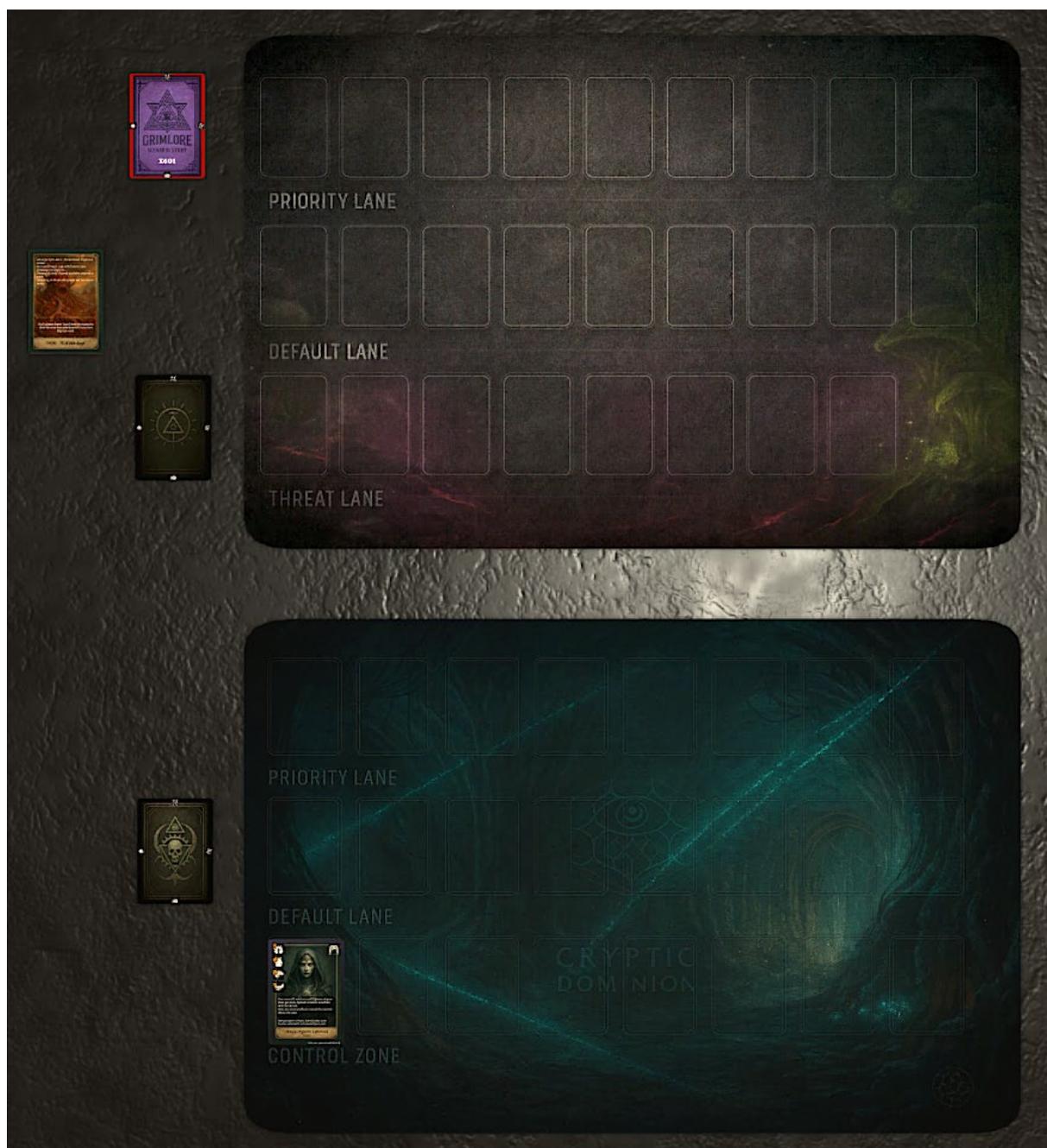


SCENARIO PACK

The Scenario Packs each include a Scenario Plot Deck, a Scenario Modifier Deck and a Scenario Events Deck.

These scenarios are meant to be played in Coop or Solo Mode.

1. Every player sets up their Neutral and Control Zones
 - a. Place the character in front of you
 - b. Shuffle the 36 cards in the Character Event Deck and place the deck somewhere convenient
2. Shuffle the 28 cards in the Story Event Deck and place the deck somewhere convenient
3. Set aside the unshuffled Scenario Modifier Deck ("X"-Cards)
4. Set aside the unshuffled Scenario Plot Deck ("S"-Cards)
5. Take the first Scenario Plot card and read its text and follow the instructions in the text
6. Start the first game round



GAME ROUND

SOLO MODE

In Solo Mode, you just play one turn after the other.

When you play a Scenario Pack in Solo Mode, you have to resolve the scenario's Neutral Zone after you have fully resolved your own Neutral Zone.

COOP MODE

You play this mode with up to three players, taking on a Scenario Pack.

In Coop Mode, every player/character takes a turn in order.

If there are cards in the Threat Lane of the Scenario's Neutral Zone, every player has to resolve those cards after they have fully resolved their own Neutral Zone.

When all players/characters have taken their turn, the players have to resolve all of the cards in the Priority and Default Lane of the Scenario's Neutral Zone. Priority Lane before Default Lane, from left to right, in the order in which the cards were placed.

PVP MODE

In PVP Mode, every player takes their turn in order.

TURN ORDER

Every turn is divided into two phases, the Character Phase and the Neutral Phase.

In Scenario/Coop Mode, there is also a third phase, in which the cards in the Threat Lane of the Scenario's Neutral Zone must be resolved.

PLAYER PHASE

1. Ready all of your exhausted cards
2. Draw the top card of your event deck into your neutral zone
 - a. *If you are playing a Scenario Pack, you can choose to draw the top card of the Scenario Events Deck instead of your character's Event Deck*
3. Use your character's action(s)
 - a. Attack a unit
 - b. Control a minion/item/location
 - c. Resolve psychic anomaly/event
 - d. Other on-Card Actions
 - e. Draw the top card of your event deck

READY ALL OF YOUR EXHAUSTED CARDS

All cards that were exhausted during your last turn are readied (untapped).

DRAW THE TOP CARD OF YOUR EVENT DECK INTO YOUR NEUTRAL ZONE

Pay attention to whether the card goes into the Priority Lane  or the Default Lane.

ACTIONS

ACTION: ATTACK A UNIT

You use one of your character's actions to attack a unit in the Neutral Zone.

1. Choose which unit your character will attack
2. Your base Attack Rating is your character's Power Rating
3. Check the character's equipped gear for attack modifiers and apply them to your Attack Rating
4. You can now exhaust (tap) controlled ready minions to add their Power Rating to your Attack Rating, check the minions' equipped gear for attack modifiers and apply them as well
5. You can now mill any number of Ammo or Credstick Resources to gain +2 Attack Rating for every resource card milled
6. You now subtract the unit's Defense Rating from your Attack Rating
7. You should now have a final Attack Rating
8. Draw the top card of your Event Deck and consult the D12 Result in the top-right corner of the card, then mill that card to your Discard Pile
9. If the number is equal to or below your Attack Rating, your attack was successful, and you have defeated the attacked unit
10. If the number is higher than your Attack Rating, your attack failed
11. If you have failed the attack, you can now mill any number of Ammo or Credstick resources to gain +1 Attack Rating for every resource card milled, if that makes you hit the D12 result
12. If the attack was successful, discard the attacked Unit to your Discard Pile, after resolving its Discard Effect in the orange box on the card

ACTION: CONTROL ACTION

You use your character to control a card in a valid Neutral Zone.

MINIONS

To control a minion, you need to spend an action with your character.

1. Choose a minion in the Neutral Zone that you want to control (*check the character's minion control limit on their card, you can only control that many minions*)
2. The base Control Rating is the character's Social Attribute
3. Check the character's equipped gear for modifiers and apply them to your Control Rating
4. You can now exhaust (tap) controlled ready minions to add their Power Rating to your Control Rating, check the minions' equipped gear for modifiers and apply them as well
5. You can now mill any number of Influence or Credstick Resources to gain +2 Control Rating for every resource card milled
6. You should now have a final Control Rating
7. Draw the top card of your Event Deck and consult the D12 Result in the top-right corner of the card, then mill that card to your Discard Pile
8. If the number is equal to or below your Control Rating, your attempt was successful.
9. If the number is higher than your Control Rating, your attempt failed
10. If you have failed the attempt, you can now mill any number of Influence or Credstick resources to gain +1 Control Rating for every resource card milled, if that makes you hit the D12 result
11. If the attempt was successful, place the controlled unit in your Control Zone

ITEMS

To control a gear card, you usually only need to spend an action with your character.

If the action text on the card shows a Minion Icon , you also need a ready minion to control that gear card.

The gear is attached to either your character or the acting minion, just follow the instructions in the card's text.

LOCATIONS

To control a location card, you need to spend an action with your character. Choose a controlled and ready minion, that minion will occupy the location.

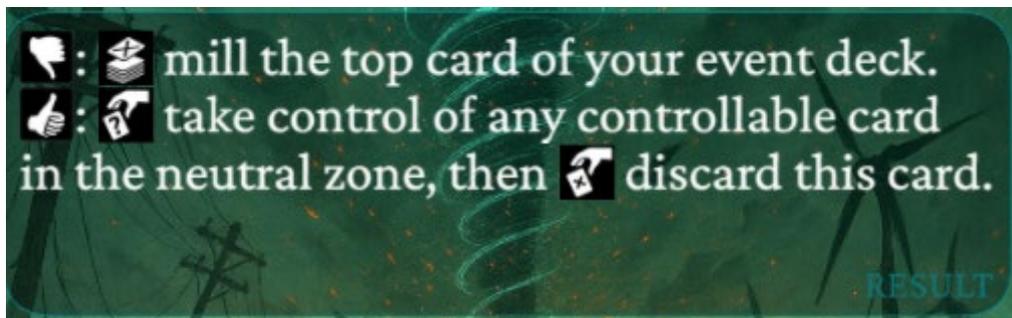
The location is attached to the acting minion in your Control Zone. The acting minion is not exhausted, unless the card text says otherwise.

ACTION: RESOLVE AN EVENT OR ANOMALY

You use one of your character's actions to attempt to resolve an Event or Anomaly in the Neutral Zone.

If the action text on the card shows a Minion Icon , you also need a controlled ready minion to start the attempt.

1. Choose the acting minion if needed
2. Use the character's attribute that is shown in the upper-left corner of the event card as the base Attribute Rating for this test
3. Check the character's equipped gear for modifiers and apply them to your Attribute Rating
4. You can now exhaust (tap) controlled ready minions to add their Power Rating to your Attribute Rating, check the minions' equipped gear for modifiers and apply them as well
5. You can now mill any number of Influence (Social Test) or Credstick Resources (Social & Mind Tests) to gain +2 Attribute Rating for every resource card milled
6. You now subtract the card's modifier (upper-left corner of event card) from your Attribute Rating
7. You should now have a final Attribute Rating
8. Draw the top card of your Event Deck and consult the D12 Result in the top-right corner of the card, then mill that card to your Discard Pile
9. If the number is equal to or below your Attribute Rating, your attempt was successful, and you have resolved the event/anomaly – go to 13
10. If the number is higher than your Attribute Rating, your attempt failed
11. If you have failed the attempt, you can now mill any number of Influence (Social Tests) or Credstick resources (Social & Mind Tests) to gain +1 Attribute Rating for every resource card milled, if that makes you hit the D12 result
12. If your attempt still fails, resolve the failure text  in the Result box (blue) of the card – go to 14
13. If the attempt was successful, resolve the success text  in the Result box (blue) of the card
14. Discard the event/anomaly to your Discard Pile, after resolving its Discard Effect in the orange box on the card



DRAWING TEST RESULT CARDS IN SCENARIO PACKS

When you are playing a Scenario Pack and have to draw a card for a D12 test result, you can always choose which Event Deck you draw from, either your character's Event Deck or the Scenario Event Deck.

ACTION: DRAW THE TOP CARD OF YOUR EVENT DECK

You use one of your character's actions to draw the top card of your Event Deck into your Neutral Zone. *This can only be done once per turn.*

If you are playing a Scenario Pack, you can draw the top card of the Scenario Event Deck instead of your character's Event Deck.

OTHER CARD ACTIONS

Many cards have unique actions, so be sure to check their Neutral (green box) and Controlled (blue box) Effects. Follow the instructions in the text to resolve these actions.

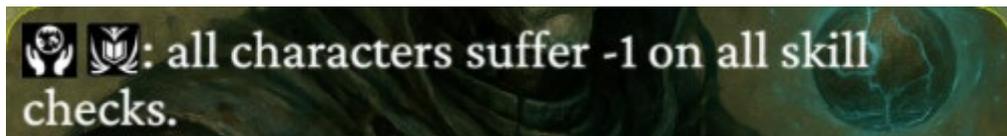
NEUTRAL PHASE

1. Resolve the neutral effects of each card in the priority lane from left to right
2. Resolve the neutral effects of each card in the default lane from left to right

NEUTRAL ZONE CARD EFFECTS

When a card in the Neutral Zone is activated during its turn in the Neutral Phase, resolve the text that is given in the green box. There are many different effects, but the instructions on the card should be self-explanatory. Below are a few examples.

GLOBAL EFFECTS



This global effect is an Aura that causes all characters to suffer a -1 modifier on all skill checks while this card is in the Neutral Zone.



This global effect is an Aura that causes all characters to suffer a -1 modifier on their Defense Rating while this card is in the Neutral Zone.

DRAW CARD EFFECTS



This is a unit's neutral effects text. When this unit is activated during the Neutral Phase, the player must draw the top card of their Event Deck and consult the D12 result in the upper-right corner of the card. On a 1 to 5, the unit attacks the character (see Defense Reaction below). On a 6 to 9, this unit occupies the nearest location (see Unit Location Occupation below). On a 10 to 11, the drawn card has to be placed into the Neutral Zone. And on a 12, the unit activates its Special. In this case:



A global effect which causes every character to mill the top card of their Event Deck.

UNIT ATTACKS

When a unit attacks a character, the character has to resolve a Defense Reaction, which is free and can be resolved as many times as needed during the Neutral Phase.

1. Your base Defense Rating is your character's Defense Rating
2. Check the character's equipped gear for defense modifiers and apply them to your Defense Rating
3. You can now exhaust (tap) controlled ready minions to add their Defense Rating to your Defense Rating, check the minions' equipped gear for defense modifiers and apply them as well
4. You can now mill any number of Ammo or Credstick Resources to gain +2 Defense Rating for every resource card milled
5. You now subtract the attacking unit's Power Rating from your Defense Rating
6. You should now have a final Defense Rating
7. Draw the top card of your Event Deck and consult the D12 Result in the top-right corner of the card, then mill that card to your Discard Pile
8. If the number is equal to or below your Defense Rating, your defense was successful, nothing else happens
9. If the number is higher than your Defense Rating, your defense failed
10. If you have failed the defense, you can now mill any number of Ammo or Credstick resources to gain +1 Defense Rating for every resource card milled, if that makes you hit the D12 result
11. If the Defense was successful, nothing else happens
12. If the Defense still fails, the unit has successfully attacked you. You have to mill the top card of your Event Deck. Alternatively, if you used Minions in your Defense, you could sacrifice one of the minions. Discard the chosen Minion into your Discard Pile, after resolving its Discard Effect (orange box)

UNITS OCCUPYING LOCATIONS

Some units occupy locations when it is their turn in the Neutral Phase.

Attach the unit to the closest location in the Neutral Zone. As long as this unit is attached to this location, it will defend the location. The location cannot be controlled while it is occupied by a unit. The occupying unit has to be defeated before the location can be controlled again.

If there is no location in the Neutral Zone, but a controlled location in the Control Zone of the active character, the unit will instead attack the minion that is occupying the location.

The character has to resolve a Defense Reaction to defend. If the defense fails, the occupying minion is destroyed, and the location is released back into the Neutral Zone.

CARD TERMINOLOGY

NEUTRALIZE CARD

Neutralize refers to moving a card from the Control Zone back into the Neutral Zone, into its respective lane.

Example: The character and an appointed minion have failed to resolve a psychic anomaly, the “failure text” of the anomaly reads “Neutralize the acting minion”. This means that the acting minion is no longer controlled and moves back into its lane in the Neutral Zone.

MILL CARD

Mill refers to placing a card on your Discard Pile without resolving its “Discard Effect” (the text in the orange box on the card).

DISCARD CARD

Discard refers to placing a card on your Discard Pile after resolving its “Discard Effect” (the text in the orange box on the card).



If the Discard Effect includes instructions to “gain”  something (for example a resource), you may or must use the card that is about to be discarded. In the example of a resource, just tuck the card under your character’s card with only the respective resource icon visible.

In this example, Nysera has gained an Ammo resource, the event card that was about to be discarded was flipped and neatly tucked under the character card, so only its resource icon is visible.

DRAW CARD

When a card asks you to draw a card, this refers to drawing the top card of the Event Deck into the Neutral Zone.

Pay attention to which Event Deck is mentioned, the Character Event Deck or the Scenario Event Deck. If no specific deck is mentioned, you can choose which Event Deck to draw from – the card still goes into its respective zone (character or scenario neutral zone).

Sometimes the Draw Card Icon is given as the result of an effect. If the icon is not followed by the Gain Card Icon (see below), you must draw from the event deck to resolve the effect.

Sometimes the Draw Card Icon is followed by a Gain Card Icon , which means that you must or may use the drawn card to gain the respective resource, instead of playing it into the Neutral Zone.

NON-COMBAT ACTION

This refers to any action that is not an Attack action.

EXHAUST CARD

Exhaust refers to tapping a card to mark it as “used” during your turn. Exhausted units can not be exhausted again until the start of your next turn, when they are “readied”.

OCCUPY LOCATION

This refers to a unit or minion occupying a location. Attach the location card to the respective minion or unit.

PLACE CARD

This refers to placing the relevant card into the specified game zone.

ACTION ICON

If you see this icon in the text of a card, it means that you can use one of your character's actions to attempt or resolve the action's text.

NEAREST CARD

This refers to the nearest card of the specified type in the same lane as the currently active card.

AURAS

This refers to an effect that is always active while this card is in play.

PASSIVES

This refers to an effect that is always active while this card is under your control.

MINIONS

If you see this icon on a card, it means that a minion needs to be chosen to conduct the action or to resolve the given effect.

CHARACTERS

If you see this icon on a card, it means that the character must be chosen to conduct the action or to resolve the given effect.

SPEND RESOURCE

If you are asked to spend a resource, you must use one of the gained resources that are tucked under your character's card to conduct the action or to resolve the given effect.

There is usually an alternative given for when you do not have the given resource. If there isn't, nothing happens if you don't have the resource.

CANCEL EFFECT

If a card text tells you to cancel an effect, it means that you can cancel any effect of any card that is currently active. This is usually a reaction and unless stated otherwise, it will not use an action.

SHUFFLE DISCARD PILE ONTO EVENT DECK

If a card tells you to shuffle a Discard Pile onto its Event Deck, you do exactly that: shuffle only the cards in your Discard Pile and place the shuffled cards on the top of your Event Deck.

PLACE X CARDS ONTO EVENT DECK

If a card tells you to place X cards onto your event deck, take the X top cards of your Discard Pile and place them on the top of your Event Deck in that order, without shuffling.

STEAL CARDS

This refers to taking a given card from any zone, even if it is not your zone. *Make sure to give the card back when the session is over.*

ATTACHING CARDS

This means that the card is attached to another card, mostly the characters, their minions or units in the neutral zone. These cards give the card that they are attached to specific effects, refer to the text on the card for details.

PVP CARDS

If you see this icon on a card, you can use this card in a PvP Deck.

PRIORITY LANE CARDS

If you see this icon on a card, it means that it is placed in the Priority Lane of the Neutral zone.

GAIN CARD

If you see this icon on a card, it means that you can use the drawn card (or the card that is about to be discarded) to gain the given resource or effect.

DESTROY CARD

This refers to discarding the given card. Mostly used for units, but also for locations or gear.

SEARCHING FOR CARDS

This refers to searching the given deck or pile for the given card.

ICON REFERENCE

FACTIONS

There are three main factions in the game, and a neutral pool for cards that are not associated with one of the three main factions.

		Ruin Regents	Techno-feudal lords of Eonell's decayed metropolises, the Ruin Regents rule neon-lit city-states through salvaged old-world machinery, psychic enforcers, and a mercantile elite, striving to revive lost grandeur amid the ruins.
		Cryptic Dominion	Masters of Eonell's lightless underworld, the Cryptic Dominion rule labyrinthine cities by a council of elders, fusing salvaged machinery with disciplined psychic navigators and shadow brokers as they guard the Arcane Vaults and Machine Catacombs.
		Wasteland Sovereigns	Nomadic war-clans of the badlands, the Wasteland Sovereigns roam in armored caravans, fusing scavenged tech with wild psyker Sand-speakers and fragile tribal pacts to survive and dominate the shifting trade routes.
		Neutral (no faction)	No affiliation with any of the three main factions.

STATS AND ATTRIBUTES

These are used in actions and tests.

	Power	Used as a baseline power rating of characters, minions and units.
	Defense	Used as baseline defensive rating of characters, minions and units.
	Mind	Used as the base attribute for event challenge tests.
	Social	Used as the base attribute for control tests. Used as the base attribute for event challenge tests.

RESOURCES

Used to raise the skill test rating, before or after the test result is drawn.

	Damage	Some tough enemy units must be defeated multiple times. You can use this resource to mark the number of defeats.
	Ammo	Can be used before an attack or defense action result card is drawn to gain +2. Can be used after an attack or defense action result card is drawn to gain +1.
	Influence	Can be used before a control action result card is drawn to gain +2. Can be used after a control action result card is drawn to gain +1.
	Credstick	Can be used before any action result card is drawn to gain +2. Can be used after any action result card is drawn to gain +1.

CARD ICONS

Most card texts will tell you everything that needs to be done in detail. These instructions include icons for easy reference. Here is a list of all the icons used on the cards. You do not need to memorize them, as the card's text will usually also include them.

	Action	An action needs to be used to activate this effect.
	Activation	Resolve this effect when the card activates during the Neutral Phase.
	Attach	Attach this card to another card (follow the instructions in the card text).
	Aura	This effect is active at all times while this card is in play (and the respective effect zone).
	Gain	Use the card to gain a resource (flip the card and tuck the relevant resource under your character's card).
	Character	Card interacts with the player's character.
	Destroy	This effect destroys a card that is in play (follow the instructions in the card text).
	Discard	Discard the card, resolving its discard effect.
	Draw	Draw the top card of your event deck.
	Exhaust	Exhaust (tap) the card to activate the given effect.
	Fail	Resolve this effect if you fail the test for this card.
	Flip	Flip the card.
	Global	This is a global effect that affects all players/characters.
	Mill	Mill a card or cards without resolving their discard effect – put them in your discard pile.
	Minion	Card interacts with a controlled minion.
	Passive	A passive effect that is active as long as the card remains in play (and the respective effect zone).

	Players	Modifies a value by multiplying it by the number of players/characters – only used on cards in Scenario Packs and PvP cards.
	Pick	Pick a card from the given zone.
	Place	Place a card into the given zone.
	Priority	This card is placed in the priority lane.
	PvP	This card has a PvP (player-versus-player) component.
	Reaction	This effect can be applied in reaction to another effect.
	Search	Search the given card stack for a card (follow the instructions in the card text).
	Success	Resolve this effect if you succeed in the test for this card.
	Support	This effect can be used to support the action or reaction of another player/character.
	Temporary	This effect is temporary, usually until the start or end of a specific turn.
	Threat	This card is placed in the Threat Lane of a scenario's Neutral Zone. Only used on cards in Scenario Packs and PvP cards.
	Top	Place a card on the top of your Event Deck or the Scenario's Event Deck.