INTRODUCTION

RIOT QUEST is a fast-moving skirmish miniatures board game for up to four players. The Iron Kingdoms have gone to heck, leaving behind a wasteland of ruined cities and ash. Only the strongest survived the cataclysm that rocked Immoren, and since then, their lives haven't been all that great. On the bright side, these ruins are filled to the brim with loot left over by those who didn't make the cut. The only way to hack it in the wastes is to band together with other survivors, put together a crack scavenging party, and scoop up as much loot as possible. Of course, you won't be the only ones out there.

SO, GET YOUR FIGHTIN' PANTS ON! IT'S TIME TO GEAR UP, WRECK FACE, AND GET PAID.

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FORTUNE HUNTER

DEZ

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THE MAD

SIR DREYFUS
THE STORM KNIGHT

GUBBIN

THE
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BOOMHOWLER,
SOLO ARTIST

BLACK BELLA,
DUCHESS OF
DREAD

J.A.I.M.S.

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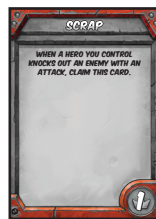
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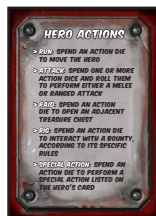
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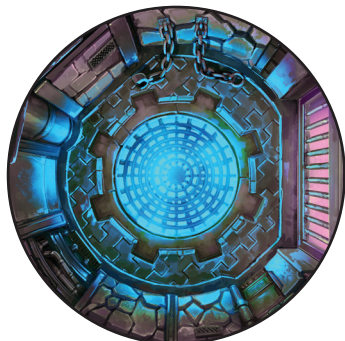
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ONCE UPON A TIME... THE DRAGON DUNG REALLY HIT THE FAN.

Welcome to a world like no other, a fantastic realm marching to the progressive cadence of an industrial revolution. In the Iron Kingdoms, the arcane is commonplace and magic and technology have formed a union in a new science called mechanika. It is a land filled with bounty and danger, ringing with the call to adventure, where valor is rewarded and heroes prevail.

But after a cataclysm brought about by humanity's lust for power, the Iron Kingdoms has been left in smoldering shambles, and now, nothing will ever be the same...

Humanity was never meant to possess magic. But in a time when the future was uncertain, a divine benefactor negotiated with cosmic forces to bestow the arcane gift upon man. For centuries, it allowed them to survive their oppressors and aggressors, but in time, they turned their gift against each other, as men are wont to do with any power they wield. Blinded by their own conquests, humanity forgot that the cosmic forces that had granted the gift were owed a toll, and when those forces came to collect, the inhabitants of the Iron Kingdoms were not ready.

Some would say humanity got what was coming to it.

Like, 'pants around our ankles' not ready! 'Blindsided with a baseball bat' not ready! Like, 'bend over and kiss your sweet —'

The cosmic forces had no use for mankind's wealth or technology; they exacted their payment in souls. In the wake of the Claiming, everything of value in the world was left for the taking. Those who had held power before the cataclysm were powerful no more. And those who had been spared were left to divide the spoils.

> *After the Claiming, there was all this money and treasure just lying around. And nobody guarding it. What else are you going to do?*

Untold riches and arcane wonders gathered dust in their vaults and strongholds, their once greedy hoarders spirited away in the claiming.

> *There was stuff everywhere! Stuff! Stuff! Stuff!*

It should have been a time to rebuild, to right the ways of the past, with more than enough to go around for each tribe left behind in the Iron Kingdoms.

> *The problem is, people putting their nose up in our business. That don't work for Dez, no. Your nose up in my business gonna get my foot up in your—*

But it is the doom of men to forget. Greed overcame them once more.

> *There is still a place for honor on the battlefield, brave Desiree! From the ashes of our once-great civilization, we will restore—*

> *Shut your yap-trap, Sir Talks-a-Lot. Survival's the game now, and money's how we score!*

And the world returned to its natural order...

> *Money is power. They say it's knowledge. You know, like knowledge is power, blah, blah, blah. But it's money. Money. Money. Money. Read my lips: Muh—*

Where cash is king.

> *Look, I did the whole 'save the world' routine for a long time. It paid rubbish, and we still ended up with that world in ruins. So, I figure it's time to do a little something for my world.*

> *We gonna live like those cash kings, baby!*

> *I believe you mean 'queen'—*

> *I'll give you a pile of gold to get outta my face, you overgrown canned ham.*

And now, it's every human, dwarf, elf, and goblin for themselves. So, strike out and find your fortune...while supplies last...

OVERVIEW

A game of Riot Quest typically lasts 20 to 30 minutes and can be played head-to-head between two players or as a free-for-all for up to four players. Players first determine which Arena they will play in and which decks they will use to represent the types of Treasure available in that Arena, as well as various Bounties each player can claim to score points. Once the stage is set, each player builds their Crew of Heroes and their hand of Riot Gear cards before diving into the fray.

> *The enemy of my enemy is still my enemy. They're all my enemies... even some of my friends aren't trustworthy. They're...Frenemies? Enemends? I really don't like anyone.*

Each round, players alternate taking turns activating one of their Heroes to perform various actions, such as running around the Arena, attacking Enemies, or raiding Treasure Chests. A player has a limited pool of *ACTION DICE* to spend each round, with at least one die being spent for each action a Hero performs.

Throughout the game, Treasure Chests will randomly appear around the Arena, which a Hero can raid to gain valuable Loot. Loot is spent to purchase the Riot Gear a player selected at the beginning of the game. This Riot Gear upgrades that player's Heroes.

> **PRO TIP:**
> *Be first to shoot and grab the loot!*

Bounty cards represent the goals each player is attempting to achieve to score Victory Points and ultimately win the game. These Bounty cards might require a player's Hero to do a certain amount of damage to an Enemy during their turn, to interact with a specific token that was put into play by the Bounty card via a rig action, or any number of other possible goals. Every time a player meets the goals of a Bounty card, that player claims that card and its associated Victory Point value.

Claiming Bounty cards isn't the only way a player can score Victory Points. By attacking and knocking out Enemies, a player can claim Scrap cards, which are also worth Victory Points.

> **THE FIRST PLAYER TO SCORE 7 VICTORY POINTS WINS THE GAME.**

As Treasure Chests are raided, Bounty cards are claimed, and Heroes are knocked out, they are constantly replaced at the start of each turn. This means the Arena is a dynamic battlefield with constantly evolving conditions and situations. To achieve victory in Riot Quest, a player needs the right tools at the right time, the cunning and foresight to react to the chaos of the Arena, and a little bit of luck.

COMMON TERMINOLOGY

Riot Quest uses several game terms to describe the various concepts in the game. Below are basic descriptions of terms you'll see throughout this rulebook:

- **HEROES** are the minis a player controls in Riot Quest.

- A **CREW** is the group of Heroes a player can spawn and play with during a game. Each player brings their own Crew in Riot Quest.

- **ENEMIES** include all Heroes in your opponents' Crews.

- The **ARENA** is the map the game is played on.

- **DICE** are used to resolve the action in the game. **ACTION DICE**, the primary resource you use to perform actions with your Heroes, are stored and spent from your **DICE WELL**.

- **TREASURE CHESTS** randomly spawn in the Arena and contain valuable Loot, which is used to purchase Riot Gear. Chests spawn at **TREASURE BEACONS,** which are labeled on the Arena map.

- **RIOT GEAR CARDS** are upgrades that Heroes can equip to become stronger, more durable, and trickier.

- **TREASURE CARDS** randomly determine what type of goodies a Hero finds when they open a Treasure Chest and also determine what type of Treasure Chest spawns.

- **BOUNTY CARDS** provide a variety of goals that a player must achieve to score **VICTORY POINTS** and ultimately win the game.

- **SCRAP CARDS** provide a reliable method to score Victory Points (VPs) by knocking out Enemies.

WHAT YOU NEED TO PLAY

Riot Quest is a game for 2–4 players. You'll need a few important things before you dive into the mayhem of Riot Quest.

MINIATURES

The primary **MINIATURES** used to play Riot Quest are the **HEROES** in a player's Crew. Other mini types will be introduced in future expansions.

Each Hero comes with a card detailing its stats and special rules. This card is also used to track the Hero's **STAMINA** (see p. 14) as it suffers damage during play, how many **ACTION DICE** have been spent by the Heroes, and any special tokens the mini might be carrying.

A miniature is referred to as "in play" if it is in the Arena. For example, a mini within a hex space on the Arena map is in play while a mini on the Bench is not.

MINIATURES ARE SUPPLIED UNPAINTED, BUT WE LIKE TO PAINT OURS!
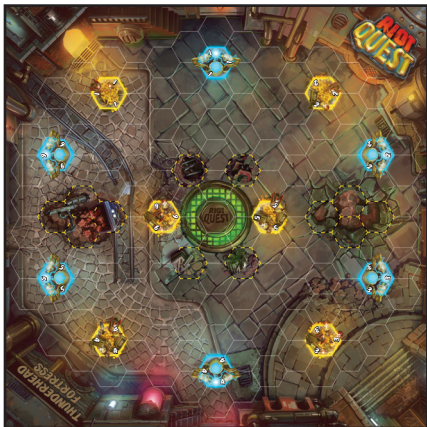
ARENA

Games of Riot Quest are played on **ARENA MAPS**, where the action takes place. The Arena map determines where your Heroes spawn into battle, what type of terrain your Heroes must traverse, where Treasure Chests are located, and the position of other key elements that can affect the course of the game.

Each Arena map is sectioned into hex spaces. If a Hero or barrier terrain (see Terrain, p. 28) is within a hex, that hex is considered occupied. A hex can only be occupied by one mini or barrier at a time, though some rules allow minis to pass through occupied hexes during their movement as long as they do not stop in that hex.

ACTION DIE **BOOST DIE**

POWER DIE **D6**

DICE

Dice play a pivotal role in Riot Quest, and strategic use of them throughout the game is the key to victory. The white *ACTION DICE* are used as a resource in the game in addition to being rolled to determine various results. Each player must have their own set of dice. The four types of dice are *ACTION DICE*, *BOOST DICE*, *POWER DICE*, and traditional six-sided dice (d6).

CARDS

Cards provide the stats for the various Heroes and Riot Gear upgrades and also represent the ever-changing bounties and Treasure Chests throughout the game. Each player must have their own set of Hero cards, Riot Gear cards, and Scrap cards. All players will share a single Bounty deck and a single Treasure deck.

HERO **RIOT GEAR** **SCRAP**

BOUNTY **TREASURE**

LOOT **DAMAGE**

TREASURE CHEST **BOUNTY TOKEN**

TOKENS

Tokens represent the accumulation of damage on Heroes, a player's collected Loot, the location of Treasure Chests, and some of the Bounty card goals Heroes try to complete. Each player must have their own set of damage and Loot tokens. The player providing the Bounty deck and the Treasure deck (see Choosing Decks & Maps, p. 16) also provides the appropriate Bounty and Treasure Chest tokens.

DICE IN RIOT QUEST

In addition to six-sided dice, Riot Quest uses special dice. Instead of using pips or numbers, Riot Quest's special dice use explosion symbols to indicate strikes and blank faces to indicate misses. A strike is indicated by one explosion on the die. A super strike, indicated by two explosions, counts as two strikes. When rolling dice in Riot Quest, simply add up the number of explosion symbols rolled to determine the total result. For instance, the three dice below add up to three strikes.
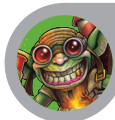
MISS	STRIKE	SUPER STRIKE

Riot Quest uses colored dice with different chances of rolling a strike depending on the color. There are three types and colors of dice:

Gubbin make things go BOOM!

ACTION DICE

The white **ACTION DICE** are comprised of three misses, two strikes, and one super strike. Action Dice are the basic resource of Riot Quest. Many of the actions a Hero can perform during an activation require spending at least one Action Die.

You begin the game with six Action Dice in your **DICE WELL**. During the game, you move your Action Dice between your Dice Well and your Hero cards. After you spend dice from your Dice Well, place them on the card of your Hero who spent them. At the end of each round, you remove all Action Dice from each of your Heroes and return them to your Dice Well. Your Action Dice move back and forth between your Heroes and your Dice Well in this way throughout the game. A player can never have more than six Action Dice in their Dice Well.

If one of your Heroes is knocked out of play, or if a Hero returns to the Bench for any other reason, any Action Dice previously spent by that Hero remain on that Hero's card until the end of the round.

THUNDERHEAD FORTRESS

ONCE THE HEADQUARTERS FOR INFAMOUS MAD ALCHEMISTS, THUNDERHEAD FORTRESS NOW STANDS EMPTY AND UNGUARDED. WITHIN ITS LABYRINTHINE HALLS, HOWEVER, AWAITS UNTOLD WEALTH AND MANY MAD CONTRAPTIONS, WHICH CAN FETCH A PRETTY PENNY FOR THE SAVVY SCAVENGER. ALSO WITHIN IS DEATH...OR AT LEAST SEVERE INJURY. OR ROPE BURNS. MAYBE YOU'LL GET HOMESICK?

BOOST DICE 🔷

The blue **BOOST DICE** are comprised of two misses, three strikes, and one super strike. Boost Dice are special dice rolled based on the stats of a Hero's weapon when that Hero attacks, when they rig (see p. 25), or because of certain abilities or special circumstances. Boost Dice have better odds of success than Action Dice. Boost Dice are not placed either in your Dice Well or on your Heroes' cards and do not get used up when you roll them. They are bonus dice you get for free.

If you ever need to roll more Boost Dice or Power Dice than you have available, make your roll as normal, note the number of strikes rolled, then roll a number of dice again equal to the number of remaining dice to be rolled or up to what you have on hand. Continue doing this until you roll the number of dice required.

POWER DICE 🔴

The red **POWER DICE** are comprised of one miss, four strikes, and one super strike. Power Dice are special dice rolled based on the stats of a Hero's weapon when they attack or because of certain abilities or special circumstances. Like Boost Dice, Power Dice are not placed either in your Dice Well or on your Heroes' cards.

D6

This is a standard six-sided die with a number on each side. It is used to randomly determine difference factors of gameplay, such as where Heroes spawn and which Treasure Beacon a Treasure Chest spawns to (see p. 21).

Some rules may call for a **D3** to be rolled. This is shorthand for "roll a d6, divide by 2, and round up." When rolling a d3, a result of a 1 or 2 is a 1, a roll of 3 or 4 is a 2, and a roll of 5 or 6 is a 3.

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HERO STATS

Each Hero has a corresponding stat card with a variety of information that indicates how quickly they run across the Arena, their combat prowess, unique abilities, etc.

CORE STATS

- **NAME**: This is the Hero's name. A player's Crew cannot contain any Heroes with the same name.

- **SPEED (SPD)**: This is how many spaces a mini can move on the grid when it performs a Run action (see Movement & Terrain, p. 27).

- **DEFENSE (DEF)**: A mini's DEF stat determines how hard it is to hit this mini with an attack. The DEF stat has two numbers: the first is the number of strikes your opponent must roll during a single attack to hit this mini. The second is the number of strikes your opponent must roll to also score Super Damage on the mini in addition to hitting it (see Super Damage, p. 31).

- **STAMINA (STA)**: This is how much damage a mini can take before being knocked out.

CLASS

Each Hero has a class that represents its role in the game. Classes include Fighter, Guard, Gunner, Rogue, Scout, and Specialist.

Classes are important for interacting with Bounty cards and Treasure Chests. Additionally, each class has an associated ability. This means that all Heroes of the same class have this ability in common.

- **FIGHTERS** emphasize melee combat. Fighters all have the **CHARGE** ability.

- **GUARDS** emphasize durability; they protect the members of their crew. Guards all have the **SAFEGUARD** ability.

- **GUNNERS** emphasize ranged combat. Gunners all have the **AIM** ability.

- **ROGUES** emphasize stealth and loot acquisition. Rogues all have the **SNEAK** ability.

- **SCOUTS** emphasize speed and offensive utility. Scouts all have the **SPOTTER** ability.

- **SPECIALISTS** emphasize support capabilities and gear acquisition. Specialists all have the **TINKER** ability.

ABILITIES

A mini's special abilities are listed on its stat card, first by the name of the ability and then a description of its effect.

Some abilities are on the Hero themselves, such as their class abilities. These types of abilities are always in effect or, in the case of special actions, are always available to perform unless another specific rule prevents it.

The other abilities typically found on a stat card are tied to a specific weapon and are only in effect when that weapon is being used to make an attack.

ATTACK STATS

A mini's attack options are represented by its weapon stat bars. There are two basic forms of attack: melee and ranged attacks. On a mini's weapon stat bar, melee denotes a melee weapon, and ranged denotes a ranged weapon. (See Making Attacks, p. 29.)

NAME & ICON: This is the name of the weapon being used. Next to a weapon's name will be the appropriate icon to indicate whether it is a melee or ranged weapon. A mini must have a melee weapon to make melee attacks and must have a ranged weapon to make ranged attacks.

RANGE (RNG): This indicates how many spaces away the target of an attack can be from the attacking mini.

BOOST DICE AND POWER DICE: This is the number of Boost Dice and Power Dice that you roll (in addition to any Action Dice spent) when making an attack with this weapon.

DEZ — SPD 4 — DEF 3/6 — STA 3

AIM: THIS MODEL CAN REROLL ANY NUMBER OF ACTION DICE WHEN IT MAKES A RANGED ATTACK.
HIGH DENSITY ARMOR: THIS MODEL CANNOT BE MOVED BY ENEMY EFFECTS OR ABILITIES.

DAGGER

SUPERCHARGED BAZOOKA

BEATBACK: IF THIS MODEL HITS AN ENEMY WITH THIS ATTACK, AFTER THE ATTACK IS RESOLVED, YOU CAN MOVE THAT ENEMY UP TO 2 SPACES SO LONG AS THE ENEMY ENDS FARTHER FROM THIS MODEL THAN IT BEGAN.

1. Class
2. Name
3. Speed Stat
4. Defense Stat
5. Stamina Stat
6. Hero Abilities
7. Weapon Icon
8. Weapon Name
9. Weapon Range
10. Weapon Dice
11. Weapon Abilities

STARTING A GAME

Players begin a game of Riot Quest by choosing which Bounty Deck to play (see Bounties & Winning the Game, p. 24), the quality of Treasure to discover (see Loot & Treasure, p. 21), and an Arena to play on. The Bounty deck in particular will heavily influence a player's choice of minis to use in a given game.

For your first games of Riot Quest, it is recommended you use the Heroes, decks, Riot Gear, and map from the starter box.

CHOOSING DECKS & MAPS

Players can either agree on which Bounty and Treasure decks to use for the game or randomly determine which two to use by rolling a d6. The player who rolls highest chooses the Bounty deck, and then the player who rolled lowest chooses the Treasure deck. In the case of ties, reroll to determine highest and lowest roll.

Each Bounty and Treasure deck contains a specific set of cards. This is indicated by a deck icon and card number. Cards cannot be swapped between individual Bounty or Treasure decks; each deck must be played with the specific cards in that deck's set. However, any Bounty deck can be played with any Treasure deck when choosing which decks to use for a game.

After the decks for the game have been determined, players can either agree on which Arena map to use for the game, or the player who rolled highest to determine which Bounty deck to use can also choose the map.

Finally, each player should keep a stack of Scrap cards nearby. They will use these to score Victory Points each time one of their Heroes knocks out an Enemy by using an attack.

BUILDING YOUR CREW

After the Bounty cards, Treasure cards, and Arena map have been determined, players choose the minis on their **CREW**. Creating a Crew is easy—just pick up to 10 Heroes from the available cast of Riot Quest characters you own. Your Crew can be made up of as many as 10 minis or as few as five. Heroes are unique, so you cannot have more than one of each of them on your Crew. Some characters will have multiple iterations released in Riot Quest, such as Black Bella the Duchess of Dread and Stonecold Black Bella. Since they are different minis with different Hero stat cards, they are considered separate Heroes, and you could include each of them once in your Crew.The more minis on your Crew, the more options you will have available to you during play. In addition to your Crew giving you a selection of minis to field, you also start with a hand of Riot Gear cards equal to the number of minis on your Crew.

Four of the Heroes on your Crew begin the game in play, and you will generally have no more than four Heroes in play at any given time. The remaining Heroes on your Crew that do not begin the game in play remain **ON THE BENCH** until they are spawned into play.

As minis are knocked out of play (see p. 21) during the course of the game, they are eventually returned to the Bench and other minis in your Crew are spawned to replace them in your Arena.

SET ICON & NUMBER

CHOOSING RIOT GEAR CARDS

After choosing the Heroes on your Crew, you next select a hand of Riot Gear cards. You start with one Riot Gear card for each Hero on your Crew and can choose from any Riot Gear cards you own. Riot Gear cards are unique; you cannot have more than one of each of them in your hand.

The rules for using Riot Gear cards are explained in Loot & Treasure (see p. 21).

ONE RIOT GEAR CARD PER MINI

PRO TIP:
Bigger crew means more gear! And more gear means more face wreckin'! Slap it on every chance you get!

SETUP & INITIAL SPAWNING

Once all players have chosen the minis for their Crews and selected their hands of Riot Gear cards, choose one player to be in charge of resolving the Bounty and Treasure decks. Each time a new Bounty card is flipped over and each time a new Treasure Chest spawns, this player draws the card and makes any appropriate dice rolls required to set up any associated tokens.

Before the first round of play begins, the player in charge of these decks flips over two Bounty cards and spawns one Treasure Chest as described in Loot & Treasure (see p. 21) and Bounties & Winning the Game (see p. 24). Next, players make a one-time *SETUP ROLL* to determine the order of the initial Hero spawning and who begins with Priority in the first round of the game. Each player rolls six *ACTION DICE* for the setup roll. The player who rolls the most strikes wins the setup roll. If two or more players roll the same number of strikes, the tied players reroll.

The player who wins the setup roll spawns the first Hero, then players take turns spawning Heroes until each player has spawned four Heroes. The rules for spawning Heroes are described in the Go Time section (see p. 18).

MULTI-PLAYER GAMES

In games with more than two players, the player who won the setup roll spawns the first Hero, followed by the other players in clockwise order.

ORDER OF PLAY

With everything set up, it's time to battle! Riot Quest is played in a series of rounds in which players alternate activating one of their Heroes to run, attack, raid treasure chests, rig bounties, and perform special actions with their minis until one player has succeeded in snagging victory.

A **ROUND** consists of:

- **PRIORITY ROLL,** when players roll off to determine who begins the Go Time for this round with Priority.

- **GO TIME**, when players alternate activating their Heroes, performing actions, and spawning additional Heroes if necessary.

- The **COOL DOWN**, when players return their Action Dice to their Dice Well, evacuate Heroes, and determine which of their minis leave the Cooler.

PRIORITY ROLL

At the start of each round (except the first), players make a Priority Roll. Each player rolls six **ACTION DICE**, and the player who rolls the most strikes wins the Priority Roll. If two or more players roll the same number of strikes, the tied players reroll. The player who wins the roll begins this round's Go Time with Priority.

Remember: don't make a Priority Roll for the first round of the game. The player who won the setup roll begins the first round's Go Time with Priority.

After the setup roll and each Priority Roll, players return their six **ACTION DICE** to their Dice Well.

GO TIME

Go Time is when most of the action will take place each round. A player with Priority takes their turn, first by spawning Heroes if necessary and then by activating a single Hero. When the Hero's activation ends, Priority proceeds clockwise to the next player. That player takes their Turn and so on until all players have chosen to **PASS**.

A player's turn is divided into two steps: spawning and activating

At the start of each turn, before a player begins spawning or activating, the player in charge of the Bounty and Treasure decks must resolve any new Bounties or Treasure Chest spawns required. This is described in greater detail in later sections.

SPAWNING

When your turn begins, if you have less than four Heroes in play, immediately spawn Heroes from your Bench until you have four in play. If you do not have enough available Heroes, spawn as many as possible.

To spawn a Hero, start by selecting a mini from your Bench. Heroes in the Cooler cannot be spawned into play (see p. 31). Once a Hero is selected, roll a d6 to determine which **SPAWN GATE** on the Arena map the Hero will spawn to. Spawn Gate spaces are highlighted in blue on the Arena map. Place that Hero in any unoccupied space adjacent to the Spawn Gate. If there is not a space adjacent to the Spawn Gate for a mini to occupy, roll again to determine another Spawn Gate.

Spawn Gates are barrier spaces, so Heroes never spawn directly onto the same hex as the Spawn Gate, only adjacent to it (see p. 29).

ACTIVATING

Next, choose one of your Heroes in play that *DOES NOT HAVE ANY ACTION DICE ON ITS STAT CARD* and activate it. When a mini activates, it can perform the following five actions. A brief description of each follows, but the rules in later sections explain these in greater detail:

> **RUN:** Spend an *ACTION DIE* to move the Hero

> **ATTACK:** Spend one or more *ACTION DICE* and roll them to perform either a melee or ranged attack

> **RAID:** Spend an *ACTION DIE* to open an adjacent Treasure Chest

> **RIG:** Spend an *ACTION DIE* to interact with a Bounty, according to its specific rules

> (A) **SPECIAL ACTION:** Spend an *ACTION DIE* to perform a Special Action listed on the Hero's card

> *Had I been bestowed an appellation betwixt my given name and my surname, it wouldst have been 'Action'! Yes, Action would be my middle name! Sir Action Dreyfus!"*

A mini can perform any combination of these five actions during a single activation as long as enough *ACTION DICE* are available, but a mini can perform each action only once per activation unless an ability or rule allows otherwise. For example, a mini cannot run twice in a single activation. A mini cannot perform both a melee attack and a ranged attack in the same activation unless a special rule allows it. However, in a single turn, a mini can run, attack, and raid a Treasure Chest.
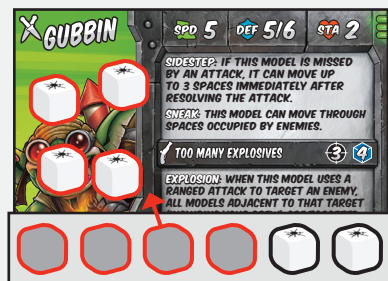
Minis can perform these actions in any order but cannot interrupt their movements and attacks when doing so.
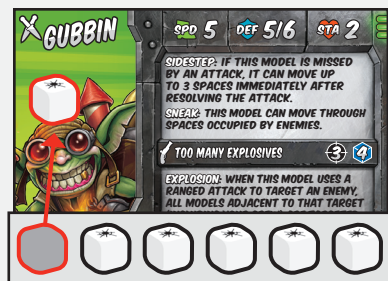
Gubbin spends an available ACTION DIE to run, allowing him to move across the Arena.
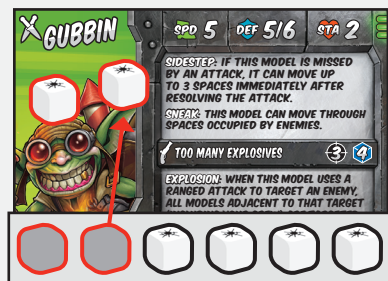
Then, he spends another ACTION DIE in the same turn to raid an adjacent Treasure Chest.

Finally, Gubbin performs a ranged attack against a nearby Enemy, deciding to spend two ACTION DICE to do so instead of just one.

For each action performed, you must spend **ACTION DICE** from your Dice Well. Some actions, like attacks, allow the player to spend more than one **ACTION DICE**. As your Hero moves, makes attacks, rigs bounties, etc., place the **ACTION DICE** spent on that Hero's card. These remain on the card until they are removed during the Cool Down phase at the end of the round.

> **A HERO MUST PERFORM AT LEAST ONE ACTION WHEN THAT HERO ACTIVATES.**

When a player is done activating their Hero, Priority proceeds to the next player in clockwise order and their turn begins.

Remember, you can also spend Loot to equip your Heroes in play with Riot Gear cards (see p. 22) during Go Time when you have Priority. You can equip one or more of your Heroes when you have Priority even if the Hero being equipped isn't activating.

PASSING

If your turn begins and you cannot activate a mini (typically because all of your **ACTION DICE** have been spent for the round), you must pass. You can also voluntarily pass even if you still have **ACTION DICE** available, but it's usually not a good idea to do so. When you pass, you do not take a turn. Instead, Priority immediately proceeds to the next player, and you can no longer gain Priority this round. This means once you have passed, you will have not another turn until the next round.

> **NOTE:** Because you do not actually take a turn when you pass, you do not spawn any Heroes nor does the player in charge of the Bounty and Treasure decks resolve these decks when you pass.

COOL DOWN

After all players have passed, the final phase of the round begins.

First, remove all **ACTION DICE** from your Heroes. Next, each player has the option to evacuate one of their Heroes in play. Starting with the last player to have Priority this round and continuing clockwise, each player can return one of their Heroes in play to their Bench. For a Hero to be evacuated, the Hero must meet the following criteria:

1. the Hero must be undamaged

2. the Hero must be on or adjacent to the center hex of the Arena map.

Evacuating a Hero is a great way to prepare yourself for the following round when you might need a spawn a different type of Hero to perform a specific action or to help complete a Bounty but do not want to wait until one of your Heroes is knocked out. Remember: when a Hero leaves play, any Riot Gear equipped to that Hero is discarded, so there is a potential "cost" to evacuating a Hero.

After the evacuation step is complete, roll to determine which of your Heroes in the Cooler are returned to your Bench (see p. 31), and finally, return all of your **ACTION DICE** to your Dice Well.

> *A coward dies a thousand deaths, but a gallant hero respawns!*

LOOT & TREASURE

Throughout a game of Riot Quest, Heroes run around the Arena, gathering up Loot tokens and raiding Treasure Chests. Loot is used to equip Heroes in play with Riot Gear cards from your hand (see p. 22). Loot is also gained by knocking out an Enemy and then gathering the Loot tokens the knocked-out mini leaves behind. Some Bounty cards have additional rules enabling players to accumulate Loot tokens. Unlike Riot Gear, which is equipped to a Hero or some Bounty tokens, which can be held by a specific Hero, Loot tokens belong to a player and not to any specific Hero in that player's Crew. Each player begins the game with 0 Loot.

KNOCKED-OUT MINIATURES & LOOT TOKENS

When one of your minis is knocked out of play, place one **LOOT TOKEN** on the space the mini previously occupied. When a mini enters a space with a Loot token on it, that mini's controlling player gains that Loot token. If another type of token, perhaps specific to a Bounty card, enters the same space as a Loot token, the Loot token is not removed from the Arena map. Multiple tokens can exist in the same space because, unlike minis or barriers, they do not occupy a space.

A player cannot have more than 10 Loot tokens at any time. If a Hero controlled by a player with 10 Loot tokens moves into a space with a Loot token on it, that token is not removed from the Arena map like normal.

TREASURE BEACONS, TREASURE CHESTS & RAIDING

Treasure Chests, and raiding them with your Heroes, provide massive benefits that will help you achieve victory in Riot Quest. The benefits available are determined by the Treasure deck.

Each Treasure card is made up of the following elements:

- **CHEST TYPE:** The type indicates which type of Treasure Chest is spawned. This determines which Heroes can raid the Treasure Chest without spending an *ACTION DIE*. Text under the type explains which Heroes can do so.

- **TREASURE TABLE:** The table is the list of benefits a player can possibly receive when they raid the Treasure Chest.

To spawn a Treasure Chest, the player in control of the Treasure deck draws the top card and rolls a d6 to determine which Treasure Beacon space the Treasure Chest will spawn in. If a Treasure Chest would spawn to a Treasure Beacon where it was the previous turn, reroll the d6. Treasure Beacon spaces are numbered 1–6 and are part of the Arena map. Treasure Beacon spaces are highlighted in yellow on the Arena map. Place the appropriate Chest token on the determined Treasure Beacon. Each Chest token matches one of the cards in the Treasure deck. The drawn card is placed near the Arena map to reference later if it is raided.

1. Chest Type

2. Special Rule

3. Treasure Table

A Hero can raid a Chest during that Hero's activation be spending one *ACTION DIE* while adjacent to the Chest. This *ACTION DIE* is placed on that Hero's stat card after the raid is complete. If the special rules match the Hero raiding it, the Hero can raid the Chest without spending an *ACTION DIE*!

When a Chest is raided, remove the Chest token from the Beacon, and then the raiding player immediately rolls a **BOOST DIE** and receives the benefit found on the Treasure table for the Treasure card in play. The Treasure card is then discarded next to the Treasure deck.

At the beginning of each player's **TURN**, if there is no Treasure Chest on the map, the player in control of the Treasure deck spawns a new Chest as described

above. If there are no cards left to draw in the deck, reshuffle the discarded Treasure cards to create a new Treasure deck.

While Treasure Beacons are barrier spaces (see p. 21), Treasure Chest tokens are not treated as minis in terms of occupying hexes and are placed in the same space as the Beacon. A Hero never picks up a Treasure Chest token if that Hero has an ability that allows them to move through the Treasure Chest's space.

RIOT GEAR

Riot Gear cards are made up on the following elements:

- **NAME:** This is the gear's name. A player's starting hand of Riot Gear cards cannot include any cards with the same name.

- **LOOT COST:** This is how many Loot tokens you must spend to purchase the Riot Gear card from your hand and **EQUIP IT TO** one of your Heroes in play. The rules below explain the specifics of equipping gear.

- **EFFECT**: This explains how the Hero's core stats, weapons, and abilities are affected by having the Riot Gear card equipped.

You can equip gear on your Heroes at any time during Go Time when you have Priority (see p. 18) by spending Loot tokens equal to the card's Loot Cost. You cannot, however, interrupt a mini's movement or attack to equip it with gear. Once you have spent the Loot to pay the Loot Cost, place the Riot Gear card alongside the Hero's stat card.

Each Hero can have only one piece of gear equipped at a time. Only Heroes in play can have Riot Gear cards equipped to them. Heroes on your Bench or in the Cooler (see p. 31) can never have gear equipped to them for any reason.

1. Loot Cost   **3.** Effect

2. Name

You can choose to equip a piece of Riot Gear on a Hero that is already equipped with gear. If you do so, you must return the previously equipped Riot Gear card to your hand.

If a Hero with gear equipped is knocked out of play or placed on the Bench for any reason, its Riot Gear is broken, and the Riot Gear card is discarded. Additionally, some Riot Gear cards are discarded after they are used once, which is indicated by that card's effect. Each player should keep their discarded Riot Gear cards in a card pile nearby, as some abilities and rules may allow a player to return discarded cards to their hand for later use.

MAD SCIENCE & MECHANIKA

IN THE IRON KINGDOMS, MAGIC AND MECHANICAL TECHNOLOGY ARE COMPATIBLE SCIENCES. MACHINES, WEAPONS, AND OTHER APPARATUSES THAT COMBINE MAGIC AND TECHNOLOGY ARE COLLECTIVELY KNOWN AS MECHANIKA. IT TAKES A SKILLED ARCANIST, ADEPT AT BOTH MAGIC AND TECHNOLOGY, TO CREATE A MECHANIKAL ITEM, AND FOR SOME REASON, THOSE RARE INDIVIDUALS WITH THE ABILITY TO DO SO HAVE A TENDENCY TO BE SOMEWHAT... ECCENTRIC. FROM STEAM-POWERED AUTOMATONS TO STORM-SUMMONING LIGHTNING RODS, FROM MIGHTY SKY SHIPS AND TRANSPLANAR PORTALS, THESE MAD SCIENTISTS HEED NO BOUNDARIES IN PURSUIT OF THEIR WILD CREATIONS. THIS IS ALSO HOW WE GOT SUCH INNOVATIONS AS THE POORLY CONSIDERED GALVANIC ROCKING CHAIR, THE REGRETTABLY EYE-IMPALING FORKOMATIC, AND THE ABOMINABLE STEAM-POWERED ROAD HOG—A GIANT PIG, SUPERCHARGED FOR WAR BY THE STEAM ENGINE FUSED TO ITS BACK. ALL OF THESE INSANITY-BORN CREATIONS AND MANY MORE ARE RESPONSIBLE FOR COUNTLESS CALAMITIES AND ATROCITIES. SO, LET THE BUYER BEWARE!

BOUNTIES & WINNING THE GAME

Players primarily score Victory Points (VPs) by claiming Bounty cards and Scrap cards.
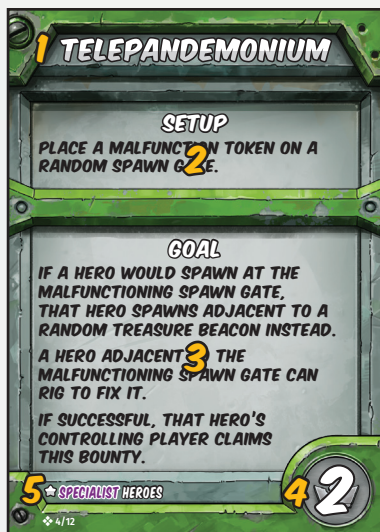
BOUNTY CARDS

Most cards are made up of the following elements:

- The **NAME** of each card has no game effect. Bounty decks do not include any cards with the same name.
- The **SETUP** indicates any tokens that need to be placed on the Arena map for this specific card. Not every Bounty card uses a Setup.
- **THE GOAL** indicates the condition that must be met for a player to claim a Bounty, as well as any special rules that are in effect while the card is active.
- **THE VALUE** indicates how many VPs a Bounty is worth when claimed.
- **THE RIG BONUS** indicates which kind of Heroes receive a bonus dice when attempting a rig action associated with this Bounty card. Not every Bounty card uses a Rig Bonus.

When the player in control of the Bounty deck draws cards (such as the two that player draws during setup), the player resolves any Setup effects on those cards in the order they were drawn and then places the cards faceup next to the Arena map. While a Bounty card is faceup next to the Arena in this manner, it is considered active.

> *It pays more than mage-hunting ever did and the hours are better. The downside is, look who I have to work with.*

1. Name
2. Setup
3. Goal
4. Value
5. Rig Bonus

During a player's turn, when that player meets the requirement listed in the Goal of a Bounty, the player immediately claims the Bounty and scores a number of VPs equal to the card's Value. The Bounty card should be placed in front of the player who claimed it as a method to track their total VP score. The card is no longer active, its special rules no longer apply, and any Bounty tokens that were placed as part of its Setup are removed from the Arena.

At the beginning of each player's **TURN**, if there are not two active Bounty cards, the player in control of the Bounty deck draws and resolves the setup of Bounty cards until there are two active cards. If there are no cards left to draw in the deck, do not reshuffle any Bounty cards claimed by players. Instead, players will have to rely on Scrap cards to score the remaining VPs required to win the game.

BOUNTY TOKENS

The Setup of some Bounty cards includes placing various tokens on the Arena map. These are referred to as Bounty tokens. A Hero can enter a space with a Bounty token on it unless that space is restricted in some way, such as by being a barrier space.

Unless the Bounty card indicates the token can be picked up, do not remove the token when a Hero enters its space. If a token can be picked up, put the token on a Hero's stat card when a Hero enters its space to indicate that Hero is holding it. A Hero cannot hold more than one Bounty token at a time. If a Hero holding a Bounty token enters a space with another Bounty token that can be picked up, the token remains in the space and is not picked up.

If a Hero holding a token is knocked out or removed from the Arena for any reason, the token is placed in the space the Hero was occupying before being removed. This is referred to as dropping the token. A Hero cannot voluntarily drop a token unless the Goal of a Bounty card indicates they can do so.

RIGGING

The Goal of some Bounty cards will require Heroes to rig a particular element, typically a Bounty token, in order to claim the Bounty. Rigging can be performed during a Hero's activation, and an **ACTION DIE** must be spent in order to do so (see p. 12).

If a Bounty card requires rigging, a Rig Bonus is displayed at the bottom of the Bounty card. The Rig Bonus indicates the type of Hero that receives an extra die when attempting the rig that is specific to that Bounty card. For example, if a Rig Bonus indicates "Fighter Heroes," Heroes with the Fighter class receive this dice bonus.

When a Hero rigs, roll three **BOOST DICE**. If the total number of strikes rolled is three or more, the rig is successful; otherwise, it fails. If the Hero performing the rig receives a bonus, roll a **POWER DIE** in addition to the three Boost Dice.

Eiryss is adjacent to the Deathtrap token, and the rules of the Bounty card that put the token into play say that a Hero adjacent to the Deathtrap can rig to disarm it.

*Eiryss spends one **ACTION DIE** to perform the rig. Because she matches the Rig Bonus, she rolls a **POWER DIE** in addition to the three **BOOST DICE**.*

Five strikes were rolled. The number needed to successfully rig is three strikes, regardless of if the roll received the rig bonus or not. With this roll, Eiryss has succesfully rigged the Deathtrap.

SCRAP CARDS

Scrap cards are a constant method that any player can use to score VPs. All Scrap cards are identical, and all read "When a Hero you control knocks out an Enemy with an attack, claim this card," and all have a Value of 1.

Each time a Hero knocks out an Enemy as described, the controlling player adds a Scrap card to that player's stack of claimed Bounty cards, increasing their total VPs. If a player runs out of Scrap cards in their stack, they should either borrow some from an opponent or use a token such as glass bead to indicate they've scored a VP. In other words, even if Scrap cards aren't available, a player can always score a VP in this manner.

It is important to note that Scrap cards are only gained when Enemies are knocked out as the direct result of the damage from an attack. For example, if an Enemy is knocked out by stepping on a trap placed by a Bounty card, or if a piece of Riot Gear equipped to a Hero in your Crew damages Enemies every time your Hero gets hit, no Scrap card is gained.

"Scrap 'em if they can't take a joke! And scrap 'em harder if they don't step away from my loot!"

WINNING

In a standard game, a player immediately wins the game by earning seven or more VPs. For longer games, players can agree to play on a higher VP goal instead.

If two or more players score the required amount of VPs simultaneously, the player with the higher final VP total wins. If both players are tied for VPs, use the tiebreaker rules below.

If you must end your game before one player wins, the player with the highest VP total wins. If this results in a tie, the player with the most Loot tokens wins. If this results in a tie, the player with the most Riot Gear cards currently equipped to their Heroes wins. If the result is still a tie, the match ends in a draw.

1 SCRAP

WHEN A HERO YOU CONTROL KNOCKS OUT AN ENEMY WITH AN ATTACK, CLAIM THIS CARD.

3 1
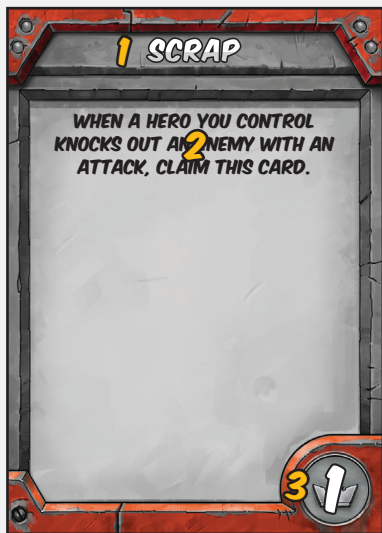
1. Name

2. Goal

3. Value

MOVEMENT & TERRAIN

The most common type of movement in Riot Quest is **RUNNING**. Each mini has a **SPEED (SPD)** stat that indicates how many spaces it can move on the map each time it runs. When you want to move one of your minis by running, you first spend an **ACTION DIE**, place the die on that mini's card, and move the mini up to a number of spaces equal to its **SPD** stat. A mini can run once per activation, though some abilities allow a mini to move in ways other than running during their own or their opponent's turn.

A mini can move in any direction. See the diagram below.

At no point during a mini's movement can it move through the same space as an Enemy unless the moving mini has a special rule enabling it to do so. However, a mini can move through the same space as a mini in their own Crew. Remember, no mini can end its movement on a space occupied by another mini or on a barrier space.
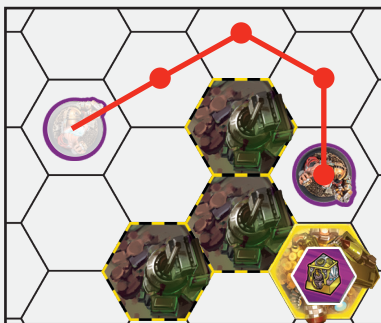
> **Stay outta my personal space, Sir Doofus!**

Minis cannot move off the Arena map. If at any time a mini would be moved beyond the edge of the map, the mini stops at the edge of the map. When you put minis into play, you must put them on spaces they can legally occupy.
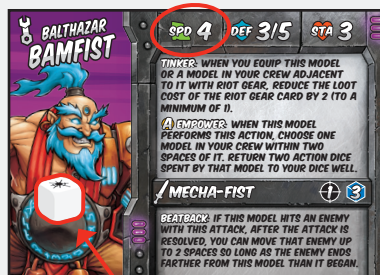

Bamfist spends one ACTION DIE to run. His SPEED is 4, so he can move up to 4 spaces when he runs.

Some effects can cause a Hero to move. This movement is not considered running, but it follows all other normal rules for movement. Additionally, some effects can cause a Hero to be placed. When a mini is placed, it is not considered movement; simply pick the mini up and place it in an unoccupied hex space according the rules of the effect.
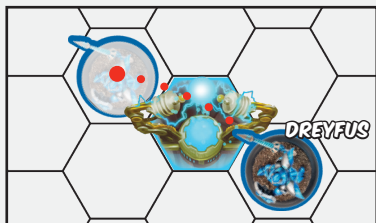
Sir Dreyfus has the Jump ability, which allows him to spend an ACTION DIE to be placed on any unoccupied hex within two spaces of himself. Placing minis in this manner does not follow the normal movement rules. The mini is picked up an placed in an unoccupied hex. You are able to ignore the barrier space of the Spawn Gate when counting hexes in this manner, whereas with normal movement you could not move Dreyfus into this hex at any time.
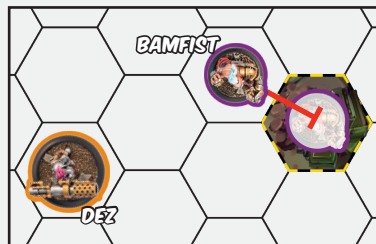

Dez has the Beatback ability on her Bazooka, which allows you to move Enemies she hits with this weapon up to 2 spaces. Moving minis in this manner follows all normal movement rules. When Bamfist is moved onto the obstacle space, it counts as 2 spaces instead of 1, following the terrain rules so he...

TERRAIN

The spaces on the Arena map represent various types of *TERRAIN* your minis will traverse. Some are more difficult to cross than others.

- *OPEN TERRAIN:* The majority of spaces on an Arena map are these spaces and have no special restrictions.

- *OBSTACLES:* Count these spaces twice when a mini moves into them. Obstacle spaces are highlighted in hazard markings on the Arena map. While a mini is in an Obstacle space, it gains Cover.

- *BARRIERS*: Minis cannot enter or move across these spaces unless they have an ability that lets them do so. A mini cannot end its movement on a barrier space.

Remember, both Spawn Gates and Treasure Beacons are barrier spaces. Some cards and abilities can reference the "center of the map." Every Arena map has one open terrain hex space that features the Riot Quest logo in it—this is the center of the map.
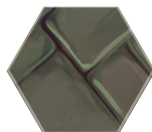
OPEN

OBSTACLE

CENTER

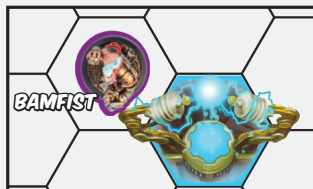**SPAWN GATE**

TREASURE BEACON

COVER

Some terrain and abilities grant Cover.

A mini with Cover gains **+1 DEF**. This affects both the first and second DEF stat of a mini, making it harder to damage them normally and to cause Super Damage.

ADJACENT

The term **ADJACENT** describes something in a space next to a mini, space, or token. A mini is always considered adjacent to itself and to any tokens in the same space as that mini.

In these examples, we see three different instances of Heroes being adjacent to something. Dez and Gubbin are adjacent to each other. Eiryss is adjacent to the Loot token. Bamfist is adjacent to the Spawn Gate.

MAKING ATTACKS

Riot Quest has two types of attacks: **MELEE ATTACKS** and **RANGED ATTACKS**. To make an attack, first choose the weapon the Hero making the attack will use and then choose a target within Range (RNG) of that attack. You must roll at least one **ACTION DIE** from your Dice Well to make an attack, but you can use any number of **ACTION DICE** currently in your Dice Well.

Two other types of dice can affect attacks: **BOOST DICE** and **POWER DICE**. The weapon stat will indicate how many of each dice you add to your **ACTION DICE** roll when making the attack. Riot Gear and abilities can add or subtract dice as well.

Once you've gathered all your dice, roll them, count up the total number of strikes, and compare that total to the **DEFENSE (DEF)** of your target. If the total number of strikes is equal to or greater than the target's **DEFENSE**, the attack is successful and hits the target. After the attack resolves, place all the **ACTION DICE** used in the attack on your Hero's card.

One boom! Two booms! All da' BOOMS!

All attacks cause the target to suffer 1 point of damage when they hit. However, if the attack roll results in enough strikes to equal or exceed the targets second **DEF STAT**, they also suffer Super Damage (see below). Place a damage token on a Hero's card for each point of damage they suffer.

You can never target minis in your own Crew with attacks unless a special ability or effect allows you to do so. And don't forget, even though many Heroes will have more than one weapon available to them, they can only make one attack each activation.
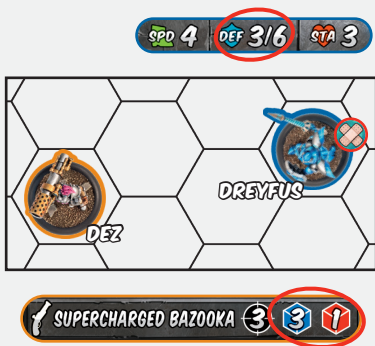
Dez attacks Sir Dreyfus with her Bazooka, and her controlling player opts to spend the minimum number of **ACTION DICE** *to make an attack (only one). This roll also includes three* **BOOST DICE** *and one* **POWER DIE** *as those are the stats associated with the weapon being used. A 4 is rolled, which is greater than or equal to Dreyfus' lower* **DEF** *stat but not his upper* **DEF** *stat. Dreyfus is hit and suffers 1 point of damage.*
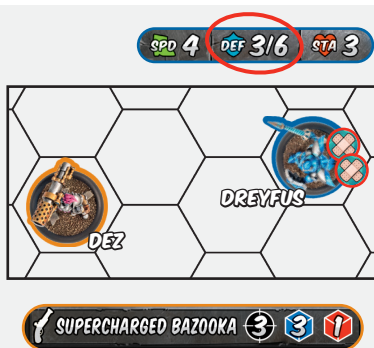
Dez attacks Sir Dreyfus with her Bazooka and also has a piece of Riot Gear equipped that adds an additional **POWER DIE** *to any ranged attacks she makes. Her controlling player opts to spend two Action Dice to make this attack. A 7 is rolled, which is greater than or equal to Dreyfus' upper* **DEF** *stat. Dreyfus is hit and suffers Super Damage, which causes 2 points of damage.*

TARGET MINIS

When you choose to have a mini attack, you must select an Enemy as the **TARGET**.

A mini can make an attack targeting any Enemy within range. An attack's RNG is based on the weapon used. For example, a ranged weapon with a RNG 3 can target minis up to three spaces away, while a melee weapon with a RNG 1 can only target an adjacent mini.

Dez has Range 1 on her Dagger melee weapon, and Range 3 on her Bazooka ranged weapon. Dez can make a melee attack against an Enemy within 1 space of her, which are highlighted blue. Alternatively, Dez could make a ranged attack against an Enemy within 3 spaces of her, which would include both the blue and red highlighted hexes. Note that minis or barrier spaces don't hinder a mini's weapon range in any manner, so Dez can target Eiryss with her Bazooka even with Gubbin and the Treasure Beacon between them.

SUPER DAMAGE

When an attack rolls enough strikes to meet or exceed a target mini's second **DEF** stat, the mini suffers **SUPER DAMAGE** from the attack, which means the target suffers 1 additional point of damage from the attack.

Some special rules enable a mini's attacks to cause Super Damage if the attack simply hits its target whether enough strikes to meet or exceed the mini's second **DEF** stat or not. If multiple abilities or effects that cause Super Damage occur on the same mini, the target still only suffers 1 additional point of damage.

DAMAGING MINIS, GETTING KNOCKED OUT & THE COOLER

Each mini has a set amount of **STAMINA** that determines how much damage it can suffer before being **KNOCKED OUT** of play. Minis are knocked out when they suffer damage equal to or greater than their **STAMINA**.

When a mini is knocked out, it is taken off the Arena map and placed in its controller's **COOLER**. Place 1 Loot token on the map in the space the mini occupied (see p. 21). Any Riot Gear cards that mini had equipped are discarded. Any **ACTION DICE** already spent on that mini this round remain on the mini's stat card until the Cool Down phase.

When a mini leaves the Arena for any reason (knocked out, sent to the Bench by a special ability or Treasure Chest effect, evacuated, etc.), remove all damage from that mini.

Remember, your minis that are knocked out of play are replaced by **SPAWNING** new minis during your next turn (see Spawning, p. 18).

Minis in the Cooler cannot be spawned into play. Instead, during a player's Cool Down phase, that player rolls a number of **ACTION DICE** equal to the number of minis in their Cooler. For each strike rolled, that player can move one Hero from the Cooler to the Bench.

*Both Boomhowler and Shivers were knocked out and are in the Cooler. At the end of the round, you would roll two **ACTION DICE** since you have two Heroes in your Cooler. With one strike as the result, you can only choose one of these Heroes to leave the Cooler and return to your Bench. The Hero that remains in the Cooler won't be available when you spawn more Heroes into the Arena next round.*

ADDITIONAL RULES

Ⓐ SPECIAL ACTIONS

Special actions are a type of ability that requires an **ACTION DIE** to use. A mini can perform a special action during its activation by spending one **ACTION DIE** from the Dice Well. A special action cannot interrupt the movement of a mini and cannot interrupt an attack. A mini can only perform one special action each time it activates.

DUPLICATE ABILITIES & SPECIAL RULES

Each time abilities or special rules with the same name affect a single mini, only apply that ability or special rule once. Similarly, if abilities or special rules with the same name affect a single attack, only apply that ability or special rule once.

Dez's Bazooka has the **BEATBACK** *ability normally. The Bang Rounds Riot Gear also provides the Beatback ability to a mini's ranged attacks. If Dez equipped Bang Rounds, she would receive the bonus* **POWER DICE** *when making ranged attacks but would still only apply the Beatback ability once per hit, not twice.*

MODIFYING DEFENSE

If an ability or rule modifies a mini's **DEF**, such as Cover granting **+1 DEF**, it affects both the first and the second DEF stat, unless stated otherwise.

*Sir Dreyfus has a **DEFENSE** of 3/6. Standing in obstacle terrain, he gains Cover, so his **DEFENSE** against any type of attack becomes 4/7 instead.*

▲4/7

SPD 4 | DEF 3/6 | STA 3

*This time, Sir Dreyfus is not benefitting from Cover and is suffering an enemy Eiryss' Spotter ability, which lowers his **DEFENSE** against ranged attacks by 1. If the enemy Eiryss were to attack Dreyfus with a ranged attack, his **DEFENSE** would become 2/5.*

▼2/5

SPD 4 | DEF 3/6 | STA 3
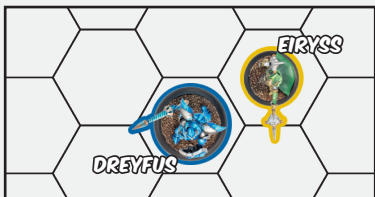
TIMING OF ABILITIES

A number of abilities can be triggered as part of an attack. Some specify they take place after the attack has been resolved, and others resolve as part of the attack in a particular order. When multiple abilities trigger at the same time, follow these steps to resolve them:

1. The attacking player's abilities that trigger on a hit resolve first, in an order chosen by that player.

2. The other player's abilities that trigger on a hit resolve next, in an order chosen by that player.

3. The attacking player's abilities that trigger on damage resolve first, in an order chosen by that player.

4. The other player's abilities that trigger on damage resolve next, in an order chosen by that player.

5. The attacking player's abilities that trigger on knocking out a mini resolve next, in an order chosen by that player.

6. The other player's abilities that trigger on a mini being knocked out resolve next, in an order chosen by that player.

7. The attacking player's abilities that are resolved "after an attack is resolved" resolve first, in an order chosen by that player.

8. The other player's abilities that are resolved "after an attack is resolved" revolve next, in an order chosen by that player.

If a mini is removed from the Arena map before its abilities are triggered, its abilities do not take effect.

◉ EIRYSS
FORTUNE HUNTER OF IOS

Once the preeminent assassin of the elven nation of Ios, the name Eiryss struck fear in the hearts of human magic users across the Iron Kingdoms. The only way to guarantee one's safety from the Mage Hunter's deadly crossbow bolts was to hire her services for a troll's weight in gold. Indeed, there was a time when no general would martial an army without Eiryss among their ranks, and how she managed to canvas the kingdoms and be in so many places at once remains a mystery to this day.

After the Claiming, the nations of western Immoren were shattered, and mercenary work became scarce. The xenophobic animosity that once inspired the profession of snuffing wizards was quelled, and Eiryss found herself without a paycheck. But for those born

WEAPONS & GEAR
TWIN MAGNABOW PISTOLS EQUIPPED WITH GUNBLADES

with battle in their blood, old habits die hard, and Eiryss soon found that her skills at mage hunting were equally effective for treasure hunting.

What Eiryss failed to realize is that loot hunting in an apocalyptic wasteland is not a solo gig, and after losing more than one big score to rival scavenger gangs, she bit the crossbow bolt and put together a crew. While she's been banking more cash than ever, she's not shy about missing the good old days, when she was the best at what she did—and she got to do it alone.

Get tips and tricks for painting Eiryss at RiotQuest.com!

GUBBIN

Some would say he's a little off. Others would say he's downright batty. Gubbin wouldn't disagree with any of them. He'd just giggle impishly, light another stick of dynamite, and blow something up. That's what he does: he blows stuff up. Literally, it's all he does. In fact, it's very hard to get him to stop, and trying to do so is a life-imperiling proposition.

With a backpack full of every type of explosive imaginable, Gubbin is a never-ending source of pyrotechnic demolition. Gobbers, in general, have a penchant for going over the top with just about anything they do and seem to prefer overly complex or extreme solutions to everyday problems. They're natural tinkerers, curious about all things mechanical, and are famous for bodging together absurd contrivances and weapons scavenged from nothing but scrap. They also love a good explosion, and Gubbin loves explosions more than anyone.

WEAPONS & GEAR

FIREBOMBS • TNT • FRAG GRENADES
BOTTLE ROCKETS • CLUSTER BOMBS
CONCUSSION GRENADES
FLASHBANGS • PARTY POPPERS
HOLY HAND GRENADES

Despite being highly successful as a scavenger, Gubbin has amassed little wealth. He spends his hard-earned coin as quickly as he gets it, restocking his supply of glee-inducing munitions. Bottle rockets, grenades, TNT, firebombs—if it goes "BOOM!" Gubbin can't get enough of it.

Having a sneaky little bomber buddy can be a useful asset when rooting through loot-filled dungeons and treasure-laden fortresses where one is likely to encounter competition. But gobbers can be a bit unpredictable, so Gubbin's wiser teammates try their best to make sure they keep a safe distance. If you do catch a little shrapnel (or worse, experience the full force of one of Gubbin's favorite blast-makers), don't take it personally. That's just what he does.

Get tips and tricks for painting Gubbin at RiotQuest.com!

SIR DREYFUS
THE STORM KNIGHT

In the glory days of yore, when the national pastime of the four great nations of the Iron Kingdoms was to bludgeon each other to a pulp, the great Order of Storm Knights was among the most formidable and celebrated of the many heroes on the battlefield.

Sir Dreyfus was not one of them.

The knights who bore the golden swan emblazoned upon their blue-lacquered armor and wielded the power of a lightning storm in their mechanika weapons were highly disciplined and selfless, and the only thing they placed a higher value on than their own brothers-in-arms was the king and country they served. Admission to their order was a rigorous series of demanding tests that prized strength of character and fortitude of mind as much as physical prowess. Despite his lifelong ambition to become a storm knight, Dreyfus could not make the grade. Not even close. But

WEAPONS & GEAR
STORM LANCE • VOLTAIC SHIELD
JUMPJETS

when the Order was annihilated to the man with the fall of the Iron Kingdoms, there was no one to refute Dreyfus as the champion to keep their tradition alive.

What Dreyfus lacks in humility and mental firmness, he makes up for with the moronic courage and thick-witted determination of a drunken dire troll. And he has augmented his less-than-intimidating physique with enough mechanika that even without any formal combat training, he can't help but demolish just about anything he comes in contact with.

And thus the legacy of the greatest knights of the Iron Kingdoms lives on, if not in the minds of anyone who cares, at least in the heart of Sir Dreyfus, the Last Storm Knight.

DEZ

Dez has been a fighter all her life. As the little sister of four older brothers, Dez learned the rule of "might makes right" at an early age, and by the time she was ten, she had garnered a reputation for breaking the nose of anyone that might make the mistake of looking at her the wrong way.

Really, Dez just liked to break things.

Born Desiree Consuelo Catalina Acosta, Dez has always spurned anything she deemed frilly or foofooy, starting with her name, so she cut it down to size right away—anyone daft enough to mention her birth name got to enjoy a punch in the schnoz. Being ladylike and courtly were concepts Dez could not endure, and with all the social grace of a rabid gorax, she rejected any notion that she should conform to society's expectations of a proper young woman. Instead, with an affinity for hardware and heavy machinery, she eagerly followed

in the footsteps of her brothers and enlisted in the military, where she discovered her true calling in life: artillery.

There is no music sweeter to Dez's ears than the skull-rattling report of a large bore cannon. The heavier the shells, the more her heart swells! And if it leaves a crater, there's nothing greater.

Since she joined a scavenger crew where she can indulge in her passion for destruction while filling her rucksack with fat stacks of cash, she's never been happier. With the love of her life on her shoulder—a custom-crafted supercharged high-velocity bazooka—Dez shows up for every job with a smile on her face and a spring in her step.

Just don't ask her about her name.

Get tips and tricks for painting Dez at RiotQuest.com!

BALTHAZAR BAMFIST

"You ain't from around here," is a phrase Balthazar Bamfist has heard more times than he has bristles in his beard. Because he's not.

Most of the dwarves in the Iron Kingdoms can trace their roots to Rhul, the ancient mountainous homeland of one of the earliest civilizations in western Immoren. They're a proud people, as stubborn as they are stubby, and most prefer the solitude of their mountain fortresses to the once-bustling cities of the Iron Kingdoms. But not Bamfist.

He hails from Zu, the mysterious continent far across the southern sea, where few from the Iron Kingdoms have ever sailed, and fewer still have returned. But news does travel fast, and when the adventure-craving Bamfist learned of the Claiming and what treasures had been left behind, he set off to the Iron Kingdoms to find his fortune.

WEAPONS & GEAR
MECHA-FIST • SNIFFER

As an arcane mechanik, or "mechanomage," Bamfist has a great love for mechanika and is adept in both its operation and creation. His skills make him an asset to any scavenger crew for his ability to equip them with useful gear as well as his ability to ferret out loot. He has a nose for it, some would say, but it's really his little sniffer—a mechanika treasure-seeking orb of his own design that tracks down and guides Bamfist to the hidden riches.

But Bamfist doesn't just fix things. He breaks them, too, with his signature prosthetic mecha-fist. Enchanted with arcane runes, the mechanical arm packs a wallop that more than lives up to his name.

Get tips and tricks for painting Bamfist at RiotQuest.com!

BLACK BELLA
DUCHESS OF DREAD

As merciless as she is beautiful as she is merciless as she is... You get the idea. The name Black Bella—aka the Duchess of Dread—strikes terror into the hearts of those who sail the high seas as well as those who hide from her on land. Woe betides he who gets between this pirate and her booty! So, avast ye scurvy dogs, she be the buccaneer with booty to... Again, you get the idea.

Once upon a stormy sea, Bella somehow became the captain of a pirate ship when every single officer above her was mysteriously and surely accidentally tossed overboard to a drowning doom of death. Claiming all the loot aboard, Bella promptly dubbed herself the Duchess of Dread (Duchess of Drowning

WEAPONS & GEAR
DUELING BLADES
DELIBERATELY DISTRACTING EYEPATCH

Doom of Death limited her options for disposing of her enemies, she felt), and she took to making so-called "spooky noises" while raiding for loot to account for her new title. In fact, such general silliness only furthered her reputation as being demented, but the Demented Duchess moniker never caught on.

Disregard the eyepatch; she has no actual blind spot. Oh, and she cheats in a fight. You've been warned.

BOOMHOWLER
SOLO ARTIST

Once the leader of the infamous mercenary band, Boomhowler & Co., Greygore Boomhowler struck out as a solo act—no, like he actually struck out—until he found an instrument that truly spoke to him: a chain gun! The staccato rhythm as it fired reminded him of the backup he'd always wanted in his band, though it was the wrong kind of band. Ultimately, he determined, Who needs backup?

Now free to use his particular skills as a fell caller for more than just stir the emotions and provide theme music for his battles, Boomhowler roams the post-apocalyptic Iron Kingdoms in search of three things: enemies, groupies, and karaoke bars. Depending on how much ale he's consumed (beware the ale!), his priorities can shift as to which of these he favors most.

WEAPONS & GEAR
GREAT AXE • CHAIN GUN
MUSICAL SPOONS

In the olden days, a fell caller named Bragg was legendary for his vocal skills, and Boomhowler periodically claims to be the reincarnation of this famed trollkin. His range is limited, however, and audience members tend to suffer terribly when he can't reach those tenor notes… And if you ever hear him, you'll know why.

Get tips and tricks for painting Boomhowler at RiotQuest.com!

GORMAN
THE MAD

A classic case of what happens when someone gets too into their work, Gorman the Mad hasn't just taken things too far—he's taken them beyond the point of getting them back. With his alchemical cannon full of corrosive ooze, no looter's Riot Gear is safe when Gorman goes off the deep end in battle. And such a dive into madness is not such a leap for the man behind the mask.

Gorman's insanity began to show at a young age when, during a children's puppet show at the local carnival, he set fire to the popular Crunch and Trudy duet. Both puppets suffered third-degree burns. To redirect his focus, his parents gave him an alchemistry set, which he promptly used to create a concoction that blew his hamster up to the size of a house. It escaped but was recaptured as it ran endlessly in the carnival's Ferris wheel.

WEAPONS & GEAR

ALCHEMICAL CANNON
MORAL DEGRADATION

Needless to say, young Gorman was no longer allowed to attend the carnival using the child's discount ticket.

They also took away his alchemistry set, which was a good decision—he was about to enlarge the neighbor's dog, Grizzi, and a corgi at that size can be a real monster.

Gorman's more universal and legitimate reputation came later as a lunatic with a history of selling alchemical weapons to kings and nations, regardless of the risks or the intended uses of said weapons. He has no morals and little self-control—in his wake he leaves fires, suffering, death, and skyrocketing pharmaceutical prices. It's ill-advised to leave him alone to guard prisoners, mix chemicals, or babysit your children.

HARLOWE HOLDEMHIGH

He's small of stature and even lower of character, but Harlowe Holdemhigh always takes the high ground with his highway-harrying exploits! Armed with twin-magelock pistols, he's the most notorious highwayman in the Iron Kingdoms [under 4' tall]! And while he prefers to rob those who ride ponies or donkeys, he's not above—so to speak—shooting an opponent out of the saddle if they're riding a full-size warhorse.

Harlowe has exception skill and even more luck when it comes to shootouts. When gunslinging against an opponent, Harlowe is more likely to have a bullet whiz over his head, right where a taller man's heart would be, as his opponent misjudges his height. Of course, those opponents don't get much time to consider that misjudgment—Harlowe is a dead-eye when it comes to putting bullets in someone else's personal space. Often there's nothing left to do but scatter the dust of the bodies he leaves behind.

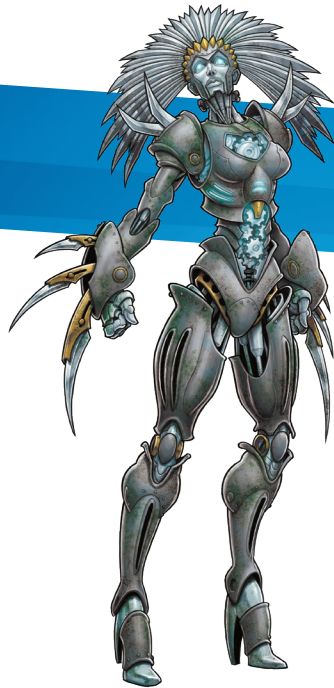## WEAPONS & GEAR

SPELLSTORM PISTOLS
STATURE COMPLEX

Yet he has a reputation for forgiving, a reputation still in its nascent stage. Despite deliberately not robbing select groups of people, Harlowe still has enraged flare-up at the drop of certain words. If you mention that you are a little tired, don't know squat, or enjoy playing with miniatures, Harlowe is likely to put you in his sights.

He's a little short on patience.

Get tips and tricks for painting Harlowe at RiotQuest.com!

♖ J.A.I.M.S.

She slices! She dices! (But don't ask her to make you julienne fries if you value your life.) Just another iron maiden, she is not. As inventor Jasper Jacobsen's last surviving specimen of clockwork automata, "Jacobsen's Amazing Iron Maiden" ("J.A.I.M.s" for short) is a merciless tornado of blades, as beautiful as she is deadly. In another lifetime, before the world went to apocalyptic in a handbasket, she might not have been a combatant at all—some of her secret skills, rarely useful when carving your initials into an enemy's body, would have made her a dynamo in either the kitchen or the fashion industry.

WEAPONS & GEAR

RIPPING CLAWS
CUTLERY FETISH

The few opponents who have managed to escape an encounter with J.A.I.M.s have remarkable scars that some claim contain hidden messages, perhaps whispers from her creator Jasper Jacobsen in the afterlife. J.A.I.M.s herself says virtually nothing to support or deny this claim, and the fact that Jacobsen isn't dead makes this theory a bit farfetched.

The original model who posed for Jacobsen's Amazing Iron Model is rumored to be alive and well, but few can recognize her, as she isn't actually bristling with lethal edged weaponry.

THE TERRORIZER

What has four arms and wants revenge for a thousand years of suffering inflicted on his kind? Two smaller run-of-the-mill dudes...or this guy. Once upon a time, he had a name, but sometimes becoming infamous means you learn to live with whatever everyone else is calling you—and so it was when M------- began his campaign of Might and Spite. What, you thought his mother named him "The Terrorizer"?

The Terrorizer is packed to the gills with weapons. Hands down, the best. Capable of fighting both up-close and from afar, both of which suit him just fine, this lil' guy can lay down big hurt, one of the few things in life that still makes him happy. That, and the occasional one-on-one game of ball-in-the-basket. Additionally, when an enemy actually has the

WEAPONS & GEAR

LOOTED BLADES • SCAVENGED GUNS
NO SENSE OF HUMOR

audacity to foul him or do him harm (a bold response from anyone not choosing to run away—again, look at his name!), The Terrorizer's unfettered rage makes them pay for their transgression. Besides, who fetters their rage anyway?

Certainly not someone armed so heavily.

Armed.

Four arms.

The Terrorizer throttled the first man who spoke that joke.

And with all those arms, it was quite the throttling.

WIDGET
TINKER EXTRAORDINAIRE

This wiz with a wrench has a place on your bench! As good at fixing things as she is at breaking them—you can see the advantage to that—Widget will leave her opponents asking where this angel got her wings. (Answer: She crafted them out of the sorry scraps of the last scavenger to get in her way.) She's a one-tinker force with a toolbox full of tricks...

Not only does Widget possess the flair for repair, she also eagerly defends her friends. She has everyone's backs, and she does so with sincerity and commitment. What they need, she's prepared to provide. It's then that she can show what she can
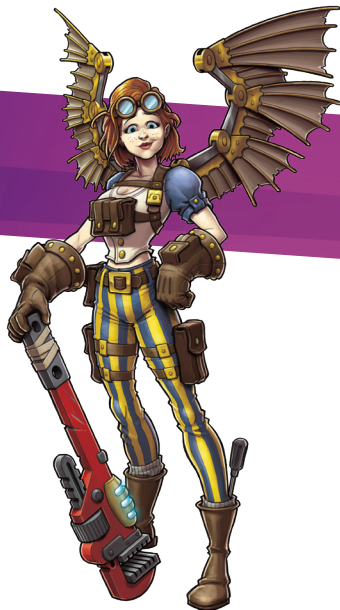
WEAPONS & GEAR

MASSIVE WRENCH
AAA MEMBERSHIP (EXPIRED)

break in the middle of combat, including the enemy's spirit. And given her talents, it's been said that if the gods didn't exist, Widget would be able to make them. From scratch. With only bubblegum, spit, and a handful of nails.

The one thing Widget cannot fix, much to her despair, is broken friendships. But as she says, "There's a limit to any talent. If I can't fix it with a wrench, it probably can't be fixed."

She's so pleasant, no one wants to correct her.

Get tips and tricks for painting Widget at RiotQuest.com!

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THE STORM KNIGHT

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EIRYSS, FORTUNE HUNTER OF IOS