

**A**

Abilities.....	23, 72
Arachnid.....	72
Armor.....	72
Black Blood.....	72
Bulletproof.....	72
Casting Expert.....	72
Casting Master.....	72
Common Abilities.....	72
Companion.....	72
Evasive.....	72
Float.....	72
Flurry.....	72
Fly.....	72
Gunfighter.....	72
Hard to Kill.....	72
Hard to Wound.....	72
Harmless.....	72
Hunter.....	72
Immune to Influence.....	72
Magic Resistant.....	72
Melee Expert.....	73
Melee Master.....	73
Pass Through.....	73
Poison.....	73
Ranged Expert.....	73
Ranged Master.....	73
Rapid Fire.....	73
Regeneration.....	73
Ruthless.....	73
Scout.....	73
Slow to Die.....	73
Terrifying.....	73
Use Soulstones.....	73
Action Modifiers.....	
Fast.....	46
Paralyzed.....	46
Reactivate.....	46
Slow.....	46
Actions.....	23, 44
(0) Action.....	44
(all) Action.....	44
Casting Expert.....	45
Flurry.....	45
Heal.....	45
Interact.....	45
Melee Expert.....	45
Scavenge.....	45
Alone in the Dark.....	99
Ancient Monument.....	98
Arachnid.....	72
Armor.....	72
Army of the Dead.....	94
Assassinate.....	94
attack.....	13
Aura.....	25

**B**

base sizes.....	23
Black Blood.....	72
Black Joker.....	32, 57, 101
Damage.....	56
Duel.....	32
Cheating Fate.....	32
Twisting fate.....	33
Blast.....	25, 56
Damage.....	56
Line of Sight.....	25
Bodyguard.....	94
Bog.....	98
Brawl.....	93
Maximum hand size.....	33
Maximum hand size.....	42
Rare models.....	96
Soulstone Range.....	90
Starting Soulstone Pool.....	96
Table size.....	91
Breakthrough.....	95
Bulletproof.....	72
buried.....	24

**C**

Campsite.....	98
Cast.....	62
Casting Expert.....	45, 72
Casting Master.....	72
Casting Spells.....	63
Casting Modifiers.....	63
Channel.....	63
Line of Sight.....	63
Resist Duels.....	64
Claim Jump.....	94
Climb.....	46
Combat.....	
Combat total modifier.....	55
Defensive Stance.....	52
Firing into melee.....	55
Focus.....	52
Ranged attacks in Melee.....	53
Strike.....	52
Companion.....	72
Construct.....	21
Counters.....	
Height.....	24
killed.....	25
sacrificed.....	25
Creepy Structure.....	98
Critical Strike.....	73
Cruel Winds.....	99

**D**

Damage.....	
Black Joker.....	56
Blast.....	56

Damage Chart .....	57
Red Joker .....	56
Damage flip	
Cheating Fate .....	56
Red Joker .....	57
Triggers .....	56
Dark Omens.....	99
Dead Zone .....	98
Defensive Stance.....	52
Disengaging .....	47, 57
Disturbing Whispers .....	99
Drain Souls .....	62
Duel .....	33, 52, 53, 64
Black Joker .....	32
Duel total .....	35
Opposed Duel .....	36
Simple Duel .....	36
Simple Duel Example .....	37
Types.....	35
<b>E</b>	
Earthquake .....	99
Encounters	
Deployment .....	92
Encounter Information .....	90
Locations.....	90
Soulstone Range .....	90
Strategies chart.....	93
Evasive.....	72
Example	
All Action Example .....	44
Casting Cost Example.....	62
Casting Example.....	64
Combining Action Modifiers Example .....	46
Counter Type Example .....	24
Damage Flip Example.....	56
Maximum Wounds Example.....	57
Modifier Example.....	46
Resistance Example .....	65
Rule Contradiction Example .....	14
Simple Duel Example .....	37
Simultaneous Activation .....	43
Specific Actions Example .....	45
Spell Example.....	62
Spell Stacking Example .....	65
Summoning Example .....	66
Terrain Examples .....	85
Timing Example.....	13
Transform Example.....	66
Trigger Example .....	73
Twisting Fate Example .....	33
Weapon Damage Example.....	56
Eye for an Eye.....	95
<b>F</b>	
Falling.....	47
Falling Back.....	79
Fast.....	46
Fate Deck.....	32, 33
Discard .....	33

Draw .....	33
Empty.....	34
Flip .....	33
Re-flip.....	33
Firing into melee .....	55
Flay.....	73
Flight .....	47
Earthquake.....	99
Float .....	47, 72
Earthquake.....	99
Flurry.....	45, 72
Fly.....	72
Focus .....	52
Foggy.....	99
Forested .....	98
Frozen Heart	
Heavy Snows Special Event.....	99

## G

Game Length .....	97
Graverobber.....	21, 24
Graveyard.....	98
Gunfighter .....	72

## H

Hanging Tree .....	98
Hard to Kill.....	72
Hard to Wound .....	72
Harmless .....	72
Hazardous Terrain .....	98
Healing .....	57
Red Joker .....	57
Heat Wave.....	99
Heavy Snows .....	99
Height.....	23
Counters .....	24
Line of Sight .....	24
Hold Out.....	95
Hunter .....	72

## Ch

Channel .....	62, 63
Charge.....	22, 46
Heavy Snows.....	99
Terrifying.....	73
Torrential Rains.....	99
Cheating Fate .....	33
Black Joker .....	32
Damage flip.....	56
Duels .....	35
Negative twist.....	33

## I

ignore .....	13
immune .....	13
Immune to Influence.....	72
immune to Morale Duels .....	21
Insignificant.....	21

<b>J</b>	
Jump.....	47
<b>K</b>	
Kidnap .....	95
killed.....	21, 22, 24, 73
<b>L</b>	
Line of Sight.....	21, 22, 23, 24, 85
Casting Spells .....	62, 63
Declare second target.....	24
Forested.....	98
Strike Attack Sequence .....	54
Terrain.....	84
Living .....	21
<b>M</b>	
Magic	
Cast .....	62
Drain Souls .....	62
Channel.....	62
Magic Nexus .....	98
Magic Resistant .....	72
Masters .....	90
Drain Souls .....	62
Hire Crews.....	96
Soulstone Cache .....	22
Totem.....	21
Use Soulstones.....	34
Melee Expert.....	45, 73
Melee Master .....	73
Melee Modifiers	
Defensive Stance .....	52
Focus .....	52
Charge.....	52
Paired Weapon .....	52
Mercenary .....	21
Minions	
Hire Crews.....	96
Morale.....	78
Falling Back .....	79
Rallying.....	79
Terrifying.....	78
Movement	
Climb .....	46
Disengaging.....	47
Falling.....	47
Flight .....	47
Float .....	47
Charge.....	46
Impassable terrain .....	47
Jump .....	47
Pushes.....	47
Severe Terrain.....	47
Walk.....	46
Mysterious Effigies .....	98
<b>P</b>	
Paired .....	22, 52, 53
Paralyzed.....	46
Pass Through.....	73
Poison.....	73
Preventing damage	
Red Joker .....	57
Preventing Damage.....	57
Pulse.....	25
Pushes .....	47
<b>R</b>	
Raid! .....	95
Rallying .....	79
Ranged Expert .....	73
Ranged Master .....	73
Ranged Modifiers	
Defensive stance.....	53
Firing into melee.....	53
Focus.....	53
hard Cover .....	53
Paired Weapon .....	53
Soft Cover .....	53
Rapid Fire .....	73
Rare .....	21
Hire Crews .....	96
Reactivate .....	46
Reconnoiter.....	94
Red Joker.....	32, 57
Damage.....	56
Damage flip.....	57
Healing flip.....	57
Preventing damage flip.....	57
Twisting fate .....	33
Regeneration.....	73
Removing models from play	
buried .....	24
killed .....	24
sacrificed.....	24
Rockfall.....	99
ROt .....	73
Rubble .....	98
Ruthless.....	73
<b>S</b>	
Sabotage .....	95
sacrificed .....	21, 24
Scavenger .....	21
Scout .....	73
Scrap.....	21, 45, 93, 100, 101
Maximum hand size.....	33, 42
Rare models .....	96
Soulstone Range .....	90
Starting Soulstone Pool .....	96
Table size .....	91
Scrap Pile.....	98
Schemes .....	94
Army of the Dead.....	94
Bodyguard.....	94
Breakthrough.....	95
Eye for an Eye .....	95
Hold Out .....	95

Kidnap .....	95	Surge .....	73
Raid! .....	95	<b>T</b>	
Sabotage .....	95	Table	
Thwart.....	95	# of Schemes.....	93
Simultaneous Activation .....	43	Combat total modifier .....	55
Slaughter .....	94	Damage Chart .....	57
Slow .....	46	Healing Chart .....	57
Slow to Die .....	73	Prevention Chart.....	57
Soulstone Pool .....	22, 34, 90	Strategies chart.....	93
Starting Soulstone Pool.....	96	Terrain.....	84
Soulstone Vein .....	98	Blocking .....	84
Special Events		Breakable .....	84
Alone in the Dark .....	99	Climbable .....	84
Cruel Winds.....	99	Covering.....	84
Dark Omens .....	99	Element vs. Areas .....	84
Disturbing Whispers .....	99	Elevated .....	84
Earthquake.....	99	Hazardous .....	85
Foggy.....	99	Hazardous – Damage flip .....	85
Heat Wave .....	99	height.....	85
Heavy Snows.....	99	Impassable .....	85
Rockfall .....	99	Line of Sight .....	84
Stampede! .....	99	Open .....	85
Torrential Rains.....	99	Severe .....	85
When occurs .....	99	Water .....	85
Special Events:.....	99	Terrain Examples	
Special Terrain.....	98	Bridge.....	85
Ancient Monument.....	98	Cliff.....	85
Bog.....	98	Fences.....	85
Campsite .....	98	Hill.....	85
Creepy Structure.....	98	Shallow River .....	85
Dead Zone .....	98	Tree.....	85
Forested .....	98	Woods.....	85
Graveyard .....	98	Terrifying.....	73
Hanging Tree.....	98	Charge against .....	73
Hazardous Terrain.....	98	Morale .....	78
Magic Nexus.....	98	Thwart .....	95
Mysterious Effigies.....	98	Torrential Rains .....	99
Rubble.....	98	Totem .....	21
Scrap Pile .....	98	Killed Master.....	96
Soulstone Vein .....	98	Transform.....	66
Spirit .....	21	Treasure Hunt .....	94
Stake a Claim .....	95	Float .....	94
Stampede! .....	99	Flying.....	94
Statistics		Spirits .....	94
Casting (Ca).....	22	Triggers.....	23, 72, 73
Defense (Df).....	22	Common Triggers List .....	73
Height (Ht) .....	22	Critical Strike.....	73
Soulstone Cache .....	22	Damage flip.....	56
Soulstone Cost .....	22	Flay.....	73
Walk/Charge (Wk/Ch).....	22	Rot .....	73
Willpower (Wp).....	22	Surge .....	73
Wounds (Wd).....	22	Turn Sequence .....	42
Strategies .....	94	Activation Phase .....	43
Assassinate .....	94	Closing Phase .....	44
Claim Jump.....	94	Draw Phase .....	42
Reconnoiter .....	94	Twisting fate	
Slaughter.....	94	Black Joker .....	33
Treasure Hunt .....	94	Example .....	33
Strike .....	52	Maximal twist .....	33
Summoning .....	66		

Negative Twist .....	33
Positive Twist .....	33
Red Joker .....	33
Type	
Construct .....	21
Graverobber.....	21
Insignificant.....	21
Living .....	21
Master.....	20
Mercenary.....	21
Minion.....	20
Rare.....	21
Scavenger.....	21
Spirit.....	21
Totem.....	21
Undead .....	21

Unique .....	21
--------------	----

**U**

Undead.....	21
Unique.....	21
Hire Crews .....	96
Use Soulstones .....	34, 73
Masters .....	34
Preventing Damage .....	57

**W**

Walk .....	22, 46
Weapons	
Bash .....	22
Wounds .....	57