BEYOND THE RIFT
A PERDITION'S MOUTH CARD GAME

by Nikolas Lundström Patrakka

A cooperative adventure card game for 1-4 players set in the dark and gritty world of Zanziar.

V.1.5

COMPONENT OVERVIEW

156 Hero cards (**26** for each hero)

26 Item selection cards

42 Response cards

74 Enemy cards

12 Fatigue cards

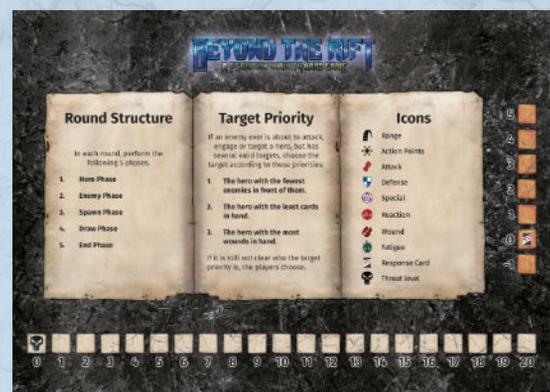**4** universal dual-layer Hero Sheets and
6 pairs of hero specific tiles

87 Item cards

27 Terrain cards

1 Threat Sheet

18 Wound cards

8 Wooden cubes

1 Scenario Book

GAMEPLAY AND GOALS

In **Beyond the Rift**, players take on the roles of 1-4 heroes in a series of short campaigns, each focused around one of the heroes from **Perdition's Mouth: Abyssal Rift**.

The game is *cooperative* so all players win or lose as a team. Each scenario can be played with different players playing different heroes. Each scenario has its own specific **Win** and **Lose** condition, but whenever a hero dies all heroes **Lose** the scenario.

You are free to replay scenarios you've lost (or if you're unhappy with the end result), without resetting the campaign to its start.

Players should start with the *tutorial* scenario *Out Through the Side Entrance* and once they feel comfortable with the basics of the game continue with the campaign *Old Friends*. Each campaign comes with its own specific set of item cards, described in the campaign setup. Players will draw rewards for winning scenarios (see **Campaign Play and Equipping Items**) from these cards.

THE GOLDEN RULES

If the text of a card directly contradicts the rulebook, the text of the card takes precedence.

If the text of a scenario contradicts the rules or the text of a card, the scenario text takes precedence.

If a card or effect tells you to discard a card, you can only discard non-**Wound** 🩸 and non-**Fatigue** 🌀 cards unless otherwise specified.

Whenever there are several numbers listed in the following manner A/B/C/D (e.g. 7/6/5/4), which number to use is dependent on the number of heroes participating (respectively 1/2/3/4 Heroes).

Whenever comparing two values because of an 👊 or an action where spent ☀ are compared to an action-specific value, the attacker or the hero spending the ☀ is unsuccessful in case of a tie.
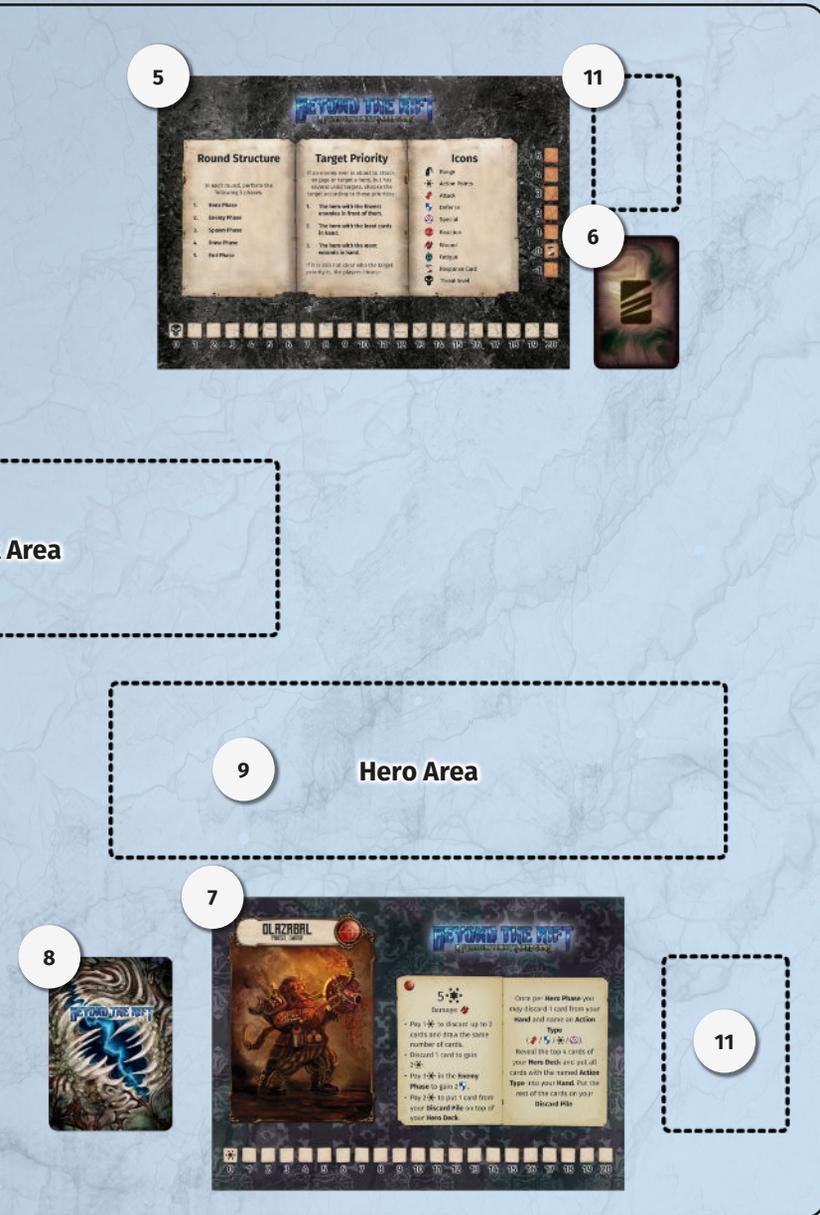
SETUP

The adjacent image shows the setup for a game of 2 players.

- Choose a scenario (if you fulfill its requirements).

- Create, shuffle and place the **Enemy Deck (1)** and the **Terrain Deck (2)** according to the scenario setup instructions.

- Shuffle and place the **Wound** 🩸 **Deck (3)**.

- Place the **Fatigue** 🐚 **Deck (4)**.

- Place the **Threat Sheet (5)**. Set the current **Threat** level according to the scenario setup instructions by placing a wooden cube on the corresponding space of the **Threat** 💀 track.

- Shuffle and place the **Response Deck (6)**.

- Each player chooses a hero and takes the corresponding **Hero Board (7)**, the **Hero Deck (8)**, a wooden cube in the matching color and then shuffles and places their **Hero Deck (8)**. All **Hero Boards** start on their standard sides. The alternate sides can be unlocked during the campaigns and are depicted by a red glow of the name/globe of the hero.

- Each hero sets their **Action Points** ☀ to their starting value on their **Hero Board (7)** by placing the wooden cube on the according space of the **Action Point** track.

- Reserve some space for each player's **Hero Area (9)**, the **Quest Area (10)** and individual **Discard Piles (11)** for each deck.

- Then each hero draws cards from their **Hero Deck (8)** equal to their hand size (7/6/5/4).

- Follow all other scenario setup instructions, if there are any.

4

TERMS AND KEY CONCEPTS

Hero Area

The space right in front of each hero represents the hero's immediate vicinity. Enemies engaged with the hero are placed here and are at range 1 (1 ⛏) from the hero.

Quest Area

The space in the middle of the table where all enemies start the game if not otherwise stated. Enemies in the **Quest Area** are never engaged with a hero and are at 2 ⛏ from each hero.

Discard Pile

Except for the **Enemy** and the **Terrain Deck,** each deck has its own discard pile. All cards played or explicitly discarded go into the respective discard pile. Enemy and Terrain cards are removed from the game whenever defeated.

If a hero ever needs to draw cards from their **Hero Deck,** but the **Hero Deck** is empty, two **Fatigue** 👹 cards are drawn from the **Fatigue Deck,** shuffled into the hero's current discard pile and used to form his new **Hero Deck.**

If the **Wound** or **Fatigue Deck** ever run empty, their respective discard pile is shuffled to form a new draw pile.

Other decks are not reshuffled.

Hand Size

The amount of cards heroes draw in the draw phase and the amount of cards heroes have to discard down to after drawing. The **Draw Phase** is the only phase where the hand size is enforced, therefore you may have more cards in your hand at other times.

1 player	7 cards
2 players	6 cards
3 players	5 cards
4 players	4 cards

Action Points ☀

Points a hero can spend to play cards and perform other actions each round. A hero's ☀ are reset each round and are tracked on the **Hero Board** using the numbered spaces of the ☀ track.

Each hero has an individual ☀ starting value (see the **Hero Board**) that they can spend to play cards, draw cards, engage or disengage enemies, increase their defense in the **Enemy Phase** or do scenario-specific actions. A hero *may* spend ☀ without playing cards during the **Hero Phase** or in the **Enemy Phase**.
A hero can never exceed 20 ☀.

Allies

Some **Persistent** cards are **Allies**. **Allies** stay in the target hero's **Hero Area** and will have stats at the bottom just like an enemy would. If they take **Wounds** 🩸 or **Fatigue** 🜲, attach that card to the ally just like it would be attached to an enemy.

Whenever a hero with an ally in their **Hero Area** is attacked or targeted by a **Poison** or **Intimidate** effect the player *may* have it target the ally.

Attachments

These are cards that are put underneath an enemy or ally which modifies their stats. **Wound** 🩸 and **Fatigue** 🜲 cards are considered **Attachments**.

Enemy Card

Enemy Stats

Attachment

Multiple **Attachments** can be placed under a card to form a stack, which leaves the modifiers of each **Attachment** visible.

All modifiers of the **Attachments** of a card are offset against the stats of the card.

> If 🗡, 👊, 🛡 and/or 🩸 of an **Attachment** show no value, then it has no modifier for this stat. 🗡 can't drop below 1, all other stats can never drop below 0.

Some **Persistent** cards can have other cards attached to them. These cards are not regular **Attachments** and should be put face down under that card. These cards will be discarded with the card they are attached to into their respective discard pile.

Revealing

When revealing cards, a hero draws the number of cards specified from the top of their Hero Deck. The card or scenario effect will specify what to do with these cards.

After performing all of the effects, discard all cards revealed. If there aren't enough cards in your **Hero Deck** to reveal, reveal as many as possible and perform the rest of the action. Revealing cards does not lead to a **Hero Deck** being reshuffled.

Spawning

Whenever a scenario tells you to spawn X Enemies/Terrrain, take the top X cards from the **Enemy/Terrain Deck** and put them in the **Area** described.

Threat 💀

The current **Threat Level** is tracked on the **Threat Sheet.** Each scenario uses the **Threat** in a different way.

In Play

A card is **In Play** when it is in any Hero Area or Quest Area. A card is not In Play when it is in the Enemy, Terrain or Hero Deck or outside of the game.

ROUND STRUCTURE

In each round, perform the following five phases in order:

1. **Hero Phase**

2. **Enemy Phase**

3. **Quest Phase**

4. **Draw Phase**

5. **End Phase**

Hero Phase

Heroes *may* perform the following actions in any order, any number of times. After each action, any hero (even the same hero) *may* perform the next action. An action has to be fully resolved before a new action is initiated.

- Make an attack by playing a card with a 🗡 action type.

- Gain ☀ by playing a card with a ☀ action type.

- Perform a special action by playing a card with a ⊿ action type.

- Pay X☀ to draw one card from their **Hero Deck** (see the **Hero Board**).

- Pay X☀ to discard one or more non-**Wound** 🩸/-**Fatigue** 🤢 cards in their hand and draw that many cards from their **Hero Deck** (see the **Hero Board**). This does not count as playing a card.

- Discard one non-**Wound** 🩸/-**Fatigue** 🤢 card in their hand to gain X☀. This does not count as playing a card (see the **Hero Board**).

- Pay the ☀ cost of an enemy (bottom left corner of the card) to engage that enemy and move that enemy from any area into their **Hero Area** or disengage an enemy and move it from their **Hero Area** into the **Quest Area**. This is not limited by range.

- Potential scenario-specific action.

- Potential hero-specific action.

Heroes are able to support each other's actions through aiding (more on this later).

Enemy Phase

If there are any enemies in play, draw one **Response** card

( ). Resolve all actions in the enemy activation section (found in the scenario) from top to bottom in the column with that number. Heroes *may* play **Defense** cards (🛡) or spend ☀ to increase their defense before an enemy attack. Other cards and actions *may* only be performed if the card or action specifically says so.

Quest Phase

Perform all effects as specified by the scenario, like spawning enemies and terrain. If there is no scenario description or if there are no Enemy and/or Terrain cards left in the **Enemy and/or Terrain Deck**, do not spawn any enemies/terrain. The number of enemies spawned will mostly depend on the **Threat Level**.

Draw Phase

Each hero sets their ☀ **Action Points** to their starting value plus one for each card they still hold from the previous round. Then each hero draws cards equal to their hand size and discards down to their hand size.

Heroes *may not* discard **Wound** 🩸 /**Fatigue** 🦑 cards this way. If a hero has only Wound/Fatigue cards in hand after discarding, that hero is dead and all heroes have lost the scenario and *must* replay it.

If there are not enough cards in the **Hero Deck**, add two **Fatigue** 🦑 cards to the discard pile and shuffle the discard pile to make a new **Hero Deck**.

End Phase

Resolve any **End Phase** effects specified by the scenario or by the cards in play. All Hero Card effects are resolved after any scenario specific effects in an order of heroes' choice.
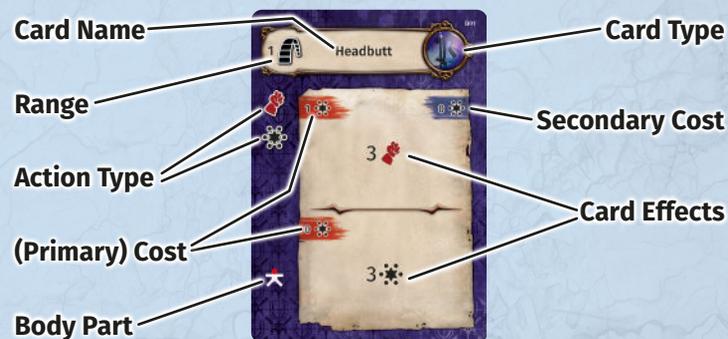
PLAYING CARDS

During the **Hero Phase** heroes *may* play cards from their hands and perform its action(s) by paying the ☀ cost.

☀ costs are paid by reducing the hero's ☀ track on their individual **Hero Board**.

If a hero does not have enough ☀ to pay the ☀ cost, that action cannot be performed.

As soon as their effects have been dealt, cards are put on the hero's discard pile.

Card Name · Card Type · Range · Secondary Cost · Action Type · Card Effects · (Primary) Cost · Body Part

> A **cost** of **0** means that an action has no cost, but can still only be played according to its rules.

Range 🔒

This icon shows a card's range. Only targets within range can be affected by a card's effect. 🔒 has one of two possible values: **1** or **2**.

A hero is always within **1**🔒 of them self and can therefore always play cards benefiting themselves. The same goes for enemies that are in a hero's own **Hero Area**.

This is why heroes can always perform an 👊 action to

attack an enemy in front of them. They can also always gain ☀ from their own actions and defend themselves performing their own 🛡 actions.

All other heroes, enemies and allies in other heroes' **Hero Areas** and all enemies in the **Quest Area** have 2 📖.

Card Type

Each card's type (e.g. Hero, Enemy, Item, Wound, Terrain) is depicted by a unique symbol and color.

Action Type

There are 5 different types of actions: **Attack** 👊, **Action Points** ☀, **Defense** 🛡, **Special** 🔺 and **Reaction** 〰. Their effect is described in the card effects of each card.

The action types are relevant because some card effects *may* refer to cards of a specific action type. Their icons also serve to make it easier to identify the cards.

If there are 2 action types on a card, this card provides 2 different effects. If those effects are divided horizontally, the heroes *must* choose *one* of the two presented actions.

Once the chosen action has been resolved, all cards involved in that action are discarded.

Attack 👊

👊 actions will have a **Primary** (red) and/or a **Secondary** (blue) **Cost**.

The **Primary Cost** *must* be paid to initiate an attack. It *must* be the first 👊 action played.

The **Secondary Cost** *must* be paid, if a hero wants to add the effect of this card to an attack that was initiated with another card

An 👊 action without a **Primary Cost** (e.g. Elisa's *Fire Spell*) cannot be used to initiate an attack and therefore cannot be played alone. It *must* be played in addition to another card with an 👊 action that has a **Primary Cost**.

An 👊 action without a **Secondary Cost** cannot be added to the first 👊 action played.

> The **Primary Cost** *must* be paid for all 👊 actions when used for aiding.

Once a hero has played all 👊 actions they wish to play, the 👊 values of all cards played are added up to determine the hero's total 👊 value.

If a ▨ symbol is shown instead of/in addition to a number, draw a ▨ card to determine its value after all cards for that 👊 have been played but before determining the enemy defense.

All enemies have a 🛡 value printed on their cards. This value might be further modified by special effects or **Wound** 🩸/**Fatigue** 🐍 cards (see section **Wounds, Fatigue and Taking Damage**).

> All enemies always receive an additional ▨ card. Its value is added to the total 🛡 value of the enemy.

The hero's total 👊 value will now be compared to the enemy's total 🛡 value. If the hero's total 👊 value is higher than the enemy's total 🛡 value, the enemy receives 1 **Wound** 🩸 card (see section **Wounds, Fatigue and Taking Damage**). If an 👊 is aided, the enemy still only receives the damage from the hero that initiated the 👊.

If any of the 👊 actions have **Bonus** effects, these effects are resolved *after* the attack has been fully resolved.

All **Bonus** effects are explicitly marked as such in the cards' effect text.

> A card is never considered to be in the hero's hand while it is being resolved.

Action Points ☀

Some cards can earn the heroes ☀. Heroes will have to pay the indicated cost to have the targeted hero receive the amount of ☀ indicated on the card. Only heroes can receive ☀. 2 🦶 or more is necessary to target another hero.

Defense 🛡

🛡 actions can usually be played right before enemy attacks during the **Enemy Phase**.

Heroes have a base 🛡 value of 0. The 🛡 values of all played 🛡 actions are added up to determine the hero's total 🛡 value.

> Heroes *may* pay any amount of ☀ to further increase their total 🛡 value. The ☀ costs and 🛡 benefits of this action can be found on the individual **Hero Board**.

> Regarding an enemy attack, all 🛡 actions have to be played and all ☀ have to be spent *before* the 🗂 card for said enemy attack is drawn.

Special △

△ actions have a unique effect described on the card. Heroes *must* pay the cost depicted on the card to perform this action.

Reaction 〰

〰 actions can usually be played at unusual times (e.g. an 👊 action that can be played during the **Enemy Phase** or a △ action that can be played during the **Quest Phase**). The card will explicitly specify when it is playable.

Card Effects

This area describes the card's effects. If those effects are divided horizontally, the heroes *must* choose one of the two presented actions.

Some effects may include one of the following highlighted keywords.

Persistent

Unless the card specifies otherwise, all **Persistent** card effects require the card to be played into a **Hero Area**.

A **Persistent** card effect with 1 🦶 can only be played into that hero's *own* **Hero Area**. A **Persistent** card effect with 2 🦶 can be played into *any* hero's **Hero Area**.

The effect of the card will specify when a card *must* be discarded. A **Persistent Ally** is discarded once it has reached 0 💧.

If a **Persistent** card is neither a **Persistent Ally** nor does it specify when it *must* be discarded, it stays in the **Hero Area** where it was played until the end of the scenario.

Bonus

Some 👊 and 🛡 card effects provide bonuses. All Bonus effects are explicitly marked as such in the cards' effect text. All Bonus effects are resolved *after* the main action has been fully resolved.
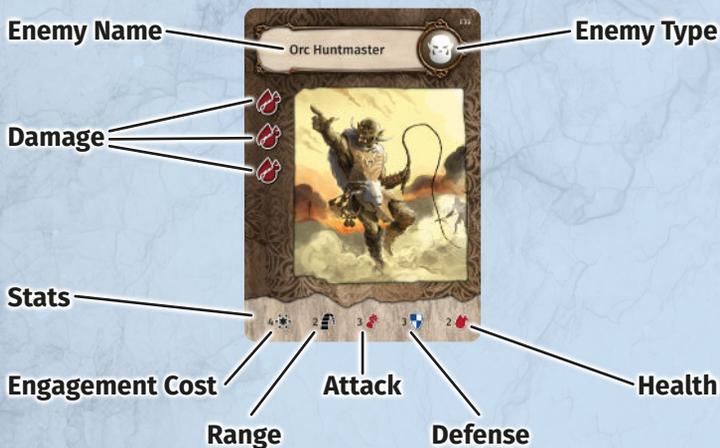
Body Part

Some cards are associated with a specific body part. There are a total of five different body parts, which are indicated by a unique symbol (🚶 head, 🧍 torso, 🚶 left arm, 🚶 right arm, 🧎 legs).

Over the course of a campaign, additional cards can be obtained. When a hero adds them to their **Hero Deck**, they *must* first remove all cards that are associated with the same body part (same icon) as the cards he would like to equip.

ENEMIES

Enemies are divided into various types, which are indicated by their unique color and card type: **Cultists** 🕯️, **Insectoids** 🕷️ or **Orcs** 👹. They will activate in the **Enemy Phase**.

Enemy Name — Orc Huntmaster — **Enemy Type**

Damage

Stats

Engagement Cost — **Attack** — **Health**

Range — **Defense**

Engagement Cost is the amount of ☀️ a hero has to pay to either move the enemy from the **Quest Area** into their **Hero Area** or vice versa.

Range is the attack range of an enemy. Enemies with **1** 🎺 can only attack or target heroes they are engaged with, meaning they are located in their **Hero Area**. Enemies with **2** 🎺 can also attack or target other heroes, even if they

are not engaged with them.

Attack is the base value with which enemies attack heroes.

Defense is the base value with which enemies defend against hero attacks.

Health shows how much health an enemy has, respectively how much damage a hero has to deal to destroy an enemy. If an enemy's health ever reaches 0 (or below), the enemy dies. It is put on the appropriate discard pile and thus removed from the game.

ENEMY ACTIVATION

In the **Enemy Phase** enemies will activate and thereby perform actions.

At the beginning of the **Enemy Phase** a **Response Card** ▨ is drawn to determine what the enemies will do.

After this the players *must* refer to the enemy activation section (found in the scenario) activating all enemies (from top to bottom) having them perform the actions in the column corresponding to the number on the drawn **Response Card** ▨. If several actions are listed, they are performed in the written order.

Whenever enemies attack or defend, they add a **Response Card** ▨ to their ⚔️ or 🛡️ value.

If an enemy is unable to perform an action as described, it performs the alternate action (the action after the "/" character) on the enemy activation section. If unable to do so or there is no alternate action, the enemy does nothing.

An enemy is considered unable to perform an action when performing it wouldn't lead to a changed board state.

*Example: An **Orc Huntmaster** and an **Orc Archer** are in the **Quest Area**. The **Orc Huntmaster** is supposed to perform the actions "Support Orc Archers and all Orc Archers disengage". Since neither action would have any enemy change position the **Orc Huntmaster** is unable to perform this action and will perform its alternate action instead.*

Enemy actions

- **Attack** 👊

  The enemy attacks a hero within range. If there are several valid targets the enemy will choose one according to the **Target Priority** (see **Target Priority**) unless the action itself specifies another priority. An engaged enemy might attack another hero than the one it is engaged with.

- **Engage** ✴️

  If the enemy is in the **Quest Area**, it will engage a hero (move into their **Hero Area**). If there are several valid targets the enemy will choose one according to the **Target Priority** unless the action itself specifies another priority.

- **Disengage** ⚙️

  If the enemy is engaged with a hero, it will move into the **Quest Area**.

- **Re-engage** ⚙️✴️

  The enemy will engage a hero (move into their **Hero Area**). If there are several valid targets the enemy will choose one according to the **Target Priority**. This can be the hero the enemy is currently engaged with.

- **Summon X**

  Add an enemy of the type specified by the action to the area the activated enemy is in. Spawn only enemies from outside of the game, not from the **Enemy Deck**.

- **Support X**

  The enemy will move into the area with the most other enemies of type X (ex. Support Guard, Support Boneworm). If there are several areas that the enemy can move to, choose a **Hero Area** according to the **Target Priority**. If there are no enemies of that type, the Support action cannot be performed.

- **Cultist** 🕵️ **/Insectoid** 🐛 **/Orc** 👹 **/Dwarf** 🛡️ **/Human** ➕ **X**

  Have all other enemies of the mentioned type (Cultist, Insectoid, Orc, Dwarf or Human) in the same area as the activated enemy, perform the action specified (e.g. Attack, Disengage...) If there are no enemies of that type, the action cannot be performed.

- **Poison** 🧪

  The enemy puts a **Fatigue** 🌀 card on top of target hero's deck. Use **Target Priority** unless the action itself specifies another priority. This counts as a **Special Ability**. If an **Ally** is targeted by this effect, **Attach** a **Wound** 🩸 to it.

- **Intimidate** 🗯️ **X**

  Target Hero in range *must* discard X cards from their **Hand** and/or **Persistent** cards in their **Hero Area**. If there are several viable targets, choose according to **Target Priority** unless the action itself specifies another priority. This counts as a **Special Ability**.

- **Obstruct** 🚧 **X**

  A target hero in range loses X ☀️ (or as many as able). If there are several viable targets choose according to **Target Priority**. **Allies** cannot be targeted by this ability. This counts as a **Special Ability**.

- **Heal** 💚 **X Y**

  Remove one attachment (**Wound** 🩸, **Fatigue** 🌀 or **Attachment Hero Card** - prioritize in that order) from Y amount of enemy type X in the activated enemies area

(e.g. Heal Archer 2: this heals one **Wound** 🩸/**Fatigue** 💀 from two Archers in that area). If there are less than Y amount of enemies of that type, only heal as many as able. If there are more than Y amount, players choose which enemy is healed.

Enemy attacks

Whenever an enemy attacks, the hero *must* first decide whether they wish to play cards or spend **Action Points** ☀ to increase their 🛡 (all heroes have a base value of 0). After that, the enemy's 👊 value is determined by modifying its 👊 value with the number on the **Response Card** ▨. If the enemy's 👊 value is higher than the hero's 🛡 value, the hero receives **Wound** 🩸 and/or **Fatigue** 💀 cards equal to the enemy's damage value.

Any cards played and any ☀ spent only increase the 🛡 value for one single enemy 👊.

TARGET PRIORITY

If an enemy ever is about to attack or engage a hero but has several valid targets, choose the target according to these priorities:

- The hero with the fewest enemies in their **Hero Area**.

- The hero with the least cards in their hand.

- The hero with the most **Wound** 🩸 cards in their hand.

- If it is still not clear who the target priority is, the players choose.

Target priority is chosen before an enemy performs its first action and does not change during that enemy's activation.

WOUNDS, FATIGUE AND TAKING DAMAGE

All damage in the game is represented by **Wound** 🩸 and/or **Fatigue** 💀 cards. **Wound** 🩸 and **Fatigue** 💀 cards will have different effects depending whether a hero or an enemy has received them.

Every time an enemy has been hit by an attack, attach a number of **Wound** 🩸 and/or **Fatigue** 💀 cards, equal to the damage value of the attack, to it. A hero's damage value can be found on their **Hero Board** and is usually **1 Wound** 🩸.

Example: Bastian has performed an attack of 7 against a boneworm with a final defense of 4. Bastian's attack value is higher than the boneworms defense value and so his attack is successful. Bastian has a damage value of one **Wound** 🩸, *so he takes the top* **Wound** 🩸 *card from the* **Wound Deck** *and attaches it to the boneworm. Note that the difference between Bastian's attack value and the boneworms defense value is not relevant for the amount of damage dealt. If Bastian's attack value is higher than the boneworm's defense value, he deals one* **Wound** 🩸.

The bottom part of the card will be used when an enemy receives a **Wound** 🩸. To attach a card to an enemy, place the **Wound** 🩸 card under the enemy card so that only the bottom of the card is visible. This will now show how the enemy stats will be modified (see **Attachments**). Engagement costs ☀, Attack 👊 and Defense 🛡 can never sink below 0, Range 🗡 never below 1 and if an enemy's health ever drops below 1 it is dead and removed from the game.

Whenever a hero is hit by an enemy attack, they receive an amount of **Wound** 🩸 and/or **Fatigue** 💀 cards equal to that enemy's damage value. All **Wound** 🩸 and **Fatigue** 💀

cards received go straight into the hero's hand.

Wound 🩸 cards can be played just like any normal hero card and if played will be discarded to the hero's discard pile.

The card description of **Wound** 🩸 and **Fatigue** 🐙 cards is for the heroes only. A hero *may* play the card anytime to modify an action by the corresponding value (often negative). An **Action Point** ☀ card can be played on its own to reduce that amount of **Action Points**. If a hero is unable to subtract that many **Action Points** from their total, they *may* not play the card.

An attack 👊 or defense 🛡 card *may* only be played as part of an attack 👊 or defense 🛡 action. The final attack or defense value *may* not be less than 1.

Fatigue 🐙 cards work just like **Wound** 🩸 cards with a few exceptions.

If a hero plays a **Fatigue** 🐙 card, it *must* be put onto the **Fatigue** 🐙 discard pile instead of into their own discard pile.

If a player is supposed to receive and/or place a **Fatigue** 🐙 card but is unable to do so due to running out of **Fatigue** 🐙 cards, they receive a **Wound** 🩸 instead. If a player is supposed to attach a **Fatigue** 🐙 card to an enemy but is unable to do so due to running out of **Fatigue** 🐙 cards, they do not attach a **Wound** 🩸 card.

If a player is supposed to receive or place a **Wound** 🩸 card or is supposed to attach one to an enemy but is unable to do so due to running out of **Wound** 🩸 cards, the heroes lose the game.

If a hero dies, the heroes have lost the scenario and have to replay it.

AIDING

Heroes *may* play cards not only to allow themselves to perform actions but also to support each other. To aid another hero, a hero *must* play a card (paying its **Action Point** cost) and add the value of that card to another hero's action.

When aiding an attack, always pay the **Primary cost** of the attack card. If the attack card doesn't have a **Primary cost**, it can't be used for aiding.

The target being attacked *must* be within range of that card for the card/cards being used to aid. When using a 🛡 / 🔺 / ☀ card targeting another **Hero** or **Ally** in another hero's **Hero Area**, the card needs at least 2 🏇.

TERRAIN CARDS

Cards from the terrain deck can be interacted with, if so specified by the rules, if they are in the **Quest Area**, by any hero not engaged with an enemy. Whenever a **Terrain** card is removed from play, remove it from the game.

DOORS AND PORTCULLISES

The **Door** and **Portcullis Terrain** cards can be removed from play in two ways, by spending ☀ or by 👊 the door or portcullis. Any hero that is not engaged with an enemy *may* try to open a **Door** or **Portcullis** by spending **Action Points**.

Once the hero has spent as many **Action Points** ☀ as they wish the total spent is compared to the ☀ value of the card as it is described in the scenario. The **Response** cards 📑 are drawn after the hero has spent their **Action Points**.

If the hero spent more ☀ than the final ☀ value of the

Door/Portcullis, they have successfully opened it and the **Door/Portcullis** is removed from play.

Any hero may attack a **Door/Portcullis** as if within 1 ⬛ if they have no enemies in their **Hero Area** or as if within 2 ⬛ if they have one or more enemies in their **Hero Area**.

This attack is performed normally with the exception that the **Door/Portcullis** is always the only target of the attack and the 🛡 value of the card is the one described in the scenario. The **Response** cards ⬛ are drawn after the hero has determined their attack value.

A **Door/Portcullis** is *not* considered an enemy.

CAMPAIGN PLAY AND EQUIPPING ITEMS

The scenario "Out Through the Side Entrance" is recommended to start to learn the game, the meat of the Beyond the Rift experience comes through the campaigns though.

When starting a campaign, start by checking if you fulfill the campaign requirements. If you do, you can perform the Campaign Set-up instructions (if any). You *may* now choose a scenario from this campaign to play.

When choosing a scenario, start by checking if you fulfill the scenario requirements. If you do, you can start by reading the story segment and then setting up the scenario according to the set-up instructions.

The **Rules** section will explain what rules exceptions are in place for this scenario. If a certain phase is not mentioned in the scenario description, nothing happens in this phase.

Effects are always resolved from top to bottom and from

left to right.

If the **Win** condition has been met, you should read the **Aftermath** section of the scenario and receive the rewards.

As part of the reward for winning a scenario, the heroes might receive items that are drawn from the campaign specific item deck.

On each hero's **Hero Board** you can see the characters name, class and alignment. Each item will tell you which of these are required to equip it.

When equipping an item, first see what body part it is equipped to (e.g. right arm 🏃, legs 🏃, torso 🔴, etc.) Then remove all cards from the **Hero Deck** associated with that body part and then replace them with the cards of that item. You may unequip any equipped items between scenarios.

As part of the reward for winning a scenario or as part of a scenario's setup, the alternate side of a **Hero Board** might get unlocked. If so, players *may* choose to play with the alternate side of their Hero Board from this point onward. It is depicted by a red glow of the name/globe of the hero.

Which items the heroes might receive or which hero's alternate Hero Board side might be unlocked is noted in the campaign sheet section.

RULEBOOK CREDITS

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CAMPAIGN SHEET

Items	Notes	Available Heroes