

The background is a dark, industrial-themed scene. In the center, there is a circular opening, possibly a porthole or a lens, surrounded by a ring of mechanical components. To the left, there are various mechanical parts, including what looks like a camera or a sensor with a red light. To the right, there is a vertical structure with a grid-like pattern, possibly a grate or a door. The overall color palette is dark with red and orange highlights, giving it a gritty, futuristic feel.

ETERNAL
ADVERSARY



INTRODUCTION

Who could have known that in these last few years, as we busied ourselves about our various concerns, we were being keenly watched by envious eyes? Chaos forces beyond our imagination prepared to wreck not just our world, but all of the worlds tied to ours—the parallel universes. One in which the Aztec empire survived to the present, others still with the Teutonic Knights, the Celts, or the New Bushido Empire. All empires of man—all civilized, content, and unaware of each other.

Then Chaos made its move and all the worlds crashed together. Timelines ripped and overlapped. Heroes from every world joined together to stop the advance of Chaos. The worlds must be saved—at least one world, safe for humanity, must arise from the destruction. Chaos must be stopped.

Choose your team—do you fight for Order, or for Chaos?

LYSANSER'S TIP

Hi, I'm Lysander, a Teutonic Knight of the Hansa. In my timeline, the Hanseatic League triumphed over its enemies and became a powerful yet peaceful nation that ruled all the lands around the Baltic Sea. To ensure that peace continued, they joined with the Teutonic League, and now, modernized and potent, these knights, of whom I am one, remain alert and ready to defend the peace and plenty of our realm. Chaos has attacked, and I am here to give you advice on how to play and win. Watch for my tips in the sidebars!

COMPONENTS



2-Sided Map
[includes doom track]



Map location cards x30



Event cards x42



Dice x10



Equipment cards x63



Weapon cards x63



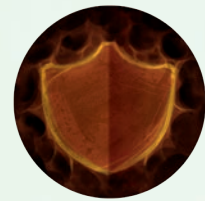
Chaos tokens x12



XP Cubes x?



Stamina tokens x12



Armor chits x 30



1 Health tokens x?



5 Health tokens x?

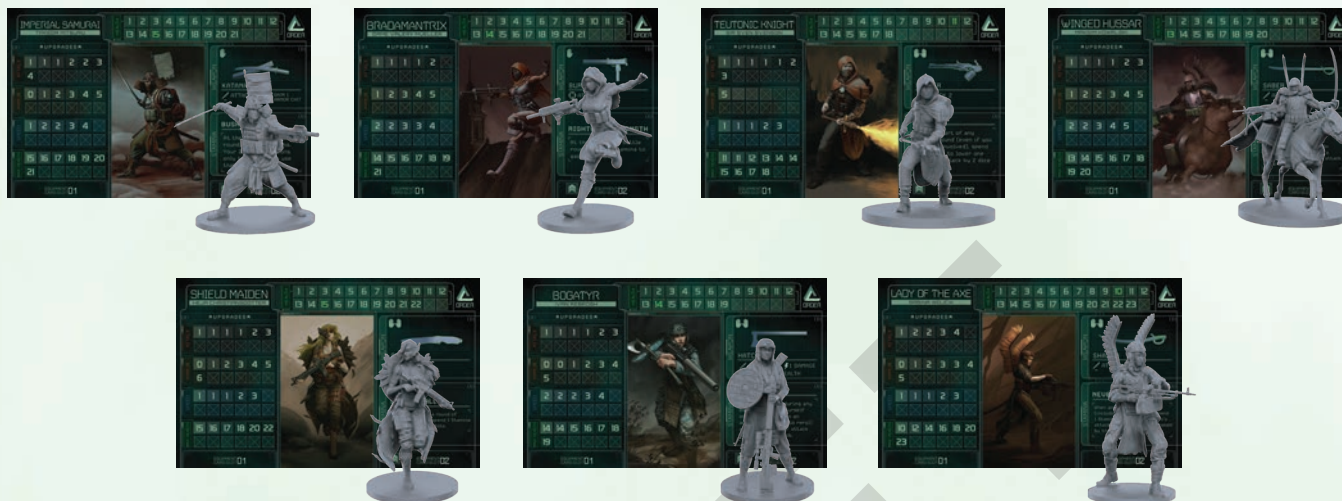


10 Health tokens x?



Order and Chaos
doom counters

Order Heroes x7



Chaos Heroes x7



Arch Enemies x3



Monsters x18



DRAFT



SETUP

1. Players choose to play on either the US or EU map and place the gameboard in the center of the table. Then players randomly pick an arch enemy, taking its card and placing the arch enemy's figure on the map in the central, marked location. If all players agree, they can choose a specific arch enemy. **The players are on two separate teams: Order and Chaos.**
2. Players choose sides.
 - 2 players:** 1 Order, 1 Chaos.
 - 3 players:** 2 Order, 1 Chaos. Start Chaos marker at doom
 - 4 players:** 2 Order, 2 Chaos.
 - 5 players:** 3 Order, 2 Chaos. Start Chaos marker at doom
2. Chaos heroes start with 3 experience each.
 - 6 players:** 3 Order, 3 Chaos.
3. Players then select heroes from their team. This can be done randomly or selectively. Once a hero is chosen, each player takes that hero's figure and hero sheet and places it near them.
4. Each Chaos hero randomly picks a monster and takes its card. Any monster that appears during the game is placed by a Chaos hero and belongs to that hero.
5. Place the quartermaster and the item deck near the Order players. Draw 6 items and lay them face up on the quartermaster section.
6. Place the Chaos event deck, the arch enemy card, the monster figures, and the monster cards near the Chaos players.
7. Each hero places 2 stamina in their stamina pool. Each hero places a health token on the highlighted box of their current health bar. Some Chaos heroes have special tokens to place on their sheet (ex: the Ghoul has 3 Ghoul tokens).
8. Shuffle the location cards and lay them face down on the map, 1 per location slot (there are 30).
9. Players determine who is the first player by selecting the smelliest person in the group. Turn order proceeds clockwise from this player and continues going around until the game's end. Starting with the first player and proceeding clockwise, players alternate placing their figure in a desired start location, no more than one per location. There are 4 Order starts and 4 Chaos starts, so not all start locations are used in a given game.

LYSANSDER'S TIP

Who's in command? Anytime a card or ability says that "Order" or "Chaos" can decide, that team is in charge. If that team is not unanimous in their decision, however, then the player who drew the card gets to choose. This is even true if the current player is the opposing faction, so cooperation is the name of the game here.

WINNING AND LOSING

Order Win

The arch enemy is killed in the final battle, whether or not any Chaos heroes survive. Normally, all Chaos heroes are killed in this battle.

Chaos Win

All Order heroes are killed during the final battle.

GLOSSARY

- **Arch enemy:** The force trying to destroy Earth's history through all timelines.
- **Chaos hero:** A hero working for the arch enemy.
- **Enemy:** A hero or monster belonging to the opposite side (Order or Chaos). All monsters and the arch enemy belong to Chaos.
- **Monster:** A low-end minion of the arch enemy. All are based on a Chaos hero.
- **Order hero:** A hero trying to stop the arch enemy.
- **Phasing hero:** The hero currently taking its turn.

GAME PHASES

Play proceeds clockwise around the table in seating order. On your turn, you may perform the following actions.

Player Turn

1. **Move:** Move locations up to your hero's move stat. If you move into a location containing an enemy, your turn ends and you must fight.
2. **Explore & Encounter:** If the location where your move ends is face down, and there are no enemies present, reveal the location. If this spawns an enemy, fight it first. Perform the action of that location.
3. **End:** Play passes clockwise to the next player.

Stamina Abilities

Your hero can use the stamina ability at any appropriate time. Sometimes it states when it is used. For example, an ability that boosts a hero's armor usually only takes effect in battle. If an ability's timing is not stated, you must apply it during your turn, but you can do it anytime during your turn.

For example, a Knight of St. George can swap the location of two locations. The Knight must do this during its turn, but it can be carried out during the Trade phase, while moving, or during the Explore phase (in which case the player could swap the card out that was just exposed).

Move

Your hero has a movement stat, and can only move along the arrows connecting locations. All locations take 1 move point to enter, and if you enter a location with enemies, your turn ends. If you start in a location with an enemy, however, you may leave.



Figure 1. Movement Example.

An Order hero with a move of 3 starts in Chicago. The hero then moves to Cleveland, then to Huntington. Since Huntington has an enemy, the hero must stop to fight. After the combat, the hero can no longer continue to Washington D.C., as the turn is now over.

Explore

When you choose to stop moving, you may then encounter the location on which you have landed. If the location is face down, you must first open it by flipping it face up. Then, resolve the “open” conditions for that location. This often involves placing a monster on the location, and always gives either Order or Chaos experience.

Once the location is open (or if it is already open), you can encounter that location. If an enemy is there, you must battle the enemy first. If you lose the fight and either retreat or are killed, you don’t get to encounter that location.

Moving without Encountering

Some events, equipment, and abilities permit heroes (or monsters) to move or be moved when it is not their turn. If they move or are moved to an area containing an enemy, they must immediately battle. However, they do *not* open or encounter any location there, if such a location is face down, it stays face down.

Gaining XP

All locations grant XP when opened. When XP is gained, *all* Chaos heroes or *all* Order heroes gain it simultaneously. It doesn’t matter who revealed the location.

Example: Sevan, playing the Chaos Goatman, reveals a face-down location to be the Order Shrine. All Order heroes gain 1 XP each.

Monsters

At the start of the game, the Chaos players each draw a random monster card and keep it by their hero sheet. Whenever an Order hero encounters a monster, the Chaos heroes place a monster's figure in the correct location. If that monster is killed (or disappears into a rift after a battle), remove its figure from the map.

Placing a Monster

For speed of play, we strongly encourage the Chaos heroes to simply take turns placing monsters when required to do so. Remember that each hero has one monster at their disposal. That hero also rolls combat dice for their monster and controls its actions in combat. In special cases, the Chaos heroes can discuss and decide which monster is placed, but if they take more than 10 seconds to do so, an Order hero gets to pick the monster instead. (You can do a countdown for fun!)

Monsters can never retreat and always fight to the death or until the Order hero they face retreats or dies. A monster can block if the Chaos player controlling it chooses to do so. Monsters never fight Chaos heroes. Order heroes who enter a location containing a monster has to stop and fight it, unless they have an ability or item permitting them to bypass it.

Monsters always start a battle at full health, even if that monster was damaged in a previous fight. Essentially, they fully regenerate between battles.

If one or more Chaos hero shares an area with a monster, they fight against Order alongside one another.

Monster Death & Reward

Remove the monster from the location (it may reappear under certain circumstances). If an Order hero kills a monster, that player may immediately choose and draw one item from the quartermaster shrine. This item is not replaced with a new draw.

Example: Lysander enters a rift. First, he must fight the eldritch monster lurking there. He kills it, so he gains an item from the quartermaster. Now he can try to close the rift.

Running out of Monsters

There are exactly 6 figures for each monster. If all 6 are in play, and a new monster needs to be placed, Chaos must choose another monster type. If all of the monster figures

LYSANSDER'S TIP

There can never be more than 1 monster in an area. If a second monster is somehow placed in a location, Order immediately gets to choose and discard one of them.

Sometimes a monster is moved to, or placed on, a face-down location. In this case, it must be killed before that location can be opened.

LYSANSDER'S TIP

It's really bad for you when the game starts dropping Chaos tokens instead of monsters. You need to start culling the monster "herd" before this happens.

are in play (normally 12, but up to 18 in a 6-player game), then when a monster needs to be placed, simply put a Chaos token on the spot instead. This can lead to multiple Chaos tokens on a location.

BATTLE

If your hero moves into a location that contains one or more enemies, you must end your movement and fight those enemies. Many fights last for more than one round. You'll also fight during the final battle.

All heroes and monsters in the location fight alongside other units on their side.

The fight goes on until all Order units or all Chaos units have retreated or been killed.

Fight Sequence

Before the fight starts:

1. **Add Armor Chits (first round only):** Each player places chits equal to their armor in their supply (They can gain more armor chits by using the block ability.)
2. **Weapon Selection:** Each Order player chooses which weapon(s) they are going to use for this round, and to which weapon they are adding their fight value. (A Chaos Ghoul must also choose a weapon.)
3. **Declare Block:** Each player declares if they are going to block this turn.
4. **Ranged:** Roll for all ranged weapons simultaneously. Inflict damage and calculate block total.
5. **Melee:** Roll for all melee weapons simultaneously. Inflict damage and calculate block total.
6. **Curse:** Roll for all cursed weapons simultaneously. Inflict damage and calculate block total.
7. **Retreat:** First the phasing hero, then an opposing hero, can decide whether to try to retreat. Monsters never retreat.
8. If enemies remain, return to Weapon Selection and repeat the process.

1. Place Armor Chits (first round only)

Your armor stat adds its total to your armor chits just before the battle starts. It is not used after that (i.e. during the battle). Some weapons and abilities will grant extra armor chits. All armor chits are discarded at the end of the fight. By using special abilities or weapons, you can have more armor chits than your armor stat.

Example: A Samurai is fighting a Charhound. Just before the battle starts, both players gain their armor chits. The Charhound has armor 3, so it gains 3 chits. The Samurai gains 4 as per its armor. The Samurai attacks with the composite bow, rolling 4 dice (the bow has 2, plus the Samurai's attack of 2). The roll is

LYSANSDER'S TIP

All armor chits are discarded at the end of a fight. Just before the next fight starts, you'll once again get your armor chits.

terrible, dealing only 4 damage. The Charhound attacks at the same time, and rolls 3 yellow lightnings, adding 3 to its armor! Even subtracting the Samurai's damage, the Charhound still has 2 left. The Samurai's armor is destroyed by the Charhound's attack. The discouraged Samurai flees at the end of the round, concerned about pounding his way through the Charhound's remaining armor while in turn getting beat down.

2. Weapon Selection (Order only)

Every Order hero has at least one weapon (the inherent one, printed on its sheet), and they may own several more. Each hero has two hands (of course), and each weapon has one or more hands printed on it (exception: tomahawk, which takes no hands). The hero can use up to two hands worth of weapons, either two one-handed weapons, or one two-handed weapon.

If your hero has two or more attacks, you can only add your attack bonus to one attack, and must now declare which one.

Example: Emma, playing as a Teutonic Knight with an attack of 3, is wielding both a Toledo rapier (melee 2) and a horseman's pick (melee 1). Though both weapons attack in the melee segment, they have different results. She chooses to add her attack of 3 to the rapier, so when she attacks, she'll roll 5 dice for the rapier, and then 1 die for the pick.

Chaos heroes with more than one weapon get to use their full attack on both of them, and get their special bonus on all attacks. Monsters and the arch enemy do not have an attack bonus—they simply roll the listed number of dice for that attack.

Example: The Old One arch enemy has a melee attack 5 and a cursed attack 3. The player controlling the Old One rolls 5 dice during the melee segment, and 3 dice during the cursed segment. Both attacks get the same bonus if a lightning is rolled.

3. Declare Block

If you declare you are blocking, then your armor increases up to your armor stat value. You cannot block if your current armor chits are equal to or greater than your armor stat. During the battle, the first X damage rolled for your attacks don't count, where X is equal to the amount of armor chits added. To help remember how much damage you must subtract, you can place the new "block" armor a little away from any other armor chits.

If your total damage rolled does not equal the armor chits you added for your block, then you must subtract any "excess" armor chits at the end of your turn. If you don't have enough armor left to subtract, you must take it as damage instead.

Example 1: Paige, playing as a Sioux Owl Woman with armor 4 (and 1 armor chit left), chooses to block, so she adds 3 to her armor. She uses a longbow during the ranged segment and rolls 7 damage. She must subtract 3 from her total, which means she only does 4 damage.

LYSANSDER'S TIP

Chaos heroes, except for the Ghoul, do not have a choice of weapons. They always add their full attack to their weapon.

If you are attacking with two weapons in the same segment, you can roll for their damage in any order.

Example 2: Martin, playing as a bogatyr with armor 5 (and no armor chits left), is battling. He has a Makarov (ranged 1) and a Gladius (melee 1). He declares that he is adding his attack of 2 to his Makarov, and that he is going to block, so he adds 5 to his armor chits. He rolls 3 dice for his Makarov, and gets a 1, a 2, and a blue lightning (which inflicts 1 damage, as per the Makarov). All 4 points of damage are ignored, because he blocked. He still has 1 point left to use. Meanwhile, his enemy deals him 2 damage during the ranged segment, so he discards 2 of his chits, bringing him down to 3. Later in the melee segment, he uses his Gladius and rolls 3 damage. He must discard 1 damage (to finish his block), but 2 damage does penetrate to hit his enemy.

Example 3: In the final battle, the Chaos heroes decide the Old One is going to block, so the arch enemy gains 8 armor. Their first attack rolls for 6 damage, which is reduced to 0. Their second attack does only 1 damage, so it is also reduced to 0, but in addition, the arch enemy is 1 point shy of fulfilling its block obligation, so at the end of the turn, the Old One must discard one armor chit. Unfortunately, the Order heroes in their attacks manage to destroy all of the Old One's extra 8 armor chits, so the Old One takes 1 damage instead.

How to Attack

This format is followed in each separate attack segment: first ranged, second melee, and finally cursed. Each segment rolls dice and scores damage separately. Ranged weapons attack and inflict damage first, then melee weapons, and lastly cursed weapons. A hero or monster killed before a segment in which it attacks loses that attack.

Declare Target

Before rolling dice in any segment, the attacker must declare which enemy is being targeted.

If the attacker is attacking twice in the same segment, each attack must be declared separately. While the game can be informal, if any player requests it, no one may roll any dice in a segment until everyone has declared targets.

Rolling Attack Dice

All heroes who attack in a given segment inflict their results simultaneously, even if they roll their dice one at a time. *Do not inflict damage until all weapons have rolled, totals scored, and results adjusted.* Some weapons or abilities may cancel one or more dice or effects that someone rolls.

Inflict Damage

After all dice have been rolled, inflict damage. A numbered roll inflicts that much damage, first deducted from the opponent's armor chits. Then, once all armor is gone, it is deducted from their hit points.

Armor Chits

Your inherent armor, a choice to block, some weapons, and some events or items may give you armor chits. Armor chits are placed in your armor chit box and used when an attack hits you. You can use an armor chit in the same segment you

LYSANSDER'S TIP

Any ability or weapon roll that cancels damage, adds armor chits, or cancels dice takes effect before damage is calculated.

gain it. You don't have to use an armor chit if you'd rather save it for later.

Example: Gilbert fights a Hellion. He starts the battle with 2 armor chits from his inherent armor. He attacks with his war club in the melee segment and gets 1 more armor chit. The Hellion rolls 3 damage in the melee segment, and this uses up exactly all three of Gilbert's armor chits. Next round, he'll start with no armor.

Retreat from Combat

To retreat from combat, you must roll battle dice equal to your move stat. If you roll a blue lightning, you successfully withdraw your hero to an adjacent location which does not contain an enemy. If you do not roll a blue lightning, you stay where you are and must keep fighting.

- If the phasing hero retreats, the combat ends in that location.
- If a non-phasing hero retreats (even to a location containing an enemy), that hero is out of the fight. The combat in the location continues for the phasing hero if any enemies remain.
- If the phasing hero retreats to a location containing an enemy, a new fight may begin.

If all enemies are dead or have retreated, or you have retreated, your turn ends. Discard all remaining armor chits (they do not last more than one fight).

Per segment, roll battle dice for each weapon that applies. If you use two different weapons in the same segment, roll their battle dice separately. Add your fight value only to your previously-selected weapon.

IMPORTANT: ARMOR CHITS AND HEALING EFFECTS FROM DICE ROLLS ALWAYS HAPPEN BEFORE ANY INCOMING DAMAGE, AS DO EFFECTS WHICH DISCARD OR CHANGE DICE.

Example: The arch enemy Deceiver can sometimes discard dice the opponent rolls in the melee or the cursed attack segments. The Dark Faerie can use her Illusions ability to cancel lightning bolt results. If this is done, such dice take no effect.

Example 2: Cecil the Samurai is fighting a Hellion monster. Pre-battle, Cecil adds 2 to his armor chits, as per his armor stat of 2.

Cecil has an AK-47 (2 hands), an Uzi (1 hand), a tomahawk (0 hands), a Bowie knife (1 hand), and his inherent wakizashi in his supply. He can either fire his AK-47, use his wakizashi, or wield both the Uzi and the knife. He can add his Tomahawk to any of these options. All these combinations use 2 hands. He decides to wield the Uzi and his Bowie knife. He could also throw his tomahawk if he wanted, but decides to save it for later. Cecil adds his fight value of 2 to his Bowie knife, because he likes its reroll ability.

Ranged segment: Cecil rolls 2 dice for his Uzi (he could have instead just done 4 damage without rolling, as per the Uzi's special power). He rolls a yellow lightning and a 2. The lightning does nothing, so he inflicts just 2 damage on the Hellion, which has 0 armor, so its health drops from 9 to 7.

Melee segment: Cecil rolls 1 die for his knife and +2 dice for his fight value, for a total of 3 dice. He rolls 1 blue lightning, 1 yellow lightning, and a 1. The yellow lightning does nothing, but the Bowie knife lets him reroll his blue lightning—he does, and gets another 1, so he scores 2 damage. The Hellion has a melee attack of 2, and therefore rolls 2 dice at the same time. He scores a yellow lightning and a 2. The yellow lightning inflicts 1 damage, so the Hellion's total is 3 damage. Fortunately, Cecil has 2 armor, so he takes

only 1 damage, but loses his armor chits. The Hellion's health drops from 7 to 5, and Cecil's drops from 8 to 7 (he was already damaged).

Next round, Cecil decides to use his Uzi again, and this time just take the flat 4 damage that it can give him instead of rolling. This inflicts damage in the ranged segment, and the Hellion drops to 1 hit point. Now in the melee segment, Cecil wields his Bowie knife again. With his 3 dice, he easily rolls the 1 point needed to kill the Hellion. However, the Hellion also attacks in the melee segment, so he gets his last attack back, rolling 2 dice. He rolls a 1 and a yellow lightning, dealing 2 damage. Cecil, with no armor, takes 2 damage, so he ends the fight at 4 health, but at least he killed the Hellion, so he gets to take an item card.



Figure 2. The Die Faces

Dice Results

Blue Lightning - This does nothing unless you are using a weapon or ability that this triggers.

Yellow Lightning - This does nothing unless you are using a weapon or ability that this triggers.

Numbered Results 1-3 - Add all numbered results together and inflict that much damage on your opponent's health. This may be reduced by armor or abilities.

Monster Tracks

Some Chaos heroes or arch enemies have special tracks used in battle. Always start with the marker on the lowest-numbered box on the track and increase it as the battle continues. At the end of the battle, even if the monster survives, all boosts to the track vanish.

Hero Death

A dead hero is immediately resurrected on the start spot of their choice with full Stamina. **When an Order hero dies, add 1 Chaos doom** (hence the Chaos doom reminder on the start spots). Chaos heroes resurrect the same way, but do not increment Order doom.

Chaos Tokens (Chaos only)

Chaos tokens are placed by some events as well as when rifts are opened. These can be picked up by Chaos heroes, who have two available slots for the tokens. A single Chaos hero can't hold more than 2 tokens...any extras are always dropped in the location.



Figure 3. The Cultist blight track. It starts at 0, the lowest level.

Order heroes can never pick up a Chaos token, though they can destroy these when they destroy a rift where such a token sits. Chaos tokens carried by Chaos heroes are immune to destruction, and if a Chaos hero carrying one or more tokens is killed, the defeated hero retains them.

Events (Chaos only)

When a Chaos hero delivers a Chaos token at the arch enemy's location, that hero also gets to draw and resolve an event. If the Chaos hero drops off two Chaos tokens, that player draws and resolves two events in a row.

There are two types of events, instant and "keep." Most events are instant, read it aloud and apply its effects instantly. Some events say "keep" as their first word. These you keep by your hero sheet and can play later. The card states when it can be used.

Example: *The infection event lets you discard it to cancel an Order hero's use of a healing shrine, so you use this during that Order hero's turn.*

LYSANSDER'S TIP

There is no limit to the number of "keep" events a Chaos hero can hold. Seems unfair to me, but there you are.

HERO ABILITIES AND ADVANCEMENT

Ability

All heroes have a hero ability, and all spend stamina to activate their abilities. Stamina is difficult to recover, but when heroes resurrect, they always reappear with 2 stamina.

What happens if my abilities top out?

While rare, it's sometimes possible for some Chaos heroes to maximize all advancement bars. In this case, if they gain an XP but can't advance, they get a free Chaos token instead. If that hero's token slots are full, the Chaos token is dropped in that hero's location.

Advancement and Experience (XP)

Heroes gain experience (XP) when certain locations are revealed. All heroes on a side gain the experience at the same time, regardless of who reveals the location.

Example: *A Chaos hero reveals a healing shrine. All Order heroes gain 1 XP, even if the Chaos hero manages to destroy the shrine during the ensuing encounter.*

When you gain experience, add one experience marker to one of your tracks, 1 box per experience. Your stat value for any skill is equal to the number shown to the right of the most recently placed experience cube.



Figure 4.
A Ghoul's attack track at the start of the game with now XP markers.

At the game's start, a Ghoul's attack is 0, because that is the lowest number shown to the right of the XP marker.



Figure 5. After accruing XP.

After putting 4 XP into its attack, the Ghoul's attack is now 1, because it finally managed to cover up the last zero showing.

Maximum Advancement

You cannot advance your marker into the final box on a track. That represents your highest-possible score for that track.



Figure 6.
This is the Ghoul's maximum attack. It took 7 XP to get there.

Note: It's quite normal for players to fail to advance all of their tracks to the end, or even end the game without advancing *any* track to the end.

ITEMS (ORDER ONLY)

Items fall into two categories: weapons and equipment. Both are kept at the quartermaster, and drawn either when a hero kills a monster or when they visit the quartermaster shrine.

The quartermaster starts with 6 slots filled with items. As these are drawn, they diminish. They are replaced when the quartermaster is refreshed (by visiting it).

Weapons

Order heroes have no limit to how many weapons they can carry. All Order heroes have an inherent weapon as well. Weapons have several characteristics. For details on how to use weapons, check the combat rules (pg. XX).



Figure 7. A sample weapon.

1. **Name:** This is for flavor, but does give you an image of what you're carrying into combat.
2. **Hands:** The number of hands that are used to wield the weapon.
3. **Segment and attack bonus:** This tells you in which segment the weapon attacks, and how many dice it rolls. You may add your own attack to this.
4. **Special:** Many weapons get benefits from the lightning bolts on the attack dice, and a few have special abilities beyond this.

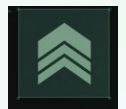


Figure 8. A sample equipment.

Equipment

Equipment is always used during your turn, and this can be done anytime on your turn, unless the equipment description says otherwise. For example, a piece of equipment that says “in any battle” can be used in any battle. Many are used in battle, and in this case, only your hero can use it in battle, unless the ability states otherwise.

Order heroes have slots on their hero sheets for equipment. You cannot have more equipment than your total slots. **Some slots must be opened up by using experience.** These slots have an upgrade box (shown to the right) on the order sheet.



If you have no empty slots and you gain a new piece of equipment, you must first discard one of your existing ones. The discarded equipment is placed on the discard pile.

Equipment is always discarded when used. Unless it states otherwise, it must be discarded only on the turn of the hero that owns it.

Example: *Third Sight* says it is discarded at the start of a round of battle, so you can use it in any battle, even if you are not present.

DOOM TRACK AND THE FINAL BATTLE

Ending the Game

When the Chaos doom marker reaches 13, play immediately stops. All players enter the final battle, which determines victory or defeat. During this battle, heroes who are slain are removed from the battle and set aside. If all Order heroes are slain, they lose. If the arch enemy is slain, the Chaos heroes lose.

What happens if Order doom reaches 13?

In this unlikely event, each time an Order hero would normally gain doom that would advance beyond 13, instead each Order hero can choose whether to gain 1 health, gain 1 item, or gain 1 experience. Play still continues until the Chaos doom marker reaches 13.

The Final Battle

Go through the following steps in order:

1. Place the Order heroes before the arch enemy.
2. Place the Chaos heroes and their monsters (one of each) in front of the arch enemy, between it and the Order heroes.
3. Order heroes each gain 5 health, or up to their current maximum, whichever is less.
4. All Chaos health is restored to full, then each Chaos hero loses health equal to the current Order doom. In the unlikely event that a Chaos hero's maximum health is equal to or less than the Order doom, that hero dies.
5. The arch enemy determines its health and gains health tokens, it is different depending on the number of Order heroes:
 - A. The Order heroes now reduce the health of their Chaos opponents. Each Chaos hero is paired with its monster, and each pair must lose total health equal to the Order doom.

Example: *In the final battle of a 4-player game, Order doom is at 8. The Nightmare is paired with the Rawhead, and the Ghoul with the Tengu. The Order players must divide up 8 points of health loss between the Nightmare and the Rawhead, and then between the Ghoul and the Tengu. After conferring, they subtract 6 from the Nightmare and 2 from the Rawhead, then 0 from the Ghoul and 8 from the Tengu.*

6. All Order heroes battle the Chaos heroes plus the monsters. The arch enemy does not participate in this part of the final battle.
7. If all Chaos heroes and their monsters are killed, the Order heroes then fight the arch enemy.

8. If the Order heroes kill the arch enemy, they win. If all Order heroes are killed at any stage of the fight, they lose.

Please note that at any stage of the final battle, a killed hero does not resurrect, but stays out of the fight. However, even if some heroes are killed, if their side wins, they are considered to be victorious along with their teammates.

LOCATION TYPES



Quartermaster Shrine (x3)

At the start of the game, the quartermaster is set up with 6 item cards. Order heroes gain items by killing monsters. Items taken are not replaced until an Order hero visits the quartermaster shrine itself. If the shrine runs out of items, Order heroes can't get any more items until the quartermaster is refreshed by visiting it.

When opened: All Order heroes gain 1 experience.

Order action: An Order hero may visit the quartermaster, and may choose up to 1 weapon, and as much equipment as desired. The quartermaster is then refreshed by discarding all remaining items and drawing 6 new ones.

Chaos action: Choose and discard 1 item from the quartermaster. The quartermaster now has 1 less item available until it is visited and refreshed by a hero.



Chaos Rift (x2)

The Chaos rift can never be closed.

When opened: Reveal all unrevealed adjacent cards and resolve their "when opened" ability. Place 1 Chaos token and 1 monster on the location. All Chaos heroes gain 1 experience.

Order action: None.

Chaos action: You may pick up the Chaos token and place a monster on the location, if none are there.



Order Shrine (x1)

The Order shrine can never be closed.

When opened: All Order heroes gain 1 experience.

Order action: Choose to either 1) gain 2 stamina or 2) gain 5 HP (up to your maximum).

Chaos action: None.



Healing Shrine 2 (x1); 3 (x1)

When opened: All Order heroes gain 1 experience.

Order action: Gain 5 HP (up to your maximum).

Chaos action: Attack the shrine by rolling dice equal to the shrine number. If you roll at least one yellow lightning, remove the shrine card and gain 2 Chaos doom.



Rift 5 (x5), Rift 4 (x4), Rift 3 (x3), Rift 2 (x2), Rift 1 (x1)

Most of the map locations are rifts. Order tries to close rifts to gain Order doom. Chaos tries to take the Chaos tokens to gain Chaos doom. The fight is largely based around the rifts.

When opened: Place 1 Chaos token. All Chaos heroes gain 1 experience.

Order action: You may attack the rift. If a monster is present, you must first kill it. Once the monster is killed, you may attack the rift by rolling dice equal to the rift number. If you roll at least one blue lightning, remove the rift card, discard any Chaos tokens present, gain 1 Order doom, and all Order heroes gain 1 experience.

Chaos action: Pick up the Chaos token.



Wandering Monster (x4)

When opened: Place 1 monster. All Chaos heroes gain 1 experience.

Order action: None.

Chaos action: If no monster is in the location, place one. If a monster is in the location, move it to an adjacent revealed location without a monster, then place a new one here.

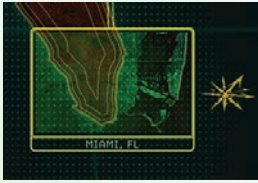


Wormhole (x3)

When opened: All Order heroes gain 1 experience.

No action relates to the wormhole. However, if at least two wormholes are visible on the map, you can move from one wormhole to the other as though they were adjacent.





Order Start, Preprinted (x3); Chaos Start, Preprinted (x3)

At the start of the game, each hero figure is placed on a start location matching their faction. More than one hero can share the same start. If a hero is killed, they return the figure to one of their faction's starts on their next turn.



Arch Enemy, Preprinted (x1)

The arch enemy is placed here at the start of the game.

Order action: Order heroes may not enter the arch enemy's space until the final battle.

Chaos action: Chaos heroes who enter the arch enemy's space draw and resolve 1 event card and discard all Chaos tokens they carry, adding 1 Chaos doom per token.

FREQUENTLY ASKED QUESTIONS

Q. If I use a weapon with an ability that is triggered by having more of one lightning than another, such as the Toledo rapier, is this canceled by Ancestral Rites, which exchanges them for 2 damage each?

A. Any lightning which is exchanged for 2 damage no longer counts as a lightning. Of course, you can pick and choose which ones are exchanged.

Q. Why is the "Holy Blade" considered a cursed weapon?

A. Chaos's infection ruins everything.

Q. If I defeat a monster, and no items are left at the quartermaster's, what happens?

A. You don't get an item in this case. Too bad. Someone needs to go refresh the quartermaster!

Q. When my Knight of St. George uses his Stonehenge ability to swap two locations, does a hero on a new location encounter it?

A. No, though it is opened, with all results, if face down. On his turn, if he decides not to move, he can, of course, encounter it.