

PROJECT
DARK WATER

VEIL OF RUIN

GAME RULES

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D4	NUMBER OF FLASKS OF HEALING FOR EACH TEAM
1	0
2 OR 3	1
4	2

36



INTRODUCTION

Welcome to Orman, a land tainted by a seeping and insidious Corruption. A land that is on the brink of extinction and brimming with horrors. Very few can remember a time before the darkness crept between the trees of the jungle: an age of golden empire, thriving with riches and technology. Now, the survivors are fast running out of resources and time. In *Veil of Ruin* you and your friends take the role of the champions of Orman, fighting to protect the last vestiges of civilization from the denizens of the jungle who have been mutated into horrible monstrosities.

We recommend new players start by reading through the rules and/or watching our Youtube explanation videos, before starting their first game.

CREDITS

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We could not have made this game without you!

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WHAT'S IN THE BOX

When first opening **VEIL OF RUIN** separate the assets into their own piles as described below.

THE HEROES OF ORMAN

VEIL OF RUIN includes six heroes each with their own associated **Hero Card**, **Combat cards**, **Health Tracker**, and **2 Player Relic**. Group these associated assets together.



AGRON

THE GUARDIAN

Agron provides support to his party by drawing enemy attacks to himself, which he absorbs with his huge health pool and a variety of **CA** (counter actions). He also can cause **AOE** (area of effect) **DMG**, allowing him to deal large amounts of **DMG** when there are multiple targets.



ANXHELA

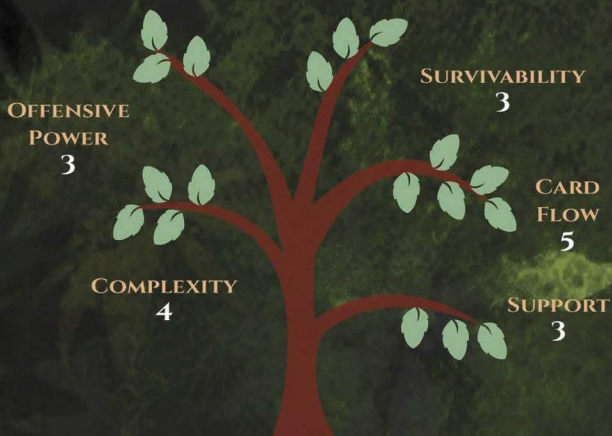
OF THE SHAMAN

Anxhela provides powerful boons and healing to her teammates as well as the ability to remove negative effects on her allies. Offensively, she has the ability to summon totems with a lasting effect on the enemy, making Anxhela a well rounded addition to any team.





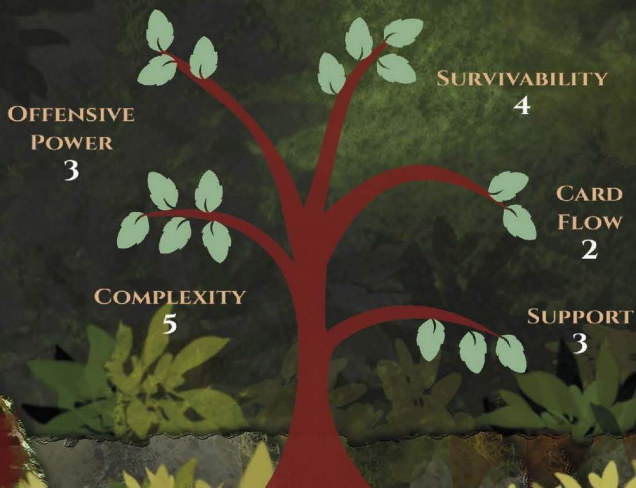
BORUNE OF THE BONEBREAKERS

Borune is a master of dealing crippling conditions that both debilitate enemies and allow his allies to follow up for massive **DMG**. Borune's cards are very conditional and have a high degree of randomness, but his combat trait helps him find the cards he needs for any situation.



DIELLZA OF THE BEASTMASTERS

Diellza provides support to her team through using both  (summoned companions) and  (disabling) enemy abilities. While she has a low health pool, her animal companions provide a protective buffer that makes her one of the more resilient characters.



MERGRIM

THE SORCERER

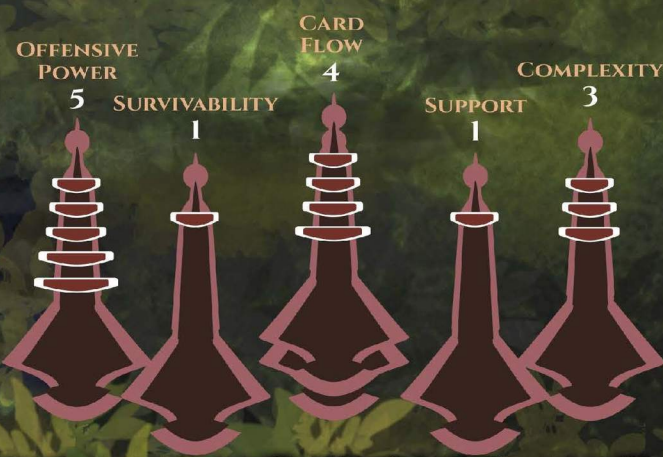
Mergrim provides massive **AOE** (area of effect) magic attacks that can wipe out multiple enemies at a time. He can defend himself by turning **Invisible**, and he can support his allies by helping them find specific cards out of their decks to set up powerful combos.



NDRITA

THE RED CLAW

Ndrita focuses on dealing single target **DMG** (damage) through playing multiple cards in one turn. Her deck is centered around drawing cards and playing multiple cheap attacks, allowing her to pick off vital targets with large bursts of **DMG**.



HERO CARD

Base Stance



Health Points (HP)



Name



NDRITA THE REDCLAW

Combat Trait



COMBAT TRAIT

When playing an attack card which matches the **ENEMY'S STANCE**, gain an **E^N** and deal **+1 DMG** for each of **NDRITA'S CARDS** in that enemy's **RECALL ZONE** (Include the card just played).

1^N ABILITY

Name a stance, deal **2 DMG** to each enemy in that stance.

1 AP Ability



Active AP Zone



Earned AP Zone



Class Sigil



The Hero Card gives you stats about your chosen Hero; their **Combat Trait (PG23#)**, **1^N (1 AP) Ability** and **Health Points (HP)**. The back of the Hero cards shows a graphic which breaks down the heroes strengths and weaknesses, some basic rules, and a personal backstory.

Name ➡ **NDRITA THE REDCLAW**

Back Story ← NDRITA has spent many years trading blood for profit, but unlike many of her clan, she survived her calling as a Redclaw. Fierce, quick as a viper, and merciless, NDRITA will do almost anything to keep drawing breath, even if that includes saving Orman.

Character Breakdown ←

OFFENSIVE POWER 5	SURVIVABILITY 1	CARD FLOW 4	SUPPORT 1	COMPLEXITY 3
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Hero Skills ➡ **SKILLS:** Acrobatics / Burglary / Concoct

Hero Actions ←

HERO ACTIONS

- Play **COMBAT CARDS**
- Pay 1^N to take a Item from a willing Ally including wounded Heroes.
 - Use **ITEMS**
- REFILL YOUR HAND.** Heroes may spend 2^N to fill their hands to 5 cards.
 - Use 1^N **ABILITY**
 - Remove ☞ cards for their base AP cost + 2^N
 - Remove ♣ for 3^N
- Repeat until out of AP^N or end turn anytime after performing at least **ONE ACTION** if possible.

Effects Descriptions ➡

EFFECTS

<p>DAZED</p> <p>Enemy: Draw a card when you target a ☞ enemy with an attack card.</p> <p>Hero: Discard 2 cards at random at the start of your individual turn.</p>	<p>WEAKENED</p> <p>Enemy: Deal 1/2 DMG (round up) with attacks.</p> <p>Hero: Deal 1/2 DMG (round up) with attack and utility cards.</p>
<p>EXHAUSTED</p> <p>Enemy: Gain 1 E^N when you target an ♣ enemy with an attack card.</p> <p>Hero: When ♣ the price of hero actions are increased by 1^N</p>	

COMBAT CARDS



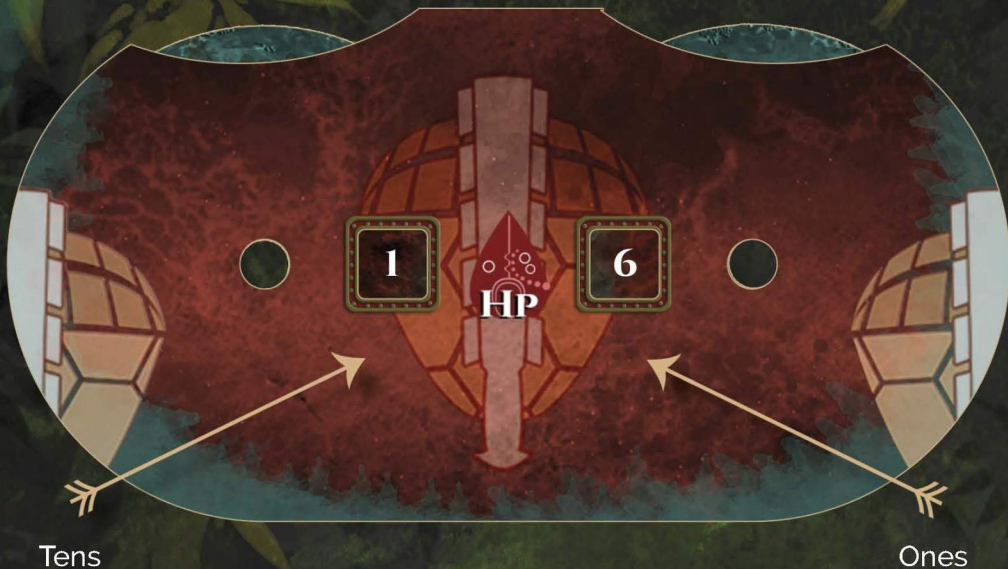
Each Hero has their own unique **Combat Cards** which are used to defeat their enemies in combat (PG#23).

Combat cards come in one of 4 types (**Basic, Skill, Master** and **Ultimate**) as indicated by the letter in the bottom right hand corner of each card. These types should be separated and placed into unique piles.

These piles will be used to create your **Combat Deck**.

Combat decks will be shuffled and placed face down next to your **Hero card**. This is called the hero's draw pile, and cards are drawn off this pile during combat. After use, cards are placed in the discard pile. If the draw deck is ever empty, reshuffle the discard pile to form a new draw deck immediately.

HEALTH TRACKER



Use the **Health Tracker** (or your own dice) to set your character's max health as listed on your **Hero Card**. For teams of 2 and 3 Heroes use the high (bracketed *italic*) **HP** value, for 4 person parties use the low (Non-bracketed number) **HP**.

HP is important for **Combat (PG#23)** and many other interactions in **VEIL OF RUIN**.

The box also includes Enemy and Companion Health trackers, put those aside for future use.

2 PLAYER RELIC

When playing with only **two Heroes** each gets access to a class specific **2 Player Relic**. These should be placed face up next to the associated hero's **combat deck**.

Card Effect ➤

Class Sigil ➤



← Name

ARTIFACTS, ITEMS AND FLASKS OF HEALING

ARTIFACTS

Artifacts are unique cards given out to the party by events as you play through the adventure in campaign mode. Once acquired these cannot be sold and there is no limit to how many the party can have at a single time. At the start of combat, after the enemy cards are revealed each hero may choose up to 2 Artifacts to equip for that combat.



Card Name

Class Sigil

ITEMS

Items all have a value in (COWRY). There is **no limit** to how many Items the party can have, but, like artifacts, each hero may only bring **two** into any combat. This pile should be shuffled at the start of each new play session.



Card Name

Card Effects

COWRY Cost

Card Number

AP Cost

FLASKS OF HEALING

Flasks of Healing are special consumables that restore **HP** and discard corruption. They are given to players at different points throughout the game. Each hero can carry as many **Flasks of Healing** as they want, and bring them all into every combat.



COWRY Cost

Card Number

AP Cost

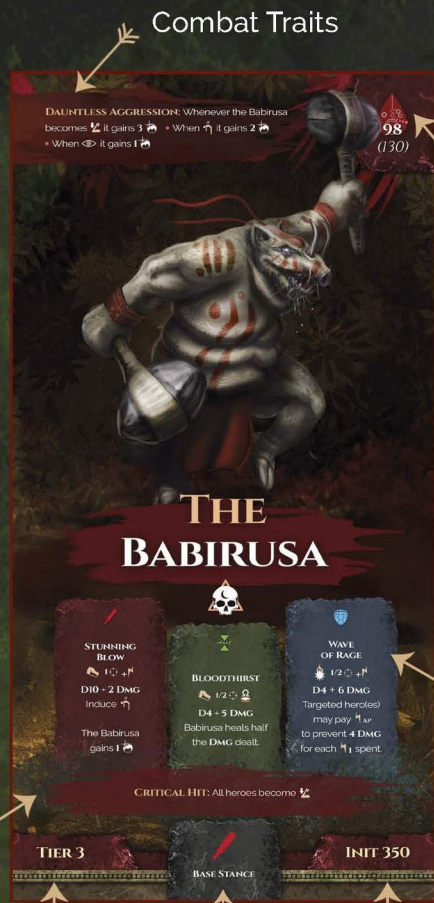
Card Name

Card Effects

BOSS AND MINION CARDS

Boss and Minion Cards should be separated and **Boss Cards** should be sorted by their Tier.

These cards are used in **PVE** encounters (**PG#23**) during the enemy turn (**PG#30**).



Combat Traits

Health Points (HP)

Attacks

Critical Hit

Tier

Base Stance

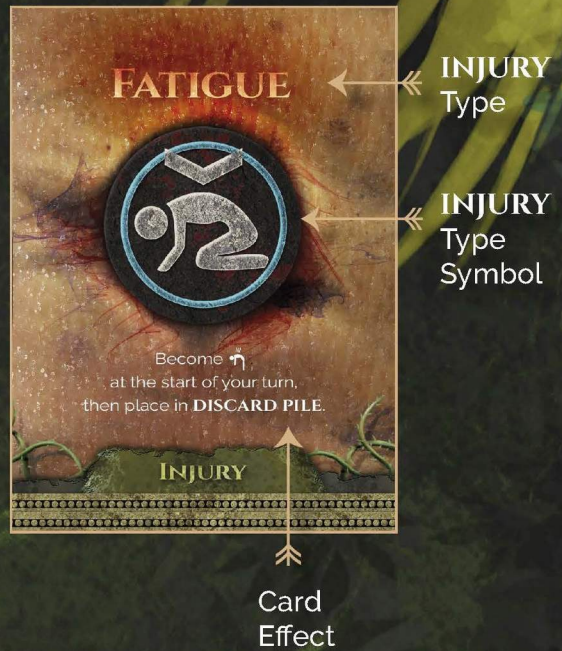
Initiative



INJURY AND CORRUPTION CARDS

INJURY and **CORRUPTION** cards look like **Combat Cards** and get mixed into Heroes' **Combat Decks** during combat or other **PVE** encounters. These cards have a negative effect on the Hero when they are drawn. Separate **INJURY** and **CORRUPTION** cards into two piles, face up near the play area.

INJURY and **CORRUPTION** cards remain in your deck between combats but can be removed by **Encounters**, or certain **Items** and **Artifacts**.



QUICK SHEETS

Quick sheets are used as references to save time when playing **VEIL OF RUIN**.

The **Combat Quick Sheet** breaks down **PVP** and **PVE** combat into simple to follow steps.

The **Iconography Guide** is useful for players learning the meaning of symbols used in **VEIL OF RUIN**.

EFFECT TOKENS, BUFF COUNTERS PARTY TOKEN AND AP TOKENS

Effect tokens and **Buff Counters** are placed on Hero or enemy cards when certain effects are applied.

The **Party Token** is used during the **INTO THE JUNGLE** and Campaign modes to indicate your party's position on a map.

AP tokens are given to heroes in each round of combat and are spent to use items, abilities, and play combat cards.



INTO THE JUNGLE MAPS, CAMPAIGN BOOK AND TRACKING SHEET

Put these aside for use when playing their respective game modes.



PICK YOUR GAMEPLAY MODE

VOTING RULES

Voting is an important mechanic for many encounters in **VEIL OF RUIN**. We have two suggested voting systems for players:

1) Vote and Roll:

Each hero may vote on what choice they want to make. They are then assigned a number (1-4 depending on the size of the party) and a die is rolled to make the decision. If one player is controlling two heroes they get two votes.

2) Simple Majority:

Each hero gets a single vote, if there is a majority of heroes voting for a single choice that is the one that is selected. A die will be rolled to break ties.

This is the recommended way to play!



COOPERATIVE (PVE) GAME MODES

CHOOSE YOUR HEROES

Each player chooses a hero and places their associated **Hero Card**, **Combat Deck**, and **Health Tracker** in front of themselves. If playing single player, pick at least two Heroes. (Minimum number of Heroes is 2, Maximum is 4).

If playing with 2 Heroes also place your heroes' **2 Player Relic** next to the **Hero Cards**.

If playing with 2 or 3 Heroes set your **Health Tracker** to the high value on your **Hero Card**.

If playing with 4 Heroes set your **Health Tracker** to the lower value on your **Hero Card**.

ASSEMBLE YOUR STARTING COMBAT DECK

Next choose one of the following options to assemble each heroes Combat Decks:

Quick Start

Pick Basic Cards #1-12 and add them to your Combat Deck. Basic Cards #13-24 are discarded and placed in a separate pile to the side called the Scrapped Cards Pile.

Shuffle the Ultimate Deck Cards #25-28 draw 3, pick 1 and add it to your Combat Deck.

The remaining Ultimate Deck is discarded to the Scrapped Cards Pile.

Regular Start

Shuffle the Basic Cards Cards #1-24 draw 8 cards and add them to your Combat Deck.

Next draw 3 cards from the remaining Basic Cards, pick 1 and add it to your Combat Deck, discard the 2 left over to the **Scrapped Cards Pile**. Do this 3 more times until your Combat Deck is composed of 12 cards. The remaining Basic Cards are discarded to the **Scrapped Cards Pile**.

Shuffle the Ultimate Deck cards #25-28 draw 3, pick 1 and add it to your Combat Deck.

The remaining Ultimate Deck is discarded to the **Scrapped Cards Pile**.

CHOOSE A GAME MODE

SKIRMISH MODE

This quick gameplay mode lets players unlock cards and play dramatic fights in a single 45 minute to 2 hour session. It is recommended to start by playing a Tutorial difficulty combat to get the sense of combat in **VEIL OF RUIN**.

Using the table below choose a row based on the difficulty level you want to play at and the amount of time you have for a game.

SKIRIMISH TABLE

Enemies	Difficulty	Length in Minutes	Skill Cards Per Player	Master Cards Per Player	Cards Scrapped Per player	Health Potions for Party	Items Per Party
1 Spinehog, 1 Taloc Mirethug	Tutorial	~30	0	0	0	0	0
3 Minions	Child's Play	~45	1	0	0	1	0
1st Tier Boss 2 Minions	Very Easy	~50	2	0	0	2	4
2nd Tier Boss 2 Minions	Easy	~55	2	0	0	1	1
3rd Tier Boss 2 Minions	Easy	~65	2	0	1	1	3
2nd Tier Boss 1st Tier Boss 1 Minion	Medium	~90	2	0	1	2	3
4 Minions with 2 buff counters	Medium	~55	2	1	2	0	3
3rd Tier Boss 1st Tier Boss Minion with 2 buff Counters	Hard	~90	3	1	2	2	4
4th Tier Boss 2 Minions	Hard	~60	3	1	2	1	4
5th Tier Boss 2 Minions	Very Hard	~60	4	2	2	1	4
3rd Tier Boss 2nd Tier Boss Minion with 2 buff counters	Very Hard	~75	4	2	3	3	5
3rd Tier Boss 2nd Tier Boss 1st Tier Boss	Very Hard	~100	4	2	3	5	5
4th Tier Boss 3rd Tier Boss Minion	Extreme	~110	7	3	3	5	5
4th Tier Boss 3rd Tier Boss 2nd Tier Boss	Extreme	~120	8	4	4	5	5
5th Tier Boss, 3rd Tier Boss 2 Minion with 2 Buff Counters	Extreme	~120	8	4	5	6	6
5th Tier Boss 4th Tier Boss 3rd Tier Boss Minion with 2 Buff Counters	Masochistic	~120	8	4	5	6	6

Instructions

Choose enemies of the indicated tier and type at random. If the table tells you to, add 2 🗡️ (buff counters) to the minions before combat starts.

To add a **Skill** or **Master Card** to your deck, shuffle the appropriate pile, draw 3, pick 1 and add it to your **Combat Deck**. Take the remaining cards and add them to the **Scrapped Cards Pile**. Do this the number of times indicated on the table above.

To scrap a card, you may search through your combat deck for any card and add it to the **Scrapped Cards Pile**. Do this the number of times indicated on the table above.

Assign the party a number of **Flasks of Healing** and **Items** as indicated on the table below. Items are drawn randomly from the **Item Deck**. These may be divided among the heroes in any way that they choose. Consult the Voting rules section (**PG#16**) if the party cannot come to a decision.

Once setup is complete, begin combat as explained in the **PVE** combat section (**PG#23**). If the enemies are brought to **0 HP** and any Hero still has more than **0 HP** the party is victorious!



INTO THE JUNGLE MODE

This game mode gives players a repeatable, roguelike experience of 2-5 hours where you choose a path through a series of encounters on one of the **Into the Jungle Maps**, developing your combat deck, discovering loot, in your quest to defeat the boss at the end.



Instructions

Pick one of the Into the Jungle maps and place the **Party Token on the Starting Hex**, when a hex is completed the party may vote on which hex to move the party token to. The token may move to any connected hex following the arrows.

Now it's time to set off into the jungle, uncovering mysteries and fighting back the corruption to peer beyond the veil!

INTO THE JUNGLE LEGEND

Minion Fight




Draw 3 Random Minions. Begin Combat (PG#23).

On Victory:

Each Hero gains 2 Skill Cards:

To gain a **Skill Card**, shuffle the **Skill Cards** (Remaining cards #44 - #55) draw 3, pick 1 and add it to your **Combat Deck**. Take the remaining cards and add them to the **Scrapped Cards Pile**.

Party gains 1 Random Item worth

3  (COWRY) or less from the Item Pile:

Draw a card from the top of the item deck, if its **COWRY** cost (bottom left) is 3 or less, add it to the party's inventory, if it costs 4 or more, put it aside and draw again, then once you've found an appropriate item, shuffle the other revealed cards back into the deck.

Boss Fight




Draw 1 Random Tier **X** Boss and 2 Random Minions. Begin Combat (PG#23).

On Victory:

Each Hero gains 2 Master Cards:

To gain a **Master Card** shuffle the **Master Cards** (Remaining cards #32 - #37) draw 3, pick 1 and add it to your **Combat Deck**.

Take the remaining cards and add them to the **Scrapped Cards Pile**.

Party gains x Random Items worth 3  (COWRY) or more from the Item Pile:

Draw a card from the top of the item deck, if its **COWRY** cost (bottom left) is 3 or more, add it to the players inventory, if it costs 2 or less, put it aside and draw again, then once you've found an appropriate item, shuffle the other revealed cards back into the deck.

Where X = the tier of the boss

Shop



Reveal 2 **Flasks of Healing** (if possible) and draw 5 random cards from the Item deck - you may trade your current items for these items.

You may trade any number of items in one transaction as long as the total COWRY value of items you give up is equal to or greater than the total COWRY value of the item(s) taken. Afterwards, shuffle all unbought items and items spent back into the item deck.



Training




Party gains 1 **Flask of Healing** (if possible); **Each Hero gains 2 Skill Cards**: To gain a **Skill Card**, Shuffle the **Skill Cards** (Remaining cards #44 - #55) draw 3, pick 1 and add it to your **Combat Deck**. Take the remaining cards and add them to the **Scrapped Cards Pile**. Do this 2 times.

You may **scrap** 1 non-corruption non-**INJURY** card from your deck.

Sanctuary



Each Hero may remove up to 4  (**corruption**) and **INJURY** cards from their combat deck.

Recharge all charged Items.


Each Hero gains **10 HP**.


Party gains 2 **Flasks of Healing** (if possible); Search through the Item deck and draw 2 **Flasks of Healing**, then shuffle the deck


Loot



Party gains 1 **Flask of Healing** (if possible); Search through the Item deck and draw a **Flask of Healing**, then shuffle the deck.


Party gains 1 Random Item worth 3  (**COWRY**) or less from the Item Pile.

Party gains 1 Random Items worth 3  (**COWRY**) or more from the Item Pile.

Party gains 1 Random Items worth 6  (**COWRY**) or more from the Item Pile.

Corruption










Each Hero rolls a **D6**. Any Hero who rolls 1, 2 or 3 gains a random  (**corruption**) card.

Optional Difficulty Table

** Not recommended on your first few attempts, this is meant to increase difficulty. Roll **1-6 D6s** (reroll repeated results) and add these effects to the campaign.

DIFFICULTY TABLE

Roll	Effect
1	Enemies in  (Minion) Fight hexes start combat with 2  (Buff Counters).
2	After dealing out  (items) for a Loot Hex, discard 1 at random.
3	Bosses gain 12 (2-3 Heroes) or 20 (4 Heroes) more HP .
4	 (Items) in shops cost 3 extra  (cowry).
5	Sanctuary Hexes remove up to 2  (Corruption) and INJURY cards instead of 4.
6	Corruption Hexes automatically give 1  (corruption) card.

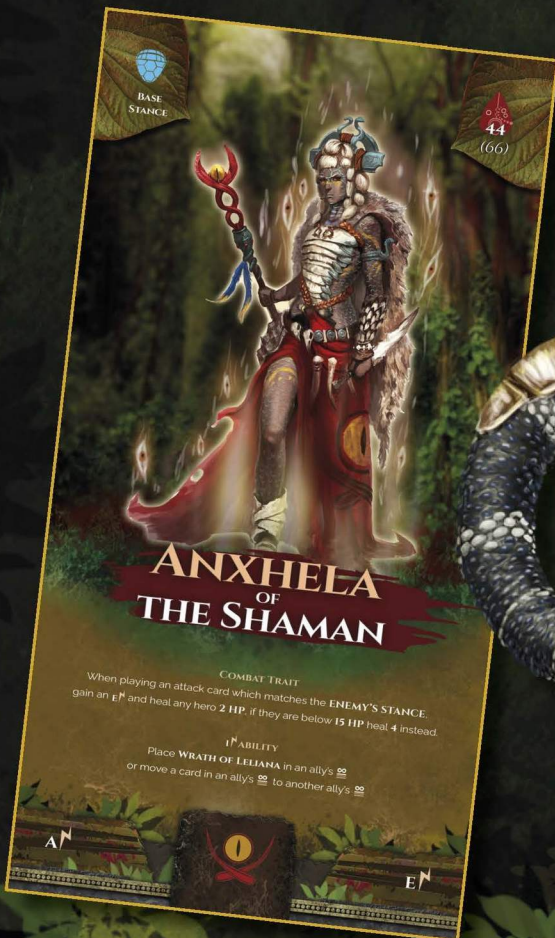
CAMPAIGN MODE

In Campaign Mode, Heroes will explore the once great land of Orman over the course of many multiple-hour long sessions, and discover the cause of humanity's fall, working together to pull back the **VEIL OF RUIN**.

Open the **Adventure Book** and follow the instructions to begin. Players should track their progress on a tracking sheet.

COMPETITIVE (PVP) GAME MODE

When all the players feel comfortable with the **PVE** rules **PVP** is a fun way to test your strategic thinking against others (**PG#36**).



COOPERATIVE (PVE) COMBAT ENCOUNTERS

PVE Combat encounters occur when the party of heroes face down **Bosses** and **Minions**.

After the **First Round Set Up** where cards are laid out, the **combat encounter** is broken into **Rounds**. A **Round** in a combat encounter is composed of the **Party's Turn**, where each individual hero acts, and the **Enemy Turn**, where the enemies act, followed by the **Round End**, after which the next **Round** starts from the **Party's Turn**.

FIRST ROUND SETUP

Before a combat encounter; **Enemy** and **Hero Cards** must be drawn and setup.

ENEMY CARD SETUP

The Campaign, Into the Jungle legend or Skirmish Table will describe the type and number of enemies the party will be facing.

All enemy cards have two health numbers, the **low value** (used when playing with **2 or 3 Heroes**) or the **high value** (used when playing with **4 Heroes**).

Enemy Cards should be sorted from left to right based on initiative from highest to lowest.



COMBAT

Always keep in mind that Card text can override the basic rules of the game.





PLAYERS' SET UP

All Heroes draw an opening hand of **4 Cards** from their shuffled **Draw Deck**. Make sure each hero's **health total** is in place and all Heroes choose to equip up to **2 Items**, **2 Artifacts** and any number of **Flasks of Healing** from the party's inventory.

If playing with **2 Heroes** make sure they each have their **2P Relic**.

PARTY'S TURN

The party gets the first turn unless stated otherwise.

Players should read the **Enemies' Combat Traits** and keep in mind their effects at the start of combat and/or how they modify what actions the Heroes may perform against them.

DRAW 1 CARD AND GAIN 2 ACTION POINTS

All heroes above **0 HP** draw one additional card from their **Draw Deck** and place it into their hand. At the start of the first player's turn, they should have **5 Combat Cards** in front of them.

At any point, if a Hero's draw deck becomes empty, reshuffle the discard pile into the draw deck.

Heroes with more than **0 HP** each gain **2** (Action Point) tokens which will be used to play **Combat Cards**, activate **Abilities**, or use **Items**. Keep in mind that many **2P Relics** increase this to **3**

INJURY CARDS RESOLVE

INJURY cards in Heroes' hands activate at this point, and then are discarded.

DETERMINE HERO TURN ORDER

Turn order is chosen by the players using the Voting Rules (PG#16). The party selects a Hero to act first. Heroes at **0 HP** do not get a turn and cannot perform any actions until they are revived (PG#33).

Once a hero ends their turn they may not take any more actions (except **counter actions** ✕) until the next round.

Once the first Hero's turn is over, select the next Hero to act.

HERO'S TURN

On their turn, heroes may spend **AP** to perform a variety of actions. If possible they must perform at least one **Hero Action** before they end their turn. Your **Hero Actions** are listed below and on the back of your **Hero Card**.

START OF TURN EFFECTS TRIGGER

Certain Items, Artifacts or Boon Cards will have an effect at the start of a Heroes' turn. These trigger once the Hero has been chosen to act.

(Dazed) heroes also discard two cards at this point.

COMPANIONS ACT

If the hero has an active Companion, that Companion must act now. This does not count as a Hero Action.

Companions are not affected by **(Buff Counters)** or Status Effects (PG#34) on their controlling Hero.

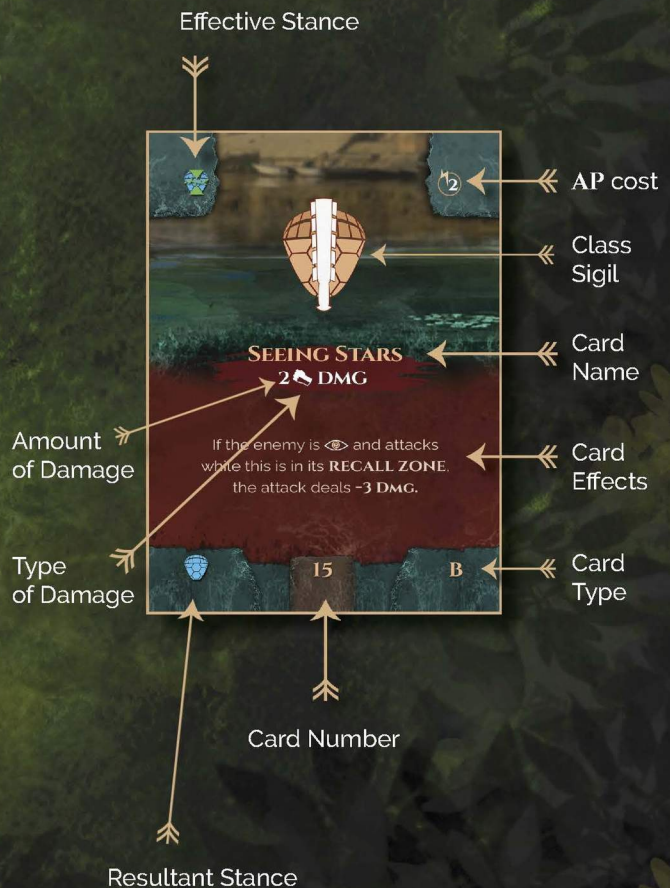
Companion attacks are not considered to be attack cards.

PLAY COMBAT CARDS



AP can be spent to play Combat Cards, either Attack or Utility Cards. The **AP** cost of a card is listed in the top right.





ATTACK CARDS






Attack cards have an Effective Stance in the top left (Aggressive, Neutral, or Defensive) and a Resultant Stance in the bottom left. These cards usually inflict damage (**DMG**), and other Effects.



Choosing a Target

When you play an attack card, you must choose a valid target. Attack cards go into the targeted enemy's **RECALL ZONE** once played. Enemies cannot be targeted if they are  (**Invisible**), and heroes who are  (**taunted**) **MUST** choose the taunter as the target of their attack cards. If the taunter is untargetable, then the attacker can choose targets normally.

If the chosen target is  (**Dazed**) or  (**Exhausted**), or has some other effect which triggers when targeted, this happens immediately after they are chosen. If the card played induces  /  you do not gain the effect of those statuses when playing that card.


Despite dealing **DMG** to multiple enemies, **AOE**  (**Area of Effect**) attack cards are left in the **RECALL ZONE** of a single enemy and only counts as targeting that one enemy. (I.E. if you play an **AOE**  attack against 3 enemies, 1 of which is  (**dazed**) you only draw a card if the **AOE**  attack targets the  enemy).




Base Damage and Modifiers

Combat cards will have a **DMG** value listed at the top half of the card, this is known as the **Base DMG**. Many cards will also have text at the bottom that modifies this **DMG** value in certain situations.

This **Base DMG** can also be modified by  (**Buff counters**), **Items and artifacts**, combat traits etc. When applying **DMG**, additions and subtractions occur before divisions and multiplications.

E.x. When a  (**Weakened**) Guardian with 3  (**buff counters**) plays a card which deals 6 **Base DMG** First add +3 **DMG** for the  and then divide by 2 and round up for the  $(6+3)/2 = 4.5$ which is **5 DMG** dealt after rounding.

When **DMG** is applied to an enemy the player responsible for dealing it is also responsible for reducing the health on the enemy tracker.









When an enemy's **HP** goes to zero  (**Buff counters**) are removed from that enemy and Attack Cards in its **RECALL ZONE** are returned to their owner's discard pile(s). Enemies at **0 HP** are untargetable, no longer act during the Enemy Turn, and their combat trait no longer has any effect (unless otherwise stated). Leave the card in play, as certain effects might revive that enemy, allowing them to act in regular initiative order.

Other Effects




Cards may also have additional effects beyond just dealing damage, read the text listed on the bottom of the card and resolve these effects after damage is dealt.


Some Cards have special effects which activate based on status effects on an enemy, enemy stance, enemy or Hero **HP**, cards in an Enemies **RECALL ZONE**, ect. These are checked before the attack resolves and is put in the **RECALL ZONE**.

(I.E. The Redclaw card Flunge (#15) deals extra damage for each of her cards in that Enemy's **RECALL ZONE**, count the number of cards in the **RECALL ZONE** BEFORE this card resolves and is placed into the enemy **RECALL ZONE**).

Attack Cards may also cause  (**Dazed**),  (**Weakened**),  (**Exhausted**),  (**Taunt**),  (**Invisible**),  (**Disable**), or grant  (**Buff Counters**), or **AP**  (**Action Points**). These are indicated by putting their associated token onto the Enemy Card or given to the heroes as described.

Enemy Stances and Heroes' Combat Traits

Enemies start in one of the 3 Stances   . Their Starting Stance is indicated on the Enemy's Card. Enemy stance is changed by heroes playing attack cards which are left in the enemy's **RECALL ZONE** until the end of the round. The symbol at the bottom of each attack card, the Resultant Stance, describes which stance the enemy is in while this card is the newest card in the enemy's **RECALL ZONE**.

AOE  Attacks deal damage to all enemies, but are only placed in a single enemy **RECALL ZONE** and thus that is the only enemy who changes stance.



It's a good idea to check the **Enemies Combat trait** before you apply **DMG** or conditions to see if it has any effect.



When a hero plays an Attack Card whose effective stance matches the enemies current stance this activates their class specific Combat Trait. These effects are in addition to the normal effect of the card and trigger after the card is finished being played.

At the end of the Round, all cards are removed from the Enemies' **RECALL ZONEs** unless explicitly stated otherwise. For example, certain attacks are known as Continuous Attacks which allow you to choose if you want them to be left in the enemy **RECALL ZONE** at the end of a round.

Earned AP tokens

Triggering your combat trait will often give you **E** (Earned AP). You may also gain **E** (Earned AP) by playing attack cards against an **Ⓜ** (Exhausted) enemy, or special card effects etc. **E** (Earned AP) cannot be spent until it becomes **A** (Active AP) at the end of the Party's turn, unless explicitly stated otherwise.

UTILITY CARDS

Utility Cards do not have an associated stance, they may go into a hero's Boon Pile (Boon cards), Companion Pile (Companion Cards), or directly into the hero's discard pile (Counter Actions and Single Action cards) once played.

Single Actions

Have an immediate effect when played and then are discarded.

Boon Cards

Boon Cards (Boons) are cards that go into a Hero's Boon Pile next to the Hero Card. Boons often have a lasting effect and are not discarded at the end of the round, unless stated otherwise.

Counter Actions

⌘ (Counter Actions) are played during the Enemy turn when they attack. Each **⌘** will describe the requirements for when you can play them.

Companion Cards

When played Companion Cards go into that Hero's Companion pile, replacing any previously active companion. They act immediately when played and then again at the start of each of the Hero's next turns. Most companions have 2 choices of action, when they act, choose which effect you want.

When a hero with a companion takes **DMG** the Companion receives the **DMG** first, any **DMG** which reduces the companion below **0 HP** is applied to the hero. Whether or not the hero takes **DMG** any additional effects are applied to the hero and not the companion. Companions are not affected by any status effects (**⬇** or **Ⓜ**) on their controlling Heroes.

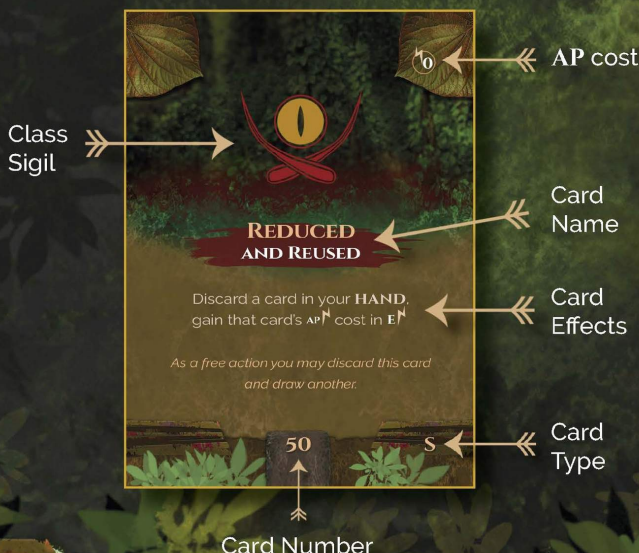
Any effect that targets an Ally or Enemy can only target heroes, not companions.

USE 1 AP ABILITY

Each class has their own **1** ability which a hero may use once per round. You can find the **1** ability on the **Hero Cards (PG#8)**.

REFILL YOUR HAND

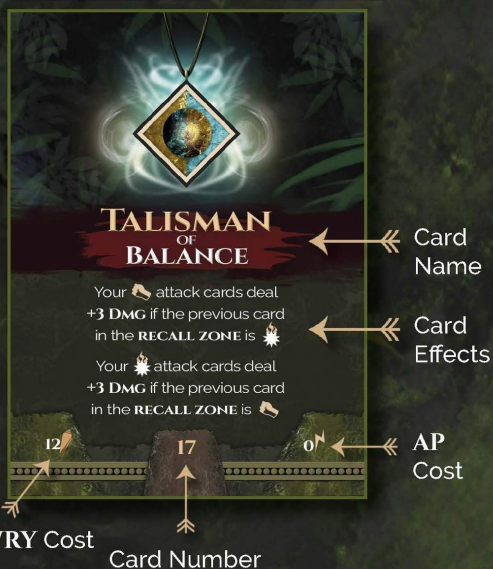
Heroes may spend **2** to draw cards until their hand contains 5 cards.



RESHUFFLE YOUR DISCARD PILE

Heroes may spend 2 AP to shuffle their discard pile into their draw deck. This is in addition to the free reshuffle you get when your draw deck becomes empty.

USE ITEMS OR ARTIFACTS



Heroes may use items and Artifacts that have equipped. These may have an AP cost to activate (sometimes 0) and others activate automatically ∞ (infinity symbol) when particular conditions are met. Items that trigger automatically are not considered to be Hero Actions.

Items have different numbers of activations, as listed on the card: Consumed after use items are discarded and shuffled back into the item pile when used. Others can be used once per combat, and refresh when all enemies in the fight are defeated. Charged items can be used once and then are recharged when prompted.

PAY 1 AP TO GIVE, TAKE OR SWAP ITEMS OR FLASKS OF HEALING FROM A WILLING ALLY

Heroes may pay 1 AP to give, take or swap an Item or a Flask of Healing from a willing ally including Heroes at 0 HP.

SEARCH FOR INVISIBLE ENEMIES

Heroes can spend 3 AP to search for an **(Invisible)** enemy. If they do, they may remove the invisible token from an enemy.

REPEAT UNTIL OUT OF AP OR END TURN AFTER PERFORMING AN ACTION

A Hero may continue to take actions as long as they have AP (Action Points) to do so, or they may choose to end their turn after performing at least a single action (if possible). Once a hero ends their turn they may not take any more Hero Actions until their next turn.

Hero's must discard cards in hand until they have 7 or less.

PICK THE NEXT HERO TO ACT

Players now vote to choose the next hero to act. Once all the heroes' turns are over this is the end of the party's turn and the start of the enemy turn.

END OF PARTY'S TURN

Effect tokens (except buff counters) **(Dazed)**, **(Weakened)**, **(Exhausted)**, **(Taunt)**, **(Invisible)**, **(Disable)** induced during the Enemy's turn end at this point.

Each Heroes' E_{AP} becomes A_{AP}



ENEMY TURN

Enemies go after the party unless stated otherwise.

DETERMINE ENEMY TURN ORDER

Enemy attacks occur in order of the Initiative Number in the bottom right corner of the enemy card. Higher initiative numbers go first.

READ THE ENEMIES COMBAT TRAITS

At the start of the enemy turn players should read the Enemies combat traits to see if they have any effect.

ENEMY PICKS AN ATTACK

Enemies perform attacks based on what Stance they are currently in. If there is no card in the enemy **RECALL ZONE** the enemy is in its Base Stance as indicated on the Enemy Card.

If Enemies have an Attack Card in their **RECALL ZONE** the resultant stance at the bottom of the most recently played Attack Card will indicate the stance the enemy is currently in.

ENEMY PICKS A TARGET AND ROLLS DMG

Enemy attacks will have an icon indicating how many Heroes will be targeted.

1 ⊕ (Single Target) - Targets a single Hero

1/2 ⊕ (Half Heroes) - Divide the number of Heroes (with more than **0 HP**) by 2 (round up).

AOE ⊕ (AOE) - Hits all heroes, even those who are untargetable

Once the type of attack has been determined, look at which target is going to be attacked.

Listed on the enemy's attack there is an icon describing how they choose their target.

If there are multiple heroes who fit the criteria, roll to hit them randomly.

Each hero can only be targeted once per attack unless stated otherwise.

TARGETING SYMBOLS

	Single Target
	Target half of the legal targets
	Hits all targets. AoE attack cards are placed in a single enemy's recall zone and trigger combat trait based on that enemy's stance.
	Random Target
	Target Hero with the first card in the Recall Zone
	Target Hero with the last card in the Recall Zone
	Target Hero with most cards in its Recall Zone
	Target Hero with least cards in its Recall Zone
	Target Hero with most AP
	Target Hero with least AP
	Target Hero with the most cards in hand
	Target Hero with the least cards in hand
	Target Hero with the highest health
	Target Hero with the lowest Health
	Target Hero in that stance
	Target Hero not in that stance
	Target Hero which is disabled or invisible
	Target Hero which is not disabled or invisible
	Target Hero with specific condition
	Target Hero without specific condition

⚡ (Taunted) enemies will always hit the hero who taunted them, unless they are untargetable. If the attack has multiple targets they will pick the taunter as one of them. If an enemy has been **⚡** multiple times only the most recent taunt has an effect.

👤 (Invisible) heroes are untargetable, though they can take **DMG** from **AOE** **⊕** attacks.

Once the target(s) are selected, roll the **DMG** listed on the attack. Attacks with a **👊** icon deal **👊 (Physical) DMG**, attacks with an **🔥** icon deal **🔥 (Magical) DMG**. Multi-target attacks roll damage once and it is applied to all targets.

CRITICAL HITS

A boss' attack is considered a critical if they roll a **4** on a **D4** a **5-6** on a **D6** or a **7-8-9-0** on a **D10**

The Critical hit text is added on to the effect of the attack, and can be prevented with **✂ (counter actions)** or reduced by **👉 (weakened)** etc.

ADJUST HEROES HP AND APPLY EFFECTS

When Heroes take **DMG** the player responsible for that Hero must apply the **DMG** to the Health Tracker.

If a Hero has a companion it takes **DMG** before the Hero unless explicitly stated otherwise. Additional effects of the attack are still applied to the hero, even if they do not take **DMG**. Any remaining **DMG** after the companion is reduced to **0 HP** is applied to the Hero.

MODIFIERS

When applying **DMG**, additions and subtractions occur before divisions and multiplications and then round up.

E.x. When a **👉 (Weakened)** Babirusa with **4 🌟 (buff counters)** does an attack which deals **9 DMG**. First add **+4 DMG** for the **🌟** and then divide by **2** for the **👉**

(9+4)/2 =6.5 DMG dealt which rounds to **7 DMG**.

Additional effects listed on the attack are applied to the Heroes, if necessary place the appropriate Effect Tokens into the Heroes' Effects Zone above the hero card (as seen on the playmat).

0 HP HEROES

Whenever a Hero's **HP** is equal to or below zero they are withdrawn from combat and their Health tracker is set to **0 HP**. They are no longer targetable by enemies or allies unless explicitly stated.

Any cards in that hero's Boon Pile are discarded, but their cards in other Hero's Boon Piles remain. The hero then discards all cards in their hand, and all cards they have in enemy **RECALL ZONES**. Any **👑 (Earned AP)** they have becomes Active (although they cannot take actions while at **0 HP**)

Effect Tokens stay on the Hero until they would be removed normally.

0 HP Heroes do not draw cards or gain **👑** at the start of each turn.

Some Items, artifacts or combat cards may trigger the moment a Hero reaches **0 HP**, this prevents the normal effects when a hero reaches **0 HP**.



Heroes at **0 HP** cannot be healed except when explicitly stated by items, artifacts, or Combat cards.


When a Hero with **0 HP** is revived they may take their turn at any appropriate point unless they have already taken a turn this round.

During combat, if all the Heroes are at **0 HP**, the party is defeated.

NEXT ENEMY ACTS

Repeat steps **B-E** for Each Enemy in initiative order. Once each enemy has had a chance to attack, this is the end of the enemy turn and the end of the round of combat.

EFFECTS INDUCED ON THE PARTY'S TURN END.

Any effect induced during the Party's turn end at this point. (except  buff counters)

ROUND END

Effects that trigger at the end of the round occur now.

At the end of the round all Combat cards should be removed from enemy **RECALL ZONES** and placed back into the associated heroes discard piles, unless explicitly stated otherwise.

The game begins again on the Party's turn (**PG#24**).




STATUS EFFECTS




Various effects can be inflicted on heroes and enemies when playing **VEIL OF RUIN**.


When an effect is induced, a token must be placed on the enemy or hero card to indicate that they are suffering from said effect. These effects last a single Round unless otherwise indicated.


DAZED

Enemy: Heroes draw a card when they play an attack card targeting a  enemy.

Hero:  Heroes must discard two cards at random at the start of their individual turn.

WEAKENED

Enemy: Enemies do half **DMG** (round up to the nearest 1) with their attacks when .


Hero: Heroes do half **DMG** (round up to the nearest 1) with their attack cards when .


EXHAUSTED

Enemy: Heroes gain **1 E**  when they play an attack card targeting an exhausted enemy.


Hero: When  the price of Hero Actions is increased by **1** .

TAUNTED

Enemy: Enemies must target the most recent  Hero with attacks.



Hero: When  the Hero must target the most recent taunting enemy with attack cards.



DISABLED

Enemy: When an enemy is  their combat trait has no effect.


Hero: The Heroes Combat trait doesn't trigger when you match stance with attack cards.



INVISIBILITY

Enemy:  enemies cannot be targeted by heroes, but still take **AOE**  **DMG**.

Hero:  Heroes cannot be targeted by enemies, but still take **AOE**  **DMG**.

BUFF COUNTERS

Enemies:  increase the **DMG** dealt by enemies' attacks by 1 per token. These tokens remain until the end of combat, unless stated otherwise.

Hero:  increase the **DMG** dealt by the Heroes attack cards by 1 per token. When an ally is attacked, you may discard a  to redirect the attack to you. These tokens remain until the end of combat, unless stated otherwise.

INJURY CARDS






There are **3** types of **INJURY** cards which can be shuffled into a Hero's combat deck by certain Enemy attacks or random encounters etc.


When a **INJURY** card is drawn during combat, perform the indicated effect during the appropriate step of the party's turn (**PG #24**). In Into The Jungle and campaign mode, **INJURY** cards remain in a hero's deck after combat, but can be removed by items, combat cards or through adventure events.


CORRUPTION CARDS




There are **9** types of  Cards which can be shuffled into a Hero's combat deck by certain enemy attacks or random encounters etc.

When a  card is given by an event or an enemy attack, shuffle the pile of  cards and draw 1 at random, keeping it face down. This card is then shuffled into the appropriate hero's combat deck.

When a  Card is drawn during combat, it is Immediately placed in that Hero's Corruption Pile, and its effect activates.

If a hero already has **2** active  cards in their corruption pile, then the newly drawn corruption card is discarded and the Hero takes **5 DMG**.

If a  card prevents you from playing a certain type of card, flip them in your hand to remind yourself.



COMPETITIVE (PVP) COMBAT ENCOUNTERS

In **PVP** combat mode, teams of 2 Heroes compete against each other. Most of the rules work similar to **PVE**, but with a few small exceptions as follows:

BUILDING THE TEAMS

DRAFT ORDER AND STARTING ITEMS

Start by dividing the players into 2 teams. Each team draws 2 random items from the item deck, which are then placed in the center of the play area, the team who drew the highest numbered item (bottom middle) gets to decide if they want the first pick of items (Team A), or first pick of heroes which will be drafted later (Team B). The team which picks first in each of these drafts also gets the fourth pick, while the other team gets the second and third picks.

FLASKS OF HEALING

Next one player rolls a **D4** to determine the number of Flasks of Healing both teams will have during the battle:

D4	NUMBER OF FLASKS OF HEALING FOR EACH TEAM
1	0
2 OR 3	1
4	2

DRAFTING HEROES

The team which drafted second from the items (Team B), gets first pick of the heroes. Then Team A chooses 2 Heroes, and finally Team B drafts the final hero.

BUILDING YOUR DECKS

Build a starting deck using either the Quick Start or Standard Start rules (**PG#16**) Next, one player rolls a **D6** to determine the number of Skill Cards drafted by each hero:

D6	NUMBER OF SKILL CARDS
1	1
2 OR 3	2
4 OR 5	3
6	4

Repeat the process above with a **D4** to determine the number of master cards drafted by each hero:

D4	NUMBER OF MASTER CARDS
1	0
2 OR 3	1
4	2

Then each hero may scrap a number of cards from their combat deck equal to the number of Skill and Master Cards in it, divided by 2 (rounded up).

Shuffle the deck and your combat Deck is ready for action.

INITIAL SETUP

Each hero uses their High **HP** value, and is given their 2 Player Relic and 2  (**buff counters**) to begin. Each hero draws their opening hand of 4 cards from their shuffled combat decks, and gains their initial **AP**.

TURN ORDER

In **PVP**, turn order is determined by the stances of the heroes on each team. For the first turn, look at the base stance listed in the top left of your Hero Card. The team with the most heroes in the Aggressive stance gets to choose if they want to act first and last, or second and third. If there is a tie, look for the team with the most heroes in the Neutral stance, then the most in Defensive stance. If this tie cannot be broken, the team with the lowest **HP** hero (above **0**) gets to choose. If both teams' lowest **HP** hero is the same, roll a die to determine which team gets to choose. The players do not need to specify which hero is acting in this order until it's time for them to act.

Ex. Team A Ndrita  (**Aggressive**) and Agron  (**Defensive**) are facing off against Team B Dielza  and Mergrim  (**Neutral**). At the start of the first turn, Dielza and Mergrim get to decide if they want to play 1st and 4th or 2nd and 3rd because while both teams have 1  hero, Team B has a  hero, which takes precedence over .

Team B chooses 1 and 4 and has to state who is acting first, Team A does not have to decide which hero will act second until the first hero's turn is over.




On subsequent turns, order will be determined based on the heroes' stances at the end of the previous round, determined by the newest card in each hero's **RECALL ZONE** (LRZ).

ADDITIONAL HERO ACTION

Once the turn order is chosen, each Hero takes their turn as they would in **PVE**, but both teams act during a single round. There is also an extra Hero Action they can perform. During any hero's turn, that hero may remove any card in an opponent's Boon Pile by paying the **AP** cost of that card +2. Cards with no **AP** cost listed count as if they cost **0**.

END OF THE ROUND

Effects which trigger at the end of the round resolve now.

Then, Heroes gain a bonus based on the stance that they were left in:  (Aggressive) heroes have a better chance of choosing turn order,  (Neutral) heroes draw a card (in addition to the card drawn at the start of the round), and  (Defensive) heroes gain **3 HP**. Now determine the turn order for the next turn based on these stances, before returning all cards in the **RECALL ZONE** to their respective discard piles (unless otherwise stated).



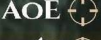











Conditions and other effects that would normally last until the end of the Enemy Turn instead fall off at this point, at the end of the collective round.






ICONOGRAPHY





SYMBOLS

	This attack targets 1 Hero
	This attack targets 1/2 the heroes (above 0HP, round up)
	This attack targets all heroes
	This attack targets a random Hero
	Most recently played card in the Recall Zone
	Earliest played card in the Recall Zone
	Most Cards in Recall Zone
	Least Cards in Recall Zone
	Player with Most AP
	Player with least AP
	Player with the most cards
	Player with the least cards
	Player with the Highest health
	Player with the Lowest health






COMBAT STANCES

	Defensive
	Neutral
	Aggressive

ATTACK TYPES

Magical		An attack charged with arcane energies
Physical		An attack that directly strikes the body with a material object

SHORTHAND

Continuous Card		This card may stay in the enemy Recall zone at the end of round.
Boon Pile		Place in a Hero's Boon Pile
Recycle		During a hero's turn, this card may be discarded to draw a new card.
Counter Action		May be played during an enemy's turn if conditions are met. Also, can be recycled during a hero's turn.
Reroll		Roll the dice again

COMBAT EFFECTS AND CONDITIONS

Effects	Enemy	Heroes
Dazed 	Players may draw a card every time an attack card is played against a dazed enemy.	Dazed heroes must shuffle all the cards in their hand and discard 2 at random (On your turn, after drawing a card, discard 2 cards at random.)
Weakend 	Deal half Dmg (round up to the nearest 1).	Attack Cards Deal half Dmg (round up to the nearest 1).
Exhausted 	Gain an earned AP when you target an exhausted enemy with an attack card.	All actions cost 1 additional AP for Exhausted Heroes.
Taunted 	Enemies are forced to attack the Hero who induced taunt.	Heroes are forced to attack the enemy who induced the taunt.
Disabled 	The target's combat trait has no effect.	Heroes Combat Trait is disabled and does not trigger when matching stance. AP earned from matching stances is negated.
Invisibility 	Cannot be targeted but still takes Dmg from AoE attacks.	Cannot be targeted but still takes Dmg from AoE attacks.
Buff Counters 	Additional 1 Dmg to all attacks per counter.	Additional 1 Dmg to all attacks per counter. When an ally is targeted, you may discard a Buff Counter to redirect the attack to your character.
Trauma 	When an enemy suffers Trauma induce Wk immediately then discard the Injury card.	Add a Trauma card into the target's draw deck then shuffle.
Fatigue 	When an enemy is Fatigued induce Ex immediately then discard the Fatigue card.	Players place a Fatigue card into their discard pile. Once drawn become Ex at the start of your turn, then place in discard pile.
Stun 	When an enemy is Stunned induce Dz immediately then discard the Stun card.	Add a Stun card into the target's draw deck then shuffle.
Corruption 		Add a Corruption curse card into the target's draw deck then shuffle.

IDENTIFIERS



Minion



Boss



Redclaw



Beastmaster



Bonebreaker



Guardian



Shaman



Sorcerer





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www.veilofruin.com