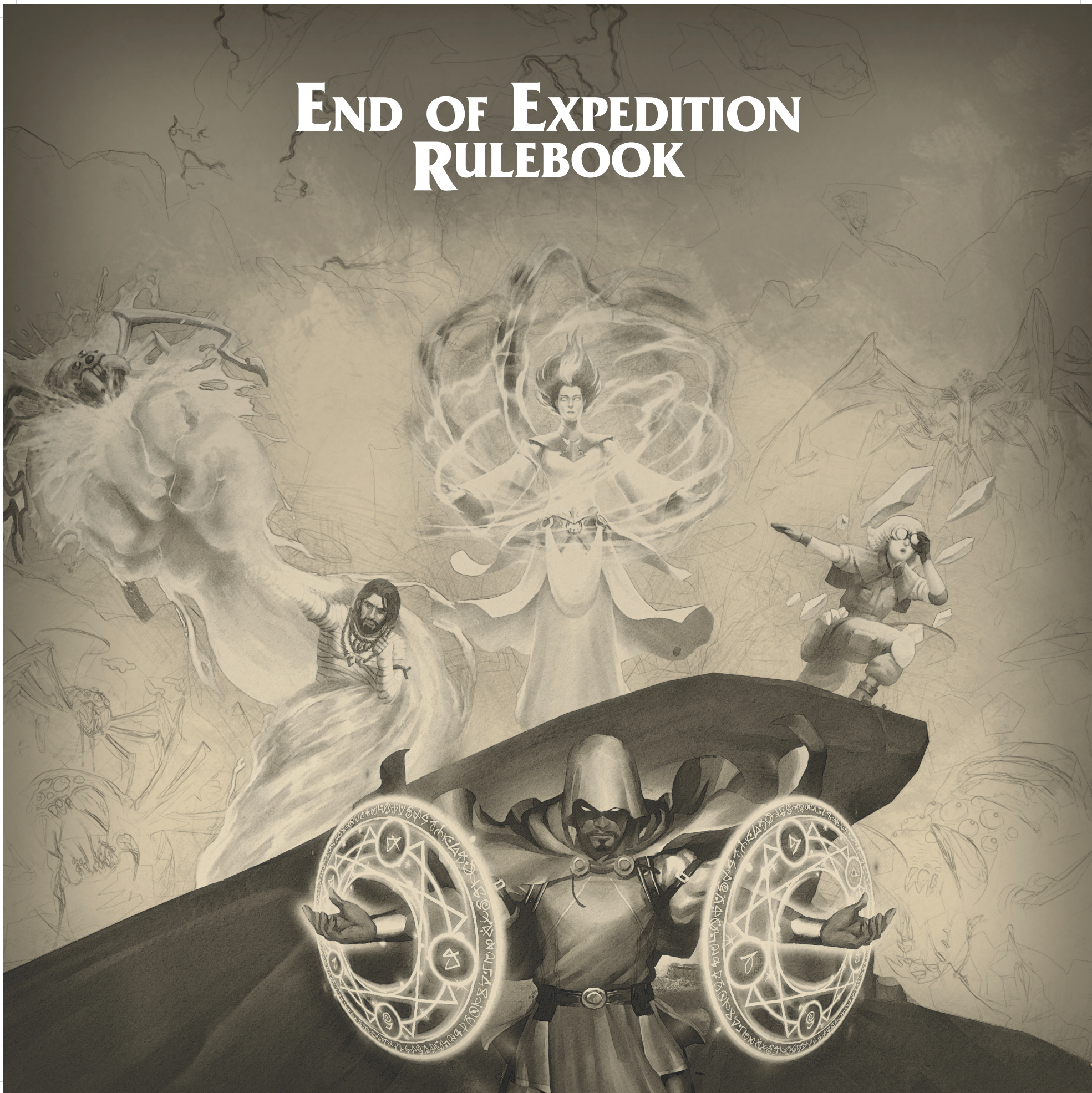


# END OF EXPEDITION RULEBOOK





## END OF EXPEDITION

This rulebook will teach you how to set up and play your next expedition. All **AEON'S END** content can be used in Expedition mode, other than the content excluded in the End of Campaign booklet for **AEON'S END: LEGACY**.

### SETUP FOR THE EXPEDITION:

1. Separate the treasure cards by level into three different decks. Shuffle those decks and place them facedown. These form the three treasure decks.
2. Separate all of the player card randomizers by type: gem, relic, and spell. Shuffle those three decks separately. Draw three gem, two relic, and four spell randomizers. Add the corresponding player cards to your Barracks.
3. Shuffle the mage randomizers and draw four of them. Add those mages to the Barracks. If you do not own the corresponding mages, discard those randomizers and draw new ones until you have drawn four that you do own.
4. Divide the nemesis randomizers into four decks based on their card backs. Shuffle each deck and place them facedown.
5. Set the upgraded basic nemesis cards aside. These are nemesis cards which say "Upgraded Basic" on the bottom of the front of the card.

### PLAYER SETUP FOR EACH GAME:

1. Each player chooses a mage from the Barracks to use for this game. Set up each player mat just as you would for a typical game of **AEON'S END**.
  - » If you choose a level 1 treasure that is a spell, replace a Spark in your starting deck with that treasure, if able. Otherwise, replace a Crystal.
2. Construct a supply of nine player cards from the player cards in your Barracks. Banish any player cards in the Barracks that you do not use for the supply. (For Battle 1, you will have only nine player cards for the supply.)
3. Set up the treasures for each game according to the current battle using the following rules:
  - No treasure cards are used for Battle 1.
  - For Battles 2, 3, and 4, each player chooses a level 1 treasure from the Barracks to use for the current game.
    - » If you choose a level 1 treasure that is a gem, replace a Crystal in your starting deck with that treasure, if able. Otherwise, replace a Spark.
4. Perform the remaining setup steps as you would for a typical game of **AEON'S END**.
  - For Battles 3 and 4, the players choose one level 2 treasure from the Barracks to use for the current game. Level 2 treasures are group treasures. They are not assigned to any specific player. During the game, any player can use the group treasure.
  - For Battle 4, each player chooses a level 3 treasure from the Barracks to use for the current game and places it on their player mat. A level 3 treasure can only be used by the player that chose it. If a player is using a mage from **AEON'S END: LEGACY**, they may use one of their equipment effects instead of using a level 3 treasure.

### NEMESIS SETUP FOR EACH GAME:

Draw a nemesis randomizer card from the Battle deck that corresponds to the current battle. For example, for the first battle draw a randomizer from the Battle 1 deck. If you do not own the nemesis drawn, discard that randomizer and draw new ones until you draw one that you own.

For Battle 1, follow all of the usual setup instructions for a typical game of **AEON'S END**. For Battles 2, 3, and 4, the nemesis deck is slightly modified, as explained in the next step.

When constructing the nemesis deck for Battles 2, 3, and 4, replace basic nemesis cards in each tier with a number of upgraded basic nemesis cards according to the following chart:

	TIER 1	TIER 2	TIER 3
<b>BATTLE 1</b>	0	0	0
<b>BATTLE 2</b>	1	3	3
<b>BATTLE 3</b>	2	4	5
<b>BATTLE 4</b>	3	5	7

(In solo, never add more upgraded basic nemesis cards than the number of basic cards you would normally use.)



### If You Win:

Perform the following in order:

1. Find Treasure: Add treasure cards to the Barracks based on the following instructions:
  - At the end of Battle 1, add five random level 1 treasure cards from the level 1 treasure deck to your Barracks.
  - At the end of Battle 2, add three random level 2 treasure cards from the level 2 treasure deck to your Barracks.
  - At the end of Battle 3, add five random level 3 treasure cards from the level 3 treasure deck to your Barracks.
2. Add to your Barracks: Draw a card from each of the three player card randomizer decks and add the corresponding player cards to your Barracks.

### END OF THE EXPEDITION

Once you win Battle 4, the expedition is over. To calculate your total score for the expedition, add up your score for each battle:

1. If you won on the first try, you score 6 points.

### VARIANTS

Here are some optional ways to play the Expedition mode.

**Short Expedition (three battles):** In this expedition, you will skip the first game and proceed to drawing level 1 treasures at the end of Battle 1. You will play as normal starting with Battle 2.

**Extended Expedition (eight battles):** In this expedition, you will play through eight battles. Use the following rules:

1. You will draw player card randomizers after each battle like usual.
2. Only draw new treasure cards at the end of every even numbered battle. You will draw level 1 treasures after Battle 2, level 2 after Battle 4, and level 3 after Battle 6.
3. For Battles 1 and 2, draw nemesis randomizers from the Battle 1 deck.

### RESETTING THE NEW AGE

You can reset the expedition included in **AEON'S END: THE NEW AGE** by following these steps:

1. Place the player mats for Claudia, Gygar, Sahala, and Taqren in the box.
2. Place the mat for Maggoth and the Nest Mat in the box.
3. Place each other nemesis mat, player mat, and the corresponding card dividers in the envelope that is written at the bottom of those components.
4. Place all of the nemesis tokens and the Arachnos token in Envelope 2a.
5. Place all of the Energize tokens in Envelope 2b.
6. Place the four Position tokens in Envelope 4.

### If You Lose:

Perform the following in order:

1. Add to your Barracks: Draw a card from any of the player card randomizer decks, any treasure deck from which you have already received cards, or a random mage. Add the corresponding player card, treasure card, or mage to your Barracks.
2. Fight this nemesis again to progress in the expedition or start a new expedition.

2. If you won on the second try, you score 4 points.
3. If you won on the third try, you score 2 points.
4. Otherwise, you score 0 points.

4. For Battles 3 and 4, draw nemesis randomizers from the Battle 2 deck.
5. For Battles 5 and 6, draw nemesis randomizers from the Battle 3 deck.
6. For Battles 7 and 8, draw nemesis randomizers from the Battle 4 deck.

**Big Pockets -** After you have selected the player cards for the supply during setup, return all of the unused player cards to the Barracks instead of banishing them.

7. Reset the cards by performing the following steps:
  - Sort all of the cards into separate decks using the one or numbers/letters in the middle of the card number. For example, set all of the cards with the "NA-1a-" prefix in a separate deck.
  - Order the cards in each deck by their card number.
  - The first and last card of each deck is the Stop card. Only one of these cards is essential for replaying the game, so it is not a problem if one is missing.
  - Store each individual deck separately. You may want to place each deck in its own ziplock bag.
8. Place all of these components and any remaining tokens back in the box.



