



MANUAL

3.0

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www.machinaarcana.com

GAME OVERVIEW

Machina Arcana is a cooperative horror board game in a steampunk setting for 1 - 4 players who take the role of **explorers**. They represent a group of individuals sane enough to resist the tide of darkness and yet mad enough to choose to confront it. They participate in a perilous expedition deep within an ancient subterranean complex of unknown origin.

Monsters, inspired by the Cthulhu Mythos, await the expedition bent on nothing but eviscerating and devouring them mercilessly.

Blood is shed within **map tiles** that grow as the area is explored. They contain many features and traps that provide a desperate edge while the explorers evade and fight.

There are different types of **items** that can be found. Steampunk concepts are translated through augmentation and gear upgrades that give them at least a fighting chance.

On their ominous journey the group will resolve exploring **events**, put into place ongoing effects and solve side quests in order to stay alive.

The horrors don't idly wait, but obstruct the explorers with a multitude of devious schemes to hinder their way.

The story is split into **scenarios**, each a self-contained game with **chapters** that must be progressed through in order to reach the **endgame** - a conclusive battle that defines whether doom will prevail.

The game however doesn't end if you die. As a dead explorer you will gain control of monsters, and your new goal will become to purge the game of explorers.

There is no need for a game master, nor special conditions based on player count, and the duration and difficulty setting can both be modified.

ROUND OVERVIEW

The game is played as a series of **rounds**. Every game round is divided into 4 different phases, in the following sequence:

EXPLORER PHASE

Players may play in any order, and use their **turn** if not to win the game, then just to survive through the next round.

SPAWN PHASE

For each explorer in play there is a chance that a new monster will be **spawned**.

HORROR PHASE

There is a chance that the game **invokes** one of its terrible events.

MONSTER PHASE

Monsters play in a specific order, based on the **monster queue** that forms when new monsters are spawned.

For more details on game phases see «Gameplay» p11.



HOW TO WIN THE GAME

If the scenario has an endgame, players must achieve its victory condition.

If the scenario doesn't have an endgame, players must resolve the chapter with the *victory* effect.

Surviving explorers share the victory, and the dead stay in the darkness forever.

HOW TO LOSE THE GAME

Explorer death is permanent, which means when the last explorer has died the game is lost.

If players reach endgame, and the defeat condition is met, then the game is lost.



COMPONENTS

BOX CONTENTS

CARDS



8 EXPLORERS



29 MONSTERS



32 CORE EXPLORER
EVENTS



32 CORE HORROR
EVENTS

OTHER

20 WHITE FIGURE STANDS
29 BLACK FIGURE STANDS
1 MANUAL
1 GUIDEBOOK
4 PLAYER AIDS
1 DICE BAG

ITEM CARDS



51 WEAPONS



40 APPAREL



35 ARTIFACTS

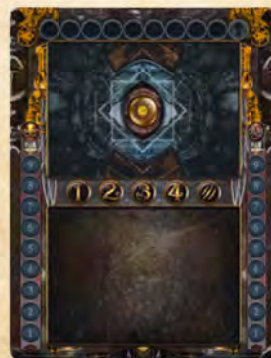


30 CONSUMABLES

TILES



4 PLAYER BOARDS



1 CHAPTER BOARD



10 DOUBLE SIDED MAP TILES

DICE



3 HIGH ATTACK DICE (D6)



3 LOW ATTACK DICE (D6)



1 RECHARGE DIE (D6)



1 GAME DIE (D10)

TOKENS & FIGURES



8 EXPLORER FIGURES



29 MONSTER FIGURES



12 EXPLORER MARKERS



4 HORROR MARKERS



34 WOUND /
COUNT TOKENS



4 ESSENCE
WOODEN TOKENS



4 STAMINA
WOODEN TOKENS



4 HEALTH
WOODEN TOKENS



56 DESTROYED /
LIGHT TOKENS



10 DESTROYED
DOOR TOKENS



12 CLOSED DOOR
FIGURES



2 ENTRY / EXIT TOKENS



1 MONSTER LEVEL
WOODEN TOKEN



3 MONSTER THREAT / SPAWN RATING
/ HORROR RATING
WOODEN TOKENS

SCENARIO I (HORROR IN THE ICE)

- 12 Chapter cards
- 11 Explorer event cards
- 11 Horror event cards
- 1 Endgame map tile



SCENARIO II (STATUE OF DESPAIR)

- 10 Chapter cards
- 6 Explorer event cards
- 6 Horror event cards
- 1 Endgame map tile



SCENARIO III (THE BEAST)

- 13 Chapter cards
- 11 Explorer event cards
- 11 Horror event cards
- 1 Endgame map tile



COMPONENT OVERVIEW

EXPLORER CARD



- 1 - Explorer name and class
- 2 - Abilities (see «Abilities» p23)
- 3 - Attributes (see «Attributes» p12)
- 4 - Scenario symbol (optional)

MONSTER CARD



- 1 - Level and monster name
- 2 - Abilities (see «Abilities» p23)
- 3 - Flavor text
- 4 - Attributes (see «Attributes» p12)
- 5 - Scenario symbol (optional)

ITEM CARD



- 1 - Level and item name
- 2 - Abilities (see «Abilities» p23)
- 3 - Item type (see «Item types» p19)

There are 4 different types of item cards, and each type has its own deck:

- ◆ Weapon
 - ◆ Apparel
 - ◆ Artifact
 - ◆ Consumable
- 4 - Upgrade slot
 - 5 - Augment slot
 - 6 - Attribute bonus when equipped
 - 7 - Scenario symbol (optional)

CHAPTER CARD



- 1 - Title
- 2 - Scenario symbol
- 3 - Chapter story
- 4 - Spawn rating (optional)
- 5 - Horror rating (optional)
- 6 - Chapter abilities

EVENT CARD

EXPLORER EVENT

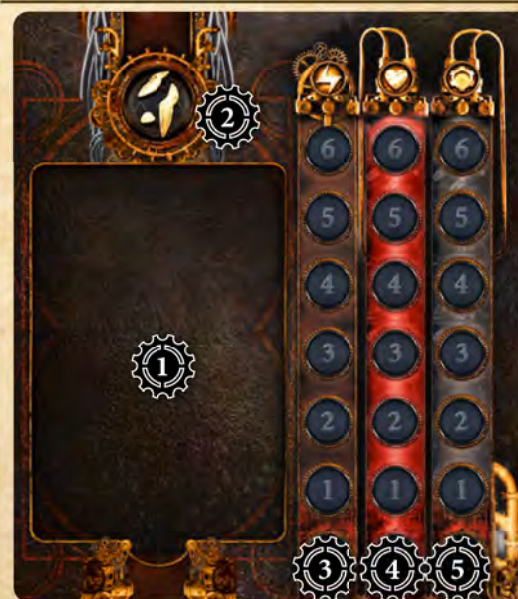


HORROR EVENT



- 1 - Title
- 2 - Scenario symbol (optional)
- 3 - Event story
- 4 - Event abilities

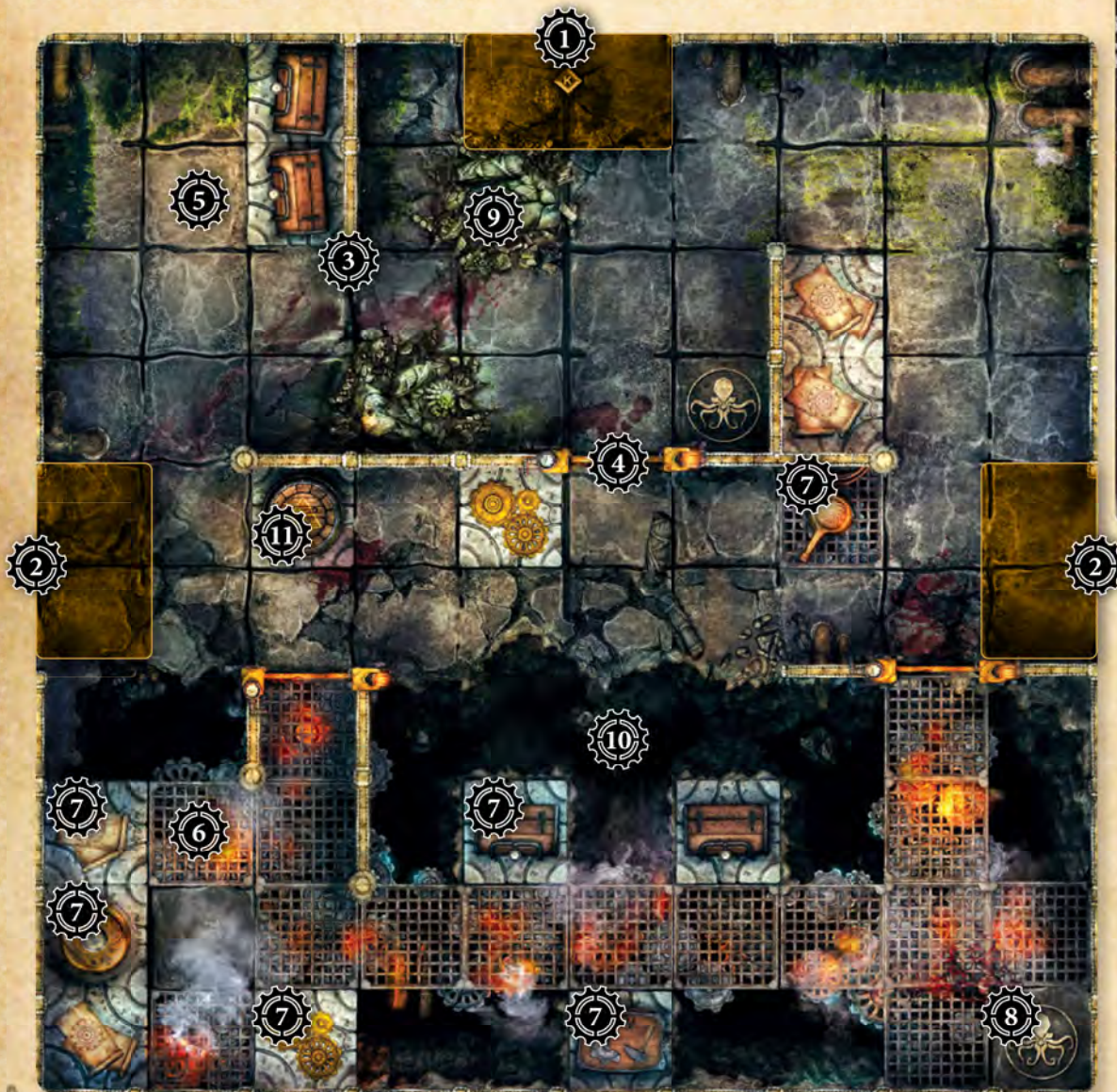
PLAYER BOARD



- 1 - Explorer card slot
- 2 - Marker symbol
- 3 - Essence slider
- 4 - Health slider
- 5 - Stamina slider

MAP TILE

- | | |
|---|-----------------------|
| 1 - Map tile edge with direction symbol | 7 - Action space |
| 2 - Map tile edge | 8 - Spawn space |
| 3 - Wall | 9 - Rubble |
| 4 - Door | 10 - Pit |
| 5 - Passable space | 11 - Exploding barrel |
| 6 - Trapped space | |



CHAPTER BOARD



- 1 - Top section - Illustration of the current chapter (see «Choose a scenario» p10)
- 2 - Bottom section - Current chapter (see «Choose a scenario» p10)
- 3 - Slider for the Spawn rating of the current chapter (see «Spawn phase» p11)
- 4 - Slider for the Horror rating of the current chapter (see «Horror phase» p11)
- 5 - Slider for the Monster threat (see «Increase monster threat» p11)
- 6 - Last position of the Monster threat slider (see «Increase monster threat» p11)
- 7 - Slider for the Monster level

1

2

1 **2** **3** **4** **5**

2

2 TRAIL OF BLOOD

Although the system is complicated, the player should be able to understand the basic mechanics of the game. The system is designed to be easy to learn and use, and the rules are written in a clear and concise manner. The system is designed to be easy to learn and use, and the rules are written in a clear and concise manner.

Move up to 3 spaces

Go to next chapter

Explores move up to 2 spaces



14

15

HANK HORDEN - WARRIOR

Attack ⚡

Blocker max stamina by 1

Increase your weapon's attack rolls by 1



GAME SETUP



PLAYING AREA

1. CHAPTER BOARD
2. CHAPTER CARDS
3. EXPLORER EVENT DECK
4. CURRENT EXPLORER EVENT / DESTROYED EXPLORER EVENTS
5. HORROR EVENT DECK
6. CURRENT HORROR EVENT / DESTROYED HORROR EVENTS
7. HORROR MARKERS
8. MONSTER FIGURES
9. DESTROYED MONSTER CARDS
10. MONSTER DECK
11. WOUND / COUNT TOKENS
12. DESTROYED ITEMS
13. ITEM DECKS
14. PLAYER BOARD
15. EXPLORER CARD
16. EXPLORER MARKERS
17. UNEQUIPPED ITEMS
18. ATTRIBUTE TOKENS
19. EQUIPPED ITEMS
20. MONSTER QUEUE
21. MAP TILE
22. ENTRY TOKEN
23. EXPLORER FIGURE
24. DICE
25. DESTROYED / LIGHT TOKENS
26. CLOSED DOOR FIGURES
27. DESTROYED DOOR TOKENS

CHOOSE A SCENARIO

- ◆ Choose one of the available scenarios
- ◆ Sort the chapter cards by putting the scenario card on top, followed by the chapter cards in numerical order
- ◆ If there are endgame chapter cards, set them aside (see «Enter endgame» p21)
- ◆ Put the chosen scenario deck on the Chapter board's bottom card space
- ◆ Take the monster threat and monster level tokens, and place them on their first positions on the chapter board
- ◆ Add events, items, monsters, and explorers of the chosen scenario to their respective core decks and shuffle each separately

VARIANT: SHORTER GAME

It is wise to have a shorter game if it's your first time playing, or for trying different strategies.

VERY FAST GAME (LESS THAN 1 HOUR):

Play Scenario-I using only chapters 1, 2, and 4.

When the last surviving explorer exits the 4th chapter, the game is won.

FAST GAME (LESS THAN 2 HOURS):

Play Scenario-I but remove chapters 2 and 7.

The game is won when the victory condition is fulfilled.

VARIANT: EASIER GAME

EASY GAME:

The game die is normally used as 1-10, where «0» represents a roll of 10. If you want to play an easier game, treat the «0» as 0.

VERY EASY GAME:

For a very easy game, ignore the lowering of rating sliders during spawn and horror phase.

CHOOSE EXPLORERS

- ◆ Each player chooses an explorer and takes both the matching card and figure along with a player board
- ◆ On your player board, set the essence slider to 0, and the health and stamina sliders to match the explorer's health and stamina attributes on its card (see «Attributes» p12)
- ◆ Observe the marker symbol on your player board, take the 3 explorer markers with the same symbol, and place them on top of your player board (see «Using explorer markers» p26)

SETUP ITEM DECKS

- ◆ Take all the level 1 item cards, then separate and shuffle them into 4 different decks based on item type: weapon (⚔), apparel (👤), artifact (💎) and consumable (✳)
- ◆ The remaining (level 2 and 3) cards may be set aside. They will be added to the corresponding decks when a chapter card directs you to

Although there are 4 item decks, there is just one destroyed item deck.

SETUP MONSTER DECK

- ◆ Shuffle together all the level 1 monster cards. The remaining (level 2, 3 and 4) monster cards are set aside

The unused cards will be added to the monster deck during the game as the monster level increases.

SETUP MAP TILE DECK, AND STARTING MAP TILE

- ◆ If a chosen scenario has an endgame tile, set it aside (see «Enter endgame» p21)
- ◆ Take all the non-scenario map tiles (double sided) and shuffle them, flipping some tiles to mix up the sides. This creates the map tile deck
- ◆ Take the bottom map tile, and place it in the play area. This is the starting map tile

STARTING THE FIRST CHAPTER

- ◆ Turn over the first chapter card of the scenario and place it on the top card space of the Chapter board tile
- ◆ Take the spawn rating and horror rating tokens and place them on the positions indicated by the first chapter card
- ◆ Read the chapter text and follow its instructions. The first chapter card will direct you to place an entry token and the explorer figures on the map (see «Place entry token» p21)

For reference see «Playing area» p8, and the image below for how to organize the game components.



GAMEPLAY

The game is played as a series of rounds. Every game round is divided into 4 different phases, in the following sequence:



1. EXPLORER PHASE

Start the phase by resetting each explorer's stamina to the maximum number indicated on the explorer card. Place all of the explorer markers back to their corresponding player boards.

Explorers with stamina have yet to take their turn this round.

Each round, players (explorers) may play in any order. The players should work out what order is most beneficial to them. Each explorer must finish their turn before another player may take their turn.

On their turn explorers can take many actions: move, use active abilities from their explorer card, consumable and equipped items, use topmost destroyed explorer event card, current chapter card, bound explorer event cards, interact with the map tile, or utilize their inventory.

Taking actions usually costs stamina, and they may continue to perform actions until they run out of it. Alternatively, if a player chooses to finish their turn, set the stamina to 0 to indicate the explorer's turn is over.

2. SPAWN PHASE



Each explorer in play rolls a game die unless all spawn spaces on its tile are destroyed (see «Seal spawn space» p17).

If the roll is **equal to** or **greater** than the current spawn rating:

- ◆ If there are 4 or more monsters on the explorer's map tile (*spawn limit*), increase the monster threat by 1, and skip further steps
- ◆ Spawn a monster on the rolling explorer's map tile
- ◆ Reset the spawn rating slider to the default value that is indicated on the chapter card

If the roll is **less** than the current spawn rating:

- ◆ Lower the spawn rating slider by 1 (see «Chapter board» p7)

3. HORROR PHASE



At the start of the Horror phase, place all horror markers next to the horror event deck (see «Using horror markers» p27). Only one player rolls the game die.

If the roll is **equal to** or **greater** than the current horror rating:

- ◆ Reset the horror rating slider to the default value that is indicated on the chapter card
- ◆ Resolve *invoke horror event* effect (see «Invoke horror event» p22)

If the roll is **less** than the current horror rating:

- ◆ Lower the horror's rating slider by 1 (see «Chapter board» p7)

4. MONSTER PHASE

MONSTER QUEUE

Monsters play in a specific order, based on the monster queue. Each new monster is spawned and added to the end of the queue. If the monster queue is empty, then skip this phase.

The first monster (first one that entered the queue) takes its turn, then the next, until all monsters in the queue have had their turn (see «Monster behavior» p28).

EFFECT: SPAWN MONSTER

- ◆ If there are no spawn spaces on the tile of the rolling or activating explorer, skip further steps
- ◆ Draw a card from the monster deck. If there are no available cards in the deck, shuffle the destroyed monster cards to create a new one. If there are still no monster cards available, increase the monster threat by 1 and skip further steps
- ◆ Place the monster card at the end of the monster queue (far right)
- ◆ Place the monster figure on the spawn space nearest to the rolling or activating explorer (see «Nearest» p24)

EFFECT: INCREASE MONSTER THREAT

Increase the monster threat slider by 1 (see «Chapter board» p7). If the monster threat reaches the last position: reset it to the first position, and increase the monster level by 1.

When the monster level increases, shuffle the monster cards with the corresponding level into the monster deck together with the destroyed monster cards.

If the monster level is 5 (♣), instead of increasing the monster threat, each explorer must destroy 1 equipped item or be destroyed (see «Explorer death» p13).



UNIT

There are two type of units in the game: explorers and monsters. Each unit has a card that contains all the rule details, and a figure which represents that unit. The main area of play in Machina Arcana is within the map tiles where units can move and interact with spaces and other units.

When it comes to moving, attacking, and playing abilities, monsters and explorers are governed by the same set of rules (see «Abilities» p23).

ATTRIBUTES

Every unit has a set of attributes that define how good they are at blocking different types of attacks (armor and will), how much damage they can take before dying (health), how well they can perform their abilities (stamina), and the size of the pool for playing special powers (essence).

Player boards are used to track the current state of attributes (health, essence, stamina) for the explorer.

Some effects in the game could lead to losing attribute points. One example is moving, and how it corresponds with losing stamina. Similarly getting hit (see «Attack» p14) will lead to losing health. Although stamina will be restored every round, in order to restore your health and essence you will need to be more creative.

Sometimes you will need to deliberately lose a number of attributes to Machina Arcana as an offering in order to resolve a desired effect.



ARMOR

Armor is the proficiency in deflecting physical attacks (see «Attack» p14). The higher the value, the greater the chance for deflecting incoming physical attacks. Armor can be increased by equipping items that give an armor bonus (see «Item effects» p19) or by specific abilities.



WILL

Will is the proficiency in deflecting arcane attacks (see «Attack» p14). The higher the value, the greater the chance for deflecting incoming arcane attacks. Will can be increased by equipping items that give a will bonus (see «Item effects» p19) or by specific abilities.



ESSENCE

Essence is the amount of arcane energy an explorer can obtain. Explorers use essence slider on their player board to mark their current essence status. Every explorer starts the game without any essence (0).

Explorers restore essence by:

- ◆ Activating an event space (see «Event space» p18)
- ◆ Activating a chest (see «Chest» p18)
- ◆ Destroyed monsters on their turn (see «Monster death» p13)
- ◆ Specific abilities that restore essence

There are several ways to use essence:

- ◆ Lose 1 essence instead of losing 1 health
- ◆ After your attack roll (see «Attack» p14), or any other attack roll on your turn, you can increase that roll by 1 for each essence lost
- ◆ Playing abilities activated with essence (see «Active abilities» p23)
- ◆ Seal a spawn space (see «Seal spawn space» p17)
- ◆ Activate an unlit chapter space (see «Chapter space» p18)

Whenever the explorer is losing essence, other explorers can assist by contributing with their essence.



HEALTH

Health is the amount of damage a unit can sustain before dying (see «Explorer/Monster death» p13). Explorers use health slider on their player board to mark their current health status. Monsters use wound tokens to mark their missing health.

If a unit is hit then it loses 1 health. Any unit with at least 1 lost health is considered wounded.

When the last health is lost, the unit is destroyed.

Health can be restored only through specific abilities.



STAMINA

Stamina is used during a units turn to move and perform abilities (see «Abilities» p23). Explorers use stamina slider on their player board to help them organize their turns, while mindless monsters don't need stamina tokens due to their straightforward nature (see «Monster behavior» p28).

ATTRIBUTE VALUES

Attributes cannot go below 0 as the minimum value, or exceed 9, the highest possible value.

Unit's current health, essence and stamina count can't surpass their max value (starting value from their unit card, modified by game effects).

CONCEPT: CONTRIBUTING EXPLORERS

The explorer who would lose essence is considered the activating explorer.

When the activating explorer is targeting a map space (example: activating a chapter space or sealing a spawn space) a targeted map space is considered the target space, otherwise an activating explorer's position is considered the target space.

Contributing explorers must be willing and adjacent to the target space, activating explorer, or other contributing explorer.

The activating explorer doesn't need to lose any of their own essence.



EXPLORER

Players are represented by explorers and they control their character's decisions and actions throughout the game.

Explorers have an inventory - a set of cards that can be used to supply the unit with additional abilities (see «Item effects» p19).

Besides having an inventory, they can also use the abilities from the collected binding event cards (see «Binding events» p22).

Explorers can use the active abilities from:

- ◆ Their explorer card
- ◆ Consumables and equipped items
- ◆ The current explorer event
- ◆ The current chapter
- ◆ The bound explorer events (see «Binding events» p22)
- ◆ Interacting with the map tile (see «Map tile» p16-18)
- ◆ Item effects: Use inventory, Trade with explorer (see «Item effects» p19)

Anytime the explorer is placed on the map tile, after all the chapter abilities have been resolved, its «enters play» abilities are resolved (see «Enters play abilities» p23).



EXPLORER MARKERS

Besides a card and figure, explorers have markers to represent lasting effects (3 markers for each explorer).



When choosing your explorer, note the unique marker symbol on your player board. Take 3 explorer markers with the same symbol, and place them on top of your player board. These will be used for marking your lasting effects (see «Lasting effects» p26).

At the start of the Explorer phase, return all of your explorer markers to the top of your player board.

EXPLORER DEATH

If an explorer's health points are reduced to 0, that explorer is destroyed (see «Scheming monsters» p28).

- ◆ Remove its figure, card and markers from the game
- ◆ Shuffle its inventory and place in the destroyed item deck
- ◆ Remove its binding events from the game
- ◆ If the last explorer is destroyed, the game is lost

MONSTER

Monsters are hostile creatures whose purpose is to hinder and destroy the explorers.

They don't have inventories.

Their actions are deterministic and defined by a set of simple rules, although destroyed explorers will take control of the monsters - that way the monsters are becoming smarter, and the game is getting harder (see «Monster behavior» p28).

Monsters can use the active abilities from:

- ◆ Their monster card
- ◆ The current horror event
- ◆ Interacting with the map tile (see «Map tile elements» p17)

Whenever a new monster is spawned, its «enters play» abilities are resolved (see «Enters play abilities» p23).

MONSTER DEATH

If a monster's health points are reduced to 0, then monster is destroyed.

If the destroyed monster's level is lower than the current monster level on the chapter board, and it is not a level 4 monster: remove its card and figure from the game,

otherwise place its monster card on top of the destroyed monster deck and set aside its monster figure.

If the monster is destroyed during an explorer's turn, restore 1 essence to that explorer.

BANISH MONSTER

Explorers cannot restore essence from banished monsters (see «Scroll map tile» p16 and «Place exit token» p21).

If the banished monster's level is below the current monster level, and it is not a level 4 monster: remove its card and figure from the game,

otherwise place its monster card on top of the destroyed monster deck and set aside its monster figure.

Banished monsters are not considered destroyed, and banishing them will not trigger *when is destroyed* conditional effects.



UNIT EFFECTS

ATTACK

When making an attack the attacker rolls the attack dice, and depending on the target's defense, it may score a hit.

When a unit is hit, it loses 1 health point, and if that loss reduces the health to 0, the unit is destroyed (see «Explorer/Monster death» p13) and considered as killed by the attacker.

The target(s) of an attack, and any units affected by a non-targeted attack are blockers (see «Targeting» p24).

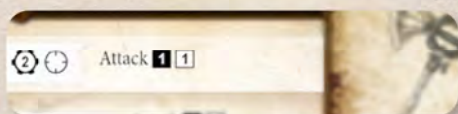
Every attack specifies the number of low and high attack dice used in the attack roll (both are custom D6).

ATTACK EXAMPLE

To better demonstrate the attack mechanism in the game let's setup the arena. Our explorer will battle a horrific and deadly monster: Mi-Go.



Let's assume our hero has an item with the following ability:



As we can see, to resolve the attack we will need 2 dice; 1 high attack and 1 low attack die. Let's suppose this is our attack roll:



Considering Mi-Go's armor of 3, we just barely hit it and it lost 1 health point. If this is the first time the Mi-Go was damaged, it is still alive, but if it was previously hit, the Mi-Go is now destroyed and its attacker invokes an explorer event (as per the Mi-Go ability).



Low attack dice (□) have values:

0 • 1 • 1 • 1 • 2 • 2



High attack dice (■) have values:

0 • 1 • 1 • 2 • 2 • 3

- ♦ The attacker rolls a specified number of attack dice and adds their values
- ♦ Add to that value any present effects or lost essence that increase the attack roll (see «Essence» p12)
- ♦ Subtract from that value any present effects that decrease the attack roll
- ♦ If the attack roll is less than the target's blocking attribute skip further steps
- ♦ Attacker hits
- ♦ Blocker is hit
- ♦ Blocker loses 1 health point

There are two types of attacks: **default** and **arcane** attacks.

- ♦ For default attacks, the blocking attribute is armor
- ♦ For arcane attacks, the blocking attribute is will

If an effect increases arcane attack rolls, then even a default attack is considered arcane.



This item will alter the augmented weapon's attacks to arcane

If an attack would affect more than one unit (such as a trap or exploding barrel), only one attack roll is made, the result of which is then applied to all blockers.

ETHEREAL

If a unit is ethereal, it cannot be targeted by other units unless they specifically have a present effect that enables them to target ethereal units.

Ethereal units can be attacked indirectly using traps, exploding barrels, or other abilities that do not need to target the ethereal unit (example: attacks that affect adjacent units).

Playing abilities (example: moving, attacking, or blocking) does not remove the ethereal effect.

Monsters ignore all explorers that are not targetable, and do not move toward them.

MOVING THROUGH ETHEREAL UNITS

Units can move through ethereal units, and ethereal units can move through other units (see «Move through effects» p16).

Regardless, ethereal units are still considered obstacles (see «Obstacle» p24) and you cannot stop on a space occupied by an ethereal unit.

SWITCH POSITIONS

When you resolve this effect, switch positions (figures on the map tile) between the activating and the target unit.

CONTROL MONSTER

When it's the target monster's turn to play, the activating explorer controls its movement, attacking and playing the abilities of the controlled monster (it may even attack other monsters).

This will override the control of the scheming monsters (see «Scheming monsters» p28).

KILL

When an explorer destroys a monster or another explorer in play, treat this unit as being killed (even indirectly, example: by pushing into a pit).



TELEPORT

When a unit teleports to a passable space within some distance, ignore all walls, obstacles, rubble and closed doors to reach the destination space.



When a unit teleports to a specific destination space, always use the nearest, non-destroyed map space of that type on the map tile of the unit in question (see «Nearest» p24).



If the destination space is occupied or not passable, choose its nearest passable, and unoccupied space.

PUSH AND PULL

A unit can be pushed away or pulled towards the activating unit or space. When the activating map space is not specified, the activating unit's position is considered the activating space for the push/pull effect.



If target unit is orthogonal to the activating space it moves in a straight line, otherwise it moves diagonally. This has to be checked and applied for each space a unit is pushed/pulled. Following this rules a unit can be pushed/pulled into a pit and is destroyed (see «Pit» p17).

If a unit would be pushed or pulled into a trap lever, activate the trap lever (see «Trap lever» p18).

An exploding barrel is counted as being hit when a unit is pushed or pulled into it (see «Exploding barrel» p17).

Immobile units cannot be pushed or pulled.



Push example



Pull example



MAP TILE

Units move and activate their abilities within map tiles. Every map tile is a 10x10 grid with up to 4 possible edges on each side.

Treat the unexplored edge of a map tile as a wall.

On one of the edges there is a direction symbol that is used when a new map tile is explored and joined to the exploring tile edge.

MOVE

Unless the unit is immobile, it can spend 1 stamina to move in any **direction** (diagonal or orthogonal) to an adjacent, unoccupied, and passable space (see «Adjacent» p24).

Units cannot move through rubble, obstacles, walls or closed doors (see «Obstacle» p24).



«MOVE THROUGH» EFFECTS

Some abilities will enable you to move through obstacles or unpassable spaces to reach an unoccupied, passable space.

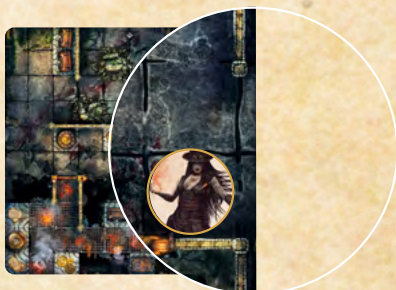


You can't end your turn on top of the pit space, and you would be destroyed if you are teleported, pushed or pulled into a pit. You still need to lose 1 stamina to move on top of the pit space, and 1 stamina to move away to a non-pit space; it is only when moving from one pit space to another that you do not lose stamina.

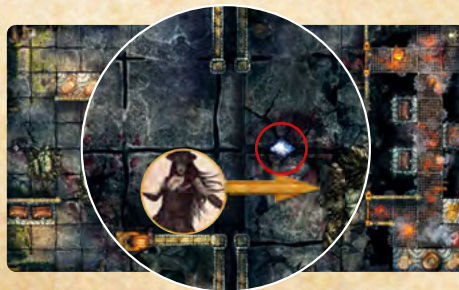
EXPLORE MAP TILE

When an explorer is on the unexplored edge of a map tile that does not contain an entry or exit token, it is possible to explore further for 2 stamina. In that case, draw a map tile and join it with the exploring map tile edge in a position where its direction symbol is adjacent to the activating explorer.

While additional map tiles are explored, they can represent a playing area of maximum 2x2 map tiles. It is possible to explore even further with the concept of scrolling map tiles.



Map joining example - step 1



Map joining example - step 2

SCROLL MAP TILE

The playing area (2x2) can be scrolled by destroying some of the placed map tiles while a new map tile is explored. The only requirement is that there are no explorers on the destroyed map tiles.

If there are monsters on the destroyed map tiles, then they are banished (see «Banish monster» p13).

When you destroy map tiles, flip them and place on the bottom of the map tile deck.



Map scrolling example - step 1



Map scrolling example - step 2

EXIT MAP TILE

When standing on top of the exit token, an explorer can exit a map tile for 2 stamina (see «Place exit token» p21). Remove the explorer figure from the playing area. Skip the explorer's turn and ignore effects on them if their figure is removed from the playing area (skip Spawn phase roll for that explorer).

MAP TILE ELEMENTS



WALL

A wall is type of map space border which separates map spaces and obstructs the line of sight.



DOOR

A door is a type of map space border, and is a connection between two adjacent wall spaces.

Door is opened by default.

When opened or destroyed, units can normally pass through it, and the line of sight is not obstructed.

When closed, door acts as a wall.

Any unit adjacent to door can destroy closed door for 4 stamina. When a unit destroys a closed door, replace closed door figure with a destroyed door token. Units cannot activate a door with a destroyed door token on top of it.



PASSABLE SPACE

A space through which units can move. Passable spaces do not obstruct the line of sight.



TRAPPED SPACE

A trapped space is a specific type of passable space. When a *trigger traps* effect is resolved on specific map tile, every unit on top of its trapped spaces will be attacked by the activating unit for **3** (see «Trigger traps» p18).



RUBBLE

Rubble is an impassable space that obstructs the line of sight. Treat any unidentifiable map space or area as rubble.



PIT

A pit is a special type of passable space. A unit that moves, is pushed, pulled, or teleported into a pit is destroyed. Mindless monsters will never move themselves into a pit (see «Mindless monsters» p28).



SPAWN SPACE

The spawn space is a passable space that doesn't obstruct the line of sight.

When you spawn a monster (example: during a spawn phase), place the monster's figure on your nearest spawn space (see «Spawn monster» p11).

EFFECT: SEAL SPAWN SPACE

An explorer can seal an adjacent spawn space for 3 stamina and by losing 4 essence (see «Contributing explorers» p12).

When the explorer seals a spawn space:

- ◆ Decrease the monster threat by 1 (to a minimum of 1)
- ◆ If there is a unit on top of the sealing spawn space, destroy it
- ◆ Destroy a spawn space by placing two destroyed tokens on top of it (to differentiate between other map spaces)
- ◆ Resolve *light chapter* effect

A destroyed spawn space counts as an obstacle.

EFFECT: OPEN/CLOSE DOOR



If a door is **open** (door token is not placed on them), an explorer adjacent to it (see «Adjacent» p24) can use 2 stamina to resolve *close door* effect and place a closed door figure.

If a door is **closed** (have closed door figure on them), it acts as a wall. An explorer adjacent to a closed door can use 2 stamina to resolve *open door* effect by removing the closed door figure.

Mindless monsters can only destroy closed doors for 4 stamina (see «Mindless monsters» p28).

Scheming monsters can open and close doors for 3 stamina. Additionally, they can destroy opened or closed doors for 4 stamina (see «Scheming monsters» p28).



EXPLODING BARREL

An exploding barrel counts as an obstacle that doesn't obstruct the line of sight.

It is a special type of unit that can only be attacked (see «Attack» p14).

The attack roll on an exploding barrel must be at least 1 to score a hit. When an exploding barrel is hit:

- ◆ Attack each unit adjacent to the exploding barrel space for **3**
- ◆ Place a destroyed token on top of the exploding barrel space

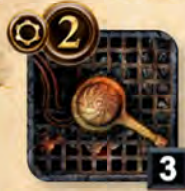
When a unit is pushed or pulled into an exploding barrel, treat it as though it is hit.



ACTION SPACE

All action spaces can be activated. Every action space counts as an obstacle (see «Obstacle» p24).

Once the action space is activated, it is destroyed (put a destroyed token on top of it).



TRAP LEVER

Explorers can activate an adjacent trap lever for 2 stamina to resolve *trigger traps* effect.

Scheming monsters can activate trap lever for 3 stamina (see «Scheming monsters» p28).

Activate a trap lever when a unit would be pushed or pulled to it.

EFFECT: TRIGGER TRAPS

- ♦ Attack all units on top of trapped spaces on the activating unit's map tile for 3. If there is no activating unit (for example by invoking horror event), attack units on top of trapped spaces on all map tiles.



RECHARGE STATION

An explorer can activate an adjacent recharge station for 1 stamina to resolve *recharge* effect.

EFFECT: RECHARGE

- ♦ Roll the recharge die.
- ♦ Possible results of the roll: restore 1 health, restore stamina, or nothing happens.



WORKBENCH

Explorers can activate an adjacent workbench for 3 stamina to resolve *operate workbench* effect (see «Operate workbench» p20).



CHEST

Activating chests provides the main source of items for explorers while also restoring essence.

Explorers can activate an adjacent chest for 3 stamina to resolve *gain item* effect (see «Gain item» p20) and restore 1 essence.



EVENT SPACE

By activating event spaces, explorers restore essence, and have the opportunity to resolve one of many beneficial events from the explorer event deck; each with its own story and effects.

Explorers can activate an adjacent event space for 3 stamina to resolve *invoke explorer event* effect (see «Invoke explorer event» p22) and restore 1 essence.



CHAPTER SPACE

Chapter space is usually used to progress to the next chapter. It can be in 3 different states: **unlit** (no token on top of it), **lit** (light token is on top of it),

and **destroyed** (destroyed token is on top of it).

Lighting a chapter space (for example by sealing a spawn space) substantially lowers the cost of its activation.

When explorer activates an adjacent chapter space:

- ♦ For an **unlit** chapter space the activating explorer loses 3 stamina and 3 essence (see «Contributing explorers» p12). Put a destroyed token on top of it
- ♦ For a **lit** chapter space the activating explorer only loses 1 stamina. Flip the light token to the destroyed side
- ♦ If an exit token is placed on any map tile or the current chapter is a blocking chapter (see «Blocking chapters» p21), skip further steps
- ♦ Advance to the next chapter by flipping the current chapter to the top side of chapter board (see «Chapter board» p7)
- ♦ Resolve next chapter's «enters play» abilities and reset its spawn and horror rating sliders



UNLIT



LIT



DESTROYED

EFFECT: LIGHT CHAPTER



Light chapter effect is resolved by sealing a spawn space or some specific card ability.

When explorer resolves *light chapter* effect, put a light token on a chapter space with no tokens on top of it.

An explorer may only choose the nearest chapter space on their map tile (see «Nearest» p24).

DESTROY MAP SPACE

If a map space is destroyed, then place a destroyed token on top of it.

If a destroyed map space was a spawn space, place two destroyed tokens on top of it. If there is a unit on top of the destroyed spawn space, destroy that unit.

A destroyed map space counts as an obstacle that doesn't obstruct line of sight, and can't be interacted with.

REFRESH MAP SPACE

If a map space is refreshed (for example by some specific card ability), then remove all the destroyed tokens on top of it.

TREAT MAP SPACE

A map space can be treated as another type of a map space (it stops having its initial features).

Treat pile of bodies map space as a rubble

A map space can also have additional features of other types of map spaces.

You can treat chest also as an exploding barrel

ITEM

Explorers can obtain items during the game and may equip, upgrade, or augment them. Additionally, items can be traded with adjacent explorers.

An explorer gains all the abilities from their consumable and equipped items.

The owning explorer is the default target of item's active abilities which don't require a legal target, and of item's «enters play» abilities.

Whenever an item is equipped, then its «enters play» abilities are immediately resolved (see «Enters play abilities» p23).

MAIN ITEM

Main item is the bottom-most equipped item (it doesn't upgrade any equipped item).

UPGRADE

AUGMENT

INVENTORY EXAMPLE

TORSO, UPGRADE

AUGMENT

MAIN

UNEQUIPPED

CONSUMABLES, UNEQUIPPED



AUGMENT WEAPON OR APPAREL

Augments are special types of items that can be combined on torso apparel or weapons with a matching augment symbol. They must augment the equipped item before use.

ITEM EFFECTS

EQUIP MAIN ITEM

An explorer can equip only one main item of each item type, with the exception of weapons that enable explorers to equip 2 one-handed main weapons at once (each weapon must have a one-hand symbol).

You can first unequip 1 main item of the same item type before equipping a new main item.

Whenever a main item is equipped, its «enters play» abilities are immediately resolved (see «Enters play abilities» p23).

UPGRADE ITEM

Equipped items can be upgraded via the vertical upgrade slot with another item of the same type and matching upgrade symbol.

A torso apparel cannot be upgraded with another torso apparel item.

You can first unequip 1 upgrade of the same item type before upgrading an item.

Even the upgrades can be upgraded as long as the upgrade symbols allow (exception: torso). Treat the upgrading item as being equipped, and after upgrading, immediately resolve its «enters play» abilities.

AUGMENT ITEM

Equipped items can be augmented via the horizontal augment slot and matching augment symbol.

You can first unequip 1 item with the same augment symbol before augmenting an item.

Treat the augmenting item as being equipped, and after augmenting, immediately resolve its «enters play» abilities.

Augmenting item only affects its augmented item, unless stated differently in the card's text.

Augment items may be identified by having their augment symbol on the left edge of the card. Augment cards may never be a main item.

ITEM TYPES

There are 4 different item types separated into 4 item decks: weapon, apparel, artifact and consumable.



APPAREL

Apparel represents items for torso, legs, or head. They must be equipped before use and generally increase the armor or will attributes.

Torso apparel can be differentiated from other apparel items by having an augment symbol on the right side of the card. Head apparel is identified by having an upgrade symbol only on the bottom edge of the card, while leg apparel only has the upgrade symbol on the top edge.



WEAPON

Explorers can use weapons to attack units (see «Attack» p14). Weapons must be equipped before use, and some weapons may also increase armor or will attributes when equipped.



ARTIFACT

Artifacts are items with special arcane powers that can give explorers an additional edge in the game. Artifacts generally increase the will attribute when equipped. They must be equipped before use.



CONSUMABLE

Consumables do not need to be equipped before use, and are never considered in play. They are destroyed after being used.

EXAMPLES OF WRONG COMBINATIONS



UNEQUIP ITEM (👤)

Sometimes an effect will require from you to unequip an item - specific item, or one of your choice (main, upgrade or augment).

To unequip an item, place that item and its upgrades and augments in your inventory. Unequipped items are rotated to indicate their unequipped status.

GAIN ITEM

When you resolve *gain item* effect:

- ◆ Draw 2 item cards which can be selected from the top of any item deck (you can choose the same item deck twice)
- ◆ From those 2 cards choose 1. You may either destroy or place it on top of the corresponding item deck
- ◆ Keep the remaining card or give it to an adjacent explorer. Treat this card as a *gained item*
- ◆ You can resolve *equip main item* effect using the kept card if it's of the item type based on your explorer's class:

CLASS TYPE	ITEM TYPE
Gunman	Apparel
Bruiser	Weapon
Mystic	Artifact
Crafter	Any item type

SHUFFLE ITEM DECK

Shuffle each item type deck separately.

When you shuffle item cards, don't include destroyed item cards.

OPERATE WORKBENCH

When you resolve *operate workbench* effect:

- ◆ Draw the 3 top item cards from any of the item decks (you can choose the same item deck multiple times)
- ◆ You can swap any of drawn cards with the items from your inventory (equipped or unequipped)
- ◆ Choose 1 card, then keep it or give it to an adjacent explorer
- ◆ Destroy any number of remaining cards, then place the rest on top of their corresponding item decks in any order
- ◆ Resolve *use inventory* effect



TRADE WITH EXPLORER

For 2 stamina, you can initiate a trade with an adjacent explorer. You can give and receive any number of items.

If the items were equipped, then they are traded in an unequipped state.



USE INVENTORY

Every item, except consumables, must be equipped before their effects and abilities can be used.

Explorer can lose 3 stamina to resolve *use inventory* effect. Instead of using their own inventory, an explorer may choose to resolve *use inventory* effect to an adjacent explorer.

When you resolve *use inventory* effect:

- ◆ Unequip all of your items
- ◆ Equip any number of main items
- ◆ Upgrade and augment any number of equipped items
- ◆ Give any number of items to any adjacent explorers

GAIN ITEM EXAMPLE



Kim activates adjacent chest for 3 stamina. She restores 1 essence, and resolves *gain item* effect.



Kim's kept card is an apparel «Proximity Bender».



As her class is a gunman, she can equip it immediately as her main apparel (using the *equip main item* effect of gain item, without losing any stamina).



If she chooses to equip «Proximity Bender» through the *gain item* effect, «Hobnailed Boots» (main apparel) would have to be unequipped (together with its upgrades and augments).

She can always lose 3 stamina to resolve *use inventory* effect which would enable her to equip any number of main items, and then upgrade or augment any number of equipped items.

CHAPTER

Progress is directly linked with the development of the story through its chapters. With each new chapter, the explorers are one step closer to their fleeting salvation or doom. They must progress through the chapters until they resolve *victory* effect (see «*Victory*» p21), or if the scenario demands, face an endgame (see «*Enter endgame*» p21).

Explorers gain all the active abilities from the current chapter.
The activating explorer is the default target of chapter's active ability.

Whenever a new chapter is played, its «enters play» abilities are resolved (see «*Enters play abilities*» p23) and its spawn and rating sliders are reset.

If horror rating is disabled or missing from the chapter card, skip horror phase.

If spawn rating is disabled or missing from the chapter card, skip spawn phase.

BLOCKING CHAPTERS

Some chapters have a blocking indicator that blocks the progress to the next chapter by activating a chapter space (see «*Chapter space*» p18).



One of the chapter's abilities will instruct you on how to progress to the next chapter or how to place an exit token (see «*Place exit token*» p21).

CHAPTER EFFECTS

PLACE ENTRY TOKEN

- ◆ Take the top map tile from the map tile deck, and place it in the playing area (ignore this if you are in 'Game Setup')
- ◆ Place an entry token on the map tile's direction symbol, facing inwards (ignore this if the map tile is a scenario starting tile)
- ◆ Place the explorers on unoccupied spaces adjacent to or on top of the entry token
- ◆ Resolve «enters play» abilities from their unit cards, and equipped items

PLACE EXIT TOKEN

When a new chapter is played that has a *place exit token* effect, the activating explorer decides upon the placement of the exit token, on any unexplored edge of the map tiles in the playing area (pointing outwards).

An exit token cannot be placed on top of an existing entry token.

When the last surviving explorer exits the map tile:

- ◆ Banish all monsters from the map tiles in play
- ◆ Placed map tiles are shuffled, and put on the bottom of the map tile deck
- ◆ Flip the current chapter and resolve the next chapter's «enters play» abilities (see «*Enters play abilities*» p23)

ADD ITEM LEVEL

When a chapter effect instructs you to add items of a specified level, take all the item cards of that level and shuffle them into their corresponding item type decks.

START A NEW ROUND

Some chapters have an «enters play» ability *Start a new round* that serves as an intermission. Once this effect is resolved, the round starts again with the explorer phase. All the explorers are at max stamina, and all the horror and explorer markers are returned to their corresponding places.

ENTER ENDGAME

Some scenarios use a special endgame map tile.

- ◆ Place the specified scenario endgame map tile into play
- ◆ Place the explorers on unoccupied spaces adjacent to or on top of the illustrated entry token(s)
- ◆ Place the scenario endgame cards next to endgame map tile and resolve its setup phase
- ◆ Observe the victory and defeat conditions, along with any additional specifications

Surviving explorers share victory and defeat. Their team achieves the victory condition even if some of the explorers are destroyed. If the defeat condition is reached, everything is lost and the dead explorers are encouraged to revel with cackling laughter while they close in ominously on any explorers left.

VICTORY

When a *victory* effect is resolved, flip the current chapter card. All surviving explorers have won the game, and the game is over.

VARIANT: CAMPAIGN MODE

If explorers survive the scenario, they can start playing another one. After completing the scenario, each surviving explorer:

- ◆ Decides which items and bound events they want to keep
- ◆ Adds the values of the kept cards to calculate their *campaign threat number*

ITEM			BOUND
LEVEL 1	LEVEL 2	LEVEL 3	EVENT
1	2	3	2

Once the game is prepared for the new scenario:

- ◆ Explorers use their inventories
- ◆ Explorers are at 0 essence and max health
- ◆ Resolve all the «enters play» abilities of the new chapter
- ◆ Increase the monster threat by the highest *campaign threat number* among the playing explorers

EVENT

Along with the monsters and items, events are another type of card that can greatly influence the game.

The topmost destroyed event is considered the **current event**.

Passive abilities from the current event cards always influence the game, and will affect all units on all map tiles.

Whenever a new event is played, its «enters play» abilities are resolved (see «Enters play abilities» p23).

There are two types of events: explorer events and horror events.

EXPLORER EVENTS

Only explorers can play explorer events, and they can do so by activating an event space for 3 stamina (see «Event space» p18), or resolving *invoke* or *reinvoke explorer event* effects (see «Invoke explorer event» p22).

The explorers gain all the active abilities from the current explorer event.

The activating explorer is the default target of event's active and «enters play» abilities.

BINDING EVENT



Some explorer events have a binding indicator. The activating explorer takes the event card, and places it next to their explorer card. The event's abilities are now treated as though they are part of their explorer card.

HORROR EVENTS

During the horror phase one explorer must roll the game die (D10).

If the roll is equal to or greater than the current horror rating, then a horror event is played (see «Horror phase» p11).

Monsters gain all the active abilities from the current horror event.



EVENT EFFECTS

INVOKE EXPLORER EVENT

When you resolve *invoke explorer event* effect:

- ◆ Draw a card from the explorer event deck. If there are no available cards in the deck, then shuffle the destroyed explorer event cards to create a new one
- ◆ Resolve its «enters play» card abilities (see «Enters play abilities» p23)
- ◆ If it is a binding event, then the activating explorer takes the event card (see «Binding events» p22)
- ◆ Place the card face up on top of the destroyed explorer event deck

INVOKE HORROR EVENT

When you resolve *invoke horror event* effect:

- ◆ Increase the monster threat by 1 (see «Increase monster threat» p11)
- ◆ Draw a card from the horror event deck. If there are no available cards in the deck, then shuffle the destroyed horror event cards to create a new one
- ◆ Resolve its «enters play» card abilities (see «Enters play abilities» p23)
- ◆ Place the card face up on top of the destroyed horror event deck

REINVOKE EXPLORER EVENT

When you resolve *reinvoke explorer event* effect:

- ◆ Resolve «enters play» abilities of the current explorer event card

REINVOKE HORROR EVENT

When you resolve *reinvoke horror event* effect:

- ◆ Resolve «enters play» abilities of the current horror event card

SHUFFLE EVENT DECK

When you shuffle events (explorer or horror), you must shuffle in destroyed events as well.



ABILITIES

Only the cards in play may influence the game through their abilities.

For events, the current events from the corresponding explorer and horror decks are considered in play.

For items, only the equipped ones are considered in play.

Consumable items can't be equipped, but their abilities can be played directly from explorers' inventories.

Besides having a unit card, an explorer owns its items in play, so it is safe to say that explorer owns the abilities from its unit and item cards. For the event and chapter cards there is no definitive owner.

The component of an ability that actually influences the game is called an effect (see «Effects» p26).

TYPES OF ABILITIES

There are three types of abilities: active, passive, and «enters play».

ACTIVE ABILITIES

The activating unit can use the active ability by paying the activation cost.

The activating cost is paid by:

- ♦ Losing stamina (⊖), essence (⚡) or health (♥)
- ♦ Destroying the card after playing the ability (⊗)
- ♦ Another cost or condition specified on the card

Most active abilities require a legal target, such as a unit or a map space that the ability will affect (see «Targeting» p24).



An active ability that doesn't require a legal target affects the activating unit by default.



The first ability affects the target, but the second affects the owner of this item.

Active abilities can only be played one at a time, resolving all the effects from the played ability before another one can be played.

If an ability costs stamina it can only be played by a unit on its turn.

CONCEPT: PLAYING OUTSIDE OF YOUR TURN

Between each unit's action, someone can play an active ability if it does not need any stamina for activation.

These abilities can be used between actions of other explorers and monsters and between turns of monsters and explorers.

They cannot be used when they would interrupt another action (example: between rolling dice and applying the effect, between killing a monster and resolving the effect, or between completing a chapter and next chapter's «enters play» abilities).

PASSIVE ABILITIES

Passive abilities don't need an activating unit as there is no activation cost and, they will continuously (passively) influence the game as long as the card is in play.



ENTERS PLAY ABILITIES

«Enters play» abilities are resolved only once, when the card enters play.

They are marked with the special icon (⊞).



Different card types enter play in different ways, so their «enters play» condition and the activating unit will vary:

CARD TYPE	«ENTERS PLAY» CONDITION	DEFAULT TARGET
Explorer	An explorer is placed into a map tile	The placed explorer
Item	An item is equipped	The explorer who owns the item
Monster	A monster is spawned	The spawned monster
Explorer event	An explorer event card is played	The explorer who (re)invoked explorer event
Horror event	A horror event card is played	Specified by ability text
Chapter	A chapter card is played	Enters play abilities of horror events and chapter cards that affect units - affect all units on all map tiles since there is no owner or activating unit

TARGETING

LINE OF SIGHT

The concept of line of sight is used to determine legal targets. The line of sight is an imaginary line through the centers of source and target space. If that line crosses through a wall, rubble or closed door, then the target is not in line of sight.

If the line just touches the end of a wall, or the corner of a space that would usually block the line of sight (such as rubble), then the target is in the line of sight.

Obstacles do not block the line of sight.

ADJACENT

Any map space that is next to the activating unit, and in line of sight, is considered adjacent to the unit.

Walls and doors are adjacent to the unit if they are on one of its map space borders.



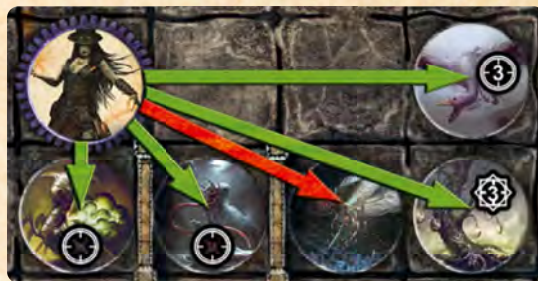
If both doors are opened Lorrari is adjacent to Hank, Phillip and chapter space. She can close the door adjacent to her, but not the one adjacent to Phillip. If at least one door is opened, Lorrari is adjacent to Phillip.

Let's say Kim has this active ability: Close target door. She would be able to close any of the two doors with it, considering she can target any of the two spaces with adjacent doors.

OBSTACLE

An obstacle is impassable space that does not block the line of sight.

The obstacle could be a unit, action space, destroyed map space and exploding barrel.



NEAREST

Use the nearest type of space or unit from your location on your map tile. Count the spaces directly, ignoring the walls, rubble, pits, units, and obstacles.

For the detailed explanation how monsters choose the nearest explorer for their movement, see «Monster movement», page 28.

TELEPORT ♦ MOVE ♦ SPAWN MONSTER

If the map space is occupied or impassable, then the explorer chooses the nearest unoccupied and passable space from that map space.



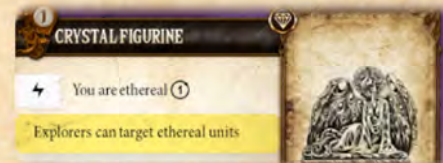
MAP TILE SCOPE

An ability can have either the owner or the activating unit. If those abilities don't require a target, their default scope is the current map tile.

Abilities with an owner are item or unit's «enters play» and active abilities.



Example of activating unit's map tile scope: Lorrari can choose any explorer on her map tile to restore its 1 health.



Example of an artifact with a passive ability that affects explorers. If you equip this item, explorers on your map tile can target ethereal units. This ability doesn't have an activating unit (it's passive), but it does have an owner (the explorer equipping it).

Abilities with an activating unit are explorer event's «enters play» abilities, and chapter or event's active abilities.



Example of an explorer event with «enters play» ability. When you activate this event, you will attack all monsters on your map tile. This ability has an activating unit (explorer who plays the explorer event).



As *Shivers* is an «enters play» ability of a horror event there is no map tile scope (there is no activating unit, and there is no owner of the ability). All explorers on all map tiles will be attacked two times.

ADJACENCY ACROSS MAP TILES

We saw how the default scope of ability that doesn't require a target is the map tile, if it has either the owner or the activating unit. The only exception to this rule are abilities that affect adjacent units.

If you would be standing on the edge of one map tile, you will also affect adjacent units that are standing on the edge of connected map tile.



MELEE TARGETING

⌚ For melee targeting, the *target* (unit or map space) either must be the activating unit or adjacent to the activating unit.

RANGED TARGETING

There are two types of ranged targeting:

- ⊗ The target must be within range **X**, with no obstacles in the line of sight
- ⊗ The target must be within range **X**, ignoring any obstacles in the line of sight

The range **X** represents the number of map tile spaces you would need to reach the target position, ignoring the obstacles. Effects that alter the range of units only affect their active abilities with ranged targeting.

You may target yourself with ranged targeting.

If the weapon has a ranged active ability with an *attack* effect, it is considered a «ranged weapon». If the weapon has a melee active ability with an *attack* effect it is considered a «melee weapon».

TWO TARGETS

For some active abilities, you must specify two targets (the same target can be used both times).



Place explorer markers based on the number of times the active ability has been played, not based on the number of resolved lasting effects.

The first active ability of this item will affect its target(s) (not the activating unit or all units)!

MULTIPLE TARGETS

If an effect would affect multiple units or map spaces, it affects each of the specified units and map spaces.



When this card enters play, each explorer resolves *gain item* effect and each explorer moves 0 or 1 space

EXAMPLES OF AFFECTED UNITS:

YOU ARE PLAYING THIS ABILITY:	WHO GETS ATTACKED?
⊗ Attack 2	You attack yourself .
⊗ ⌚ Attack 2	You attack the target (unit or map space). <i>You can't target an ethereal unit with this ability, unless you specifically have a present effect that enables you to target ethereal units. Other examples in this table can be used to attack ethereal units as these abilities don't require a target.</i>
⊗ Attack 2 nearest monster	You attack the nearest monster on your map tile. <i>Count the spaces directly, ignoring the impassable spaces, walls, pits, and units.</i>
⊗ Attack 2 monsters	You attack all monsters on your map tile. <i>Only one attack roll is made, the result of which is then applied to all blockers.</i>
⊗ Attack 2 any monster	You choose to attack any monster on your map tile.
⊗ Attack 2 any monster on any map tile	You choose to attack any monster on any map tile .

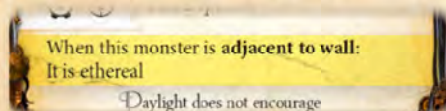
YOU ARE PLAYING THIS ABILITY:	WHO AND HOW GETS MOVED?
⊗ Move up to 2 spaces	You move up to 2 spaces (0, 1 or 2 spaces).
⊗ ⌚ Move up to 2 spaces	The target moves up to 2 spaces. <i>If that target is a mindless monster, it will move up to 2 spaces toward their nearest explorer on any map tile (see «Monster movement», page 28).</i>
⊗ ⌚ You move target unit up to 2 spaces	You move target unit up to 2 spaces.
⊗ Monsters move up to 2 spaces	Each monster on your map tile moves up to 2 spaces toward their nearest explorer. <i>Let's assume a horror event is invoked: ⌚ Monsters move up to 2 spaces. Each monster on all map tiles moves up to 2 spaces toward their nearest explorer.</i>
⊗ Explorers move up to 2 spaces	Each explorer on your map tile moves up to 2 spaces.
⊗ You move monsters up to 2 spaces	You move each monster on your map tile up to 2 spaces.

ABILITY EXAMPLE (ADVANCED):	HOW TO PLAY IT
⊗ ⌚ Any monster adjacent to target event space loses 1 health	To play this ability, you need to lose 3 stamina, and target an adjacent event space. When this ability is resolved, choose any monster adjacent to targeted event space. That monster loses 1 health.
⊗ ⌚ Destroy adjacent trap lever Banish target monster	To play this ability, you need to lose 2 stamina, destroy an adjacent trap lever, and target an adjacent monster. When this ability is resolved, banish the targeted monster (see «Banish monster», page 13).

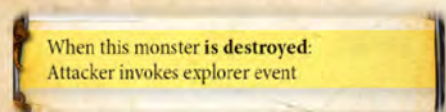
EFFECTS

CONDITIONAL EFFECTS

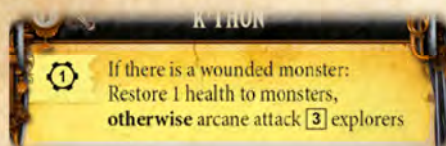
There might be a continual effect that is active while the condition is fulfilled. The alternate effect may be listed with the «otherwise» clause.



There might be a resolving effect that is resolved every time a condition is triggered.

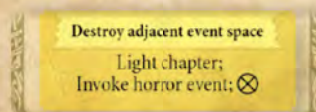


When playing an active ability, there might be an effect that will be resolved based on a special condition.



If there is a wounded monster on K'thun's map tile, then all the monsters on that map tile are healed; otherwise K'thun attacks all the explorers on its map tile.

Besides other specified costs, active abilities can have conditions that need to be fulfilled.



In this example, *Destroy adjacent event space* is not a condition but a cost for playing the active ability. To play this active ability you need to destroy an adjacent event space. You can not use this cost from the result of some other effect that destroys an adjacent event space.

COUNTED CONDITION (Yx)

Sometimes a condition needs to be triggered multiple times in order to resolve a specific effect:



Explorer who invokes this binding explorer event card places it next to its player board. Whenever that explorer kills a unit, place a count token on top of this card. Once the 3rd token is added, the *Light chapter* effect is resolved, monster threat is decreased by 2, and this card is destroyed.

Sometimes an active ability needs to be played multiple times to resolve a specific effect:



Every time «lose 1 health» active ability is played, put a count token on the chapter card. Once the 4th token is added, then the *Go to next chapter* effect is activated. Remember, you can always lose essence instead of losing health (even as a cost for active abilities).

Every time the condition is triggered or the active ability is played, add a count token on top of the card with a counted condition.

If the number of count tokens match the specified count, remove all count tokens and resolve the counted condition effect.

LASTING EFFECTS (X)

The majority of active and «enters play» abilities are resolved instantly (at the moment they are played).

Lasting effects played by the activating unit continue to influence the target unit(s), even after they are resolved. They last until the activating unit's next turn, and can be identified with an (X) icon that is read as «this round». The number (x) determines the maximum number of possible stacked effects.

This can be demonstrated with the *Blood-boost gun's* ability:



When the explorer hits a target while having it equipped, its subsequent attack rolls are increased. This can be stacked up to 2 times and lasts until the start of new Explorer phase.

Remember that item abilities belong to the equipping unit, which means that this ability will trigger on all of the explorer's attacks, not just the one made with *Blood-boost gun*.

USING EXPLORER MARKERS

Explorers use their explorer markers to mark their lasting effects (see «Explorer markers» p13).

At the start of the Explorer phase, place all of the explorer markers on top of their corresponding player board (all of the lasting effects are over).

Before resolving a lasting effect:

- ♦ If you have no explorer markers left or the maximum number of stacked effects has already been reached, skip further steps
- ♦ Place an explorer marker on the activating card to show it is active and resolve the lasting effect

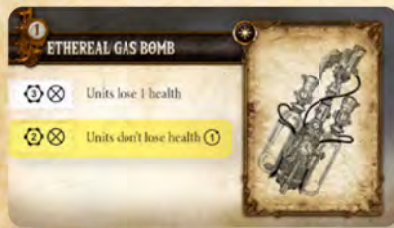
If the card with your explorer marker is removed from the game, the corresponding lasting effect is no longer influencing its target(s) and the explorer marker is placed back on top of your player board.

DESTROYED CARD WITH EXPLORER MARKERS

Some consumables and binding events may have a lasting effect while also containing a destroy icon (either as a cost, or an effect).

When you resolve that lasting effect by also destroying a consumable or binding event:

- ◆ Don't place the card in the corresponding destroyed deck until you return its explorer marker on top of your player board
- ◆ You can no longer play other abilities on that card
- ◆ You cannot destroy the card again with game effects
- ◆ If it is a binding event, then it is not considered in play anymore (its passive abilities are no longer influencing the game)



USING HORROR MARKERS

Horror has its own markers to represent lasting effects from monsters and horror events.

At the start of the Horror phase, place all horror markers next to the horror event deck (all horror lasting effects are over).

Before resolving a lasting effect from monsters and horror events:

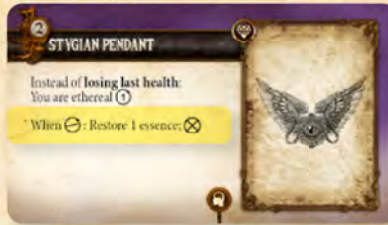
- ◆ If there are no available horror markers, skip further steps
- ◆ Place a marker on top of the activating card
- ◆ Resolve a lasting effect

If the card with the horror marker is removed from the game, its corresponding lasting effect is no longer influencing its target(s) and the horror marker(s) is placed back next to horror event deck.



REMOVING EXPLORER/HORROR MARKER FROM THE CARD

A conditional effect can be triggered by the removal of the explorer/horror marker from the card.



At the start of the Explorer phase if there is an explorer marker on your *Stygian pendant*: place it back on your player board, restore 1 essence, and then destroy the *Stygian pendant*.

An active ability can have a cost of removing the explorer/horror marker from the card.



If there is an explorer marker placed on your *Circular saw*, you can play the 2nd active ability at any time (even outside your turn) with a cost of placing back the explorer marker on your player board. Once you resolve that ability, attack any adjacent unit.

MULTIPLE EFFECTS

An ability can have multiple resolving effects. If that is the case, resolve them in the order they are presented inside the ability text.



Immediately after the attack (regardless of the hit), resolve the lasting effect influencing the target of this active ability (stacks up to 2 times).

EFFECT ROLL

Sometimes when an effect is resolved, a player must roll the game die and based on a successful roll the effect is resolved. If the 'otherwise' clause is present, then an alternative effect will be resolved if the effect roll is lower than the specified number.

◆ Roll the game die, and if the effect roll is equal to or greater than **x**, resolve the effect.

COMMON EFFECTS

Some effects are not specific to a particular card type but can be used in different contexts.

DESTROY (X)

A number of objects in the game can be destroyed:

- ◆ A map space (see «Destroy map space» p18)
- ◆ A monster (see «Monster death» p13)
- ◆ An explorer (see «Explorer death» p13)
- ◆ An item:
 - ◆ If item is equipped, then unequip it (see «Unequip item» p19)
 - ◆ Return the explorer markers that are on top of it to the owner's player board
 - ◆ Place the item on top of destroyed item deck
- ◆ A binding event: place the event on top of destroyed explorer event deck

TAKE

When you resolve *take* effect, search a corresponding deck to take a specific card. Shuffle the deck afterwards.

TAKE SPECIFIC MONSTER(S)

When you resolve an effect to *take* the specific monster(s), search the following decks:

- ◆ Monster deck (shuffle the deck afterwards)
- ◆ Destroyed monster cards
- ◆ Monsters removed from the game
- ◆ Monsters not yet added to the game

MONSTER BEHAVIOR

If there are no destroyed explorers then the monster actions are deterministic and are played by any player (see «Mindless monsters» below).

Otherwise the players of dead explorers become responsible for the monsters' turns (see «Scheming monsters» below).

SCHEMING MONSTERS

Players of dead explorers become responsible for playing the monsters' turns. They form a hive mind that controls their every action.

They can move, use their abilities or interact with the map tile by:

- ♦ Opening or closing door for 3 stamina (see «Open/Close door» p17)
- ♦ Destroying opened or closed door for 4 stamina
- ♦ Activate trap lever for 3 stamina (see «Trap lever» p18)

MINDLESS MONSTERS

On its turn, a monster will use its abilities if possible, otherwise move towards the nearest explorer. It continues to do this until it has run out of stamina or cannot use any of its abilities and/or is blocked from further movement.

Monsters will move and/or play active abilities on their turn. Playing abilities has a higher priority than movement. Unless stated differently, monsters only target and move toward the nearest explorer.

If there is a choice between two or more explorers, then the target will be the one:

- ♦ With the lowest remaining health
- ♦ Determined by the players' choice

Mindless monster will try to destroy closed doors for 4 stamina to continue on its path towards the nearest explorer.

After playing an active ability or moving for 1 stamina, monster will again try to play one of its active abilities, then try to move towards the nearest explorer.

PLAYING ACTIVE ABILITIES

A monster will always try to first play the active abilities from the current horror event, then active abilities in the order they are specified on the unit card. Unless stated differently, it will only target explorers.

MONSTER MOVEMENT

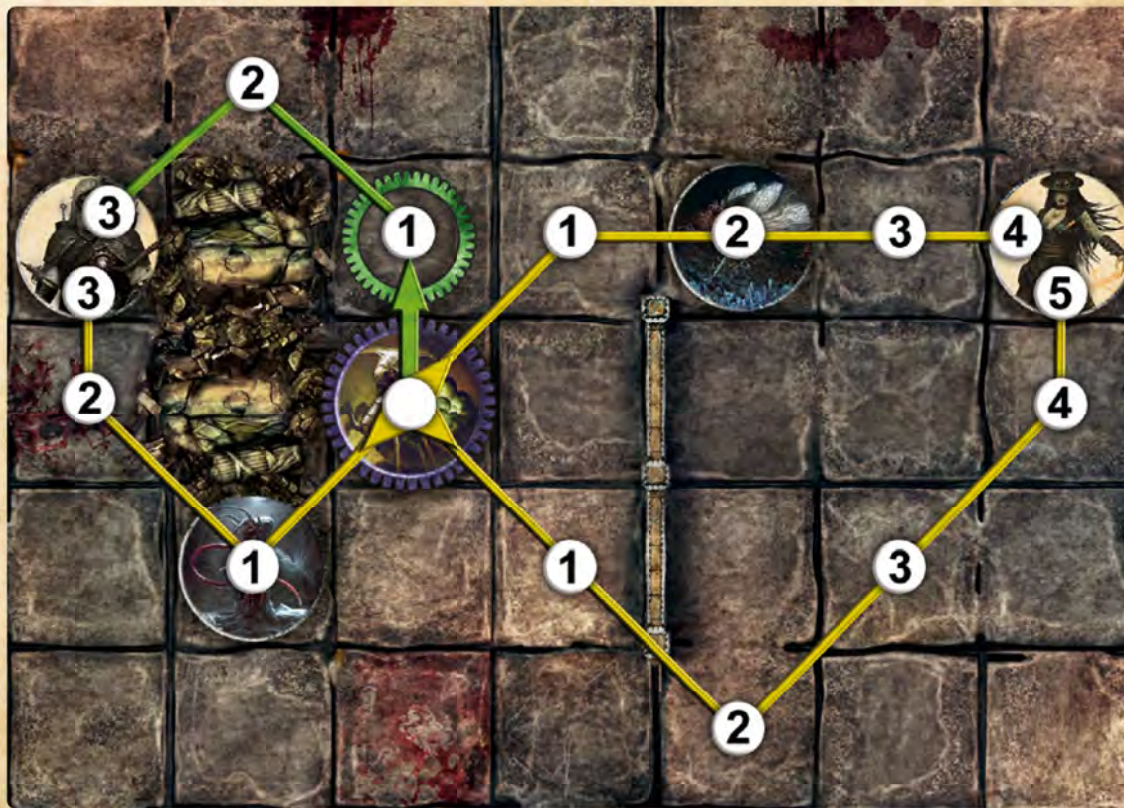
If a monster can't play any active ability, and it is not adjacent to explorer, it will move toward the nearest explorer. If a monster is blocked by other monsters, and it can't position itself to end closer to the nearest explorer, it will end its turn.

NEAREST EXPLORER

Count the steps to each targetable explorer on any map tile, avoiding impassable map spaces, but ignoring closed doors and units.

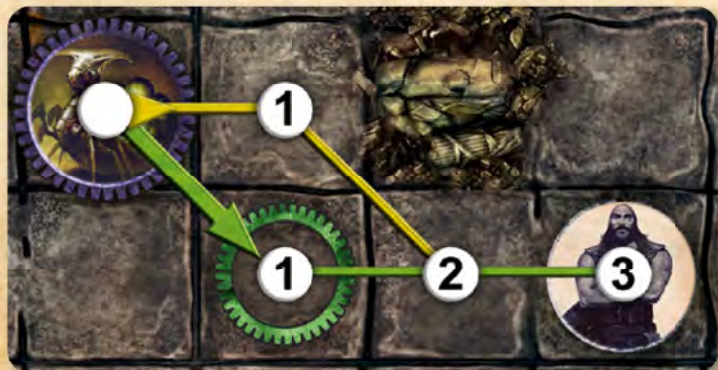
Immobile units are treated as rubble.

For a detailed overview of unit movement, see «Move» p16.



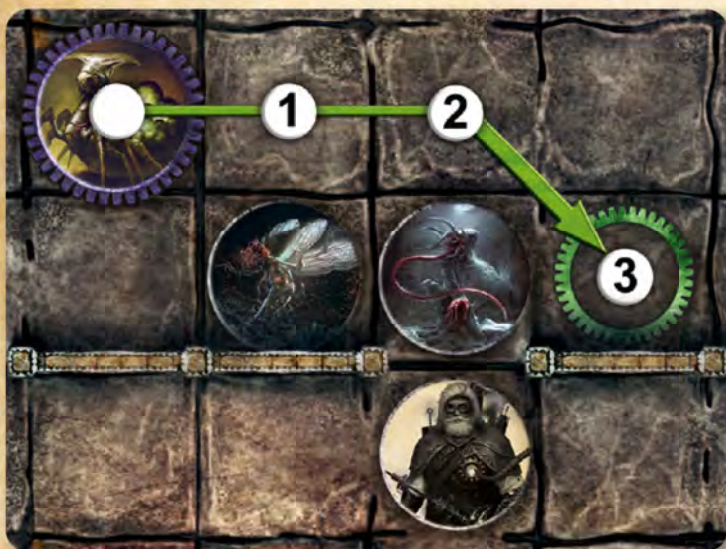
In this example, the monster will ignore the distant explorer, and choose the top path because there are less units in the way.

A monster will always prefer a space with fewer obstacles in the line of sight and if possible will face the explorer in an orthogonal direction.



If another unit blocks the monster's path, the monster will move along a path around the blocking unit as long as it does not step further away from its target.

End a monster's turn if another unit is blocking the path, and the monster cannot move in such a way that it will end closer to the target.



The monster would need to have at least 3 remaining stamina to move to its final position.

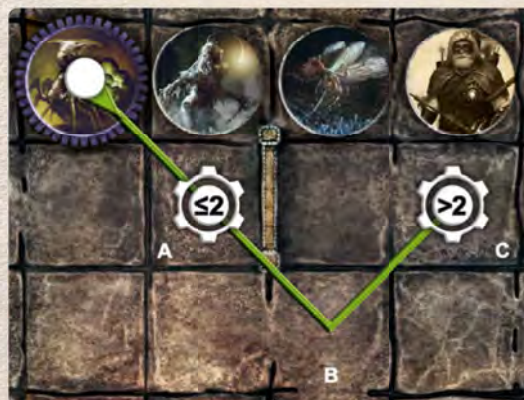
Monster will try to position itself adjacent to closed door if it needs to go through it, and doesn't have enough stamina to destroy it.

Remember that explorers resolve all the ambiguities in the game. This is especially important for the behavior of mindless monsters - use this to your advantage.

ADDITIONAL MONSTER MOVEMENT EXAMPLES:



The orthogonal space has priority.

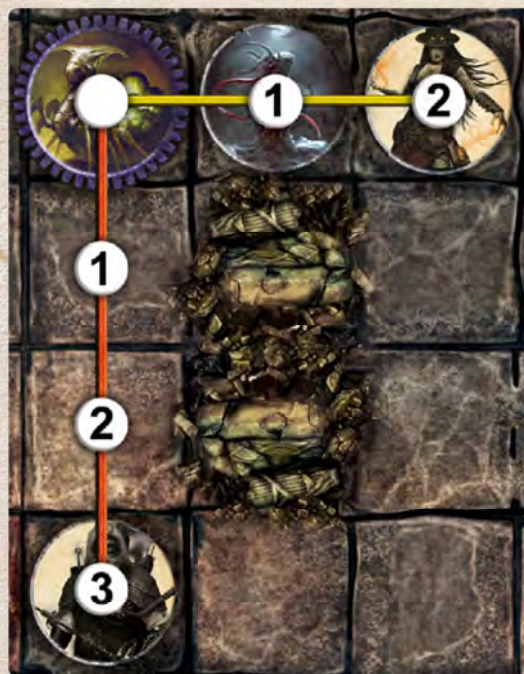


Monster's final positions depending on its remaining stamina.

Monster will move to position A if it has either 1 or 2 remaining stamina.

Monster will move to position C if it has more than 2 remaining stamina.

If the monster has 2 stamina, and it has already moved 1 space to position A, it will end its movement because the position A and B are equally distant to explorer.



Unless they are in range of active abilities, explorers further than the nearest target will be ignored.

Monster (Sarall) would need to have 5 stamina in order to move around the rubble and reach the nearest explorer (Lorraí).

In this example the moving monster is Sarall which has max 4 stamina. If we swap the Sarall with Buopoth (which has max 5 stamina), Buopoth would move 1 space (start its movement around rubble) but immediately afterwards Phillip would become the nearest explorer, and Buopoth would change its target to Phillip.

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DOOR



WALL



PASSABLE
SPACE



PIT



RUBBLE



SPAWN SPACE



EXPLODING
BARREL



TRAPPED
SPACE



TRAP LEVER



CHAPTER
SPACE



WORKBENCH

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CHEST



EVENT SPACE



RECHARGE
STATION

Action Spaces



PASSABLE
SPACE



PIT



RUBBLE



SPAWN SPACE



EXPLODING
BARREL



TRAPPED
SPACE



TRAP LEVER



CHAPTER
SPACE



WORKBENCH