



DOOMTROOPER 2nd EDITION RULES

INTRODUCTION

Then came the Great Exodus.

The Earth, her soil fatally stained by the Corporations' years of environmental abuse, inevitably showed humanity the consequences of their indifference. Her riches and resources exhausted; the atmosphere gradually surrendered to the heavy pollution spewed out by the Corporate societies.

New diseases emerged out of Mother Earth's womb. Viruses started to spread like wildfire, some more fatal or dangerous than others. All Corporations issued mandatory virus tests and people contaminated by the most heinous ones were stripped of their corporate affiliation and shipped like cattle in huge transport vessels to enormous underground quarantine bunkers in South America. In the end, South America was completely isolated and its civilization left to its destiny. This was not enough.

The Corporate leaders, working together for the first time in centuries, enacted massive plans to save their people, and their livelihoods. Luna, Mars, Venus, even Mercury were terra-formed to accept humanity. Enormous arks were constructed to carry the best and brightest to their new homes. Capitol ventured to the moon; Bauhaus tamed the wild jungles of Venus; Mishima fortified themselves within the soil of Mercury; Imperial, ever unwanted, sent their Conquistadors to every corner of the solar system, only to settle among the floating rocks of the Asteroid Belt. The brightest of humanity was saved.

The vast rest of humanity were left on Earth, plagued by disease, ruin, famine and anarchy. The planet's climate and environment changed rapidly. The ozone layer, frayed and torn, yielded to strange greenhouse effects which twisted the Earth, as well as the beings left to suffer its desolate soil.

Those who freed ourselves from the hell created on Earth discovered a new, more horrible threat. The weak and the poor fell victim to the Corporations, who rule the Solar System. Driven by their greed, the Corporations laid claim to the tenth planet and woke the sleeping beast, may its name be forever despised. Thus did the Dark Legion descend on us, howling for our death and destruction.

Now is the time to conquer our fear and stand up against the tidal wave of the Dark Symmetry.

NOW IS THE TIME FOR HEROES.

Welcome to DOOMTROOPER! You are about to enter a distant future in which the hideous masses of the Dark Legion threaten to lay waste to the glory of humankind.

DOOMTROOPER is a card game perhaps unlike any card game you have ever played. Among the multitude of different cards available, you will find mighty heroes and horrible villains, deadly weapons and magical spells, desperate missions and wily schemes. The potential is endless because the possibilities are endless!

ABOUT THIS RULEBOOK

The actual rules of the game take up less than half of this rulebook. These first few pages explain the game concepts, the various types of cards and their features, and getting ready to play. After that, the actual rules begin, which are very easy to read and understand. Finally we provide a list of DESIGNATIONS, keywords found on some cards which have special rules detailed in these rules.

THE OBJECT

The object of DOOMTROOPER is to use your available warriors to do battle against the forces of your opponent. You place warrior cards on the table in one of three **Combat Areas**. Your **Squad** represents the Doomtroopers, corporate warriors determined to protect humanity and their own corporate interests. Your **Kohort** of Dark Legion warriors is dedicated to the complete overthrow the Solar System. Finally, your **Outpost** represents those peoples abandoned on Earth so long ago, only recently becoming involved in the bitter struggle off-world. In order to play warriors and take advantage certain other card effects, you will need to acquire and spend **Destiny Points**, the "currency" used in DOOMTROOPER (referred to on many cards as **D**). Warriors earn **Promotion Points** (referred to on many cards as **P**) for you by winning battles and through other exciting combinations of card play. When a player reaches a predetermined number of Promotion Points, the game is over.

If you enjoy longer or shorter games, simply adjust the number of Promotion Points needed to win the game. The choice is yours. However, we recommend that you try 25 Promotion Points as the goal for your first few games. Most experienced players play to 40 Promotion Points.

NUMBER OF PLAYERS

At least two people are needed to play DOOMTROOPER, but the game may be played by any number of players. Each player must have his or her own playing deck consisting of at least 60 cards (with no upper limit). For your first few games, feel free to use one of the many pre-constructed decks. For the sake of clarity, these rules are written with the assumption that there are two players: you and one opponent.

Multi-Player Games

When more than two people are playing DOOMTROOPER, there are two things to keep in mind. First, play always proceeds clockwise around the table. Second, the players have to determine the style of play. Try out the following options and use them as you like. Also, feel free to invent your own.

Option 1: Free for All. No restrictions. All players may freely attack all other players. This is the "classic" way to play DOOMTROOPER.

Option 2: Primary Targets. Each player has one opponent as a Primary Target, and the other opponents are Secondary Targets. Your Primary Target is the player to your left. You may attack your Primary Target's warriors normally. You may attack the warriors of a Secondary Target, too, but you must first pay 2 Destiny Points each time you do.

Option 3: Teams. If the number of players works out evenly, divide into teams. Each team starts the game with 10 Destiny Points in a common team pool, no matter how many players are on a team. Team members may only add to and draw from the points in their common team pool. Team members do not share Combat Areas or cards. The team that first acquires a pre-determined number of Promotion Points (say 50) wins the game.

MARKERS

In addition to your playing cards, you also need a number of markers to keep track of Promotion Points and Destiny Points, among other things.

THE TABLE LAYOUT

Your table space is occupied by your **Squad** of Doomtroopers, your **Kohort** of Dark Legion warriors, your **Outpost** of Tribal Warriors, your **Draw**, **Discard**, **Annihilated** and **Side Board** piles of cards, the **Promotion Points** you have earned and your accumulated **Destiny Points**. The diagram below shows your side of the table.

You are allowed to put all types of warriors into play. However, this is not a requirement. You may choose to play only Doomtroopers, or to field a force comprised of just Dark Legion warriors. An important consideration is that you always **have** a Squad, a Kohort and an Outpost, even if there are no warriors in them. That way all your Combat Areas may still be affected during the game.



Squad

You place Doomtroopers in your Squad. Any warrior that does not have the Dark Legion affiliation is considered a Doomtrooper. Note that the Squad does not necessarily represent a single fighting unit. Instead it represents the pool of Doomtroopers you control. These warriors are not necessarily working together. In "real world" terms, they are fighting for you throughout the solar system.

Kohort

You place Dark Legion warriors in your Kohort. Like the warriors in your Squad, the warriors in your Kohort represent your Dark Legion forces spread throughout the Solar System, and not necessarily a single fighting unit.

Outpost

You place Tribal warriors in your Outpost. Like the warriors in your other Combat Areas, the warriors in your Outpost represent your forces across Earth, and not necessarily a single fighting unit.

Draw Pile (green)

You draw cards from your Draw pile at the beginning of each of your turns to replenish your hand.

Discard Pile (yellow)

Most cards are discarded after their effects are used up or (in the case of warriors and their attachments) they are "killed." They are placed FACE-DOWN in your Discard pile.

Annihilated Pile (red)

A few cards are annihilated after their effects are used. Unlike discarded cards, which have ways to re-enter the game, cards which are annihilated may not return to the game. Cards which are annihilated are placed FACE-DOWN in your Annihilated pile.

Side Board Pile (blue)

Some cards allow you to look through your entire collection of cards and bring one or more into the game, even though they did not start the game in your play deck. Because you have every DOOMTROOPER card at your disposal, it is customary to create a small Side Board of cards that represents your "entire collection." This is based on tournament play, to help prevent a player with more cards from dominating the tournament. Your Side Board

pile is like another special play deck that you may only access via other card effects. It must contain exactly 25 cards, and can be more challenging to build than your actual play deck!

IMPORTANT: *You may not look through ANY of your card piles during the game, unless a card allows it.*

Destiny Points (DP)

The Points in your Destiny pool may be spent to bring warriors into play and for other card effects. Budgeting your Destiny Points is often a key to victory.

Promotion Points (PP)

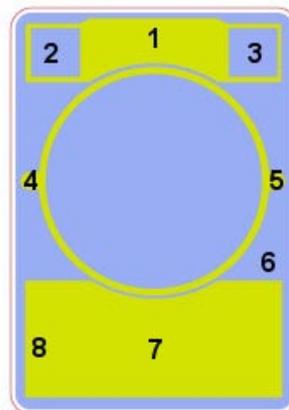
When your warrior kills another in combat, it earns a number of Promotion Points based on the Value of the killed warrior. The Promotion Points your warrior earns are placed in your Promotion Points pool. As soon as you have earned a predetermined number of Promotion Points, you win the game!

THE PLAY OF THE GAME

In DOOMTROOPER, you take turns playing cards and doing battle with your opponent. During your turn, you may perform up to **three** actions. **Actions** represent the manoeuvres made by you and your warriors within the game. There are a number of actions you can perform, including bringing your warriors into play, equipping them with weapons and special items and using them to attack your opponents' warriors. Many of the cards provide other ways to use your actions, and even provide more actions to use! Some manoeuvres require two or more actions to perform. You and your opponents alternate taking turns and performing actions until one player has earned a predetermined number of Promotion Points.

THE CARDS

In all circumstances, if the rules on a card go against the rules in this manual, the rules on the card take precedence. The entire DOOMTROOPER set features twelve different **Card Types**. Almost all DOOMTROOPER cards have the same basic layout:



DECK BUILDING

One of the best features of DOOMTROOPER is that you can plan your playing strategy around the cards you put into your playing deck. Of course, if your strategy worked really well and you decimated your opponent, you'd better believe that he or she will be ready for you next time with a new deck that won't be as easy to beat. You can have as many cards in your playing deck as you want, but there are two rules to deck building:

1) You must have at least 60 cards in your playing deck at the start of the game.

2) You must adhere to the **Deck Limit** listed on the card. You may not have more copies of the exact same card in your deck at the beginning of the game than the card's Deck Limit.

1) **NAME** - The name of the card or the thing it represents.

2) **CARD TYPE ICON** - Each of the different card types has a unique design to give you a quick reference point.

The card types are:



WARRIORS

Warrior cards make up the backbone of the DOOMTROOPER game. Most of the action takes place through the warriors in play. Warriors are placed in your Combat Areas and are used to **Attack** other warriors in play. Warriors are also distinguishable from most other cards because they contain a bit more information. In the notes area of each warrior's card are listed that warrior's four **Combat Ratings**.



EQUIPMENT

Equipment cards are placed on warriors to increase their combat abilities or give them special skills. Equipment cards are **attached** to the warrior they are played on until they are either discarded through card play or the warrior is killed. Some equipment cards are further designated as WEAPON, ARMOUR, or VEHICLE. These are more specialized pieces of equipment and have special rules.



RELICS

Relics are ancient artifacts of great power. They are attached to the warrior they are played on until they are either discarded through card play or the warrior is killed. Relics are very much like Equipment, but are not considered Equipment.



BEASTS

Beast cards represent the indigenous animals found throughout Earth that may be ridden by warriors into battle, much like VEHICLES.



FORTIFICATIONS

Fortifications represent buildings and structures. They are placed in your Combat Areas and usually increase your warriors' defensive capabilities or give them special abilities. Fortifications remain in play throughout the game, even if you have no warriors in play.



ART

Art spells may be cast by Doomtroopers allowed to use the Art. This includes most warriors of the Brotherhood affiliation. These mystical spells may be played at various times during the game to cause special effects. The Art is divided into a number of **aspects**, and most warriors are only allowed to cast spells from certain aspects. Each Art card will note on it which aspect the spell is from and when it may be played.



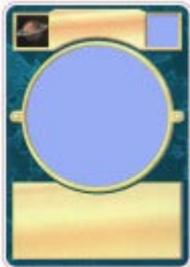
DARK SYMMETRY

Dark Symmetry cards represent special abilities bestowed on Dark Legion warriors by the Dark Apostles. Dark Symmetry abilities are **attached** to a Legionnaire. A Dark Legion warrior can have any number of Dark Symmetry cards bestowed on it, although never more than one copy of the same card.



KI POWERS

Over the long centuries, the Mishima warriors have developed powers strange to the other corporations and the Brotherhood, called Ki Powers. Most who use Ki Powers show no trace of the Darkness and some are more resilient to it than ordinary people.



MISSIONS

Missions are special instructions or general strategic tactics from a warrior's superiors. Missions must be played before the mission can be carried out. A mission card always states which warriors may perform the mission and what their special instructions are. Some missions may even be assigned to players. Upon completing a mission, you or your warriors earn special bonuses.



WARZONES

Warzones are specific battlefields in the Mutant Chronicles setting.



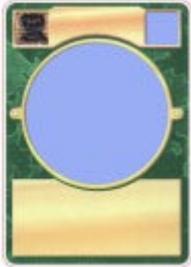
SPECIALS

Special cards include everything that doesn't fit into the above categories. They represent everything from combat modifiers and unique events to fate and your personal influence. A special card states in its notes box when and how it may be played.



ALLIANCES

Alliances are the cornerstones of the Mutant Chronicles universe, and most warriors belong to one of them. Players may openly state they wish to play one of the alliances, giving his or her warriors from that alliance a considerable bonus.



CORPORATE WARS

Corporate War cards depict the wars between the five Corporations. Players playing a Corporate War gain some special abilities, but also suffer from some restrictions. A special subtype of Corporate Wars is the Corporate War Option.

The card_type was introduced in the unofficial Corporate Wars expansion. The War Options were introduced in the unofficial Dementia expansion.



BATTLES

Battle cards describe major campaigns, during which some significant victories or defeats between different Mutant Chronicle parties took place. Each card describe the starting situation of the defender before the Battle and usually the player playing the card will get some or many benefits.

The card_type was introduced in the unofficial Skullseekers expansion.



CAMPAIGNS

Apostles, Corporate Leaders and Tribe Leaders may initiate Campaigns to get varying special effects.

The card_type was introduced in the unofficial Revival expansion.

3) AFFILIATION ICON - Every card has an **affiliation**, which tells you from which major organization the card is associated. The affiliation of most cards have no effect on the game. The major exception is with warrior cards. The affiliation of a warrior is very important in that it tells you which other warriors that warrior may attack. Affiliation also tells the "origin" of the card, which may become important during the game. For example, an equipment card with the Bauhaus affiliation can also be called a piece of Bauhaus equipment. The complete DOOMTROOPER set features twelve different affiliations:



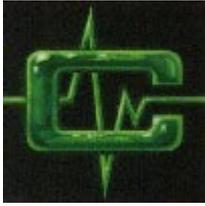
BAUHAUS

Bauhaus is controlled by the four ancient families of Duke Electors. Military service is a treasured tradition, and distinguished ranks of office grace the corridors of the Bauhaus business empire. The Bauhaus military is well known for their high quality equipment and mighty armoured units. Bauhaus warriors are considered corporate warriors and Doomtroopers.



CAPITOL

Capitol is the only corporation that resembles the conventional notion of a business empire. The Capitol management consists of a Board of Directors elected by the corporate shareholder citizens. The straight-shooting Capitol armed forces are the glory boys of the battlefield. Capitol warriors are considered corporate warriors and Doomtroopers.



CYBERTRONIC

The most recent corporate power to emerge is also the strangest. The Cybertronic organization is primarily comprised of ex-members of other corporations, now implanted with cybermechanical machinery. In an age where electronic gadgetry is looked upon with trepidation, the Cybertronic members are seen by many, especially the Brotherhood, as heretics. Cybertronic warriors are considered corporate warriors and Doomtroopers.



IMPERIAL

The aristocratic Clans of Imperial are headed by Her Imperial Serenity and the Parliament. Imperial is the weakest of the corporate powers, but has the greatest number of Special Forces and is a vital element to the struggle against the Dark Legion (which is appropriate as it was Imperial that enabled the Dark Legion to enter our reality). Imperial warriors are considered corporate warriors and Doomtroopers.



MISHIMA

The proud and noble Mishima dynasty fields some of the most disciplined and dedicated warriors in the solar system. Family, loyalty, tradition, and glory are the staples of the Mishimese ideal. Their Shadow Walker assassins are feared by all. Mishima warriors are considered corporate warriors and Doomtroopers.



THE BROTHERHOOD

The Brotherhood represents an all-powerful power personified by the Cardinal, the spiritual leader of humanity. The Brotherhood is organized into the Four Directorates: the Mystics, the Inquisition, the Mission and the Administration. The Brotherhood is united in their struggle against the Dark Symmetry and the hideous masses of the Dark Legion. Brotherhood warriors are considered Doomtroopers.



CRESCENTIA

True nomads, the Crescentians travel from locale to locale with their homes and villages mounted atop enormous beasts. They are ever-loyal to their Khan and the words of their Prophets. Crescentia warriors are considered Tribal.



THE LUTHERAN TRIAD

While certainly the least powerful of the European tribes, the Lutherans are undeniably the most dedicated. Their wrath toward the other tribes makes them competent foes, and their highly religious nature keeps them strong. Lutheran Triad warriors are considered Tribal.



THE SONS OF RASPUTIN

A proud people, the Rasputins control the eastern European region. Their huge war machines are only dwarfed by their smoke-spewing cities. Sons of Rasputin warriors are considered Tribal.



THE TEMPLARS

These mutated humans rely on sheer power to dominate their foes. They see their mutations as nature's way of proclaiming them the true rulers of Dark Eden. Templar warriors are considered Tribal.



ATLANTEANS

The Atlanteans have grown very strong in mental skills allowing communication between themselves while living underwater. They live in the seas around Europe, some stories even tell about minor strongholds on the former North African coasts. Atlantean warriors are considered Tribal.

Atlanteans were introduced in the unofficial Fifth Tribe expansion.



THE DARK LEGION

The Dark Legion is evil incarnate. Led by the five Dark Apostles (Algeroth, Ilian, Demnogonis, Semai, and Muawijhe, each a unique pattern in the terrible forces that is the Dark Symmetry), the Dark Legion hordes are horrible to encounter and nearly impossible to defeat. The Dark Legion relies on the petty squabbling between the corporate powers and the easy subversion of humanity in their quest for the complete overthrow and enslavement of mankind.



GENERAL

Many cards in the DOOMTROOPER game feature the General affiliation. These cards have no specific tie to one of the above affiliations. Warriors with the General affiliation will state if they are working with the Doomtroopers or the Dark Legion. If the warrior is placed in your Squad, it is considered a Doomtrooper. If it is in your Oupost, it is considered a Tribal warrior.

4) POST-PLAY ICON - After Art and Special cards are played, something must be done with them. Some remain in play, others are discarded, and a few are removed from the game entirely. Each Art and Special card has a small icon to the left of the picture which tells you what to do with the card after you play it (or once the effects of the card are completed). There are three such icons:



ATTACH

The card is permanently **attached** to the card or thing it is played on. The card is considered an **attachment**. The attachment can only be broken through card play or if the base card is discarded (in which case all its attachments are discarded as well).



DISCARD

The card is placed in your discard pile. Note that cards which are discarded on use generally never make it "into play." They simply affect the game during their trip from your hand to your discard pile. Cards which affect other cards "in play" do not typically affect cards with the discard symbol.



ANNIHILATE

The card is placed in your annihilated pile. It has been removed from the game and may not return. Note that a card that is annihilated has NOT been discarded, it has been annihilated. This is a big difference. For example, a card that "may not be discarded" may be annihilated (and a card that "may not be annihilated" may be discarded). If you play a card with the annihilate symbol on it, and that card's effect is somehow "countered" it is STILL removed from the game, even though the effect did not occur!

5) DECK LIMIT - This number tells how many copies of the card you may have in your collection during a game.

6) SET ICON - This small icon has no effect on the game. It merely denotes in which set or expansion the card was originally printed. It is included here for completeness and to help experienced "Classic" players find and organize cards.

7) CARD TEXT - The special abilities and restrictions of the card are listed here. Note that sometimes a **designation** will be listed on the card in ALL-CAPITAL letters. The purpose of some of these designations are discussed in this rulebook. Others will become apparent as you play the game.

8) COMBAT RATINGS - For some cards, the notes area includes four Combat Ratings. For Beasts and Warzones, the number modifies warriors' Fight Rating.

They are:



FIGHT (often abbreviated as **F** in card texts)

This icon of a fist tells the close combat ability of the warrior. The higher the number, the better the warrior is at fighting. A warrior with - for fight will never participate in a fight combat.



SHOOT (S)

This icon of a bullet tells the firearm combat ability of the warrior. The higher the number, the better the warrior is at shooting. For Beasts and Warzones, the number modifies warriors' Shoot Rating. A warrior with - for shoot may never participate in a shoot combat.



ARMOUR (A)

This icon of a shield tells the defensive ability and toughness of the warrior. The higher the number, the harder it is for an opponent to kill the warrior. For Beasts and Warzones, the number modifies warriors' Armour Rating. A warrior with - for Armour may never be in cover.



VALUE (V)

This icon of a diamond tells the number of Destiny Points that must be spent to bring the warrior into play, and the number of points earned by an opponent that kills the warrior. For Beasts and Warzones, the number modifies warriors' Value Rating.

SETTING UP

When the game starts you will have five markers in your Destiny Point pool. These are your starting resources.

THE CARDINAL'S GIFT

If a player **does not** have any warrior in his opening hand of seven cards, he may claim the *Cardinal's Gift*. He must show his hand to the other players and pick seven new cards. The first seven cards are then shuffled back into the playing deck.

A player that **does** have a warrior in his opening hand may also claim the Cardinal's Gift, but in this case the first seven cards are not shuffled back into the playing deck. Instead, they become the first seven cards of the player's discard pile.

The Cardinal's Gift may only be claimed after opening draw, and may only be claimed once by each player.

THE ORDER OF PLAY

During your turn, you follow an order of play consisting of three steps. Some cards may only be played during certain steps (as noted directly on the card). When you're finished, it's your opponent's turn. The three steps are as follows:

1) **Draw** cards from your draw pile until your hand contains as many cards as your current Hand Limit.

2) **Perform up to three actions.** The actions that may be performed are:

- Meditate
- Muster Warrior
- Seek Cover
- Exit Cover

- Transfer Warrior
 - Equip (Equipment or Relic)
 - Enter/Exit Vehicle
 - Wrangle Beast
-
- Build Fortification
 - Bestow Dark Symmetry Gift
 - Bestow Ki Power
 - Assign Mission
 - Proclaim Alliance
 - Establish Warzone
 - Sabotage (Tactical Action)
 - Attack (Tactical Action)

3) **Discard** a single card if you wish.

STEP ONE: DRAW

Draw cards from your draw pile to fill your hand to your **Hand Limit**. Your standard Hand Limit is 7 cards, but this can change via card play. This step is mandatory. If you draw the last card from your draw pile, continue playing normally. The game does not end; you simply have no more cards to draw (but see the **No Warriors in Play and No Draw Pile** rule below).

If both players run out of cards from their draw piles, the game immediately ends, and the player with the higher number of Promotion Points wins the game. In the case of a tie, continue playing until one player has more Promotion Points than the other.

Note that the Draw step is really broken into two phases. The "pre-draw" phase takes place between the time the draw step starts and the time that cards are actually drawn. During this time the current player may play Special cards that are "PLAY DURING YOUR TURN" and all players may play Special cards that are "PLAY AT ANY TME."

Once all players have had a chance to play cards during the pre-draw phase, the current player draws cards. Drawing cards is considered an "instantaneous" event, and no cards may be played by any player while a player is drawing cards. As soon as the player draws his last card, the Actions Step begins. The current player always gets to act first during his action step, just like any other step, to give him time to check the cards he has drawn before other players act.

Special: If it is the first turn of the game, the first player does NOT get a Draw step. Instead, the first player's turn starts with his Actions step.

TIMING AND ETIQUETTE

The concept of "timing" is not new to many players of collectable card games, and for some games it is a major issue full of confusion and name-calling. Not so in DOOMTROOPER! In DOOMTROOPER, everything happens **immediately** and cannot be altered unless that alteration **directly affects the thing going on at that exact moment in the game**.

Some games use a system of "interrupts" to stop the play of the game in order to do something. Often this is in reaction to an event, where the other player will stop the play of the game to try to make it impossible for the acting player to perform the event that just occurred! In effect, this is like playing "backwards." In DOOMTROOPER there is no such thing as "before that happens I do this...." Once you announce what you are doing, it happens! The only way your opponent can stop your action is if he plays a card that **directly affects what you are doing**. Things happen as they are played, and the only way to stop them is to directly affect the card currently affecting the game. No playing backwards!

Every time a player "does something," either perform an action or play a card, the player's opponents **always** have a chance to alter or counter what is going on. Throwing a second card down "before anyone has a chance to respond to the first card" is impossible in DOOMTROOPER.

It is important to **take turns** when playing Special cards. The current player always has the opportunity to act first, just like the attacking player always has the opportunity to modify the combat first.

The one exception to this is that all of combat pretty-much takes place instantaneously. This means that effects that take place during the Modify Combat Ratings segment of combat may be countered later in the same segment, and do not have to be "immediately" affected. Usually the last cards played take precedence over the first cards played. In order to regulate this action, it is also important to **take turns** when playing combat modifiers. The attacker is always allowed to modify combat first, then the defender, then the other players, and then back to the attacker, etc. You will find that taking turns in this fashion greatly reduces timing conflicts.

STEP TWO: ACTIONS

You have **three** actions to perform during your turn. Actions may be taken in any order, and you may perform the same action more than once during your turn. There is one exception:

The two **Tactical Actions** (Sabotage and Attack) are special. You may only perform **one** Tactical Action per turn and must be the **last** action you perform. As soon as you perform a Tactical Action with one of your warriors, any unused actions are lost for that turn.

Tactical Actions are referred to on some cards as T-Actions. Other types of actions are called **Standard Actions** (or S-Actions). When a card refers to "Actions" without specifying if it is a T-Action or S-Action, it can be either type.

Special: No player may perform any Tactical Actions during his first turn. This includes T-Actions gained by Special cards and other effects.

You do not have to perform all three actions if you do not wish. You may even perform no actions at all. Also, several card effects will give you more actions to use during your turn, and even actions to use during other players' turns! Any unused actions are lost, and do not carry over to your next turn. The actions you may perform are as follows:

MEDITATE

You may spend an action meditating. For each meditate action you perform, you may place one marker into your Destiny Point pool. You may perform meditate actions even if you have no warriors in play.

MUSTER WARRIOR

During this action, you may add a warrior to one of your Combat Areas. The affiliation of the warrior will tell you where it may be mustered:

- DOOMTROOPERS (The five Corporate affiliations and the Brotherhood) must enter play in your Squad
- DARK LEGION warriors must enter play in your Kohort
- TRIBAL warriors must enter playing the Outpost
- GENERAL affiliation warriors will state on their cards where they enter play

To Muster a warrior, simply take the warrior from your hand and place it in its proper Combat Area, and then pay the Value of the warrior in Destiny Points to the common marker pile. If you do not have enough Destiny Points, you may not Muster that warrior.

*Example: Mike has a **Venusian Ranger** (Value: 4) in his hand at the start of his turn and would like to put it into play. Mike announces that he is Mustering a warrior as his first action. He takes 4 Destiny Points from his pool and puts them in the common pile, then places the **Ranger** in his Squad. Mustering the warrior uses up one of his three actions, so Mike has two more actions.*

Other Mustering Rules:

- The Tribal affiliations hate each other, and will not work together. You may not Muster a warrior of one Tribal affiliation to your Outpost if there is already a warrior from another Tribal affiliation there.
- A warrior may attack and be attacked in the same turn in which it is Mustered (except during your first turn).

SEEK COVER

Sometimes you may want a warrior to back away from the fighting at hand and seek the protective confines of defensive terrain. You may perform a Seek Cover action on one of your warriors in play as one action. A warrior in cover is flipped so that it is face down. Warriors in cover are governed by the following rules:

- As long as you have one or more warriors in play, **at least one of them must not be in cover**. If one of your warriors is defeated in combat and discarded, and all your remaining warriors are in cover, you must perform an Exit Cover action on one of them as your next available action.
- Warriors in cover may not attack, but they may be attacked. Warriors in cover receive a +3 bonus to their Armour ratings.
- Wounded warriors may seek cover. They are flipped over like healthy warriors, but they remain sideways to indicate that they are wounded. (See the **Attack** action for information about wounded warriors).
- You may look at your warriors in cover at any time, but other players may not. If you have more than one warrior in cover, you are not allowed to mix those warriors up to confuse the other players.

EXIT COVER

You may have a warrior in cover go out into the open by performing an Exit Cover action. Flip the warrior over so it is face up. If the warrior is wounded, make sure it is still sideways. **A warrior may not attack on the same turn it exits cover.**

TRANSFER WARRIOR

You may use a Transfer action to move your Doomtroopers and Dark Legion warriors to and from your Outpost. You may Transfer a Doomtrooper from your Squad to your Outpost or from your Outpost to your Squad, and you may Transfer a Dark Legion warrior from your Kohort to your Outpost or from your Outpost to your Kohort. However, **you may not Transfer TRIBAL warriors**. They must stay in your Outpost.

- No Transfer actions may be made by any warrior until at least one warrior has entered play in an Outpost. Once any warrior enters play in any Outpost, Transfer actions may be taken.
- Transferring costs one action, unless the Transferring warrior has or is considered a VEHICLE, in which case it costs **two** actions to Transfer.
- A warrior may only voluntarily Transfer once per turn (from your Draw step to your next Draw step). It may Transfer more than once if "forced" to by Special card play.
- You may **not** have both Doomtroopers and Dark Legion warriors in your Outpost at the same time. For example, you may not Transfer a Dark Legion warrior into an Outpost that contains at least one Doomtrooper.

- If a Doomtrooper becomes a HERETIC which is still considered a Doomtrooper (like through the **Tainted** card) then it may be in an Outpost with other Doomtroopers (and it may even be in an Outpost with Dark Legion warriors). But if a Doomtrooper in an Outpost is fully turned into a Dark Legion minion (like through the **Dark Visitation** card) and other Doomtroopers are in the Outpost, then for your next available action you **must** transfer it to your Kohort.

- TRIBAL warriors have no such affiliation restrictions. Doomtroopers and Tribal warriors may work together, as may TRIBAL warriors and Dark Legion warriors.

- If your spies detect possible enemy movement on Earth, you must go check it out. Therefore, if any opponent has a non-NONCOMBATANT warrior in his or her Outpost (of any affiliation), you **must** Transfer at least one non-NONCOMBATANT warrior to your Outpost during your next regular action. As long as there are warriors in an Outpost, all players must have a warrior in his or her Outpost.

EQUIP WARRIOR

You may spend an action to attach an Equipment or Relic card to one of your warriors in play, subject to the following restrictions:

- A warrior may be equipped with any number of Equipment or Relic cards. All Relic cards are **unique**; you may never play a Relic card if there already is an identical Relic card in play. Copies of discarded Relics may enter play again later.

- Any warrior may use **any** Equipment or Relic, regardless of affiliation, unless it is specified otherwise in the notes on the card. For instance, Dark Legion warriors are allowed to use Brotherhood weapons. But if the weapon card states "Give to any Doomtrooper," then only Doomtroopers may use the weapon, and not Dark Legion warriors.

- Once you place an Equipment or Relic card on a warrior, that card becomes attached to the warrior and may not be removed or moved to another warrior, except via card play.

- You may give a warrior any number of Equipment cards, **but it may only use one of each copy at a time**. You may give warriors multiple copies of the same Equipment card as backups in case something happens to one of them - these backups may be used immediately if needed.

- All Relic cards are **unique**; you may never play a Relic card if there already is an identical Relic card anywhere in play. Copies of discarded Relics may enter play again later.

- Some Equipment and Relic cards have further designations such as WEAPON, ARMOUR or VEHICLE. These designations affect the card in special ways:

WEAPONS - The only things that are considered "weapons" are cards that specifically say FIGHT WEAPON, SHOOT WEAPON, FIGHT/SHOOT WEAPON or SPECIAL WEAPON on them. Of course, in "real" terms many other pieces of equipment are obviously weapons, but in game terms it has to say so right on the card. *A warrior may only **use** one WEAPON during combat (it may **have** several).*

ARMOUR - A card designated as ARMOUR provides a suit of protection to the warrior. *Unlike most other Equipment cards, a warrior may only **have** one piece of ARMOUR.*

VEHICLES - There are a number of different equipment and warrior cards designated as VEHICLES, and many of them are further categorized as AIRSHIPS, SUBMARINES, and TANKS. Here are some clarifications when it comes to Vehicles:

- A warrior may only gain the benefits of a VEHICLE when it is **inside** the VEHICLE.

- Sometimes (but not always) a VEHICLE restricts the use of other Equipment or Relics while it is being used. If a VEHICLE does not say that it restricts Equipment or Relics, then they may be used. Often this restriction is in the

form of WEAPONS. If the VEHICLE restricts Equipment, it restricts all Equipment cards (it does **not** restrict Relics); if it restricts WEAPONS, then only WEAPONS are restricted, and ARMOUR and other cards may be used, etc.

- If the warrior is outside the VEHICLE, it may use other equipment with no restrictions. The warrior is still considered to have possession of the Vehicle.
- If the warrior is inside its VEHICLE and the VEHICLE is discarded, the warrior is wounded (**no** points are earned if the warrior is killed). If the warrior is outside its VEHICLE and the VEHICLE is discarded, the warrior is not affected.
- If the warrior is inside the VEHICLE, the following things are enforced:

a) The warrior **may not** gain the benefits of Fortifications.

b) Opponents of the warrior **may** gain the benefits of their Fortifications.

c) The warrior **may not** Seek Cover. A warrior in cover may not enter the VEHICLE, and must Exit Cover before entering the VEHICLE. If a warrior inside its VEHICLE is "forced" into cover through card play, it is forced out of its VEHICLE as well.

- A warrior inside an AIRSHIP or a SUBMARINE may not attack or be attacked by another warrior with a **Fight** combat. If a warrior with an AIRSHIP or SUBMARINE wishes to attack another by Fighting, it must first exit the AIRSHIP or SUBMARINE. Generic VEHICLES and TANKS are not affected in this way.

VEHICLES - Vehicles are very specialized pieces of equipment that have a unique set of rules all their own (found in the Notes From the Masters to the right). *Like ARMOUR, a warrior may only **have** one VEHICLE.*

A warrior with a VEHICLE must be either **Inside** or **Outside** of its Vehicle. When a warrior is first equipped with a vehicle, the player must announce if the warrior is **inside** or **outside** the VEHICLE. To signify that a warrior is outside a VEHICLE (thereby unable to use it or gain its effects), place the VEHICLE **face-down** on the table next to the warrior. To signify that a warrior is inside a VEHICLE, place the VEHICLE **face-up** on the table next to the warrior. If you choose to have the warrior initially outside the VEHICLE, you must still show it to your opponents.

An important thing to remember is that since warriors in cover are not allowed to be in Vehicles, if you give a Vehicle to a warrior in cover it must be outside (and you still must show it to your opponents, as noted above, even if the warrior itself has not yet revealed).

ENTER/EXIT VEHICLE

A warrior may **enter** and **exit** its VEHICLE as many times it wants during a turn, but each time it enters or exits you must use one action. When you enter/exit the VEHICLE, simply flip the VEHICLE card over.

- Placing the warrior initially inside the Vehicle does not cost an action.
- A warrior with the VEHICLE designation or "Considered a VEHICLE" is always assumed to be inside, and may never exit.

WRANGLE BEAST

Beast cards represent the indigenous animals found throughout Dark Eden that may be ridden by warriors into battle, like VEHICLES.

- You may give a Beast to a warrior that may have it as one action.
- A warrior may only be given a Beast if the warrior is in your Outpost.
- A warrior may have either **one** Beast **or one** VEHICLE. It may not have more than one Beast or VEHICLE, and may not have a Beast and a VEHICLE. It may have other Equipment and Relics as normal.

- Unlike VEHICLES, when you give a warrior a Beast it is assumed that the warrior is **always** riding the Beast. A warrior must always use its Beast during combat.
- The Beast card features modifiers to F, S, A and V that are applied to the warrior that is riding the Beast. These modifiers are applied to the base ratings of the warrior **before all other modifiers**. In effect, they create new base ratings.
- A warrior with a Beast may not voluntarily Transfer out of the Outpost while the Beast is attached. If the warrior is "forced" to leave the Outpost through card play, the Beast is discarded (unless the warrior is moved to another Outpost).
- A warrior with a Beast may gain the effects from Fortifications, and may be in cover.
- Warriors with the BEAST designation or "Considered BEASTS" may not have Beasts or VEHICLES, may not Transfer, and are discarded if forced out of an Outpost. They **may** gain the effects of Fortifications, and may be in Cover.

BUILD FORTIFICATION

As one action, you may place a Fortification card into your Combat Area (the card will state where it may be placed). The Fortification will affect all of the warriors in the same Area (some Fortifications only affect individual warriors - this will be stated on the card). You may only have **one** copy of each Fortification in play at a time (unless the card states otherwise). Other players may also have one copy each of the same Fortification card in play as you.

BESTOW DARK SYMMETRY GIFT

All Dark Symmetry cards are considered "gifts." These gifts are bestowed on good Dark Legion toadies for exemplary service to the Great Darkness. As one action, you may bestow a Dark Symmetry gift on one of your Dark Legion warriors in play. Dark Symmetry cards are **attached** to a Dark Legion warrior that may have the card as one action. The effects of a Dark Symmetry card may be used immediately.

There are three levels of gift:

- **MINOR GIFTS** are less-powerful gifts that may be bestowed on any Dark Legion warrior.
- **MINOR HERETIC GIFTS** are general gifts that may only be bestowed on any warrior that is considered a HERETIC.
- **MAJOR GIFTS OF APOSTLES** (MAJOR GIFT OF ALGEROTH, MAJOR GIFT OF DEMNOGONIS, etc.) may only be bestowed on FOLLOWERS of the Apostle mentioned (FOLLOWER OF ALGEROTH, FOLLOWER OF DEMNOGONIS, etc.). *For example, **Distort** is a MAJOR GIFT OF ALGEROTH. Only FOLLOWERS OF ALGEROTH may have it.*

BESTOW KI POWER

Ki Power cards may be attached to any Mishima-affiliated warrior as one action each. A warrior may only have one copy of each Ki Power card attached to it (no duplicates). The warrior gains the effects listed on the Ki Power card while it is attached.

Ki Powers may also be given to warriors who gain the Mishima affiliation through card play. If a warrior loses his Mishima affiliation he may keep his Ki Powers, but no more may be attached until he regains his Mishima affiliation.

ASSIGN MISSION

You may assign a mission to one of your warriors, yourself, another player or one of another player's warriors as one action. The mission card indicates who may be given the assignment. Missions assigned to warriors are placed on the warrior. Missions assigned to players are placed on the table near the player. Missions must be assigned before any part of the mission may be completed. Once the mission is completed, the mission card is discarded.

Players and warriors may have any number of **different** missions assigned to them, but you may not assign multiples of the **same** mission to the **same** player or warrior. You may only have one **TACTIC** in play. Once a mission is fulfilled, you may then assign another copy of the same mission to the player or warrior. Finally, fulfilling the parameters of a mission is always **optional**. However, if a player or warrior does fulfil the parameters of an assigned mission, that mission **must** be fulfilled. You can't keep the mission in play and disregard the original fulfilment.

PROCLAIM ALLIANCE

Alliance cards are special in that they may be **played at any time**, and do not require any actions to be played. **Each player may only have one Alliance card in play**. Alliance cards may **never** be discarded or annihilated, except by cards that specifically discard or otherwise remove Alliance cards from the game. All Alliance cards are **unique**. You may never play an Alliance card if there is already an identical Alliance card in play.

ESTABLISH WARZONE

Warzone cards are added to your Combat Area as one action each (the card will state where it may be played). Any number of identical Warzones may be in play, **but YOU may only have one copy of each Warzone in play**.^{*} When your warrior is the Defender in a combat, that warrior may choose to defend from one of the Warzones in its Combat Area. The effects of Warzones are described in the Attack action.

SABOTAGE (TACTICAL ACTION)

If a player has no warriors in play **that may participate in combat at all** (for example, the player has no warriors or just NONCOMBATANTS in play), you may have one of your warriors Sabotage that player as one action. By undermining a player, you increase your power, and therefore a successful sabotage will earn you valuable points.

- Your sabotaging warrior must be able to participate in combat (NONCOMBATANTS may not Sabotage).
- You may only sabotage **each** player **once per turn** (from your Draw step to your next Draw step). Even if you gain more Tactical Actions, you may not Sabotage more than once per turn (however, see the Multiple Sabotages optional rule, below).
- To perform a sabotage, simply announce which of your warriors will perform the sabotage. Unless the player can play a card which will prevent the action, the sabotage will be successful. As a reward, you earn a number of points equal to **one-half** the **modified** Value (V) of your sabotaging warrior (rounded up). You may take Promotion Points, Destiny Points, or a combination of both.
- You may **never** perform a sabotage action until all players have taken at least one turn. You may **never** perform a sabotage action during another player's turn. If you become able to perform T-Actions when it is not your turn, none may **ever** be sabotage actions.

Optional Rule: Multiple Sabotages

*This variant is optional, and is not considered an "official" rule. The Multiple Sabotage option is the same as the Sabotage rules above, but a player may sabotage each player **more than once** per turn (from your Draw step to your next Draw step). You must gain additional Tactical Actions to do this.*

ATTACK (TACTICAL ACTION)

Chances are you will attack often during a game. Of course, combat is optional, but it is one of your primary methods for gaining Promotion Points.

Because attacking is a Tactical Action, you may normally only perform **one** attack action per turn, and this action **must** be the last action you perform. If you attack as your first or second action, you lose any actions you did not use. **Also, you may not attack during your first turn of the game.**

When you perform an attack action, one of your warriors may attack almost any other warrior in play. Combat is usually between one attacking warrior (the Attacker) and one defending warrior (the Defender). Various cards may allow additional warriors to join in the battle.

It is possible (through card play) that you may be able to perform more than one attack action during a turn. If this is the case, you may attack with the same warrior more than once, and you may attack the same warrior more than once (this is always optional). The only thing to remember is that **each attack action must be conducted completely separately of any other**. You must conduct an entire action before going on to the next.

Combat is a very straightforward affair, and it is broken down into a number of simple steps. First, you (as the attacking player) choose an Attacker and a Defender. Then you decide if the combat will be a Fighting combat or a Shooting combat (this is called the **Battle Tactic**) and the Defender decides in which Warzone the combat will take place (if any). Next, compare the combatants' attack ratings with their Armour ratings to see how the attack is going. Both players may then play cards to modify the combat ratings of the warriors involved in the combat. Then the final, modified combat ratings are compared.

Any warrior that has been hit is turned sideways to indicate that it is **wounded**. If a wounded warrior is hit, it is **killed** and discarded. A dead warrior is worth a number of **points** equal to the slain warrior's **modified Value**. These points are awarded to the player whose warrior made the killing blow. They may be converted into Promotion Points or Destiny Points (or a combination of both).

The steps for combat are as follows:

1. Announce Attacker and Defender
2. Announce Battle Tactics (Fight or Shoot)
3. Announce Warzone
4. Determine Combat Standing
5. Modify Combat Ratings
6. Resolve Combat
7. Change Warrior Status
8. Award Points

1) ANNOUNCE ATTACKER AND DEFENDER. You (as the attacking player) choose one of your warriors in play as the Attacker and pick another warrior in play to attack (this is the Defender). No matter the outcome of the battle, the two warriors are referred to as the Attacker and the Defender throughout the combat. There are a couple of rules to keep in mind when choosing the Attacker and Defender:

- No Doomtrooper may attack another Doomtrooper from the same corporation. If a warrior shares any type of corporate membership with another, it may not be attacked. For example, Bauhaus warriors may not attack other Bauhaus warriors, but Bauhaus warriors may attack Capitol warriors.
- A Doomtrooper may never attack a member of the Brotherhood.
- Brotherhood members may only attack Dark Legion and Tribal warriors.
- Dark Legion warriors may attack any other warrior in play, even other Dark Legion warriors.
- Warriors in your Outpost may only attack warriors in other Outposts. They may **never** attack warriors in Squads or Kohorts. Likewise, warriors in Squads and Kohorts may **never** attack warriors in Outposts. Even if a card is played that may change the Attacker or Defender of a combat to any other warrior in play you may not break this rule!
- The warriors of the various TRIBAL affiliations may attack and be attacked by any other warrior, regardless of affiliation, even other like-affiliated warriors (for example, Templars may attack other Templars).
- A warrior designated as an ASSASSIN may attack **any** warrior in play, regardless of affiliation (note that other warriors are still held by their affiliation restrictions when attacking them).

- Any warrior designated as a NONCOMBATANT may **never** attack or be the target of an attack. Even if you play a card effect that lets you change an Attacker or Defender to "any warrior in play" you may not use it on a NONCOMBATANTS. You will have to figure out other ways to get NONCOMBATANTS out of the game.

- Your warriors may not attack your own warriors. However you may "force" your warriors to attack your warriors (through Special card play or Art spells, etc.).

2) ANNOUNCE BATTLE TACTICS. You must now announce which type of **Battle Tactic** the Attacker will use. This determines which attack rating and which weapons, equipment and modifiers the Attacker and Defender may use during the combat.

Each warrior has two attack ratings, **Fight** and **Shoot**. The Attacker may charge the Defender with fist and sword, which is a close combat (in which case both warriors use their Fight ratings), or it may attack with guns blazing, which is a firearm combat (in which case both warriors use their Shoot ratings).

3) ANNOUNCE WARZONE. The Defending player announces if his warrior will defend from a Warzone, and which one. Only a Warzone that is in the same Combat Area as the Defender may be chosen.

- The Defender (and only the Defender) gains the F, S A and V modifiers listed on the Warzone card, but **all** combatants are affected by the text on the card.

- If you defend from a Warzone, ***neither** combatant may use effects from Fortification cards. Equipment and warriors with the FORTIFICATION designation or "considered FORTIFICATIONS" may be used.

- When attacking, you may not use your Warzones.

- The warriors in a Combat Area may not use the Warzones in your other Combat Areas.

4) DETERMINE COMBAT STANDING. Look at the rating of your warrior's chosen attack method and compare it to the Armour rating of the opponent. If the attack rating of a warrior is **equal to or greater than** the Armour rating of its opponent, the opponent will be wounded.

The Defender simultaneously makes an attack of its own. Check to see how that attack is going, too.

*Example: Nick is performing an attack action. He announces that **Sean Gallagher** (an Imperial Doomtrooper) will Fight Mike's **Nepharite of Ilian** (a Dark Legion warrior). **Sean** has a Fight rating of 10, a Shoot rating of 5, and an Armour rating of 8. The **Nepharite** has a Fight rating of 8, a Shoot rating of 8, and an Armour rating of 7. Since this is a close combat, only the Fight and Armour ratings are used. Because **Sean** and the **Nepharite** are striking at each other at the same time, both warriors compare both ratings. **Sean** attacks with a Fight rating of 10 against the **Nepharite's** Armour rating of 7. Because 10 is higher than 7, the **Nepharite** is well on its way to being wounded. The **Nepharite** strikes at **Gallagher** with a Fight rating of 8 against **Sean's** Armour rating of 8. Since 8 is equal to 8, the **Nepharite** will also wound **Sean**.*

Be sure to include the effects of equipment cards that each warrior has, but only if they have an effect in the chosen method of combat. A warrior may only use one WEAPON during combat, but may use any number of other equipment cards that apply (but only one of each copy). Only FIGHT WEAPONS may be used in Fight combats, just as SHOOT WEAPONS may only be used in Shoot combats. FIGHT/ SHOOT WEAPONS may be used in either. For instance, a **Violator Sword** (a FIGHT WEAPON) has no effect in a shooting combat.

A wounded warrior (see below) battles as normal. If the Defender is in cover (its card is face down), it adds +3 to its Armour rating. A Defender in cover stays in cover throughout and after the combat, assuming it survives. Turn it face up for the combat, then turn it face down again afterwards.

Keep in mind that neither warrior has actually been wounded yet. You're just checking to see how the combat is coming along.

5) MODIFY COMBAT RATINGS. Starting with you (the attacking player), players **take turns** playing cards which have an effect on combat. Such cards have "PLAY DURING COMBAT," or a variation thereof, printed on them. Play as many cards as you like, and then indicate that you're finished. Your opponent then plays as many modifying cards as he wishes, and then indicates that he is finished. Then other players may play cards. You may then play additional cards, and so on, until no player wishes to play any more cards.

A player may play multiple copies of modifier cards on a warrior during this step, and their effects are cumulative when applicable.

Some cards allow players to change the Attacker or Defender involved in a combat. When this occurs, the player(s) in control of the new Attacker or Defender may play cards to modify the new warriors' ratings normally

Sometimes various special cards or other effects may cause combat ratings to drop to zero or lower. Negative numbers still count. For example, a warrior with a modified Fight rating of -4 will still wound an opponent with modified Armour of -4 or less. However, a warrior's Value stat (V) may **never** be lower than 0. Modified V stats of less than 0 are considered to be 0.

6) RESOLVE COMBAT. Once all modifiers are taken into account, compare the warriors' combat values one last time and determine if either or both warriors are wounded. If the modified attack rating against a warrior is **equal to or greater than** the warrior's modified Armour rating, that warrior is wounded. If the modified attack rating is lower than the Armour rating, the warrior resists **all** of the potential damage. A warrior is either wounded by an attack or not affected at all. There is no middle ground, and damage does not "carry over" from combat to combat.

7) CHANGE WARRIOR STATUS. Warriors wounded in the battle are turned 90 degrees sideways to indicate that they are wounded. A wounded warrior is completely unaffected by the wound. Its combat ratings are not affected, nor are any of its abilities or equipment. The wounded warrior attacks and defends as normal. However, if a wounded warrior is wounded again, it is killed.

8) AWARD POINTS. If a warrior's opponent is killed, the warrior's controlling player is awarded a number of points equal to the **modified** Value of the slain opponent (even if the player's warrior was slain, too). If both warriors are killed, both players earn points. The points may be taken as Promotion Points or placed in your pool as Destiny Points, or they may be split between the two types as you like.

In the event that your warrior ends up in combat against another of your warriors, and either or both of your warriors is killed, you **only** earn Destiny Points. You **never** get Promotion Points for killing your own warriors, even if forced to by your opponents.

STEP THREE: DISCARD

You may discard **one** card from your hand to your discard pile (**no matter how many cards are in your hand**). This ends your turn. Remember that a player's discarded and annihilated cards are placed **face down**, and no player may look through their own or others' discard piles! You do not have to reveal which card you discarded.

Like the Draw step, the Discard step is broken into two phases. The "pre-discard" phase takes place between the time the Actions step ends and the time that a card is actually discarded. During this time the current player may play Special cards that are "PLAY DURING YOUR TURN" and all players may play Special cards that are "PLAY AT ANY TIME."

Once all players have had a chance to play cards during the pre-discard phase, the current player may discard a card, or announce that no card will be discarded. Discarding a card is considered an "instantaneous" event, and no cards may be played by any player while a player is discarding. As soon as the player discards, the player's turn ends, and the next player's Draw step begins.

OTHER RULES

NO WARRIORS IN PLAY AND NO DRAW PILE

If at the beginning of any of your turns your Draw pile is empty **and** you have no warriors in play **that may participate in combat at all** (for example, the player has no warriors or just NONCOMBATANTS in play), you have three complete turns to Muster a warrior or you lose the game. In other words, you have your current turn plus two more to get a warrior into play. If you put a warrior into play that may participate in combat at any point during these three turns, you have fulfilled this requirement.

An important point to remember is that **any** warrior able to **participate** in combat meets this requirement. Even if your warriors are not able to attack your opponent's warriors (due to the attack restrictions listed above), they are still **able** to participate in combat (they can attack and be attacked in some way).

CASTING SPELLS OF THE ART

Every member of the Brotherhood is able to manipulate the magical forces known as the Art. The Art is divided into a number of **aspects**, each requiring a different method of study and magical manipulation. The various aspects are **Art of Changeling, Art of Elements, Art of Exorcism, Art of Kinetics, Art of Manipulation, Art of Mentalism, and Art of Premonition**. Almost every Brotherhood warrior can cast spells from at least one aspect of the Art. Some are able to cast any spell available, while others are limited to particular aspects of the Art. Each Brotherhood warrior card indicates which sorts of spells the warrior may cast. Remember that a caster must be in your Combat Area to use a spell.

Many Art spells have a casting cost in Destiny Points. The more Destiny Points you spend, the more powerful the spell's effects. Unless a limit is indicated on the card, you may spend as many Destiny Points as you have. If such a spell is cast during combat, you may continue to add Destiny Points to the spell throughout the Combat Modification step.

Art cards designated as a COMBAT SPELL or PERSONAL COMBAT SPELL may only be cast during combat. A COMBAT SPELL may be cast on any combatant, and the caster does not have to be involved in combat. PERSONAL COMBAT SPELLS may only be cast if the caster is actually involved in the combat, either as an Attacker, a Defender or reinforcement.

Art spells may be cast by a warrior in cover.

Art cards may not normally be played to the benefit of the Dark Legion. You may not, for instance, cast Art spells to assist your Dark Legion warrior in combat. Remember, the sworn duty of the Brotherhood is to eradicate the Dark Legion, not help them in their nefarious goals! However, it is possible for a spellcaster to be "tainted" and turned to the side of evil. The basic thing to remember is, if the Brother is pure of heart, it may only cast spells on Doomtroopers. If it is "tainted" and is considered both a Doomtrooper and a Dark Legion Heretic, then it may cast spells on all warriors. If it has been turned into a full-blown Heretic and no longer has Doomtrooper-affiliation, it may only cast spells for the Dark Legion.

Any warrior able to cast Art spells may cast them to the benefit and disadvantage of Tribal warriors.

DESIGNATIONS

Some cards contain **designations** in their initial card texts. These keywords are usually in ALL CAPITAL letters, and provide the card with added identity or capability. Some will simply list the designation; others will state CONSIDERED A [*DESIGNATION*] on them. Several of these designations are defined here. Others are found only on the cards and you will have to discover for yourself their overall effects and interactions.

An important thing to remember is that each card's title is also a designation. For example, the **Infantry** warrior card is assumed to have the INFANTRY designation. Also, whenever a warrior is considered a different kind of warrior, it

is in name only. Special abilities and such do not transfer over. For example, **Mitch Hunter** has the INFANTRY designation. This means that Mitch is affected by cards that affect INFANTRY warriors, but it does not mean that **Mitch Hunter** gains any special abilities listed on the actual **Infantry** card. Those abilities do not magically "transfer" to the other card! In other words, a card only has the abilities written on its card, plus any abilities specifically provided by other cards.

Several designations are described above (such as VEHICLE and SHOOT WEAPON). Here is a listing of some more common designations, and their effects in the game:

BLESSED

Warrior cards designated as BLESSED may cast any Art spell. They are not restricted to certain aspects.

FIRST STRIKE/STRIKE FIRST

Some warriors state that they have FIRST STRIKE (or STRIKE FIRST) during some combats. Warriors able to STRIKE FIRST always attack their opponent first in combat (even if they are the Defender). Only if the opponent survives may it strike back (i.e. if it is killed it may not strike back, but it may if it is unharmed or wounded).

Some warriors with FIRST STRIKE specifically state that the combat ends if successful with their attacks. In this case, the opponent may not strike back even if it survives.

If two warriors with the FIRST STRIKE ability combat each other, their abilities negate one another and the combat is resolved as normal. Note, however, that some warriors are able to STRIKE FIRST even if their opponent also has the ability. This will all be stated on the warrior cards.

FREELANCER

Warrior cards designated as FREELANCERS are considered Doomtroopers (unless otherwise stated on the card). They may attack and be attacked by **any** warrior (even Brotherhood) and may **only** earn Destiny Points - **not** Promotion Points.

If a FREELANCER gains a specific affiliation (through card play) it is no longer considered a FREELANCER, and that designation is no longer in effect. It may earn Promotion Points while it has the affiliation. However, it must also adhere to the rules for attacking based on this new affiliation. Therefore, a FREELANCER that is given the Imperial affiliation may not attack or be attacked by Imperial and Brotherhood warriors. If the warrior then loses these affiliations, it reverts to being a FREELANCER again.

IMMUNITY

Many warriors state that they have IMMUNITY to the Dark Symmetry and/or the Art. This means that these abilities have absolutely no effect on the warrior in question. There are three types of Immunity and they all work essentially the same:

- **ART IMMUNITY** - The warrior is immune to the effects of Art spells.
- **MINOR SYMMETRY IMMUNITY** - The warrior is immune to the effects of MINOR GIFTS, including MINOR HERETIC GIFTS. The warrior is **not** immune to the effects of MAJOR GIFTS OF APOSTLES.
- **COMPLETE SYMMETRY IMMUNITY** - The warrior is immune to the effects of all Dark Symmetry cards, including MINOR GIFTS, MINOR HERETIC GIFTS and MAJOR GIFTS OF APOSTLES.

A warrior who is immune to something is not affected by that thing if it can interact with the warrior in **any** way. No spells may be cast during combat if the opponent has ART IMMUNITY, and no Dark Symmetry abilities may be used if the opponent has COMPLETE SYMMETRY IMMUNITY (but if the warrior only has MINOR SYMMETRY IMMUNITY, it is still affected by MAJOR GIFTS). No spells or special abilities may be directly used against immune warriors (this is all usually very obvious).

Important: Immunity negates **all** such effects during combat. Basically, if during combat one of the combatants is immune to a mystical power, **all** of those effects that are currently "on" immediately "turn off." This usually only applies with "defensive" spells. For example, suppose Mike casts **Improve Self** on his Brotherhood warrior and then attacks Nick's **Alkhai the Cunning**. Nick's Dark Legion warrior will counter Mike's **Improve Self** effects.

Also important: Warriors who are immune to cards **MAY STILL HAVE AND USE** those cards. They are just not **affected** by those card effects. So a warrior who has ART IMMUNITY can cast Art spells (even ones that target the caster), but none affect the caster. A warrior who has COMPLETE SYMMETRY IMMUNITY may still be bestowed with Gifts (even ones that would affect the warrior) but they do not affect the warrior.

PERSONALITY

Some warriors are designated as PERSONALITY. Only one of each PERSONALITY may be in play at any one time. For example, if **Sean Gallagher** is anywhere in play, no other **Sean Gallagher** cards may be put into play.

If a PERSONALITY is killed or discarded, it may be brought back into play later in the game as normal (being great heroes, PERSONALITY have a knack for staying alive). In fact, the same warrior may be killed a number of times during a game and still come back for more.

HERO

Some Personality Warriors are designated as HEROS. This is a subtype of Personalities and they are affected by cards that affect HEROS.

PROFANE

Warrior cards designated as PROFANE may **never** cast art spells while they have the PROFANE designation (even if given Art-casting abilities by a card effect).

SERGEANT

Warrior cards designated as SERGEANTS may be able to be assigned to other warriors in play. Here are some clarifications to the assign ability:

- Only warriors with **base** Values LOWER THAN the **base** Value of the SERGEANT may be assigned to the Sergeant. This means that the only numbers you compare are the Values printed on the warrior cards. Do NOT take V modifiers into account, even if the modified V of the assigned warrior is equal to or higher than its Sergeant. The reason is that Value is not equivalent to "rank", it is a measure of the individual's worth on the battlefield. As everyone knows, the lowliest private may be more worthwhile than any high-ranking goon in the thick of battle! This leads to a few assumptions:

- SERGEANTS may not be assigned to other SERGEANTS.
 - A lowly SEA LION with a ton of V enhancers may be assigned to a SERGEANT.
 - You don't have to worry if some warriors have higher or lower modified V's than others.
- A warrior card group (for example, the SEA LIONS, the CLANSMEN, the FREE MARINES, the BAUHAUS BLITZERS, etc.) may only have one SERGEANT assigned to it.
 - If a warrior group's SERGEANT is killed, they may have another SERGEANT assigned to it.
 - If the last of the assigned warrior group is killed, the SERGEANT may be re-assigned to a different warrior group.
 - Once a SERGEANT is assigned to a warrior group, the assignment is permanent while both the group members and the SERGEANT are in play.
 - You do NOT have to assign the SERGEANT to a warrior group when he is played. You may assign the SERGEANT at any time (even during combat). Once assigned, the SERGEANT is stuck with that group, and they are stuck with him!

- If the SERGEANT loses its Corporate affiliation, the assignment is broken. Likewise, if the last of the assigned warriors loses its affiliation, the assignment is broken. Remember that many times when a Corporate warrior is turned into a HERETIC, he still keeps his Corporate affiliation (he becomes a spy!).

SLAYER

Warrior cards designated as SLAYER automatically kill any warrior they wound in combat.

ASSASSIN

Warrior cards designated as ASSASSIN may attack any other warrior in play, regardless of affiliation, even other warriors of their own affiliation.

NON-COMBATANT

Warrior cards designated as NON-COMBATANT may never participate in combat or be in cover.

PERSISTENT

Even though all Art spells are one-shots, the "Modify Combat" step can be thought of as a continuous action/reaction phase, with each warrior sizing up its opponent's intentions and taking similar measures. PERSISTENT Art spells are cast during combat, and are still in effect throughout the combat, and may be modified. Once the combat is over, however, the spell is spent and cannot be altered.

THAT'S ALL, FOLKS!