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Game: **CHAOS IN THE OLD WORLD** Publisher: **Fantasy Flight Games (2009)**	**v2.1** **Aug 2011**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SETUP

Place the board in the center of the play area. Set each Ruinous Power's **Threat dial** so its *Start* text is visible in its main window.

Each player takes one **Power sheet**, by consensus or randomly. Unused sheets are returned to the box. Arrange the seating order so players will take their turns in clockwise order as follows: **Khorne, Nurgle, Tzeentch and Slaanesh.**

Players take their **power markers, victory point (VP) markers, corruption tokens, Chaos cards, upgrade cards,** and **plastic followers**. Unused components are returned to the box.

Each player tucks his yet-unused upgrade cards partway under the edge of his Power sheet in a stack.

Each player places his **power marker** on the highlighted starting space of the **power point track** on his Power sheet, and his **VP marker** on the **0** space of the board's VP track.

Separate the **dial advancement counters** and Old World **tokens** into piles by type.

Sort the **ruination cards** into an ordered stack with the 1 card on top and the 5 card on the bottom, and place it on the board.

Shuffle the **Old World cards** and deal cards facedown to form the Old World deck: 7 cards for a 4-player game, or 8 cards for a 3-player game. Place this deck facedown on the board. Remaining cards are returned to the box.

Take 2 **Noble** tokens, 3 **Warpstone** tokens, and 4 **Peasant** tokens and mix these tokens together.

Randomly choose tokens from this pool one at a time, placing each on the board, one per map region, in the standard **region order**.

Each player shuffles his **Chaos card** deck, draws a hand of 3 cards, and places the rest of the deck near his Power sheet.

THE GAME ROUND

Each **game round** is made up of 6 **phases** in this order:

1. Old World Phase
2. Draw Phase
3. Summoning Phase
4. Battle Phase
**5. Corruption Phase**
6. End Phase

Power Order

When the actions of one Power depend on the actions of another, the players always act in **Power order:** Khorne first, then Nurgle, Tzeentch, and Slaanesh.

Region Order

Activity that must be carried out in multiple regions at the same time are carried out region by region, in the **Region order:** Norsca, Troll Country, Kislev, The Empire, Bretonnia, Estalia, Tilea, The Border Princes and The Badlands.

Activities carried out in region order are *not* considered to be simultaneous.
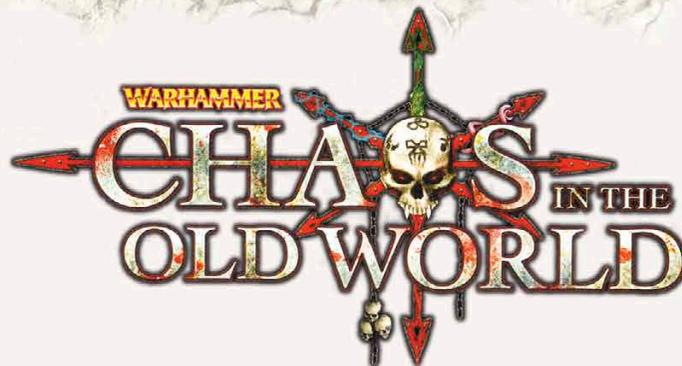
1. THE OLD WORLD PHASE

One card is drawn from the Old World deck and its italicized instructions carried out by the player with the lowest **Threat** (who also makes any decisions if required).

Unless instructed otherwise, the card is then placed faceup in the left-hand (**1**) space of the **Old World card track**. Any card previously there is moved to the **2** space, pushing any card previously in the **2** space out of play and back to the box.

Old World cards with the text *Discard this card instead of adding it to the Old World track* are returned to the game box after their instructions have been carried out, and the cards on the Old World track are not affected.

2. THE DRAW PHASE

Each player draws cards from his *own* Chaos card deck according to the draw phase instructions on his Power sheet.

There is no Chaos card hand size limit. If a deck is ever exhausted, shuffle the discards to create a fresh deck.

Each player also moves his **power marker** to the highlighted space on his Power sheet's power point (PP) track.

If a player has purchased one or more **upgrade cards** that give him extra power points, he may move his marker further than the highlighted value, depending on the upgrade(s).

Unused PPs are never carried over from previous rounds.

All players may act simultaneously during this phase.

3. SUMMONING PHASE

The players take *successive* turns in **Power order**. So after the Slaanesh player acts, the Khorne player acts again, with this circular order continuing until the phase ends.

When your turn to act comes, you may place one **follower figure** on the board, *or* play one **Chaos card**. If this requires the expenditure of PPs, move your power marker to record your reduced total. When a figure/card with a power cost of 0 is summoned/played, the marker is not adjusted.

If you do not wish to summon a figure or play a card on your turn, move your power marker to the **0** space of your power point track, and your turn ends.

So long as you have PPs left, you may continue to summon a follower or play a card each time your turn comes. If your power marker is on at **0**, your turn is skipped.

The phase ends when all players' markers are at **0**.

Summoning Follower Figures

Choose one of your available figures, pay its cost by adjusting your PP track, and place it on a board region.

You may select a figure that is, or is not, currently on the board, but in any case the figure is considered **summoned**.

If you do not have enough PP remaining to pay a figure's cost, you may not choose that figure.

A figure *must* be placed in a region where you already have a figure, or in a region *adjacent* to such a region.

If you have no figures on the board, you may place your first figure in *any* region. You may count a region as occupied by your own figure if you chose the last figure in that region to summon.

Playing Chaos Cards

Choose a card from your hand of Chaos cards, pay its cost by adjusting your power point track, place it on an *empty* card space on a board region and carry out its effects.

If you do not have enough power remaining to pay a card's cost, you may not choose that card.

If a region's spaces are already full, a card may not be played there. If all 18 spaces are full, you may not play a card.

If 2 Chaos cards played to the same region would happen simultaneously, the left-hand/western card is resolved first, and the right-hand card resolved second.

Chaos card effects are mandatory, if they are possible, unless their text notes otherwise.

The effects of 2 Chaos cards with the same name in the same region are generally cumulative; however some effects are obviously non-cumulative by their nature.

4. THE BATTLE PHASE

Battle is carried out region by region, in the standard region order, in every region where one player is entitled to roll **battle dice** and has at least one legal target for his hits.

To resolve battle in a region, each player, in the normal Power order, does the following:

1. Calculates the number of battle dice available and rolls them; then rolls additional dice gained from **explosions**.

2. Assigns hits to legal targets.

Calculate the number of battle dice available by totaling the **attack values** of all of your figures in that region.

Tipped figures still on the board contribute their attack values normally.

Additional battle dice may be added from the effects of Chaos cards or other special circumstances.

You *must* roll all of the battle dice you are entitled to roll.

For each of your dice that roll **4, 5, or 6** you score one hit.

Every result of 6 is an **explosion**: roll one additional battle die immediately (there is no limit to the number of times battle dice can explode if you continue to roll 6s).

Once all dice have been rolled, for each hit announce which enemy figure or Peasant token you are targeting.

Each hit must be assigned to a target in the region whose battle is being resolved.

A player may not allocate hits against his own figures (unless they are controlled by another player).

If enough hits are assigned to a figure that they equal or exceed its **defense value**, it is killed and **tipped** onto its side. It is not removed from the board until all players have rolled their battle dice for the region.

A hit Peasant token is not *tipped*, but immediately placed on the Power sheet belonging to the player who killed it.

You may not assign fewer hits to a figure than are necessary to kill it (to store them and combine hits with other players).

Excess rolled hits (those without a legal target) are lost.

If you have legal targets for rolled hits you *must* assign them.

Once all players have rolled dice and assigned hits, *tipped* units are removed from the board. Move to the next region, until all battle is done for all regions.

Early hits from dice rolled *"before other figures roll their dice"* should be removed from the board immediately instead of being *tipped*. However, early hits are also cumulative with hits rolled by the same player's figures when regular battle dice are rolled.

Beginning of Battle and End of Battle Effects

Effects that instruct players to carry out certain actions at the beginning or end of the battle phase are carried out *before* any player rolls his normal battle dice in any region, or *after* all players roll all battle dice in all regions, respectively.

5. THE CORRUPTION PHASE

1. Domination Step

For each region, in standard region order, calculate each player's **domination value** by adding the **summoning costs** on any Chaos cards that player played in that region to the **quantity of figures** that player controls in that region.

Domination Value
= Sum of Chaos Card Costs + Quantity of Figures

The highest domination value is compared to the **Resistance** of the region.

If it *exceeds* the Resistance, that player immediately scores VPs equal to the region's **Conquest Value**.

If 2 or more players tie, none of them dominate it or score victory points.

2. Corruption Step

In standard region order, each player places 1 **corruption token** in each region for each of his **Cultists** there.

Before moving on to the next region, count the *total* number of corruption tokens (counting **Warpstone tokens**) in the region. **If this is 12 or more, that region is ruined.**

If a region is ruined, the top **ruination card** from the ruination card stack is placed there. Each player who placed at least one corruption token in that region during this game round immediately scores the number of VPs indicated for ruiners on that ruination card.

Once the points have been scored, move on to the next region to place corruption tokens.

If a region would be ruined, but no ruination cards remain, the region is not ruined and no points are scored, either by ruiners or by the players with the most and second-most corruption tokens there.

6. THE END PHASE

1. Remove Chaos Cards from the Board

Each player removes his played **Chaos cards** from the board and places them in his discard pile.

2. Resolve Hero Tokens

In each region with a Hero token, the player with the **greatest Threat** who also has at least one figure there must choose one of his figures there and remove it. Carry out this process once, one at a time, for each Hero token present.

3. Resolve Old World Cards

On the Old World card track, resolve any effects that begin with: *When Old World cards are resolved…* Multiple cards with such effects are resolved in the order of their position on the track.

4. Score Ruined Regions

For each ruination card placed this round (still faceup on the board), players score points based on the number of their corruption tokens in the ruined region. Ruined regions are scored in standard region order.

For each ruined region to be scored, the player with the most corruption tokens in that region scores its **first** value (as recorded in the ruination card table). Then, the player with the second most corruption tokens in that region scores the **second** value for the region.

If only one player has corruption tokens there, only the first value is scored. If 2 or more players tie, the first and second values are summed and divided by the number of tied players to give the VPs (rounded down) each of those players scores. Fractional VPs are not scored. Non-tied players do not score.

If there is no tie for the most tokens in the region, and 2 or more players tie for the secondmost tokens, the second value is divided by the number of tied players to determine how many VPs (rounded down) each of those players scores.

The ruination card is then turned facedown in that region, marking it as permanently **ruined**, and all corruption tokens are cleared from the region.

5. Advance Threat Dials

Every player who has **advancement counters** on his dial advances his dial by one clockwise tick and carries out the instruction revealed.

Additionally, the player with the *most* counters on his dial advances his dial by one additional tick, carrying out the instruction revealed.

If 2 or more players are tied for the most counters, no player scores an additional tick.

Then all dial advancement counters are returned to the pool.

6. Check for Game End

If any of the following conditions are true, the game ends:

1. One or more players' Threat dials have reached their **Victory** dial instruction.

2. One or more players have scored 50 or more VPs.

3. Five regions have been ruined.

4. The Old World card deck is empty.

The 4 conditions are checked in order, and the game ends immediately when one of them is true. Further game-ending conditions are not checked once the game has ended, and players may not win by fulfilling them.

If more than one player reaches the **Victory** level on his dial, the tied player with more VPs wins. If some players remain tied, the victory is shared among them.

If more than one player has earned 50 or more VPs, the player with the most VPs wins. If some players are tied, the tied player with the highest **Threat** wins.

If some players are tied for VPs when 5 regions have been ruined, the tied player with the highest **Threat** wins.

If the Old World card deck is empty, all players lose.

THE THREAT DIALS

For each text instruction that appears in the main window of a Threat dial, a smaller window reveals a corresponding number: that Chaos Power's **Threat**.

Each Chaos Power has a unique **dial advancement condition** on its Power sheet. Each time you fulfill that condition, immediately place one dial advancement counter on your Threat dial.

A single event cannot trigger the placement of multiple dial advancement tokens.

Players *must* carry out an **instruction** when it is revealed.

Draw X Chaos Cards: Draws the listed number of Chaos cards from your deck and adds them to your hand.

Place X Nobles: Take the listed number of Noble tokens from the pile and place them in any region(s) of the board.

Place X Warpstone: Take the listed number of Warpstone tokens from the pile and place them in any region(s) of the board.

[Power] Start: The place where that Power's main window begins the game.

[Power] Victory!: The Power named wins the game, subject to ties and other end phase instructions.

Remove X Corruption: Remove the listed number of corruption tokens, belonging to any Power or combination of Powers, from the board.

Remove X Old World Tokens: Remove the listed number of Old World tokens, of any type(s), from the board, returning them to the pile.

Score X VP: Score the listed number of VPs.

Upgrade Card: Choose one of your upgrade cards that you have not yet placed into play and place it into play.

OLD WORLD CARDS

Immediate instructions *(italic text)* are carried out right away when that card is drawn.

Persistent effects (non italicized text) are only carried out when the card is on the Old World track, and only at certain points in each round. If a particular card does not specify when its persistent effect is carried out, it is carried out in the Old World cards step of the end phase.

OLD WORLD TOKENS

Event Tokens: Event tokens mark the regions affected by the persistent effects of some Old World cards. If Event tokens remain in play after all cards that define their effects have been removed from the Old World card track, the tokens remain, but have no effect until a new Old World card redefines them.

Hero Tokens: Hero tokens eliminate figures from play in a region.

Noble Tokens: Each Noble token increases a region's Conquest Value by one. (This does not affect that region's Resistance.)

Peasant Tokens: Peasant tokens are available targets for battle in the regions they occupy.

Certain Old World cards, when drawn, award VPs to players who have claimed Peasant tokens in battle.

Skaven Tokens: Each Skaven token decreases a region's Resistance by one. (This does not affect that region's Conquest Value.)

Warpstone Tokens: Each Warpstone token counts as the equivalent of one corruption token when determining whether a region is ruined in the corruption phase.

OTHER RULES

Ruined Regions

When a region is **ruined**, it is affected by the following rules:

a. New Chaos cards cannot be played to that region.

b. New Old World tokens cannot be placed in that region (existing Old World tokens are not necessarily removed).

c. During the corruption phase, no VPs are scored for dominating that region (*i.e.*, domination is not checked).

d. During the corruption phase, no corruption tokens are placed in that region.

All other normal rules remain in effect for ruined regions. Battle still occurs in a ruined region each round, such a region is still adjacent to other regions, it still occupies the same slot in the standard region order, and so on.

Control of Enemy Figures

When one player uses an effect that gives him **control** of an enemy figure, then for the duration of the effect, it is as if the figure was of the controlling player's color. The controlling player thus rolls battle dice for that figure, places a corruption token of his own color during the corruption phase, and so forth.

During the duration of the control effect, the figure retains its normal statistics.

Playing Upgrade Cards

There are 2 types of upgrade cards: **follower upgrades** and **Chaos Power upgrades**.

Upgrade cards enter play when a player reveals the *Upgrade Card* instruction on his Threat dial. Each time that instruction is revealed, that player may choose one available upgrade card (*i.e.*, not yet in play) and place it into play.

When you play a **follower upgrade card**, announce the upgrade and place the card over the corresponding pre-printed follower statistics on your Power sheet. The card's statistics and abilities replace those of the card it covers up.

When you play a **Chaos Power upgrade card**, announce the upgrade and place the card faceup adjacent to your Power sheet.

The Twin-tailed Comet Icon

When Old World cards on the Old World card track bearing the **Twin-tailed Comet icon** must be removed from play, they are returned to the box and no longer affect the game.

Magic Symbols

Magic symbols have no effect of their own, but their presence in a region is used to resolve other effects. Certain effects can impart magic symbols to figures.

Contradictory Effects

When effects or abilities come into apparent conflict, the *disabling* effect trumps the *enabling* effect.

WARHAMMER
CHAOS IN THE OLD WORLD

THE HORNED RAT EXPANSION

The **Horned Rat** is a fifth option for players when choosing Ruinous Powers; it is always a valid option, even with fewer than 5 players.

Distribute VP Markers Instead of distributing Power sheets randomly, collect each Power's VP marker and each player randomly draws one.

Seating Order The Horned Rat player is last in the standard Chaos Power order, so he sits to the left of Slaanesh. Place the Horned Rat's dial between Slaanesh's dial and Khorne's dial.

Starting Old World Tokens Replace 2 Peasant tokens with 2 Skaven tokens when preparing the starting Old World tokens.

Replacement Old World Card Remove the *The Horned One's Due* Old World card and replace it with the revised version.

Draw Phase

During the Draw phase, the Horned Rat player draws **2 Chaos cards**. He also **resets his power to 6**, as shown on his Power sheet.

Threat Value

If the Horned Rat's **Threat** is tied with another player's Threat, the Horned Rat's Threat is considered *lower*.

Dial Advancement Condition

The Horned Rat player collects 1 **dial advancement counter** each time he dominates a region that contains 1 or more Skaven tokens.

Advancing the Threat Dial

The Horned Rat player's dial participates in advancing the Threat dial as normal.

Ruination & Scoring Ruined Regions

The Horned Rat's figures do not place corruption tokens, so the Horned Rat player does not directly affect **ruination**. Instead, when scoring a ruined region, his figures in that region count as **corruption equal to their power cost**.

If the Horned Rat player has at least one figure in a region when it is **ruined**, he is considered a participating ruiner and scores victory points indicated for ruiners on the ruination card.

These unique abilities apply to the Horned Rat's followers only.

ADDITIONAL RULES

Expert-level Old World Cards

The 9 new 'expert-level' **Old World cards** can be shuffled into the Old World cards from the base game to increase variety and add a few more challenging events.

Realm of Chaos Variant During setup, players create the Old World deck using only the expert-level Old World cards, providing a more difficult, semi-cooperative experience. Shuffle the 9 cards and choose the correct quantity to create the Old World deck, depending on the number of players. All other rules remain the same.

Morrslieb Chaos Card Decks

Each of the Ruinous Powers receives new Chaos decks and upgrade cards, which are referred to as the **Morrslieb set**.

Before starting a game, players must decide which set of cards they will use: the base game set or the Morrslieb set.

Whichever set is chosen, all players must use the Chaos decks and upgrade cards from that set; players cannot mix and match cards from both sets, nor can one player use his Morrslieb set while the other players use their base game set.

The Horned Rat player, however, *always* uses the Morrslieb set.