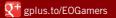# THE ESOTERIC ORDER OF GAMERS
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v1

Sep 2016

Game: **THE OTHERS: 7 SINS**

Publisher: **Cool Mini or Not (2016)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

THE OTHERS

SETUP

One player is the **Sins** player and the rest are **Hero** players. The Sins player plays against all the Hero players, who cooperate.

The Sins player chooses or randomly determines a single Sin. Take the corresponding **Sin board**, and place the **Apocalypse track** (with a **Tentacle marker** on the 0 slot) next to it. Shuffle your corresponding **Sin deck** and place it facedown near you. Take all of your Sin's **monster** figures (1 **Avatar**, 1 **Controller** with a black base, and 6 **Abominations**).

Choose or randomly determine a single type of **Acolyte** to use. Place the corresponding **Acolyte board** next to the Sin board, and take all 6 of the chosen Acolyte monster figures.

All the players choose or randomly determine a **Story board**.

Terror stories focus on combat and action.

Corruption stories focus on the heroes' struggle to resist corruption and rid the city of it.

Redemption stories focus on saving the city from various crises, and specific missions.

Shuffle the **Apocalypse deck** corresponding to the chosen story type and place it facedown near the Sins player. Place the chosen Story board close to a Hero player chosen to keep track of it, and put 1 Tentacle marker on the slot for the first mission, and another on the 0 slot of the Mission Progress track.

All the players choose or randomly determine which **map setup** on the back of the chosen Story board to use. Take the listed game tiles and position them as shown. Place the indicated number of tokens and monster figures in the spaces shown. There may also be specific setup instructions to follow.

The Hero players always have a full team of 7 F.A.I.T.H. agents available, but there are always 3 or 4 heroes in play, as follows:

1 Hero player: controls 3 heroes (3 heroes in play)
2 Hero players: each controls 2 heroes (4 heroes in play)
3 Hero players: each controls 1 hero (3 heroes in play)
4 Hero players: each controls 1 hero (4 heroes in play)

Hero players choose or randomly determine the hero(es) with whom they want to start the game. Remaining heroes in the team and their dashboards are kept aside as the **hero reserve**.

Attach each hero figure to the colored base corresponding to its class. A F.A.I.T.H. team always has 7 heroes, made up of 1 **Leader** (yellow), 2 **Fixers** (green), 2 **Shooters** (blue), and 2 **Bruisers** (red).

Place the starting hero figures in the space on the board with the **Starting Space token**.

Take the **Hero dashboard**(s) belonging to your starting hero(es), and place a Tentacle marker on the 1 slot of the **Corruption track**. Each hero also starts with 5 **Wound tokens**, 2 **Turn tokens** (active side up), and 1 **City Action token**.

Shuffle the **Upgrade deck**, place it facedown next to the board, draw 5 cards, and place them faceup and side by side next to the board as the **upgrade inventory**.

The Sins player draws his **starting hand of 5 Sin cards**, and places next to the Sin board, *active* side faceup, a number of **Reaction tokens** equal to the number of Heroes in play.

If the Hero players ever need to collectively decide something and they cannot come to a unanimous decision, the Sins player decides for them.

GAME TURN

START OF ROUND

BEGINNING OF ROUND STORY TASKS

The Story board lists any specific task(s) that need to be executed at the beginning of every round.

DECIDE THE FIRST HERO

The Hero players collectively decide which hero will be the first to take his turn this round.

HERO TURNS

Each hero has 2 Turn tokens, and therefore takes at least 2 turns each round.

Heroes take 1 turn at a time, starting with the hero chosen to go first, and proceeding in clockwise order.

At any point during a hero's turn, if he is in a space with facedown **Exploration tokens** and there are no monsters in that space, he may choose to flip all those tokens faceup. Their effects are then active.

SPEND A TURN TOKEN

Flip 1 of the current hero's Turn tokens from its *active* side to its *spent* side, so the hero can take his turn.

If a hero has any Extra Turn tokens, he can choose to discard one, instead of flipping a Turn token, in order to take a turn. Unused Extra Turn tokens remain with the hero from round to round and can be spent whenever is convenient.

Heroes can only take a single turn at a time, with play then passing to the next hero in clockwise order. If both of a hero's Turn tokens are spent and they have no Extra Turn tokens to discard, they cannot take a turn.

If a hero still has any active Turn tokens available, he must flip one and take a turn, even if he decides to do nothing.

MOVE AND TAKE AN ACTION

The current hero can **move and take an action**, or **take an action and move**. The move cannot be interrupted by the action and then resumed afterwards. The entirety of the move must be resolved either before or after taking the action.

MOVE

The current hero may **move up to 2 spaces** across the board.

TAKE AN ACTION

Either before or after moving, the current hero can take 1 **action** to *either* **start a fight** or **cleanse an area**. Each turn, the hero can only perform a single one of these, or he may also choose to do nothing with his action.

Start a fight

When the current hero **starts a fight**, he engages in combat with all the monsters in a single space.

Cleanse an area

When the current hero **cleanses and area**, he attempts to remove any of the round Exploration tokens from his space (*eg,* Corruption, Fire, Pentagram, and Nest tokens). Permanent tokens printed on the tiles can never be removed.

Roll a number of Hero dice equal to the hero's Skill stat. Each other hero sharing the same space grants +1 die to this roll. The hero may choose to **take corruption** to boost this roll.

For each 🎲 rolled, the hero may choose and remove 1 faceup Exploration token from his space.

Any other results rolled have no effect, though 🎲 still allows an extra die to be rolled and can be turned into a 🎲.

CITY ACTIONS

At any point during his turn (even between moves), the current hero may use the **city actions** on the **district space** (city block) he occupies. This does not count as the single action he can perform each turn, and can be performed even if there are monsters in the district.

To perform city actions, place the hero's City Action token in the City Action slot of the district he occupies. Each hero has a single City Action token, so will only be able to do this once per round; and each district has only 1 City Action slot, so no other heroes can use that district's city action until the next turn.

Placing the token activates *all* of that district's visible city actions. The hero executes all of the actions, one at a time, in any order he chooses. If there are multiples of the same type of city action shown, execute that action multiple times.

✚ Heal: The current hero may remove 1 Wound token from his dashboard.

🔥 Repent: The current hero may move the Tentacle marker on his Corruption track down 1 level.

🔄 Extra Turn: The current hero may take 1 Extra Turn token and place it next to his dashboard.

📋 Inventory: The current hero may take 1 Upgrade card from the upgrade inventory and place it next to his dashboard. Immediately draw a new card from the Upgrade deck and add it to the upgrade inventory. There is no limit to the number of Upgrade cards each hero may have, and all of their abilities are always in effect.

⚔ Orbital Strike: The current hero moves 1 Orbital Strike token of his choice up to 2 spaces away. He may then automatically kill 1 Acolyte or Abomination standing in the same space as the Orbital Strike token (this is not a fight). The Orbital Strike token moves following the normal movement rules, though it ignores all tokens and figures, cannot use the Metro to move between spaces, and cannot cross empty spaces between separate tiles.

SIN REACTIONS

After each hero finishes his turn, the Sins player can choose to spend a Reaction token or not.

If he doesn't want to react to the current hero, play continues to the next hero in clockwise order.

If he does, the Sins player flips 1 of his Reaction tokens from its *active* side to its *spent* side. The Sins player can only perform a single reaction at a time, and only against the hero who just finished taking his turn.

If a hero is killed during his turn, he did not get to finish his turn, so the Sins player cannot react to it.

If all of the Sins player's Reaction tokens are spent, he can no longer react for this round, and the heroes just continue taking turns in sequence.

The Sins player can also play a single Sin card from his hand during each turn (*ie,* a hero's turn and the Sin's reaction to it). He can continue doing this even if his Reaction tokens are spent.

MOVE A MONSTER

When the Sins player reacts, he can choose 1 monster on the board to **move up to 2 spaces**.

START A FIGHT WITH THE CURRENT HERO

The Sins player may then **start a fight** with the hero who just finished his turn. This fight is only between the current hero and the monsters in his space. The monster that just moved does not have to be part of this fight. The Sins player cannot start a fight against any other hero apart from the current hero.

END OF THE ROUND

The round ends when all heroes have spent all their Turn tokens, and nobody wishes to spend any remaining Extra Turn tokens.

If the Sins player still has any active Reaction tokens he may react to the last hero turn taken. However, if he still has any active Reaction tokens left after that, they can't be spent this round and are wasted.

END OF ROUND STORY TASKS

The Story board lists any specific task(s) that need to be executed at the end of every round.

SUMMON MONSTERS

The Sins player takes a number of dead monsters equal to the number of heroes in play and places them back on the board. If there are more dead monsters than the hero number, the Sins player must choose which ones he wants to summon.

Only monsters that were killed may be summoned, not monsters that have not yet entered play (keep 'dead' monsters separate from those that haven't entered play yet).

Monsters are summoned onto unblocked Nest tokens (permanent or physical tokens). Each Nest token is blocked by a single monster figure in the same space; hero figures do not block nests. If there are no more unblocked Nest tokens available, the Sins player is unable to summon any remaining monsters.

DRAW EXTRA SIN CARDS

The Sins player draws 1 extra Sin card for each space containing an **Altar token**, as long as there are no heroes in the same space. These new cards are added to his hand and may be used in future rounds.

RESET TOKENS

Each hero flips both of his Turn tokens back to their *active* side. If he saved any Extra Turn tokens, keep them to spend in the next rounds. Heroes also take back their City Action token from the board and place it next to their dashboards.

The Sins player flips his Reaction tokens back to their *active* side. Any extra Reaction tokens he might have gained during the previous round must be discarded, unless the effect that granted them is ongoing. Remove any Marked token from the Acolyte board, as well as any other marks that last only for 1 round.

ROLLING DICE

Take the indicated number of the appropriate type of dice (Hero dice for the Hero player, Sin dice for the Sins player) and roll them. Each result has a different effect:

Sin Dice

🌀 **Corruption:** The targeted hero takes 1 corruption.

👊 **Hit:** The targeted hero takes 1 wound.

💥 **Hit with Burst:** Counts as a **hit**, but also immediately roll an extra die. If that die is also a 💥, roll an extra die, etc.

⬛ **Blank:** No effect

Hero Dice

👊 **Hit:** 1 **hit** is scored against the targeted Monsters.

🚫 **Counter Corruption:** Cancel 1 🌀 obtained by the Sins player.

🛡 **Defense:** Cancel 1 👊 obtained by the Sins player.

🎲 **Skill:** Remove 1 Exploration token from your space.

✡ **FAITH:** Immediately roll an extra die. If that die is also a ✡, roll an extra die, etc. After all dice have been rolled, the hero can turn each ✡ into any other result of his choice.

Teamwork When a hero makes any kind of dice roll, he gets a +1 die bonus for each other hero in their space.

Corruption When a hero makes any kind of dice roll, he may first choose to **take corruption** in order to boost his roll.

MOVEMENT

The board is divided into spaces: each city block is a **district** space, and **streets** are divided by crosswalks into single spaces. Figures may only move between adjacent spaces (spaces that share an edge). A tile or group of tiles separate from other tiles is not adjacent, and heroes must use the Metro to cross to them.

Heroes can move from a space containing a **Metro token** to another space containing a Metro token of the same color as if they were adjacent spaces. Monsters cannot use the Metro.

A *teleporting* figure ignores all movement-related rules: heroes ignore tokens and monsters; monsters ignore heroes.

When a hero moves out of a space containing *any* number of monsters, he automatically takes 1 wound.

The Sins player cannot move a monster out of a hero-occupied space for any reason, not even to retaliate after a distant hero performs a ranged attack against the monster's space.

Fire and Corruption tokens

When a hero moves in or out of a space containing Fire or Corruption tokens, the Sins player makes an appropriate check. The Sins player should make separate checks *each time* the hero leaves a space and enters a space, even in a single move.

Monsters are unaffected by Fire and Corruption tokens.

Fire Check: The Sins player rolls a number of Sin dice equal to the number of Fire tokens in the space being left or entered (permanent and physical tokens). For each 🔥, **the hero takes 1 wound** which cannot be cancelled by the hero's Defense. 🔥 still cause an extra die to be rolled. 🔥 have no effect.

Corruption Check: The Sins player rolls a number of Sin dice equal to the number of Corruption tokens in the space being left or entered (permanent and physical tokens). For each 🔥, **the hero takes 1 corruption.** 🔥 have no effect, though 🔥 still cause an extra die to be rolled.

FIGHT

When a hero starts a fight, he does so against *all* monsters in his space, not a specific monster.

When the Sins player starts a fight, he does so with all monsters in a space against only the current hero.

Hero Preparation

1. The current hero takes a number of Hero dice equal to his **Fight** stat.

2. Add +1 die for each other hero in your space.

3. If the hero has the **Commissioner token**, add +1 die.

4. Add any other extra dice you may get from the hero's natural ability or Upgrade cards.

5. If you choose to **take corruption**, add any extra dice the hero's Corruption track might offer.

Sin Preparation

1. The Sins player adds together the **Fight** stats of all the monsters in the space where the fight is taking place and takes that number of Sin dice.

2. Add +1 dice for each **pentagram** in the space.

3. You may choose to play a *Start of a Fight* Sin card if able.

4. Add any other extra dice granted by active Apocalypse cards, a played Sin card, the Apocalypse track, or the Sin's power.

Fight Resolution

Both players roll their dice simultaneously, resolving any extra die rolls and special results.

The hero adds to his roll any extra results granted by his base Defense, ability, Upgrade cards, or – if he took voluntary corruption – from his Corruption track.

The Sins player adds to his roll any extra results granted by active Apocalypse cards, a played Sin card, or the Sin's power.

Some results cancel each other out:

Each of the hero's 🔥 cancels one of the Sin's 🔥.
Each of the hero's 🔥 cancels one of the Sin's 🔥.

🔥 results have no effect during a fight. Any remaining results affect the opposing side:

Effect on the hero: For each remaining 🔥 on the Sin roll, the current hero takes 1 wound. For each remaining 🔥 on the Sin roll, the current hero takes 1 corruption.

Effects on the monsters: Each monster type has a different Defense rating (possibly improved by cards or other effects). **To kill a monster, the hero must inflict upon it a number of hits equal to its Defense.** Inflicting less than this has no effect; hits don't carry over to the next fight.

The hero player adds together all his results and distributes them among the monsters involved in the fight in any way he wishes.

A monster that suffers a number of hits equal to its Defense is removed from the board, normally to a 'dead' monsters area from where it may be re-summoned at the end of the round; but a card may specifically state it should be removed from the game.

RANGED FIGHT

If a hero has the *Ranged* ability (naturally, or from an Upgrade card), he may start a fight against the monsters in a distant space.

The hero must have **line of sight** (LOS) to the targeted space. The border between indoor districts and outdoor street spaces blocks LOS, so ranged fights cannot occur if the hero is inside a district, or targeting monsters inside a district. You can target any street space in a straight line, no matter how far away it is. Figures in the spaces between the hero and the targeted space do not affect LOS. LOS cannot go around corners, or through districts or empty spaces between tiles.

Resolve a ranged fight like a normal fight, with these differences:

1. The hero rolls first and applies his results. If any monsters are killed, they are immediately removed from the board.

2. If any monsters in the targeted space survived, they move up to 2 spaces towards the hero. Normal movement rules apply, so they cannot leave a space occupied by a hero. If the monsters are unable to reach the space occupied by the current hero, they do not move at all.

3. If these surviving monsters are able to reach the space with the current hero, the Sins player makes his fight roll with the monsters currently in the hero's space (including any there already). Resolve this roll's effects against the hero's initial roll.

TAKING WOUNDS AND HERO DEATH

A Hero who takes 5 wounds is immediately killed. For each wound a hero takes, the hero player must place one of his Wound markers on one of the bonus slots of his Corruption track. This hides that bonus, making it no longer available when that hero takes voluntary corruption.

The hero player can choose any of the bonus slots to place each Wound marker on; it doesn't need to follow any order.

Once a Wound marker is placed, it cannot be moved to a different bonus slot. When the hero heals a wound, he can remove any Wound marker he chooses.

HERO DEATH

When a hero is killed, if it is his turn, his turn ends prematurely.

The hero's figure and dashboard are removed from the game. His Extra Turn tokens and Marked tokens are discarded, and any NPC or Innocent tokens in his possession are placed on the board in the space where he died. The hero's Upgrade cards are added to the general upgrade inventory, faceup next to the 5 cards there.

The hero's Turn tokens and City Action token are inherited by the new replacement hero. Spent Turn tokens remain spent, and *active* Turn tokens remain *active*.

The Hero player chooses a hero in the hero reserve, places its figure in the starting space and takes its dashboard. Place a Tentacle marker on the first corruption slot, and 5 Wound markers placed next to the dashboard. Choose from all the cards in the upgrade inventory the same number of Upgrade cards as the previous hero discarded. The common upgrade inventory should end up with 5 cards.

The new hero takes the place of the old one in the turn order, and will be able to use on the same round the inherited turn tokens and City Action tokens, if they are available.

CORRUPTION

The Tentacle marker on a hero's dashboard Corruption track marks the hero's **corruption level** throughout the game.

Forced Corruption

A hero takes **forced corruption** as a result of the Sin's actions: from a corruption check, the outcome of a fight, or as the result of a Sin card, Sin power, or a story effect.

Each time a hero takes 1 corruption, raise his corruption level by moving his Tentacle marker 1 slot to the right on his Corruption track. This grants no benefits to the hero.

Voluntary Corruption

Whenever a hero is about to make a dice roll, whether to fight or to cleanse an area, he may choose to take 1 **voluntary corruption** to get the bonuses granted by his Corruption track.

The hero must always choose whether to take corruption or not *before* any dice are rolled. If he decides to take corruption, raise his corruption level by 1. Heroes can only take 1 voluntary corruption before each dice roll, no more.

When a hero takes corruption this way, *and only then,* he adds to his current roll all the bonuses visible on his Corruption track, under the corruption level he just reached and all levels before (to the left of) that. These bonuses only apply for the dice roll performed immediately upon taking the voluntary corruption. In subsequent rolls the hero gains no bonuses from his corruption track whatsoever, unless he takes voluntary corruption again. Also, if he takes voluntary corruption in a fight, and, as a result of the Sin's roll, he also takes some forced corruption, his roll won't benefit from the bonuses related to the extra corruption levels reached through the forced corruption.

Before the dice are rolled, a hero can always change his mind on whether he wants to take corruption or not, depending on variants the Sins player may introduce to the fight.

Maximum Corruption

Once a hero's corruption level is at 7, it cannot be raised further, and each time he would take 1 forced corruption, he takes 1 wound instead. A hero at maximum corruption is unable to take voluntary corruption again, unless he first lowers his corruption.

A hero reaching maximum corruption automatically kills any Innocent tokens in his possession (remove them from the game).

In Corruption story games, at the *end* of a hero's turn, if he is at maximum corruption, he must reveal his **Dark Past card** and execute any effect described on it; then discard the card.

ACOLYTE ABILITIES

Each Acolyte type has a different **ability** that the Sins player can use once per round, and only when a non-ranged fight is about to be rolled. If he wishes to use the Acolyte ability, the Sins player places a Marked token on the Acolyte board. If there's already one there, the ability can no longer be used this round. If there are no dead Acolytes available, the ability cannot be used.

CARDS

Upgrade Cards When a hero gets an Upgrade card, it is placed next to his dashboard and is then considered to be always in effect. Upgrade cards cannot be traded between heroes. If a hero ever loses an Upgrade card, it is placed at the bottom of the Upgrade deck.

Apocalypse Track and Cards Whenever the Apocalypse level is raised, move the Tentacle marker down to the next slot and follow the instructions next to the new level. The effects of the track are cumulative. At level 7, the Apocalypse level can't be raised anymore. When the track indicates that an Apocalypse card must be revealed, the Sins player draws 2 cards from the top of the appropriate Apocalypse deck, chooses one to place faceup on the table, and returns the other card to the bottom of the deck. The effects described in the revealed card are now active for the rest of the game (unless stated otherwise).

Dark Past Cards During a Corruption story's setup, the Sins player takes the Dark Past cards numbered 1, 3, and 5 (and card 6 in 4 hero game) and secretly assigns 1 card to each starting hero. He then assigns the remaining Dark Past cards to each of the heroes in the hero reserve. Heroes keep their card facedown next to their dashboard and cannot look at them. If a hero is killed without revealing their Dark Past, leave it facedown with the dead hero.

MISSIONS

At the start of the game, the heroes must accomplish mission 1. Once done, they move to mission 2, and so on, until they fulfill the last mission and win the game.

The Mission Progress track marks the progress of the heroes. Once the Tentacle marker reaches the number required by the current mission, the mission is accomplished; immediately move the marker to the next mission (now the current mission). Any task accomplished only counts towards the current mission.

When a mission branches into 2 different options, the Hero players must unanimously decide which to take. This becomes the current mission and the other option is permanently out of the game.

There may be **special events** marked in the path between missions, which must be performed after the previous mission is accomplished but before moving on to the next mission.

If an event calls for a monster to be **summoned** onto the board, follow the normal summoning rules. However, in this case, if all Nest tokens are blocked by monsters, the new figure is placed on any Nest token on the board.

VICTORY AND DEFEAT

The Hero players need to accomplish each of the missions on the Story board in order. Immediately upon accomplishing the last mission, they are declared the winners and the Sin is defeated.

Whenever a hero is killed, its controlling player replaces that hero with one of the remaining heroes from the hero reserve. **The Sins player is victorious when a hero is killed and there is none left in the reserve to replace them**. *All* the heroes don't have to be killed, just enough so a killed hero can no longer be replaced.

If both victory conditions take place at the same time, the Hero players win.

GAME TURN

START OF ROUND

BEGINNING OF ROUND STORY TASKS

HERO PLAYERS DECIDE THE FIRST HERO

HERO TURNS

Heroes take 1 turn at a time, starting with the hero chosen to go first, and proceeding in clockwise order.

At any point during a hero's turn, if he is in a space with facedown **Exploration tokens** and no monsters, he may choose to flip all those tokens faceup.

SPEND A TURN TOKEN

The current hero flips 1 Turn token or discards 1 Extra Turn token to take a turn (unused Extra Turn tokens remain with the hero from round to round).

MOVE AND TAKE AN ACTION

The current hero can **move and take an action**, or **take an action and move**.

Move

The current hero may **move up to 2 spaces** across the board.

When a hero moves out of a space containing *any* **number of monsters, he automatically takes 1 wound**.

Take an Action

The current hero can *either* **start a fight** or **cleanse an area**.

Start a fight The hero fights all the monsters in his space.

Cleanse an area Roll Hero dice equal to the hero's Skill. **Each other hero sharing the same space grants +1 die**. The hero may choose to **take corruption** to boost this roll. For each ⚙, choose and remove 1 faceup Exploration token from his space.

CITY ACTIONS

Anytime during his turn the current hero may use the **city actions** on the **district space** he occupies (even if there are monsters in the district). This does not count as his single action.

Heal: The hero may remove 1 Wound token from his dashboard.

Repent: The hero may move the Tentacle marker on his Corruption track down 1 level.

Extra Turn: The hero may take 1 Extra Turn token and place it next to his dashboard.

Inventory: The hero may take 1 Upgrade card from the upgrade inventory. Add a new card from the Upgrade deck to the upgrade inventory.

Orbital Strike: The hero moves 1 Orbital Strike token of his choice up to 2 spaces away, then kills 1 Acolyte or Abomination in the same space as the token.

SIN REACTIONS

After each hero finishes his turn, the Sins player can choose to flip a Reaction token and perform a single reaction against that hero.

The Sins player can also play a single Sin card from his hand **during each turn**, even if his Reaction tokens are spent.

MOVE A MONSTER

Choose 1 monster on the board to **move up to 2 spaces**.

The Sins player cannot move a monster out of a hero-occupied space for any reason, not even to retaliate after a distant hero performs a ranged attack against the monster's space.

START A FIGHT WITH THE CURRENT HERO

The monster that just moved does not have to be in this fight.

END OF THE ROUND

The round ends when all heroes have spent all their Turn tokens, and nobody wishes to spend any remaining Extra Turn tokens. If the Sins player still has any active Reaction tokens, he may react to the *last* hero turn taken.

END OF ROUND STORY TASKS
SUMMON MONSTERS

The Sins player places a number of dead monsters equal to the number of heroes in play onto unblocked Nest tokens. Each Nest token is blocked by a single monster figure in the same space.

DRAW EXTRA SIN CARDS

The Sins player draws 1 extra Sin card for every **Altar token** in a space that does not contain any heroes.

RESET TOKENS

Reset Turn, City Action and Reaction tokens. Heroes may keep unused Extra Turn tokens. Extra Reaction tokens are usually discarded. Remove Marked tokens that only last for 1 round.

ROLLING DICE

Sin Dice

Corruption: The targeted hero takes 1 corruption.

Hit: The targeted hero takes 1 wound.

Hit with Burst: Counts as a **hit**, but also immediately roll an extra die. On another 💥, roll an extra die, etc.

Blank: No effect

Hero Dice

Hit: 1 **hit** is scored against the targeted Monsters.

Counter Corruption: Cancel 1 ⚙ rolled by the Sins player.

Defense: Cancel 1 💥 rolled by the Sins player.

Skill: Remove 1 Exploration token from your space.

FAITH: Immediately roll an extra die. On another ☠, roll an extra die, etc. After all dice have been rolled, you can turn each ☠ into any other result.

Teamwork When a hero makes any kind of dice roll, he gets a +1 die bonus for each other hero in their space.

Corruption When a hero makes any kind of dice roll, he may first choose to **take corruption** in order to boost his roll.

TOKENS

The effects of cardboard or permanent tokens are the same. If an effect requires a specific token to be placed on the board and there are no more available, the effect is ignored.

EXPLORATION TOKENS

Exploration tokens may be placed facedown, and heroes need to explore those spaces to find out what they are. Other times they are placed faceup and are always in effect.

Fire
The Sins player rolls Sin dice equal to the number of Fire tokens in the space being left or entered. Each ⚅: **the hero takes 1 wound**. ⚅ still cause an extra die to be rolled. ⚅ have no effect.

Corruption
The Sins player rolls Sin dice equal to the number of Corruption tokens in the space being left or entered. Each ⚅: **the hero takes 1 corruption**. ⚅ have no effect, though ⚅ still cause an extra die to be rolled.

Pentagram
Whenever a fight takes place in a space containing Pentagram tokens, **monsters roll +1 die for each pentagram** there.

Nest
When spawning new monsters, the Sins player may only place them in spaces containing nests.

Extra Turn
During a hero's turn, if he's in the same space as an Extra Turn token, he may take it for free and place it next to his dashboard. It can later be spent to allow the hero to take an extra turn on any round.

Innocents
During a hero's turn, if he's in the same space as an Innocent token, he may take it for free and place it next to his dashboard.
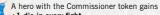
A hero in possession of an Innocent token cannot voluntarily drop it or pass it to another hero. If the hero is killed, the token is placed in the space where the hero died. If the hero reaches maximum corruption, he automatically kills any Innocent tokens he has (remove them from the game).

NPC TOKENS

During a hero's turn, if he's in the same space as an NPC token, he may take it for free and place it next to his dashboard. As long as he is in possession of the NPC token, he benefits from its ability. A single hero may have more than one NPC token at the same time.

At any point during the hero's turn he may choose to place an NPC token in his possession back on the board in the hero's space, so that other heroes may then take that NPC for themselves during their turn. If a hero is killed, any NPCs in his possession are placed in the space where the hero died.

Commissioner
A hero with the Commissioner token gains **+1 die in every fight**.

PROXY
When moving, a hero with PROXY token **ignores 1 wound suffered in every Fire check, and 1 corruption suffered in every Corruption check**.

Ravencorp
When moving, a hero with the RavenCorp token may **move an extra space**.

ALTAR TOKENS
At the end of every round the Sins player draws **1 extra Sin card for every Altar token** in a space that does not contain any heroes.

METRO TOKENS
A hero can move from 1 Metro token to another of the same color as if they were in adjacent spaces.

ORBITAL STRIKE TOKENS
By using a district's city action, a hero may **move an Orbital Strike token up to 2 spaces and kill an Acolyte or Abomination** in the targeted space.

MARKED TOKENS
When an effect tells you to mark something, place a Marked token on it. Use the different colors to mark different effects. Put a Marked token of the same color on the card or board that originates the effect.

FIGHT

A hero fighting does so against all monsters in his space. All the monsters in a space fight against only the current hero.

Hero Player
1. Takes Hero dice equal to **Fight** stat.
2. Add +1 die for each other hero in the space.
3. **Commissioner token** adds +1 die.
4. Add any other dice from natural ability or Upgrade cards.
5. **Taking corruption**? Add extra dice from the Corruption track.

Sin Player
1. Total **Fight** stats of all monsters in the space and take that number of Sin dice.
2. Add +1 dice for each **pentagram** in the space.
3. Play a *Start of a Fight* Sin card if you wish, and are able.
4. Add extra dice granted by active Apocalypse cards, a played Sin card, the Apocalypse track, or the Sin's power.

Fight Resolution
Roll dice simultaneously. The hero adds to his roll any extra results granted by his base Defense, ability, Upgrade cards, or – if he took voluntary corruption – from his Corruption track. The Sins player adds to his roll any extra results granted by active Apocalypse cards, a played Sin card, or the Sin's power.

Each of the hero's ⚅ cancels one of the Sin's ⚅.
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⚅ has no effect. Remaining results affect the opposing side: for each ⚅, the hero takes 1 wound; for each ⚅, the hero takes 1 corruption.

To kill a monster, the hero must inflict upon it a number of hits equal to its Defense. The hero player distributes his results among the monsters involved in any way he wishes.

Ranged Fight
The hero must have LOS to the targeted space. Figures in the spaces between the hero and the target do not affect LOS.

1. The hero rolls first and applies his results. Any killed monsters are immediately removed from the board.
2. Any surviving monsters in the target space move up to 2 spaces towards the hero. If they can't reach the space occupied by the current hero, they do not move at all.
3. If these monsters reach the space with the current hero, the Sins player makes his fight roll with the monsters currently in the hero's space (including any there already). Resolve this roll's effects against the hero's initial roll.