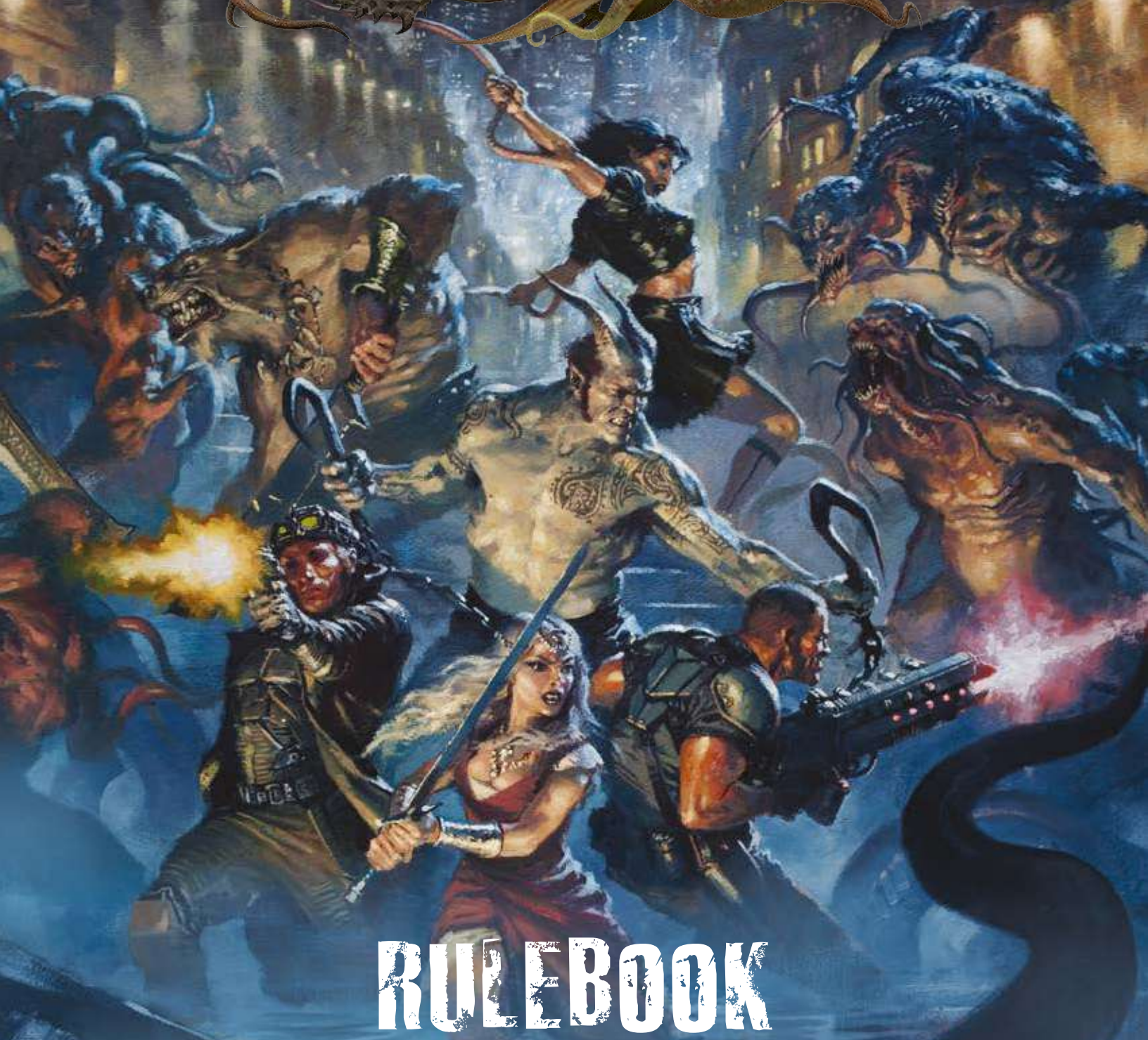




THE OTHERS

**WORK IN
PROGRESS**



RULEBOOK

INTERVIEW WITH A KILLER

By Eric Kelley

Doctor Leah Solomon scowled at the face on her monitor. "Another team member? And you met this man where?"

Morgana smiled. Her fangs flashed in the streetlights whizzing past her limo windows. "Standing over a dead Acolyte."

Solomon sighed at sat down. The empty socket behind her eye patch began to ache. She preferred a much more rigorous selection process than the vampire. "And that qualifies him to work for FAITH how?"

"He found the creature himself, using nothing more advanced than street maps, a camera phone, and pure observation. In fact, without the aid of any computer, he replicated the detection technique the AI you programmed to utilize right now."

Solomon's scowl didn't lighten, but she asked, "Who is this man?"

A sub-screen appeared with a man in profile. Bradley Holcomb, formerly of Haven Constabulary, most recently Detective-Sergeant Holcomb of Drury Rail (a small village north of Haven). The blinking warning caught her eye. She tapped it open and stared a moment. "He's a wanted fugitive!"

Morgana shrugged. "Who hasn't been, at one time or another?"

"According to this, he's a suspected murderer!"

Again, that shrug and a toss of her blonde hair. "More than suspected, in fact. Plus, sticks and stones, Doctor. You have many killers on my payroll."

"Is this your insistence that we bring him on, with perhaps the threat of a funding cut if we don't?"

"Not at all, Doctor. I'm strongly suggesting an interview. His status as a wanted suspect vanishes with a single phone call from me. After that, he'll carry the same Ministry of Defence badge that we all do, and will be licensed to act accordingly."

"Licensed to kill, you mean."

She smiled. "To each man his trade, no?"

Solomon nodded. "Fine. I have time next week—"

"I rather thought now would be good," she said as the limo entered the hidden FAITH garage.

"I have an operation beginning in five minutes."

"Perfect. Who's in command?"

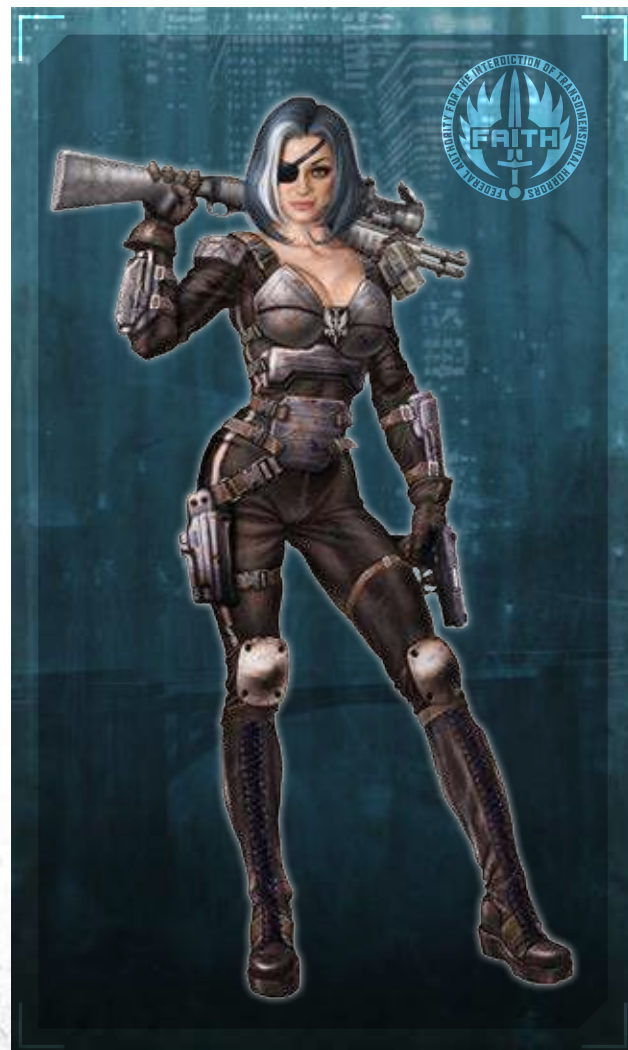
"I'm in the command center. Karl has the field."

The vampire nodded. "As is right and proper. We shan't disturb you."

The screen went black, and Doctor Solomon sighed heavily. The vampire Morgana was brilliant, mercurial, ridiculously wealthy, and nearly always got her way. Fortunately, she had the merit of usually being right. The werewolf on the team, Karl, was one of her recruits, and the man (beast?) was a brilliant tactician and strategist. If this new recruit had similarly impressive talents, it could work. If...

Solomon left her office and entered the command center. The holo-globe rotated serenely over the central display. "Tactical. Strike Team One," she said. The globe whirled to the southern British coast and zoomed in to the city of Haven. The Dock district lay on the southern coast inside a shallow bay. Piers and quays stretched out over the water, looking like teeth from some gap-toothed predator when seen from above.

Chest-cam feeds appeared, four of them, matching the color-coded indicators on the map. The figures moved steadily towards the suspected warehouse, outlined in faint red.



The elevator swished open behind Solomon. She turned to regard Morgana (still in that impossibly tight catsuit) and her visitor.

Bradley Holcomb may well have been a vagrant with his weather-worn trench coat and unruly, greasy hair. She didn't have to imagine the faint odor of alcohol he trailed through the air. Despite it, there was something penetrating about his glance as he scanned the room. His eyes came to rest on the symbol above the central monitor. "FAITH, eh? A bit ostentatious, mum?"

"Not at all, dear," Morgana said. "Meet Doctor Leah Solomon, whom you heard on the call. Doctor, this is Detective-Sergeant Bradley Holcomb."

He took Solomon's hand in a firm grip. "Just Brad, if you please, mum. My enforcement days are long passed. And, as for the murdering bit, that's the truth of it. I'm not shy or ashamed. I find these things, and put them down."

"Much like us," said Morgana.

"No, mum, not quite," said Brad, looking around again. "What's the operation, if you don't mind me asking?"

"Force recon," said Solomon. "This warehouse likely houses a nest." She keyed an overlay. "Animal attacks, missing person reports, and so on have increased four hundred percent in a four block radius of this area."

Brad was nodding. "That's the pattern all right."

The comm dinged, and a gruff, accented voice announced, "Strike One, reporting in. We have nothing here."

"Greek?" Brad asked, indicating the voice.

Morgana smiled. "Thracian, to be precise. That's Karl, our werewolf."

Brad opened his mouth to reply, but Solomon's glance silenced them both. "Strike One, how do you mean nothing?"

"Thorley will explain." The chest cam turned towards an impossibly huge man wearing dark sunglasses despite the night and a hoodie pulled low.

"I'm sorry, Doctor," he said in a rumble. His accent was British, low cant, much like Brad's. "Don't smell nothing. Nothing new, anyway."

"Scout down the pier. Maybe they left by ship," said Karl. "Rocco, find advantageous ground. Rose, with me."

The indicators split up. Rocco's climbed a crane ladder to a high platform. Thorley's wandered down the wide pier, itself crowded with crates and shipping containers. The indicators for Rose and Karl remained together, moving slowly, following Thorley.

"Mum?" Brad asked Morgana, "What did he mean by smelling nothing?"

Morgana tapped her nose. "He's very sensitive. Better than a bloodhound."

"Huh. Well, I suppose if vampires and werewolves are real, anything's possible."

She smiled. "Wise words from a man who stalks and kills mutant extradimensional horrors."

"Is that what those things are? Aliens?"

Solomon turned. "In a manner of speaking, yes. However, questions can wait."

"Yes, mum," he said.



"Contact," said Rocco's comm. "Four... six... Make it nine men. Overcoats. Longshoremen, I would think. Coming down the quay. They'll pass the pier in a moment."

"Can I see that?" Brad asked.

Solomon keyed the comm, "Rocco, gun-cam. Let us see them."

It only took a moment for the feed to shift. There was nothing unusual about the men to Solomon's eye. Swarthy, strong, all wearing long coats against the chilly English night.

Brad stepped forward, scanned each of the chest-cams, and turned back to Solomon. "It's a trap."

Solomon and Morgana looked at each other, then back to Brad. He continued, "If they turn to walk down the pier your men are on, it's a trap. There are no ships unloading at this time of night, and it's far too early to report in for work. It's a trap."

Solomon took only a moment. "Strike One, evac slowly. Rocco, cover those men. If they move to head down the pier, warning shot, wait ten, then open fire."

Startled silence on the other end, then acknowledgements came through. Thorley's indicator moved quickly back up the pier to Rose and Karl. They were halfway back when the longshoremen turned and fanned out.

Rocco's rifle cracked off its warning shot. The men didn't even pause. Long coats flew off, mutations appeared, and weapons came up. The firefight began.

Solomon watched with an appraising eye as Strike One moved steadily forward from cover to cover along the crowded pier. Rocco's expert marksmanship already had two down before the longshoremen returned suppressing fire.

Brad said, "They're completely outnumbered."

Solomon could practically feel Morgana's answering grin. "Yes. The poor little mutants."

"I meant your people."

"Oh?" she said innocently.

An animal roar coincided with Karl's chest-cam winking out. A vast, hairy shape raced past Thorley, and the huge man followed in its wake, leaping and bounding over crates and across cargo containers.

Rocco's vantage showed the fight unfold in the course of twenty seconds as the monstrous men tore into the longshoremen. Severed limbs flew, blood gushed, and the few that fled were gunned down by Rocco and Rose.

Finally, "All clear" came across from Rocco, speaking for the transformed Karl.

"Clean up detail en route," said Solomon as she keyed the orders. "We're intercepting the police chatter and rerouting. You have thirty minutes, tops. Check the warehouse, but it's likely this was just an ambush."

"Acknowledged."

She keyed the comm off and stood back. "Someone tipped them to our surveillance. A solid week of careful watching ruined."

"A week? With that lot? Then, more like you were spotted, mum," said Brad.

She turned to him.

He shrugged. "From his accent, Rocco's clearly Italian. That'll stand out down by the docks. The two bigguns won't pass without notice, and the young lady... well, Docksides is no place for her. Seems like you need someone used to a bit of detective work."

Doctor Solomon pursed her lips, considered a moment, then asked, "Do you have any combat training?"

Again he shrugged. "I know a bit about bombs."

She shook his hand, and gave a slight smile. "Welcome aboard."

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GAME COMPONENTS

TOKENS

- 10 Fire Tokens
- 10 Corruption Tokens
- 6 Pentagram Tokens
- 6 Innocent Tokens
- 6 Extra Turn Tokens
- 6 Nest Tokens
- 3 Altar Tokens
- 4 City Action Tokens
- 8 Turn Tokens
- 7 Reaction Tokens
- 12 Marked Tokens
- 4 Metro Tokens
- 1 Starting Space Token
- 2 Orbital Strike Token
- 1 Commissioner Token
- 1 PROXY Token
- 1 RavenCorp Token

10 GAME TILES

7 HERO DASHBOARDS AND KARL'S SECONDARY DASHBOARD

7 STORY BOARDS

APCALYPSE TRACK

2 SIN BOARDS

3 ACOLYTE BOARDS

7 HERO DICE

7 HERO COLORED BASES 1 CONTROLLER BASE

21 APOCALYPSE CARDS

7 SIN DICE

20 WOUND MARKERS

18 UPGRADE CARDS

7 DARK PAST CARDS

24 SIN CARDS

7 TENTACLE MARKERS

8 HERO FIGURES

8 PRIDE FIGURES

1 Avatar, 1 Controller, 6 Abominations

8 SLOTH FIGURES

1 Avatar, 1 Controller, 6 Abominations

5 HELL CLUB FIGURES

18 ACOLYTE FIGURES

6 CORRUPTED DOCTORS

6 CORRUPTED HOBBS

6 CORRUPTED NUNS



GAME OVERVIEW

In *The Others: 7 Sins*, one player will be the Sins Player, representing the embodiment of one of the Seven Deadly Sins, summoned by the Hell Club to bring the apocalypse that will destroy the world. The rest of the players will be Hero Players, working together as a group of special F.A.I.T.H. agents charged with fighting back the horrific invasion. Their battleground is Haven, a large metropolis on the southern coast of England. The Sins player will summon monsters to corrupt, burn and destroy the city, while the heroes will use their strength, their skill, and the city itself to fight back. In the end, either the Hero players will all win together as a team, or the Sins player will win alone.

The Hell Club's plan, and what the heroes need to do in order to thwart it, are defined by the Story Board picked for each game. One by one, the heroes must accomplish the missions laid before them. If they manage to complete the last one, they are victorious and the evil is banished... for a time. The longer they take, and the more they allow the Sin to take hold, the apocalypse track advances making the Sin even stronger. If it manages to eliminate enough of the F.A.I.T.H. heroes, the Sins player wins and the world is consumed by darkness.

GAME SETUP

Each session *The Others* can be a unique experience due to the various interchangeable elements available. Follow these steps to set up your play session:

1 ► Choose Player Roles

2 ► Choose Sin

3 ► Choose Acolytes

4 ► Choose Story

5 ► Choose Map

6 ► Choose Heroes

7 ► Final Preparations



1. CHOOSE PLAYER ROLES

The Others can be played by 2 to 5 players. One player must pick the role of the Sins Player, while the rest are Hero Players. The Hero Players all cooperate with each other, with the Sins Player playing against them all.

2. CHOOSE SIN

The Sins Player picks a single Sin to play as. This can be chosen either directly or randomly. This core box includes two Sins: Pride and Sloth, with the other five being sold separately in the Sin expansion boxes.

Once a Sin has been chosen, do the following:

- Take the Apocalypse Board and place it close to the Sins Player, with a Tentacle marker on the "zero" slot.
- Take the corresponding Sin Board and place it next to the Apocalypse Board.
- Take the corresponding Sin Cards deck, shuffle it and place it face down, close to the Sins Player.
- Take all of the chosen Sin's Monster figures and place them close to the Sins Player (1 Avatar, 1 Controller, and 6 Abominations).

The components pertaining to all other Sins are kept in the game box.

Note: To make sure the Controller stands out from other Monsters, attach the black base to its figure.

3. CHOOSE ACOLYTES

The Sin Monsters will have the aid of a single type of Acolyte during the game. The Sins Player chooses either directly or randomly what type of Acolyte will be at his disposal. This core box includes three types of Acolyte: Corrupted Doctors, Hobos, and Nuns, but several other types of Acolytes are available in the Team expansion boxes, sold separately.

Once an Acolyte type has been chosen, do the following:

- Take the corresponding Acolyte Board and place it next to the Sin Board.
- Take all 6 of the chosen Acolyte Monster figures and place them close to the Sins Player.

The components pertaining to all other Acolytes are kept in the game box.

4. CHOOSE STORY

The players need to pick a Story to play from the ones available in the Story Boards. Players can either mutually agree on a Story, or they can pick one at random.

There are 3 general types of Stories in *The Others*:

- **Terror** - These Stories focus on combat and action, and are generally more straightforward.
- **Corruption** - These Stories focus on the heroes' struggle to resist corruption and rid the city of it.
- **Redemption** - These Stories focus on saving the city from various crises and specific missions.

First Play: It is recommended that first-time players choose the Terror story *Haven's Last Stand* as their introduction to *The Others*.

Take the Apocalypse Cards deck corresponding to the chosen story type, shuffle it, and place it face down close to the Sins Player.

Place the chosen Story Board on the table, close to a Hero Player who is tasked with keeping track of it. Place one Tentacle marker on the slot for the first Mission, and another on the "zero" slot of the Mission Progress track. The Story Board is further explained on page 19.

5. CHOOSE MAP

The back of the chosen Story Board displays a couple of map setups that should be used for that story. Players either mutually or randomly decide which map setup to use.

Follow the indications on the map setup to create the game board.

- Take the listed game tiles and position them, making sure they're oriented correctly.
- Take the tokens in the quantities indicated and place them in the spaces illustrated on the map.
- Place the requested Monster figures in the indicated spaces.

The back of some Story Boards may also contain specific Setup instructions which must be executed at this time.



6. CHOOSE HEROES



The Hero Players always have at their disposal a full team of 7 FAITH agents to face the Sin forces throughout the game. However, these Heroes will not be in play all at the same time. The number of Heroes in play is determined by the number of Hero Players:

3 Heroes in play

- 1 Hero Player controlling 3 Heroes

- 3 Hero Players, each controlling 1 Hero

4 Heroes in play

- 2 Hero Players, each controlling 2 Heroes

- 4 Hero Players, each controlling 1 Hero

So there will always be a total of either 3 or 4 Heroes in play at all times, depending on the number of Hero Players. Players choose, either directly or randomly, which Hero(es) they want to start the game as. The remaining Heroes in the team are kept aside as the Hero Reserve. Whenever a Hero is killed, his controlling player will replace him by choosing one of the remaining Heroes from the Hero Reserve and bringing them into play.

ADVANCED TEAM BUILDING

This core box comes with a complete team of 7 Heroes. However, you can get more Heroes in the Team expansion boxes, sold separately. With more Heroes you are able to customize your team. Before each Hero Player gets to select the Hero(es) they'll start the game with, they need to collectively build their team. A F.A.I.T.H. team must always have a total of 7 Heroes, consisting of:

- 1 Leader
- 2 Snipers
- 2 Bruisers
- 2 Fixers

Once these 7 Heroes have been selected, the rest are returned to the game box.

In order to more easily identify the different Heroes, attach their figures to the colored base in the color corresponding to their class.

- Leader - Yellow
- Sniper - Blue
- Bruiser - Red
- Fixer - Green



Place the figures of the Heroes chosen to start the game in the space on the board containing the Starting Space token.

Each Hero Player places the Hero Dashboard(s) of their starting Hero(es) next to them (see Hero Dashboards on page 21).

A Tentacle marker is placed on the "1" slot of the Corruption Track of each dashboard.

Each Hero also receives 5 Wound tokens that are kept near their dashboard.

Each Hero receives 2 Turn tokens that are placed next to their dashboard, with the *active* side facing up.

Each Hero receives one City Action token that is placed next to their dashboard.

The figures and dashboards of the remaining Heroes in the team are kept in the Hero Reserve area.

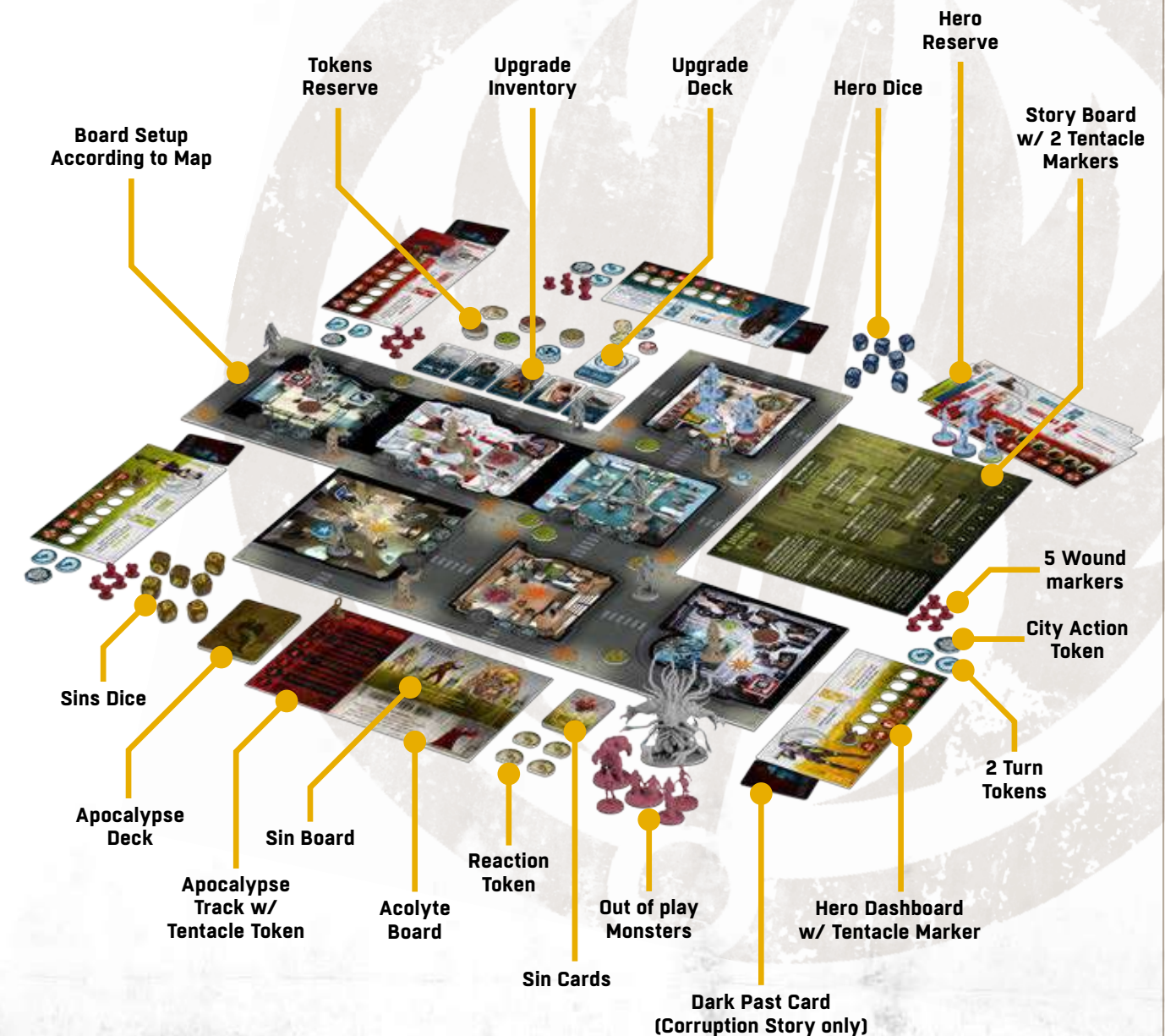
7. FINAL PREPARATIONS

Upgrade Inventory - Shuffle the Upgrade cards and place the deck face down next to the game board. Draw 5 cards from the top of the deck and place them face up, side by side next to the game board, within reach of all Hero Players. This is the Upgrade Inventory.

If you own more Upgrade cards from the Team expansion boxes, sold separately, simply shuffle them into the Upgrade deck.

Sin Cards - The Sins Player draws his starting hand of Sin Cards. The number of cards is equal to the number of Heroes in play.

Reaction Tokens - The Sins Player also receives a number of Reaction tokens equal to the number of Heroes in play. They are placed next to the Sin Board, with the *active* side facing up.



VICTORY AND DEFEAT

At the end of a session of *The Others* either the Sins Player will emerge victorious, or all of the Hero Players as a group will be the winners.

For the Heroes to win, they need to accomplish each of the Missions presented by the Story Board in order. Immediately upon accomplishing the last Mission, the Heroes are declared the winners, and the Sin is defeated.

The Sins Player needs to prevent the Heroes from accomplishing the Missions before he gets to kill enough of them. Whenever a Hero is killed, its controlling player replaces that Hero with a new one from the Hero Reserve. Eventually the Hero Reserve will be depleted. The Sins Player is victorious when a Hero is killed and there is nobody else in the Hero Reserve to replace them. If this happens, the Heroes are defeated. Note that the Sins don't have to kill *all* the Heroes, only enough so that the Hero Players can no longer replace a killed Hero.

Ties: If both victory conditions take place at the same time (the last Mission is accomplished but by doing that a Hero is killed and there are no more in reserve), victory goes to the Hero Players.



GAME SEQUENCE

At the start of the game, players need to follow all the steps described in the Game Setup chapter (page 8). The game is then played over a series of Rounds, and each Round goes through the following steps:

START OF ROUND

- Resolve Beginning of Round Story Tasks
- Decide the First Hero

HERO TURNS

- Spend a Turn token
- Move and Take an Action, or Take an Action and Move
- Move: Move up to 2 Spaces
- Action: Start a Fight or Resolve a Crisis
- Use District's City Actions

SIN REACTIONS

- Spend a Reaction token
- Move a Monster up to 2 Spaces
- Start a Fight with the current Hero

END OF ROUND

- Resolve **End of Round** Story tasks
- Summon Monsters
- Draw Extra Sin cards
- Reset Tokens

START OF ROUND

BEGINNING OF ROUND STORY TASKS

Each Story Board lists one or more specific tasks that need to be executed at the beginning of every Round. These are generally executed by the Sins Player, and he decides how to execute them. They usually involve placing new tokens on the board, but each Story has its peculiarities.

DECIDE THE FIRST HERO

The Hero Players collectively decide which Hero will be the first to take his turn this Round. At the start of each new Round, a different Hero can be chosen as the first to go.

HERO TURNS

Each Hero has 2 Turn tokens at his disposal. That means each Hero will take at least 2 Turns each Round. Heroes take one Turn at a time, starting with the Hero chosen to go first, with play proceeding in clockwise order.

SPEND A TURN TOKEN

Flip one of that Hero's Turn tokens from its *active* side to its *spent* side, so the Hero can take his Turn.



ACTIVE



SPENT

If a Hero has any Extra Turn tokens in his possession, he can choose to discard it, instead of flipping a Turn token, in order to take a Turn. Unused Extra Turn tokens remain with the Hero from Round to Round, so they can choose to save them to spend whenever is more 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 it and take a Turn, even if he decides to do nothing during his Turn.

MOVE AND TAKE AN ACTION

During his Turn, the Hero can Move and Take an Action, or Take an Action and then 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

When performing his Movement, the Hero figure may be moved up to 2 Spaces across the board. See the Movement chapter on page 28 to learn all about how to Move.

TAKE AN ACTION

Either before or after Moving, the Hero can take one Action. This Action can be used to either **Start a Fight**, or **Resolve a Crisis**. Each Turn, the Hero can only perform a single one of these. He may also choose to do nothing with his Action.

START A FIGHT

Heroes will often need to kill Monsters around them to accomplish Story Missions, or to clear the way so they can move without being wounded.




When they Start a Fight, the Hero engages in combat with all the Monsters in a single Space to try to kill them. Most fights are between the current Hero and all Monsters sharing his Space. If a Hero has the Ranged ability, he may be able to Start a Fight with Monsters in a Space far from his own. See the Fight chapter on page 31 to learn all about Starting a Fight.

RESOLVE A CRISIS

As the game progresses, several different crises will break out throughout the board, hindering the Heroes' movement and empowering the forces of Sin.



When Resolving a Crisis, the Hero will try to remove harmful tokens from the Space he currently occupies. Resolving a Crisis allows the Hero to remove any of the round Exploration tokens from his Space. This includes **Corruption**, **Fire**, **Pentagram**, and **Nest** tokens. Of course, the permanent tokens printed on the tiles can never be removed.

The Hero rolls a number of Hero Dice equal to his Skill stat (see Hero Dashboard on page 21). Each other Hero sharing the same Space grants +1 Die to this roll (see Rolling Dice on page 31). The Hero may choose to Take Corruption in order to boost this roll (see Taking Corruption on page 36). For each  result rolled, the Hero may remove one face-up Exploration token from his Space. The Hero gets to choose which tokens he'd like to remove. Any other results rolled have no effect, though  still allows an extra die to be rolled and can be turned into a  result.

CITY ACTIONS

The city itself is always ready to offer some support to the Heroes defending it. At any point during his Turn, a Hero may choose to use the City Actions offered by the District Space they currently occupy (see Game Board on page 18). This can be done as the first thing in the Turn, the last thing in the Turn, before or after taking an Action, and even between Moves. The City Action does not count as the single Action each Hero can perform each Turn, and it can be performed even if there are Monsters in the District.

To perform the City Actions, the Hero takes his City Action token and places it in the City Action slot of the District he currently occupies. Since each Hero has a single City Action token, each Hero will only be able to do this once per Round. Each District also has only a single City Action slot available, so once a Hero has placed his token on that District, no other Heroes can use that District's City Action until next Round.



Placing the City Action token on the District's City Action slot activates **all** of that District's visible City Actions. The current Hero executes all of the actions listed, one at a time, in any order they choose. If there are multiples of the same type of City Action listed, that action is executed multiple times. Here's what each City Action does:



Heal – The current Hero may remove 1 Wound token from his Hero Dashboard.



Repent – The current Hero may move the Tentacle marker on his Corruption Track down one level.



Extra Turn – The current Hero may take 1 Extra Turn token and place it next to his Hero Dashboard.



Inventory – The current Hero may take 1 Upgrade card from the Upgrade Inventory and place it next to his Hero Dashboard. Immediately draw a new card from the Upgrade deck and add it to the Upgrade Inventory.



Orbital Strike – The current Hero moves one Orbital Strike token of his choice up to 2 Spaces away. He may then automatically kill a single Acolyte **or** Abomination standing in the same Space as the Orbital Strike token. Note that this is not a Fight.

The Orbital Strike token moves following the normal Movement rules, though it ignores all tokens and figures, and cannot use the Metro to Move between Spaces.

There is no limit to the number of Upgrade cards each Hero may have, and all of their abilities are always in effect.

SIN REACTIONS

Unlike the Hero Players, the Sin Player doesn't have Turns per se. He must decide when to interfere with the flow of the game by spending his Reaction tokens to react to a specific Hero's Turn. The Sin Player has at his disposal a number of Reaction tokens equal to the number of Heroes in play.

Sin Cards – The Sins Player can also play a single Sin Card from his hand during each Turn (that includes the Hero's Turn and the Sin's Reaction to it). Learn all about the Sin Cards on page 24.

SPEND A REACTION TOKEN

After each Hero finishes his Turn, the Sin 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, who will take his next Turn.

Otherwise, the Sin Player will flip one of his Reaction tokens from its *active* side to its *spent* side. The Sin Player can only perform a single Reaction at a time, and only against the Hero who just finished taking his turn.



ACTIVE

SPENT



Important: If a Hero is killed during his Turn, he did not get to finish the Turn, and therefore 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 still play a single Sin Card on each Hero Player's Turn (see Sin Cards on page 24).

MOVE A MONSTER

When the Sins Player Reacts, he can choose any single Monster on the board and Move it up to 2 Spaces away. See the Movement chapter on page 28 to learn all about how to Move.

START A FIGHT WITH THE CURRENT HERO

The Sins Player may then Start a Fight with the Hero who just finished his Turn. See the Fight chapter on page 31 to learn all about Starting a Fight.

This Fight is only between the current Hero and the Monsters in his Space. The Sins Player cannot Start a Fight against a different Hero from the one who just finished his Turn.

Whether the Monster that was just Moved takes part in this Fight or not is irrelevant. The Sins Player may Move a Monster to the Space of the current Hero and use it to Start a Fight, or he may Move a Monster to another strategic location and then Start a Fight with the current Hero using other Monsters that were already in the Hero's Space.

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

Each Story Board lists one or more specific tasks that need to be executed at the end of every Round. These usually involve raising the Apocalypse Track depending on specific events that took place during that Round (see Apocalypse Track and Cards on page 23).

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 has to choose which ones he wants to Summon.

Only Monsters that were killed may be Summoned at this point. Monsters that have not yet entered play cannot enter the game during this step.

Monsters are Summoned onto unblocked Nest tokens on the board (whether permanent or physical tokens). Each Nest token is blocked by a single Monster figure in the same Space. So if a Space with 2 Nest tokens already contains 1 Monster, only a single Monster may be Summoned to that Space. Note that Hero figures do not block Nests. If there are no more unblocked Nests available, the Sins Player is unable to Summon any remaining Monsters.



Example: This Street Space contains 2 Nests. However, since it already contains an Acolyte Monster, only 1 Monster may be Summoned to this Space.

DRAW EXTRA SIN CARDS

The Sins Player starts the game with a number of Sin cards in his hand equal to the Number of Heroes in play. As he plays these cards through the Round, they are discarded and are not automatically replenished.



He is able to gain new Sin cards through the power of the Altar tokens, as long as the Heroes don't interrupt their rituals.

At the end of each round, 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 as that Altar. These new Sin cards are added to his hand and may be used in the next Rounds.

Example: There are 3 Altar tokens on the board. 2 of them are in Spaces without Heroes, while 1 has a Hero in its Space. So the Sins Player adds 2 Sin Cards to his hand.

RESET TOKENS

Each Hero flips both of their Turn tokens back to their *active* side. If they saved any Extra Turn tokens, they keep them to spend in the next Rounds.

Heroes also take back their City Action tokens from the board and place them next to their Hero 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 (such as the extra Reaction token granted by the Apocalypse Track).

Remove any Marked token from the Acolyte board, as well as any other Marks that should last only for one Round.

UNITE OR FALL

Whenever the Hero Players need to collectively decide something – whether it be what Mission to undertake next, which option imposed to them by a Sin card to take, or any other effect – if they cannot come to a unanimous decision, then it is the Sins Player who decides for them.

With that done, players are ready to start a new Round. Play continues Round after Round, until either the Heroes or the Sins emerge victorious! (see Victory and Defeat on page 12.)

Thomas
I'm tired all the time.
I haven't slept more than an hour
every day for three months.
I've tried talking to you, but
you're so ANGRY...
I just... can't do this anymore.
I sent the kids to your mother's,
not that you care. Tell them I went
AWAY.
NO funeral.
We don't have the MONEY.
Goodbye.



COMPONENTS OVERVIEW

GAME BOARD

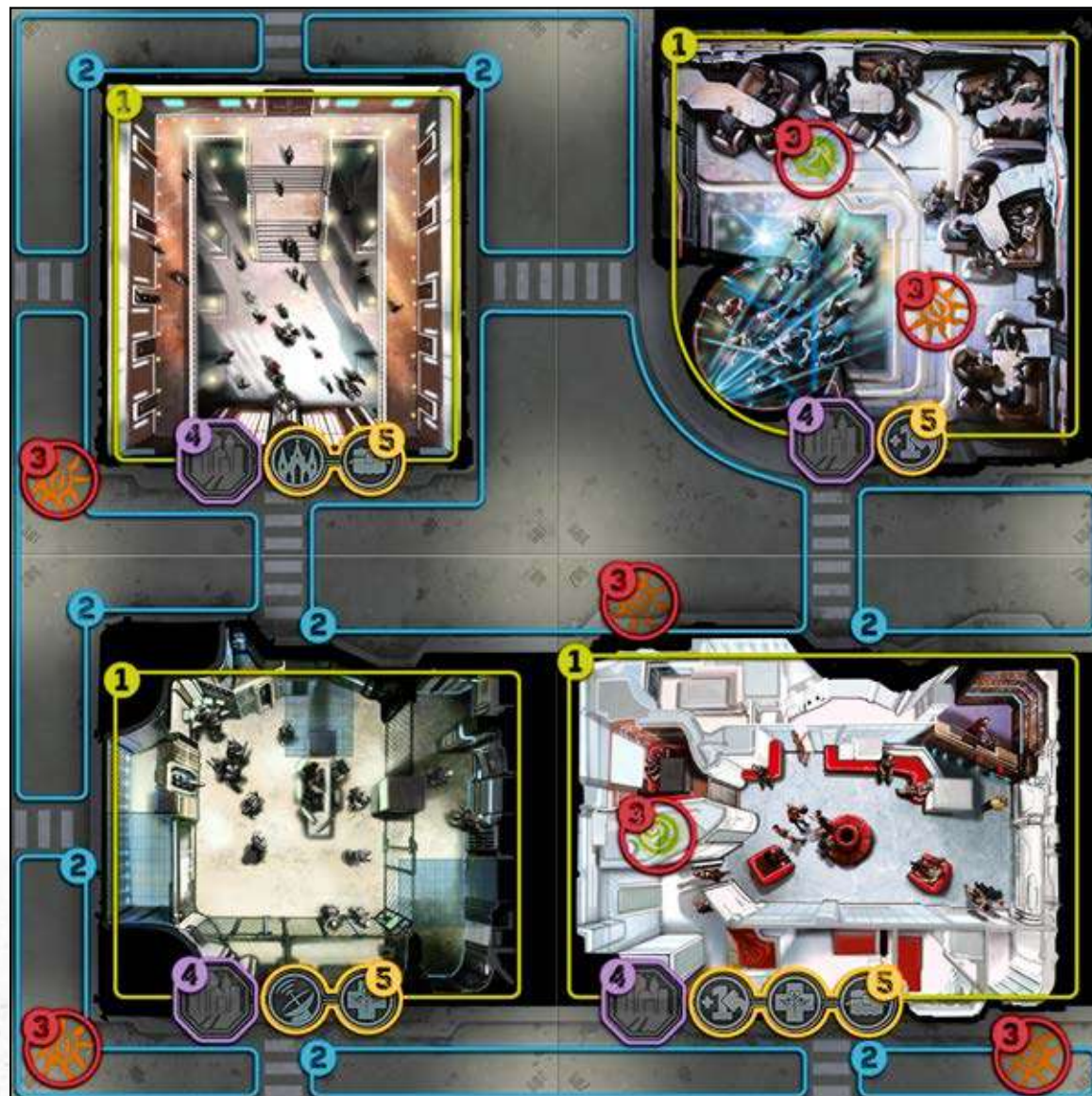
The *Others* is played on a game board consisting of several City Tiles arranged together according to the map chosen. These tiles represent a section of the city of Haven.

The board is divided into Spaces. Each city block is a single District Space, while the streets are divided into Street Spaces, demarcated by the crosswalks. A single Street Space might spread across 2, 3, or even 4 tiles.

Some tiles have Permanent Tokens printed on them, these might represent Nests, Corruption, Fire, or other permanent hazards in that Space.

Each District Space shows a bar of City Actions with different icons. These are special boosts each District may offer a Hero once per Round (see City Actions on page 14).

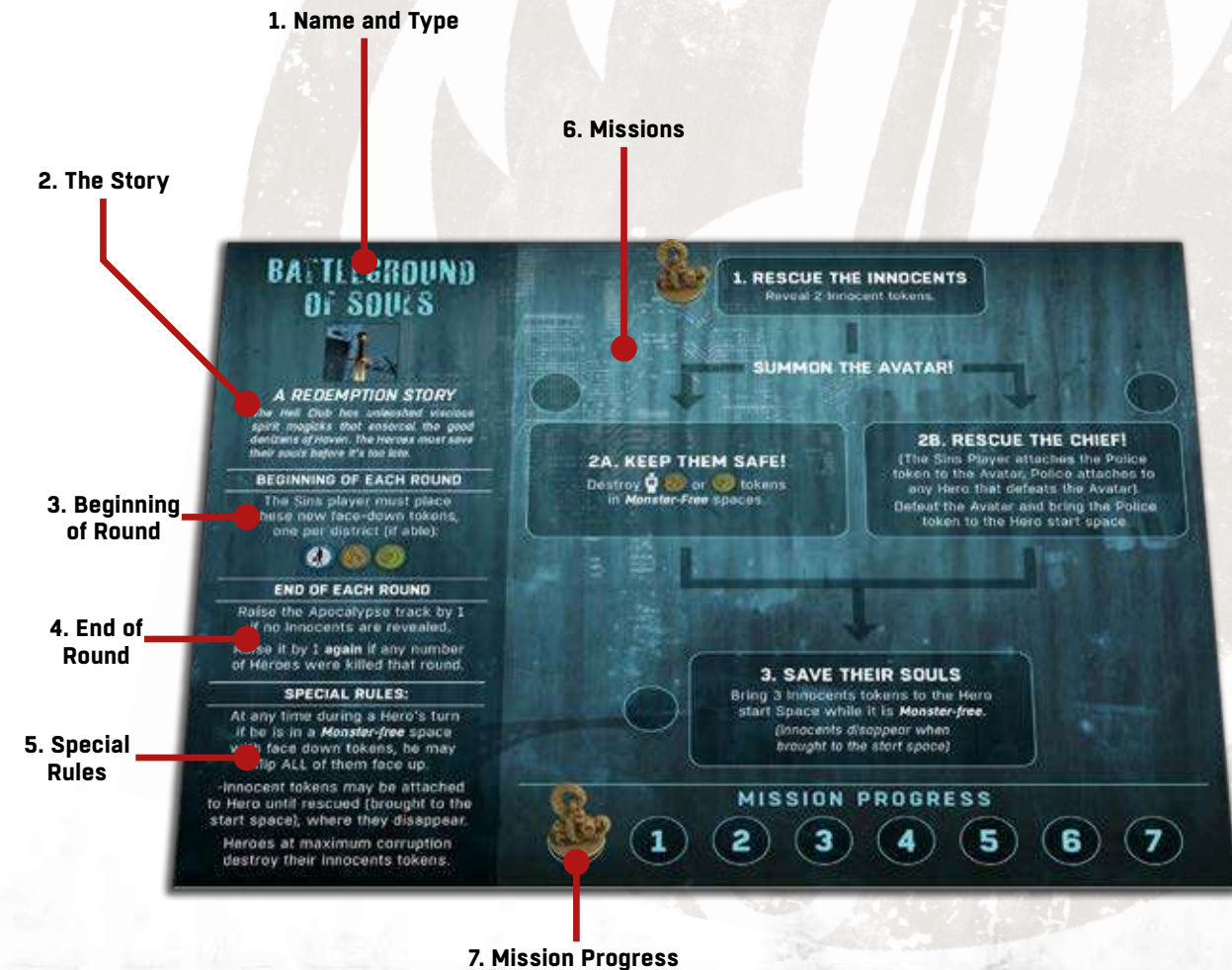
1. DISTRICT SPACES
2. STREET SPACES
3. PERMANENT TOKENS
4. CITY ACTION SLOTS
5. CITY ACTIONS



STORY BOARD

Each Story Board contains all the information needed to play that Story:

1. **Name and Type** – The name of the Story, and whether it's a Terror, Corruption, or Redemption Story.
2. **The Story** – This flavor text explains the theme of the Story and sets the mood for the adventure the players are about to undertake.
3. **Beginning of Round** – These are tasks that must be performed at the start of every Round.
4. **End of Round** – These are tasks that must be performed at the end of every Round.
5. **Special Rules** – Some Stories have special rules that change the base game's rules.
6. **Missions** – Each Story has a unique set of Missions the Heroes need to accomplish in order to be victorious (see Missions below). The game starts with a Tentacle marker in the slot of the 1st Mission.
7. **Mission Progress** – These slots are used to keep track of the Heroes' progress on the current Mission (see Missions below). The game starts with a Tentacle marker in the Zero slot.



MISSIONS

Accomplishing the set of Missions presented by the chosen Story is how the Hero Players win the game. At the start of the game, the Heroes must accomplish the task proposed by Mission number 1. Once they fulfill that, they move to Mission number 2, and so on, until they fulfill the last Mission and win the game.

HERO NUMBER



This icon is used to indicate the Number of Heroes in play for this game session. Missions will often require Heroes to accomplish a given task # times, which means it must be accomplished a number of times equal to the number of Heroes in play. So in a game with 1 or 3 Hero Players, this icon represents the number 3, while in a game with 2 or 4 Hero Players, this icon represents the number 4 (see Choose Heroes on page 10).

As the Heroes accomplish the tasks set by the current Mission, they move the Tentacle marker on the Mission Progress track to mark their progress. Once that marker reaches the number required by the current Mission, the Mission is accomplished.

Immediately upon accomplishing the current Mission, the players must move the Tentacle marker to the next Mission, which then becomes the current Mission.

Any task accomplished only ever counts towards the current Mission. Heroes can't make any progress towards an upcoming Mission. So, for example, it doesn't matter how many Abominations they kill beforehand, they will only start making progress on a Mission that requires them to kill Abominations once that becomes their current Mission.

At different points in each Story, the Missions branch into two different options. When one of these branching points is reached, the Hero Players must unanimously decide which option to take. Once one of the paths is chosen, it becomes the current Mission, and the other option is permanently out of the game.

Note: If the Hero Players can't unanimously decide which branching Mission to choose, then it is the Sins Player who decides (see Unite or Fall on page 17).

EVENTS

At different points in each Story, there will be Special Events marked in the path between Missions. In these situations, after the previous Mission is accomplished, and before moving on to the next Mission, the Special Event indicated must be performed. This might involve Summoning the Avatar figure onto the board or other events.

Summoning: If an event calls for a Monster to be summoned onto the board, the normal summoning rules are followed (see Summon Monsters on page 16). However, in this case, if all Nest tokens are blocked by Monsters, the new figure is placed on **any** Nest token on the board.

HERO DASHBOARDS

Each Hero has a Hero dashboard that contains all of their information:

- 1. Name and Quote** – This is the Hero's name, and a quote that gives an idea of their personality.
- 2. Class** – Heroes belong to one of four Classes, which are used to create the right balance of Heroes for the team that will be used in each game (see Choose Heroes on page 10). Each Class has a general role in the game:

Leader: Specialized in boosting the other Heroes.

Fixer: Specialized in Resolving Crises.

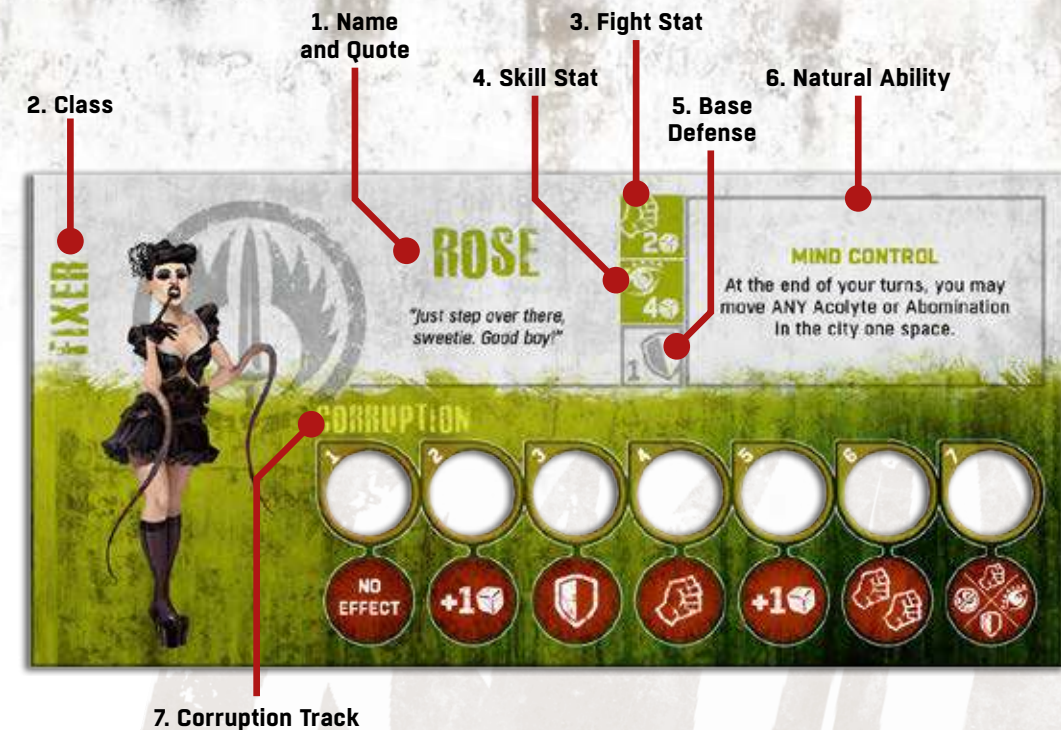
Sniper: Specialized in killing Monsters from a distance.

Bruiser: Specialized in Fighting.

- 3. Fight Stat** – How many dice this Hero rolls in a Fight (see Fight on page 31).
- 4. Skill Stat** – How many dice this Hero rolls when Resolving a Crisis (see Resolve a Crisis on page 13).
- 5. Base Defense** – The Hero's base Defense to cancel Hits inflicted by Monsters in a Fight (see Fight on page 31).
- 6. Natural Ability** – Each Hero has a unique Natural Ability that sets them apart from all others. This Ability is always in effect.

Some Heroes (mostly Snipers, but sometimes Leaders as well) also have a natural **Ranged** Ability which allows them to Start a Fight with Monsters in distant Spaces (see Ranged Fight on page 34).

- 7. Corruption Track** – The Corruption Track is used to mark a Hero's current Corruption Level, the Corruption Bonuses available to him if he takes Voluntary Corruption (see Taking Corruption on page 36), and also to track the Wounds he takes (see Taking Wounds on page 37).



SECONDARY DASHBOARD

Some Heroes, such as Karl the werewolf, have a secondary dashboard available to them. This secondary dashboard changes the Hero's Stats and Natural Ability.

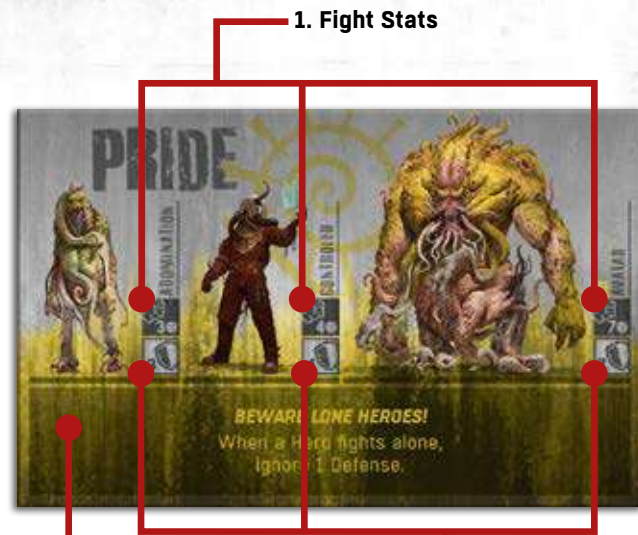
This secondary dashboard comes in and out of play according to the parameters described in the Hero's Natural Ability. When it is accessed, place the secondary dashboard on top of the standard one. The Hero's Corruption Track, Wounds, Upgrades, and other tokens in his possession remain unchanged.

These Heroes also have a secondary figure available to them. When they change form, also replace their figure on the board, moving the colored base to the new figure.



SIN BOARDS

Each Sin has a Sin Board that indicates the main information regarding that Sin and its Monsters:



3. Sin Power

2. Defenses

- 1. Fight Stats** – These icons indicate how many dice an Abomination, the Controller, and the Avatar roll in a Fight (see Fight on page 31).
- 2. Defenses** – These icons indicate how many Hits are necessary to kill an Abomination, the Controller, and the Avatar in a Fight (see Fight on page 31).
- 3. Sin Power** – This is the Sin's unique overarching power that affects the game as a whole. This ability is always in effect and all players should always be mindful of it.

ACOLYTE BOARDS

Lowly, corrupted servants of Sin, Acolytes are eager to help the forces of darkness. A single type of Acolyte is used for each game, with its Acolyte Board indicating their information:

- 1. Fight Stats** – This indicates how many dice each Acolyte rolls in a Fight (see Fight on page 31).
- 2. Defense** – This indicates how many Hits are necessary to kill an Acolyte in a Fight (see Fight on page 31).
- 3. Acolyte Ability** – Each Acolyte type possesses a different Acolyte Ability which can be used by the Sins Player once per Round. These abilities can only be used 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 a Marked token on the Acolyte board, their ability can no longer be used this Round.

When the Acolyte Ability is activated, the Sins Player must follow the instructions on the Acolyte Board. This usually involves taking a dead Acolyte figure and adding it to the Space where the Fight is taking place. The Acolyte's Fight dice are thus added to the dice that will be rolled by the Sins Player. Then each Acolyte also has a unique effect that usually affects the current Hero.

Note that if there are no dead Acolytes available, the Sins Player cannot use the Acolyte Ability.

3. Acolyte Ability

1. Fight Stats



2. Defense



APOCALYPSE TRACK AND CARDS

The Apocalypse Track marks the progression of the Sin's power as the game goes on. The longer the Heroes take to accomplish their Missions, the stronger the Sin will become, until it becomes nigh-impossible for the Heroes to withstand the oncoming doom.

The game begins with a Tentacle marker on the Level Zero slot of the Apocalypse Track. The Apocalypse Level will move up according to the instructions of the chosen Story Board. Whenever the Apocalypse Level is raised, move the Tentacle marker down to the next slot and follow the instruction displayed next to the new Level.

When the game reaches the Apocalypse Level 7, the Heroes don't immediately lose, the game just becomes incredibly difficult for them! At this point the Apocalypse Level can't be raised anymore.

The effects of the Apocalypse Track are cumulative. So, for example, when the game is at Level 4, the effects of Levels 1, 2, 3, and 4 will be active.

Every other Apocalypse Level indicates that an Apocalypse card must be revealed. When such a Level is reached, draw the top card from the Apocalypse deck related to the Story type being played and place it face up on the table, within view of all players. The effects described in the card are now active for the rest of the game (unless stated otherwise).



New Apocalypse cards are drawn and their effect added to the game as the Apocalypse Level keeps rising. Note that each of these Levels only brings a single Apocalypse card into play. Only reaching new Levels will cause new Apocalypse cards to enter the game.

Apocalypse Levels



Effects triggered by reaching new Apocalypse Levels

HELL CLUB

The fearsome monstrosities of the Hell Club might enter the game through the effect of specific Apocalypse cards. When such a card is revealed, the corresponding Hell Club Monster is immediately Summoned to any Nest token. If all Nest tokens are blocked by Monsters, the figure is placed in any Nest token. Each of the Hell Club members has its Stats and Abilities listed in the Apocalypse card that Summoned them. If these monsters are killed, their figure and Apocalypse card are permanently removed from the game.



SIN CARDS



The Sins Player has his hand of Sin cards always available to play on unsuspecting Heroes. These Sin cards further employ the strategies of each individual Sin to help the Sins Player defeat the forces of FAITH.

The Sins Player's hand of Sins card is limited, and only replenished by keeping the Heroes away from the Altar tokens (see Draw Extra Sin Cards on page 17), so the Sins Player needs to use his Sin cards judiciously.

Only one Sin card may be played during each Turn. That includes both the Hero's Turn and the Sin Player's possible Reaction to it. As a reminder of that, each Sin card should be played in front of the Sins Player, and kept there until the end of the Turn. When the next Hero starts his Turn, move that Sin card to a discard pile.

Each Sin Card shows the moment in which it can be played. The Sins Player can only play a Sin card at the moment indicated on it, executing the effect described in the card and then discarding it.

If the Sin cards deck ever runs out, reshuffle the discard pile to form a new deck.



TOKENS

Some of the tokens in the game help the Sins Player, while others help the Hero Players. Often times these tokens are the objective of specific Missions the Heroes need to fulfill.

Some of these tokens may appear as physical card-board tokens, or as permanent tokens printed on the tiles. Either way, their effect is the same. If an effect requires a specific token to be placed on the board, and there are no more tokens of that type available, the effect is ignored.

EXPLORATION TOKENS



Exploration tokens encompass 6 different types of tokens with the same round shape, same size and same back. They are called Exploration tokens because in some Stories they are placed face-down on the board, and the Heroes need to explore those

Spaces in order to find out what they contain. On other Stories, however, these tokens are placed face-up and are thus always in effect.

At any point during a Hero's Turn, if he is in a Space with face-down Exploration tokens **and there are no monsters in that Space**, he may choose to flip **all** tokens face-up. These tokens' effects are then active.

Heroes may try to remove face-up physical Exploration tokens from the board by executing a Resolve a Crisis Action (see Resolve a Crisis on page 13).

FIRE TOKENS



These represent raging fires breaking out across the city. Whenever a Hero moves into or out of a Space containing Fire tokens, they may be wounded (see Fire Check on page 29).

CORRUPTION TOKENS



These represent the corruptive forces spreading through the city. Whenever a Hero moves into or out of a Space containing Corruption tokens, their Corruption Level may increase (see Corruption Check on page 29).

PENTAGRAM TOKENS



These represent dark incantations that make nearby Monsters stronger. Whenever a Fight takes place in a Space containing Pentagram tokens, Monsters will roll +1 Die for each Pentagram there (see Sin Preparation on page 31).

NEST TOKENS



These represent otherworldly fulcrums through which Monsters can enter our world. When Spawning new Monsters, the Sins Player may only place them in Spaces containing Nests (see Summon Monsters on page 16).

EXTRA TURN TOKENS



These represent a special encouragement the Heroes can get from the city they're protecting. During a Hero's turn, if he's in the same Space as an Extra Turn token, he may collect it for free and place it next to his Hero dashboard. This token can later be spent to allow the Hero to take an extra Turn on any Round (see Spend a Turn Token on page 13).

INNOCENT TOKENS



These represent the few remaining innocent citizens of the city of Haven. Some Missions will require Heroes to find these Innocents and take them to safety. During a Hero's turn, if he's in the same Space as an Innocent token, he may collect it for free and place it next to his Hero dashboard.

Once a Hero is in possession of an Innocent token, he cannot voluntarily drop it or pass it to another Hero. If the Hero is killed, the Innocent is placed in the Space where the Hero died. If the Hero reaches the maximum level of Corruption, he automatically kills any Innocent tokens in his possession, removing them from the game!

NPC TOKENS

These represent special Non-Player Characters that were resilient and resourceful enough to brave the streets of Haven and offer their aid to the FAITH heroes.

During a Hero's turn, if he's in the same Space as an NPC token, he may collect it for free and place it next to his Hero dashboard. As long as the Hero is in possession of the NPC token, he benefits from the ability granted by the NPC. A single hero may have more than one NPC aiding him 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 Space where the Hero is, 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 TOKEN



The Commissioner is a bastion of the law enforcement agency of Haven. While most other policemen have been corrupted by the Sins, the Commissioner remains a stalwart defender of the law. He is ready to put his life on the line and offer his fighting prowess in aid of the Heroes.

A Hero in possession of the Commissioner token gains +1 Die in every Fight.

PROXY TOKEN



PROXY is a notorious underground hacker group renowned for their work in aiding the resistance against the forces of Sin. PROXY knows how to bypass anything, and so they can be invaluable when attempting to avoid the perils scattered all over the city.

When moving, a Hero in possession of the PROXY token ignores 1 Wound suffered in every Fire check, and 1 Corruption suffered in every Corruption check.

RAVENCORP TOKEN



RavenCorp is powerful media empire whose influence extends far and wide. Their agents are very resourceful at finding ways to get where they need to be, and are ready to offer their expertise to the heroes.

When moving, a Hero in possession of the RavenCorp token may move an extra Space.

ALTAR TOKENS



These tokens represent places where terrible dark rituals are being performed in order to give more power to the Sins. If the Heroes don't do anything to disrupt these rituals, the Sins will only become more resourceful.

At the end of every Round, the Sins player draws one additional Sin card to his hand for every Altar token in a Space that does not contain any Heroes (see Draw Extra Sin Cards on page 17).

METRO TOKENS



Metro tokens mark Spaces from which Heroes can take the metro in order to move quickly across the board. A Hero can move from one Metro token to another of the same color as if they were in adjacent Spaces (see Using the Metro on page 28).



ORBITAL STRIKE TOKENS



These tokens represent the Space targeted by orbital strike satellites the Heroes can access in specific Districts. By using a District's City Action, they may move an Orbital Strike token up to 2 Spaces and auto-kill an Acolyte or Abomination in the targeted Space (see City Actions on page 14).

MARKED TOKENS



These tokens are used to mark all sorts of different effects throughout the game. When an effect tells you to **mark** something, just place a Marked token on it. Since there are four different colors of Marked tokens, each should be used to mark a different effect in the game. If you need help keeping track of what a Marked token relates to, you may put a Marked token of the same color on the card or board that is originating the effect.

UPGRADE CARDS

Upgrade cards represent special equipment, weapons, and training that the Heroes are able to get from specific Districts in order to help them in their battle against the Sins.



Heroes can get new Upgrade cards by taking a City Action in a District with the Inventory icon (see City Actions on page 14). When a Hero gets an Upgrade card, it is placed next to his Hero dashboard and is then considered to be always in effect. Each card offers the Hero different bonuses or abilities.

There is no limit to the number of Upgrade cards a Hero may have, and they are all always in effect. Upgrade cards cannot be traded between Heroes.

DARK PAST CARDS



Dark Past cards are **only used in Corruption Stories**. They represent each of the Heroes' dark and secret past, which is unknown even to themselves. If a Hero is fully corrupted, their Dark Past is revealed, with potentially disastrous consequences.

The Dark Past cards are numbered from 1 to 7, with 1 being the card with the mildest consequences, up to 7 which represents the worst doom a Hero could suffer.

When playing a Corruption Story, during Setup the Sins player takes the Dark Past cards number 1, 3, and 5 (also card 6 in a game with 4 Heroes) and secretly assigns one card to each starting Hero. He then assigns the remaining Dark Past cards to each of the Heroes in the Hero Reserve.

The Heroes keep the Dark Past cards assigned to them next to their Hero Dashboard. The cards are kept face-down and the Heroes cannot look at their content.

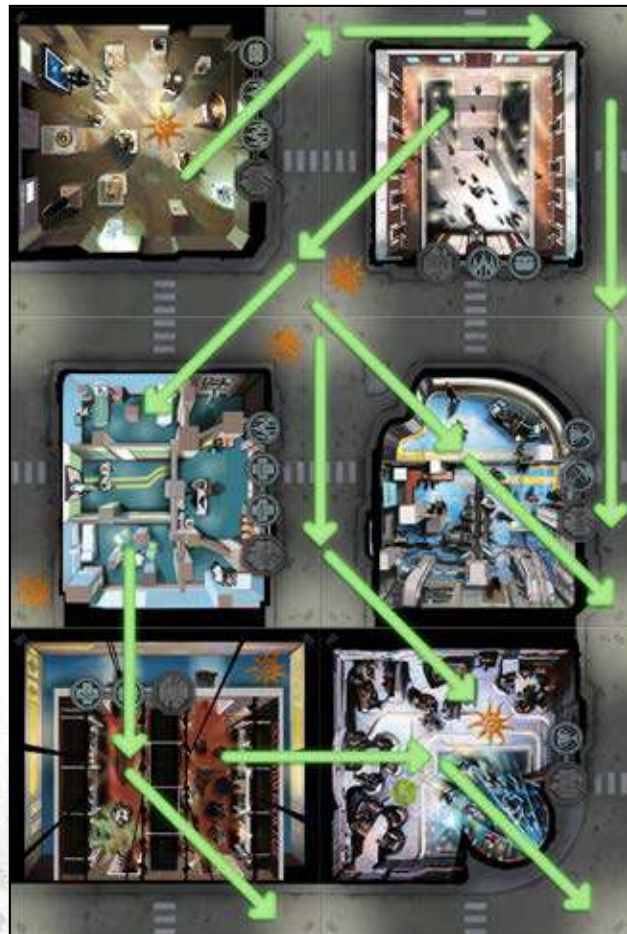
If at the **end** of a Hero's Turn, he is at the maximum Corruption Level, he must reveal his Dark Past card and execute any effect described on it. The card is then discarded. If a Hero is killed without revealing their Dark Past, leave it face-down with the dead Hero.



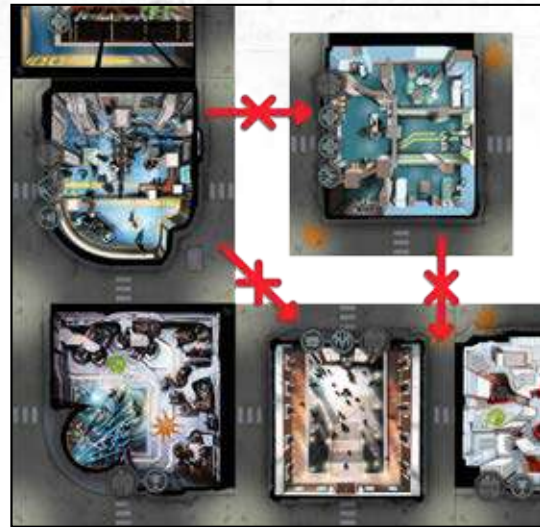
MOVEMENT

When a Hero or Monster Moves, they may be moved up to 2 Spaces across the board. Figures may only move between adjacent Spaces. Any Spaces that share an edge between them are considered adjacent.

The diagram below shows several possible Moves:



Some maps present groups of tiles separated between them. The empty spaces between these tiles are considered to be rivers, and therefore there's no adjacency between the separate tiles. Heroes will need to use the Metro to cross the rivers.



If a Hero is in possession of the RavenCorp token, he may Move 1 extra Space during his Movement (see NPCs on page 25).

USING THE METRO

Metro tokens of the same color connect distant Spaces across the board. 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: Keep in mind all Monsters are unable to use the Metro to move around the board.

TELEPORT



If a card or ability allows a figure to be *teleported* to a different Space, all Movement-related rules are ignored.

FIRE AND CORRUPTION TOKENS




Just standing in a Space containing Fire or Corruption tokens has no direct effect on Heroes. However, when a Hero moves **in** or **out** of a Space containing Fire or Corruption tokens, they might be affected by them. The Sins Player makes a Fire or Corruption check to determine the outcome, depending on which tokens are present.

Monsters: Keep in mind all Monsters suffer no effect from Fire and Corruption tokens.

FIRE CHECKS

The Sins Player rolls a number of Sin Dice equal to the number of Fire tokens in the Space being left or entered, including both permanent and physical tokens (see Rolling Dice on page 32). For each  result, the Hero takes 1 Wound (see Taking Wounds on page 37). This can't be cancelled by the Hero's Defense.  results have no effect.

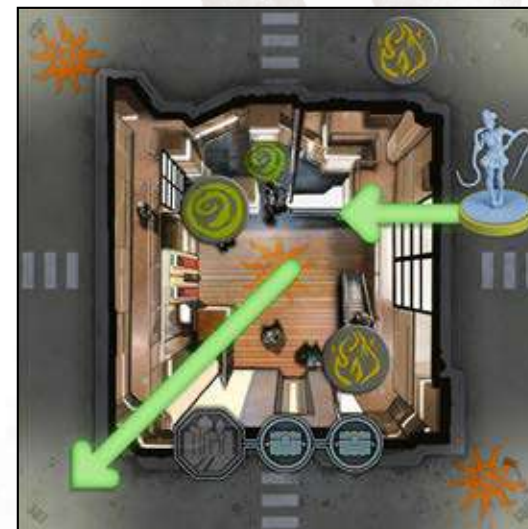
CORRUPTION CHECKS

The Sins Player rolls a number of Sin Dice equal to the number of Corruption tokens in the Space being left or entered, including both permanent and physical tokens (see Rolling Dice on page 32). For each  result, the Hero takes 1 Corruption (see Taking Corruption on page 36).  results have no effect, though  still cause an extra die to be rolled.

In a single Move, a Hero may leave a Space containing both Fire and Corruption tokens, and enter a Space containing both Fire and Corruption tokens. The Sins Player should make separate rolls for Fire and Corruption for each time the Hero leaves a Space and enters a Space.

If the Hero is in possession of the PROXY token, he ignores 1 Wound from each Fire check, and 1 Corruption from each Corruption check (see NPCs on page 25).

Example: Rose wants to move through the RavenCorp HQ, but there are some Fire and Corruption tokens around. On her first Move, she leaves a Street Space with one Fire token. The Sins Player rolls 1 Sin Die and scores no Hits.



The Move takes her into the District Space with 2 Corruption tokens (1 permanent and 1 physical) and 1 Fire token. The Sins player first rolls 2 Sin Dice for the Corruption Check, scoring 1 Corruption. Then rolls 1 die for the Fire Check, scoring 2 Hits thanks to a Burst result!

If Rose executes her second Move out of the District, she'll suffer another 2-dice Corruption Check and a 1-die Fire Check.

SPACES WITH MONSTERS

When a Hero moves **out** of a Space containing any number of Monsters, he automatically takes 1 Wound (see Taking Wounds on page 37). It doesn't matter how many Monsters are in the Space, or their type, the Hero only suffers a single Wound.

SPACES WITH HEROES

Monsters are always intent on destroying any Heroes they encounter; therefore, they are completely unable to leave a Space if there are any Heroes in it. 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.





ROLLING DICE

The custom dice included in *The Others* are used to determine the outcome of a few different events; namely Fights, Resolving a Crisis, or Fire and Corruption checks. The dice rolling works the same way in all of these cases, though some results only apply in certain cases.

There are two types of dice in the game: Hero Dice and Sin Dice, each used by the respective players. Depending on the event being resolved, take the indicated number of the appropriate type of dice and roll them. Each result obtained on the dice has a different effect:

SIN DICE ROLL



Corruption – The targeted Hero takes 1 Corruption (see Taking Corruption on page 36).



Hit – The targeted Hero takes 1 Wound (see Taking Wounds on page 37).



Hit with Burst – Counts as a **Hit** result, but also immediately roll an extra die. If that die also results in a **Hit**, roll an extra die, and so on.



Blank – No effect

Example: The Sins Player rolls 3 dice, resulting in and . He rolls an extra die due to the Hit with Burst result and obtains a . The final result is 1 Corruption and 2 Hits.

HERO DICE ROLL



Hit – One Hit is scored against the targeted Monsters.



Counter Corruption – Cancel one result obtained by the Sins Player.



Defense – Cancel one result obtained by the Sins Player.



Skill – Remove one Exploration token from your Space.



FAITH – Immediately roll an extra die. If that die also results in a , roll an extra die, and so on. After all dice have been rolled, the Hero can turn each result into any other result of his choice.

Example: A Hero Player rolls 3 dice, resulting in , , and . He rolls 2 extra dice due to the 2 FAITH results and obtains and . So he rolls another extra die, which results in . He then decides to use 2 of the FAITH results as Hits, and the other FAITH results as a Counter-Corruption. The final result is 1 Counter-Corruption, 2 Defense, and 3 Hits.

TEAMWORK

Whenever a Hero makes any kind of dice roll, they get a +1 Die bonus for each other Hero in their Space.

CORRUPTION

Whenever a Hero makes any kind of dice roll, he may first choose to take Corruption in order to boost his roll (see Taking Corruption on page 36).

FIGHT

Both the Hero Players and the Sins Player can Start a Fight in order to try to kill each others' figures. It is very important to note that when a Hero Starts a Fight, he does so against **all** Monsters in his Space. He doesn't attack just a specific Monster. Similarly, when the Sins Player Starts a Fight, he does so with **all** Monsters in a Space against only the current Hero. Any other Heroes in the same Space are not directly affected by the Fight, though they do lend some help.

Fights are resolved in the same way, no matter whether they were started by a Hero Player or by the Sins Player. Both sides fight each other simultaneously.

HERO PREPARATION

1. The current Hero takes a number of Hero Dice equal to his **Fight** stat.
2. He adds +1 Die for each other Hero in his Space.
3. If he is in possession of the Commissioner token, he adds +1 Die (see NPCs on page 25).
4. He adds any other extra dice he might be able to get from his Natural Ability or Upgrade cards in his possession.
5. If he chooses to Take Corruption, he adds any extra dice his Corruption Track might offer him (see Taking Corruption on page 36).

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. He adds +1 Die for each Pentagram token in the Space.
3. He may choose to play a Start of a Fight Sin card if able (see Sin Cards on page 24)
4. He adds 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 as explained in the Rolling Dice chapter.

The Hero adds to his roll any extra results granted by his Base Defense, Ability, Upgrade cards in his possession, or - if he took 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.

As explained in the Rolling Dice chapter, 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 .

Important: results have no effect during a Fight.

Any remaining results then affect the opposing side like this:

EFFECTS ON THE HERO

For each remaining on the Sin roll, the current Hero takes 1 Wound (see Taking Wounds on page 37).

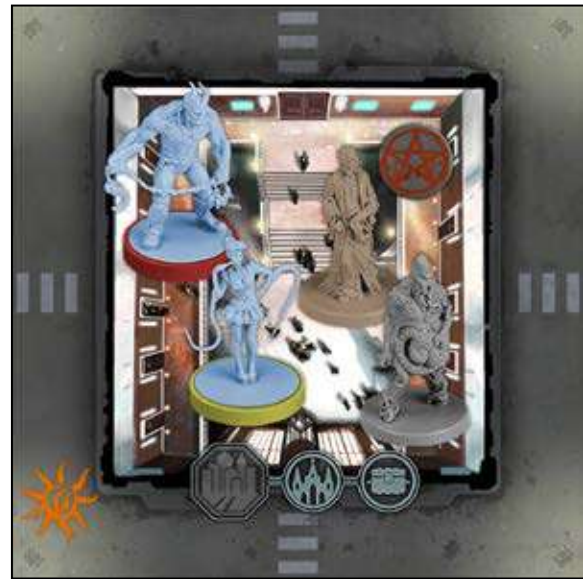
For each remaining on the Sin roll, the current Hero takes 1 Corruption (see Taking Corruption on page 36)



EFFECTS ON THE MONSTERS

As indicated on their boards or cards, each Monster type has a different Defense rating (which might be improved by cards or other effects). In order to kill a Monster, the Hero must inflict upon it a number of Hits equal to that Monster's Defense. Inflicting less than this has no effect, and those Hits don't carry over to the next Fight. Each Monster needs to be killed in a single Fight.

The Hero Player adds together all results he obtained and distributes them among the Monsters involved in the Fight in any way he wishes. Each Monster that suffers a number of Hits equal to its Defense is killed and removed from the board.



Example: The Sins Player Starts a Fight with Rose, who is the current Hero. Thorley is in the same Space, as well as an Abomination and an Acolyte that are going to Fight Rose. In the Space there is also a Pentagram token.

The Sins Player prepares his dice to roll. He gets 2 dice from the Acolyte, 3 from the Abomination, and 1 from the Pentagram token, for a total of 6 dice!



Rose's Fight stat is 2, and she has an Ice Blade Upgrade that grants her +1 Die and +1 Defense. Since Thorley is in the same Space, he grants her a +1 Die bonus. Rose has a total of 4 dice to roll.

Rose is fearful for her chances in this Fight, and decides to Take Corruption. Since she is currently at Corruption Level 2, she raises her Corruption to Level 3, granting her +1 Die and +1 Defense. She will now roll a total of 5 dice.



Both players roll their dice, rolling any extra dice for or results.

The Sins Player gets = 4 Hits and 1 Corruption.

Rose gets and = 4 Hits and 1 FAITH (the Skill result is useless in a Fight).



Rose decides to use her FAITH result as a Counter-Corruption, in order to cancel the Corruption rolled by the Sins Player.



Rose's base Defense is 1. Adding +1 Defense from her Ice Blade and +1 Defense from taking Corruption, she gets a total of 3 Defense. That cancels 3 of the 4 Hits rolled by the Sins Player, but Rose takes 1 Wound.



The Abomination has 3 Defense and the Acolyte has 2 Defense. Rose's 4 Hits are not enough to kill them both, so Rose decides to kill the Abomination, which is removed from the board. The Acolyte is unscathed.



RANGED FIGHT

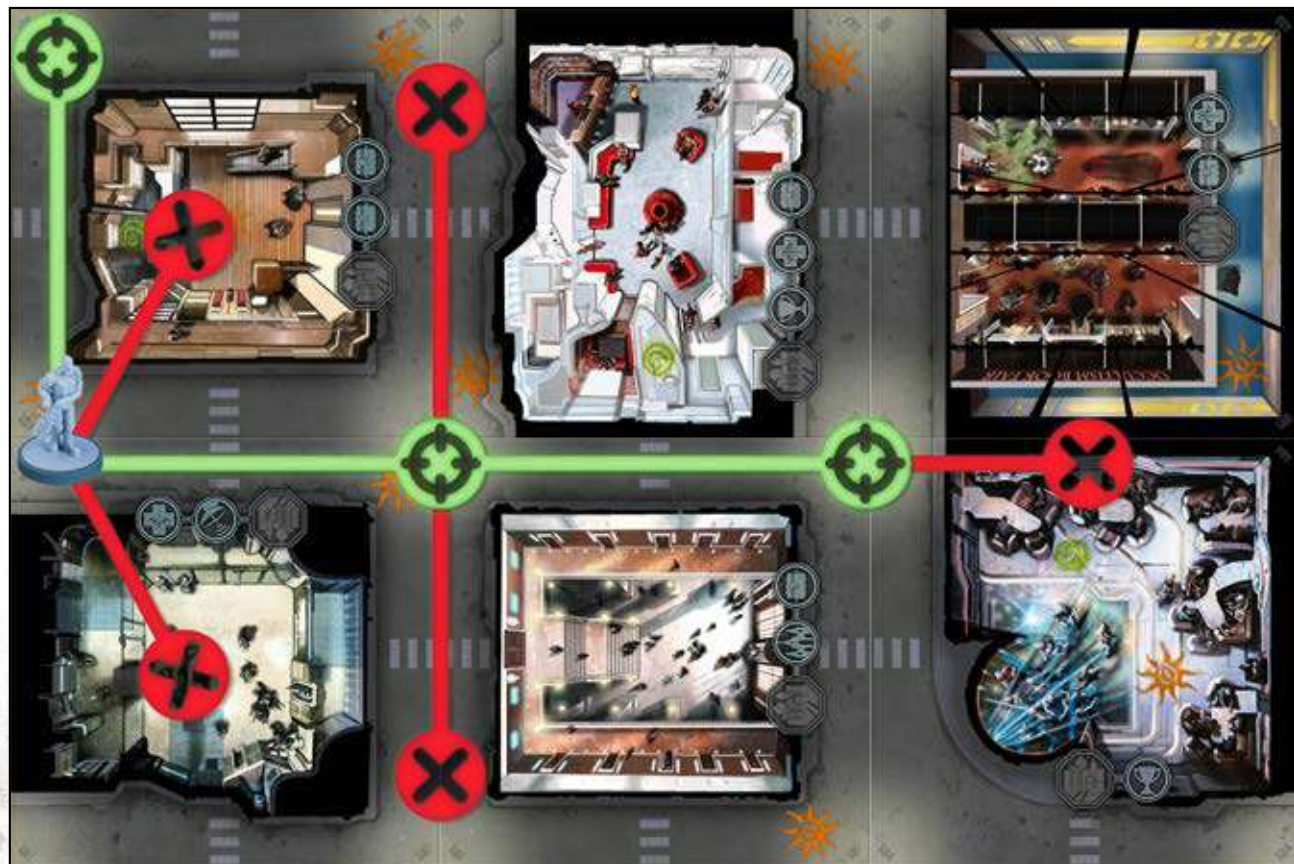
If a Hero has the Ranged ability (either naturally, or granted by an Upgrade card in his possession), he may Start a Fight against the Monsters in a Space far from his own.



To start a Ranged Fight, the Hero needs to have Line of Sight to the targeted Space. The border between the Districts and the Street Spaces blocks Line of Sight, therefore Ranged Fights cannot occur if the Hero is inside a District, or if he wishes to target the Monsters inside a District. Ranged Fights only occur on the Streets. The Hero can target any Street Space in a straight line, no matter how far it is. Any figures in the Spaces between the Hero and the targeted Space do not affect the Line of Sight in any way. Line of Sight is unable to go around corners, or go through Districts or empty spaces between tiles.

A Ranged Fight is resolved just like a normal Fight, with a few fundamental differences:

1. The Hero rolls first and applies his results. If any Monsters are killed they are immediately removed from the board.
2. Then, if any Monsters in the targeted Space survived, they may Move up to 2 Spaces to try and Fight back against the Hero. Normal Movement rules apply, so these Monsters can't leave a Space occupied by a Hero.
3. If these surviving Monsters are able to reach the Space with the current Hero, the Sins Player makes his Fight roll according to the Monsters currently in the Hero's Space (including any that may have been already there). The effects of this roll are resolved against the Hero's initial roll.



Example: Rocco starts a Ranged Fight against 2 Abominations which are 2 Spaces away. He rolls 2 dice and scores a Hit and a Defense. Due to his Killshot ability, he gets +2 Hits for Ranged Fights, so his total of 3 Hits are enough to kill one of the Abominations.

The surviving Abomination then moves 2 Spaces to Rocco's Space and Fights back, joined by the Acolyte that was already there. The Sins Player rolls 5 dice, scoring 3 Hits and 1 Corruption. Rocco has 2 base Defense, plus the Defense he rolled, so all Hits are cancelled, but he takes 1 Corruption.



TAKING CORRUPTION

With the Seven Sins taking over the world, corruption has become a terrible power to be reckoned with. Heroes can try to embrace the corruptive forces in order to draw the amazing power that comes from it. But, if they are careless, corruption will consume their bodies until there is nothing left of them, or worse, turn them into monsters themselves.

All Hero dashboards show a Corruption Track along the bottom. The Tentacle marker that starts the game in the Level 1 slot will mark the Hero's Corruption Level throughout the game. Heroes may take Corruption in two distinct ways: Forced or Voluntary.

FORCED CORRUPTION

A Hero takes Forced Corruption as a result of the Sin's actions. It may be from an unfortunate Corruption check while moving through corrupted Spaces, it may be the outcome of a Fight against the Sin's Monsters, or it may be the result of a Sin card, Sin power, or a Story effect.

Each time a Hero takes one Corruption this way, raise his Corruption Level by one by moving his Tentacle marker one slot to the right. This grants no benefits to the Hero, only bringing him closer to being consumed (though he becomes potentially more powerful for when he takes Voluntary Corruption).

Once a Hero's Corruption Level is at 7, it cannot be raised any further. At this point, each time this Hero would take one Forced Corruption, he takes one Wound instead (see Taking Wounds on page 37).

VOLUNTARY CORRUPTION

Whenever a Hero is about to make a dice roll, whether to Fight or to Resolve a Crisis, he may choose to take one Voluntary Corruption in order 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, he cannot do it afterwards. If he decides to take Corruption, raise his Corruption Level by one by moving his Tentacle marker one slot to the right. Heroes can only take **one** 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 that (to the left).

These are the bonuses offered by each level of the Corruption Track:



Level 1: No Effect

Level 2: +1 Die

Level 3: +1 Defense

Level 4: +1 Hit

Level 5: +1 Die

Level 6: +2 Hits

Level 7: +1 result of your choice: either Hit, Skill, Defense, or Counter-Corruption

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.

When a Hero reaches Corruption Level 7 he is unable to take Voluntary Corruption again, unless he first lowers his Corruption through a City Action or other means.

Before the dice are rolled, a Hero can always change his mind on whether he wants to take Corruption to boost his chances or not, depending on variants the Sins Player may introduce to the Fight such as using an Acolyte Ability or playing a Sin card.



Example 1: A Hero at Corruption Level 1 takes Voluntary Corruption, going to Level 2. He adds +1 Die to his current roll.



Example 2: A Hero at Corruption Level 4 takes Voluntary Corruption, going to Level 5. He adds +2 Dice to his roll, and will add +1 Hit and +1 Defense to his result.

TAKING WOUNDS

Corruption might consume you, but it is Wounds that will actually kill you. At the start of the game, each Hero places 5 Wound markers next to his Hero dashboard. That is how many Wounds a Hero can take. Once a Hero has taken 5 Wounds, he is killed (see Hero Death on page 38).

For each Wound a Hero takes, the Hero Player must take one Wound marker and place it on one of the Corruption Bonus slots of his Corruption Track. This hides that Corruption Bonus, making it no longer available when that Hero takes Voluntary Corruption (see Taking Corruption on page 36).

The Hero Player can choose any of the Corruption Bonus slots to place each Wound marker on, it doesn't need to follow any order. The first Corruption Level's bonus is "No Effect" so players should always place their first Wound marker there. For subsequent Wounds, the player will need to choose which bonus to sacrifice. Do you cover an early, weaker bonus? Or one of the more powerful later bonuses?

Once a Wound marker is placed, it cannot be moved to a different Bonus slot. When the Hero manages to heal a Wound, he can remove any Wound marker he chooses.

Example: A Hero has taken 4 Wounds, placing the markers in the Bonus slots of his choice. When he takes Voluntary Corruption, going from Corruption Level 4 to Level 5, he only adds +1 Die to his roll, and will add +1 Defense to his result.



HERO DEATH

Immediately when the 5th Wound marker is placed on a Hero's dashboard, that Hero is killed. Here is what happens upon a Hero's death:

- If it is that Hero's Turn, it ends prematurely. This means the Sins Player cannot spend a Reaction token at this point. Play moves straight to the next Hero who then takes his Turn.
- The Hero's figure and dashboard are removed from the game.
- Extra Turn tokens and Marked tokens belonging to the Hero are discarded.
- Any NPC or Innocent tokens in the Hero's possession are placed on the board, in the Space where the Hero died.
- Any Upgrade cards in the Hero's possession are added to the general Upgrade Inventory. They are placed face-up next to the other 5 cards already there.

- The Hero's Turn tokens and City Action token remain as they were. They will be inherited by the new Hero who will replace him. Spent Turn tokens remain spent, and active Turn tokens remain active.
- The Hero Player chooses one of the Heroes in the Hero Reserve, places its figure in the Starting Space and its Dashboard next to him. The Tentacle marker is placed on the first Corruption slot, and the 5 Wound markers placed next to the dashboard.
- The Hero Player chooses from all the cards in the Upgrade Inventory the same number of Upgrade cards as his previous Hero discarded, and gives them to the new Hero. 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.

Always be mindful that, if a Hero dies and there are no more Heroes available in the Hero Reserve to replace him, the Hero Players lose the game.



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RULES SUMMARY

SETUP

- 1. Choose Player Roles** (1 Sins Player vs Hero Players)
- 2. Choose Sin**
- 3. Choose Acolytes**
- 4. Choose Story**
- 5. Choose Map** (Setup board with tokens and figures)
- 6. Choose Heroes** (1 Leader, 2 Fixers, 2 Snipers, 2 Bruisers)
- 7. Final Preparations** (5 cards on Upgrade Inventory,  Sin cards,  Reaction tokens)

ROUND SEQUENCE

1. Start of Round

- Resolve Beginning of Round Story Tasks
- Decide the First Hero


2. Hero Turns

- Spend a Turn token
- Move and Take an Action, or Take an Action and Move
 - Move (Move up to 2 Spaces)
 - Action (Start a Fight or Resolve a Crisis)
- Use District's City Actions (at any point during Turn)

3. Sin Reactions

- Spend a Reaction token (if you want to react)
- Move a Monster up to 2 Spaces
- Start a Fight with the current Hero


4. End of Round

- Resolve End of Round Story tasks
- Summon Monsters () on unblocked Nests)
- Draw Extra Sin cards (for each Altar with no Hero)
- Reset Tokens (Turn, Reaction, and City Action)

MOVE

- Monsters can't leave a Space with a Hero.
- Heroes take 1 Wound if they leave a Space with Monsters.
- Fire and/or Corruption Check each time a Hero enters or leaves a Space with Fire and/or Corruption tokens.

RESOLVE A CRISIS

- Roll Hero Dice equal to Skill stats (may take Corruption first).
- Remove 1 Fire/Corruption/Pentagram/Nest token for each  result.

START A FIGHT

- Current Hero vs. all Monsters in the Space.
- Roll Hero Dice equal to Fight stats (may take Corruption first).
- Roll Sin Dice equal to Fight stats of all Monsters in the Space.
- Compare results, assign Hits, remove kills, deal Wounds and Corruption.

RANGED FIGHT

- Hero rolls first and removes any killed Monsters.
- Any survivors move 2 Spaces toward Hero and Fight back. Sins roll again the original Hero roll.

CITY ACTIONS



Move one Orbital Strike token up to 2 Spaces and auto-kill 1 Acolyte or Abomination.



Go back one Corruption Level.



Heal 1 Wound.



Take 1 Upgrade card the Inventory.



Gain 1 Extra Turn token.

NPCS



RavenCorp:
Move an extra Space.



PROXY:
Ignore 1 Wound from Fire checks, and 1 Corruption from Corruption checks.



Commissioner:
+1 Die in every Fight.