

Play as a Demon Lord bent on World Destruction in...



APOCALYPSE

THE GAME

Rules Sheet

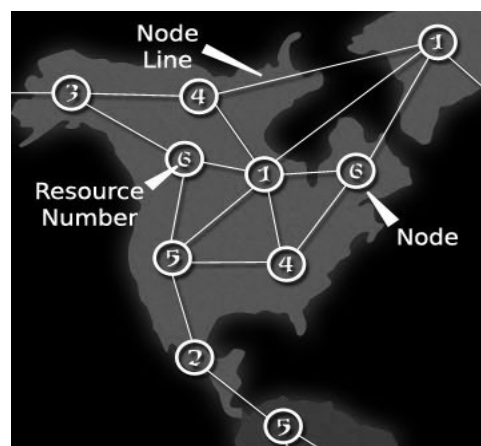
CONTENTS

- 5 Sets of 38 Souls/Troops (190 Total)
- 5 Sets of 10 Circular Harvester Pieces (50 Total)
- 5 Sets of 9 Triangular Portal Pieces (45 Total)
- Deck of 40 World Event Cards
- 5 Dice
- Gameboard

SETUP

The Gameboard

The world – ready for destruction. The gameboard is divided into sections referred to as “nodes”. Each node is connected to other nodes through “node lines” and every node has an associated “resource number” assigned to it.



Before beginning play, shuffle the deck of “World Event” cards and place them on the **APOCALYPSE: THE GAME** logo face down.

Setup

Each player starts the game by choosing a set of Souls/Troops (38), circular “Harvester” pieces (10) and triangular “Portal” pieces (9). Each player then chooses one silver “Avatar” piece each. Player's then roll dice to determine which player goes first. The player with the highest roll goes first, and player order goes counter-clockwise from them.

Each player, in turn, places one of their Harvester pieces on any node on the gameboard. Only one Harvester may be at any one node. After each player has placed one Harvester, they then place another Harvester, again in turn. After both Harvesters have been placed, each player places 2 portals in the same fashion.



Next, each player places 2 “Troop” figures on the board at each of their Harvesters (four Troops total). Then, each player puts four “Souls” in their “Personal Hell”. The player's Personal Hell is a holding area for souls between nothingness and earth. Simply place these souls in front of you, off of the game board.

Finally, each player places their Avatar figure at one of their two starting Portals.

HOW TO WIN

Victory is achieved by removing all the other player's Avatars from the gameboard.

ORDER OF PLAY

Each round, the player who's turn it is, referred to as the “Brute”, will go through five separate phases: Resource, Troop Spawn, Purchase, Movement and Combat

Resource Phase

During the Resource Phase, the Brute rolls one die. This determines the Resource Number for this Resource Phase. For each Harvester that any player controls which matches the Resource Number, that player gains one Soul, which gets placed in their Personal Hell. Also, if a player's Avatar is on a node that has that Resource Number, they also gain a Soul.

Example: Clint rolls a 6 during his Resource Phase. Jeff and Paul both have harvesters on a node with a 6, so they each gain 1 soul. John has 2 harvesters on nodes with a 6, so he gains 2 souls. Clint's Avatar is on a node with a Resource Number of 6, so he also gains 1 soul.

Troop Spawn Phase

During the Troop Spawn Phase, the Brute may move Souls onto the gameboard, thereby making them Troops. The Brute may place 1 Soul at each node that contains a Portal during the Troop Spawn Phase. Each Portal allows only 1 Soul to enter the gameboard during this phase.

Purchase Phase

During the Purchase Phase, the Brute may purchase either Harvesters or Portals and place them on the gameboard. To purchase a Harvester or Portal, the Brute must be the only occupant at a node. If another player has any units (Harvester, Portal, Troop or Avatar) at a node, then the Brute may not place a Harvester or Portal there.

To place the Harvester or Portal, the Brute must “sacrifice” 4 Souls from their Personal Hell. Sacrificing a Soul means to simply remove it from your Personal Hell and place it back in the storage area for your set.

Movement Phase

Troop Movement

Troops may move from one node to any adjacent node that is connected via a node line. *A Troop may only move once during the movement phase.*

Abandonment

Player's must have at least 1 Troop stationed at each node that has a Harvester. If there is only 1 Troop at a node with a Harvester, that Troop may not move under any circumstances.

Avatar Movement

Avatars require a sacrifice to move. The world is divided into 6 continents as shown below.



The Brute may move their Avatar to any of the other nodes inside the continent that their Avatar is currently located by sacrificing 1 Soul. The Brute may also move their Avatar to any node on the gameboard by sacrificing 2 Souls.

Combat Phase

During the Combat Phase, only certain units may attack other units. Troops may attack only other Troops, while Avatars may attack only other Avatars. Avatars may also “Desecrate” another player's Portal during this phase.

Troop versus Troop Combat

If the Brute moved Troops onto a node where another player currently has Troops, then Troop versus Troop Combat is initiated. For each node in conflict, both player's roll dice to determine a victor.

Both player's start off with 2 dice. For each of the following conditions, the Brute or the “Defender” gain one extra dice.

- Player controls more troops at the node in conflict
- Player's avatar is at the node in conflict
- Player owns a Harvester at the node in conflict

Example: Clint has 2 Troops in the conflict node and a Harvester, while Karim has 3 Troops and his Avatar. Clint would roll 3 dice (base 2 dice + 1 dice for Harvester) while Karim would roll 4 (base 2 dice + 1 dice for Avatar + 1 dice for more troops)

Both player's add the total sum of the dice rolls. The player with the higher roll is the victory for that round of combat. The loser must sacrifice a Troop. If there is a tie, neither player loses Troops. Combat continues until all of one player's forces are removed from the node.

If the Defender's forces are completely removed from the node and they controlled a Harvester at that node, then the Harvester is also sacrificed. This causes a World Event to occur (See *World Event Cards*).

Avatar versus Avatar Combat

If the Brute moved their Avatar onto a node occupied by another player's Avatar, then Avatar versus Avatar Combat is initiated.

Both player's roll one die. They then add the current number of Harvesters they control to their die roll. The player with the higher roll is the winner. If there is a tie, then roll again. The loser subtracts their roll from the winner's roll. This number is the amount of damage that the loser's Avatar sustains.

For each point of damage sustained, the player must sacrifice one Soul from their Personal Hell. If the player does not have enough Souls to sacrifice, they must sacrifice all of their souls and move their Avatar to the farthest Portal from the node in conflict.

If the player does not have any Portals on the board, then they move to the farthest Harvester. If they control no more Harvesters, then the player is removed from the game.

Desecration (Avatar versus Portal Combat)

If the Brute's Avatar is on a node in which another player controls a Portal, the Brute may attempt to Desecrate it. If the Portal controlling player's Avatar is present on that node, then Avatar versus Avatar Combat happens instead.

For the Brute to attempt to Desecrate, they must first sacrifice a Soul. Next, they roll 2 dice. If the total sum is equal to or greater than 8, then the portal is Desecrated. The Portal's controller must sacrifice it. This causes a World Event to occur (See *World Event Cards*).

WORLD EVENT CARDS

World Event Cards cause different changes to how the game is played. Any statement on a World Event card supersedes any of the rules listed on this rules sheet. Any time a player must sacrifice a Harvester or Portal, a new World Event occurs.

If there is a current World Event, take the current World Event card and place it face down on the bottom of the World Even Deck. Next, take the top World Event Card of the deck and turn it face up on the top of the deck. This is the new current World Event Card. *Only one World Event may be in effect at once.*

RESOURCE MANAGEMENT

The world can only support so many demonic forces. If you run out of Souls/Troops from your set's storage area, you may not gain Souls until you lose Troops on the board. The same for Harvesters and Portals. Send your troops across the board in a devastating horde of destruction! It is the Apocalypse after all.