

IF YOU'RE GOIN' THROUGH HELL, KEEP ON GOING,
DON'T SLOW DOWN, IF YOU'RE SCARED, DON'T SHOW IT.
YOU MIGHT GET OUT BEFORE THE DEVIL EVEN KNOWS YOU'RE THERE.

RODNEY ATKINS

TABLE OF CONTENTS

Game Components	5	Losing	10	The Lord's Shadow	19
Core Game Components	5	Glossary	10	Effects of the Shadow	19
Bonus Lord	7	Dice in <i>Planet Apocalypse</i>	12	Understanding Enemies	15
Void Pack	7	Dice Limits	13	Enemy Characteristics	16
Dragon Pack	7	Game Set-Up	13	Demon Legions	16
Pack of the Pit	7	Map Set-Up	13	Invasion Tokens	17
Power Pack	8	Tabletop Set-Up	13	Revealing Invasion Tokens	17
Dice Pack	8	Hero Set-Up	14	Spawning Demons from an Invasion Token	17
Introduction	8	Your Hero card	14	Fourth Circle Demons	18
Summary of Play	9	Divine Intervention	15	Understanding Demon Lords	19
Victory and Defeat	9	How to Use Divine Intervention	15	Hell Time	20
Winning	10				

A Hero Enters the Shadow	20	Invasion Token Spawn Segment	33	Scoring Doom	40
The Battle Itself	20	Ambush Segment	33	Lords	41
Ending Hell Time	21	How to Ambush	33	Lesser Lord	41
Understanding Troopers	22	Hero and Minion Death	34	Twin Lords	41
Trooper Characteristics	22	Your Control Panel	34	Lord Segment	41
On Patrol	23	The Despair Track – Things Fall Apart	34	The Dragon Guts Map	41
As an Ambush	23	The Lord Track	34	Set Up	41
How Troopers Absorb Damage	23	The Despair Pool	34	Special Rules	41
Regions (Expansions)	24	The Doom Track – Losing the Game	34	Despair Segment	42
Doom, Despair, Lord track	24	The Courage Pool	35	Lord Segment	42
Sequence of Play	24	Game Effects	35	Washington D. C. Map	42
The Team Phase	25	Stun	35	Set Up	42
New Captain Segment	25	Fire	35	Recruiting	42
Team Action Segment	26	Pestilence	35	Hero Movement	42
Recruit (<i>free, but hero must be in the start area</i>)	26	Player Entry or Departure	35	Minion Move segment	42
First Aid (<i>free, or 1 courage if demons present</i>)	27	Joining a Game	35	Invasion Tokens Spawn	43
Earn Gift (<i>Cost varies; always courage</i>)	27	Leaving a Game	36	Lord Segment	43
Human Maximums	28	Changing Game Difficulty	36	St. Peter's Map	43
Renew (<i>Cost 9</i>)	28	The Invasion Map	37	Set Up	43
Special Team Actions (<i>Cost varies</i>)	28	The Doomgate Map	37	The Three Tracks	43
Hero Phase	28	Doomgate Rule Differences	37	Lord Segment	44
Hero Action segment	28	The Launch Site Map	37	Spawning Demons	44
Summary	28	Set Up	38	Winning the Game	44
The Move Action	29	Banned Legions	38	Invasion of Purgatory	44
The Attack Action	29	Hero Movement	38	Set Up	44
Double Toughness	30	Lord Segment	38	Hero Movement	44
Helping another Hero's Attack (<i>Cost 1 courage</i>)	30	Minion Movement	38	Minion Notes	44
The Set Ambush action	30	The Moon Base Map	38	Lord Segment	45
Enemy phase	30	Set Up	38	The Final Battle	45
Despair & Lord Segment	30	Recruit Segment	39	Set Up	45
Despair Track	31	When Heroes Move	39	Special Movement	45
Enemy Attack segment	31	When Enemies Move	39	Spawning Invasion Tokens	45
Group Attack Sub-Segment	31	Lord Segment	39	Lord Segment	45
Special Cases	32	Invasion Tokens Spawn	39	Frequently Asked Questions	46
Minions Move Segment	32	The Dragon Back Map	40	General Game Rules	46
On-Map Demons & Invasion Tokens Move	32	Set Up	40	Heroes	47
Minions Exit	32	Minion Movement	40	Gifts	48
Invasion Tokens Are Revealed	32	Gadarene Special Rules	40	Enemies	49
		Hindbody Invasion Tokens	40		

GAME COMPONENTS

HELL IS NOT A PLACE YOU GO TO. YOU HAVE HELL WITH YOU AT ALL TIMES.
YOU CARRY IT INSIDE YOU.

BA3A/THE FATHER (BASKIN, 2015)

CORE GAME



5 Hero sheets



1 Control panel



1 Gift panel



Maps: Invasion, Doomgate (on opposite sides)



1 Demon panel



12 Despair dice



4d4, 6d6, 6d8, 6d10, 6d12



1 Captain marker



1 Gate tile



5 Health Cap counters



5 Health counters



15 Toughness tokens



30 Courage tokens



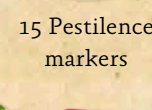
30 Luck tokens



5 Fire markers



8 Lord's Shadow tokens



15 Pestilence markers



8 Invasion tokens



1 Divine Intervention token



1 Lord counter



1 Despair counter



1 Doom counter



1 Lord counter



Dice tokens: 4 1d12, 6 1d10, 10 1d8, 12 1d6, 8 1d4



65 Gift cards



5 Hint cards



28 Trooper cards (4 Special Forces, 4 Army, 6 Police, 6 Citizen Militia, 8 Volunteer)



4 Legion cards (Acheron, Dis, Lethe, Phlegethon)



1 Lord card



2 Fourth Circle cards (1 per minion)



10 Limbo minions (Larvae)



6 First Circle minions (Grylluses)



4 Second Circle minions (Fiends)



2 Third Circle minions (Cacodemons)



1 Fourth Circle minion (Hellhound)



1 Fourth Circle minion (Catoblepas)



5 Heroes (L to R: Hannah, Prof. Maxwell, Tarang, Naomi, Cindrew)



1 Lord (Baphomet)

VOID PACK



2 Legion cards
(Pandemonium, Styx)



3 Regions
(Space, USA, Texas)



42 Trooper cards (8 NASA, 8 Cosmonaut,
4 Navy Seal, 4 Texas Rangers, 4 US
Marines, 6 Evangelicals, 8 Gang)



10 Gift cards



Maps: Moon Base, Launch Site



2 Heroes
(L to R: Dorothy Hall, Moose)



1 Fourth Circle minion
(Secutor)



1 Fourth Circle minion
(Magdalene)



1 Fourth Circle minion
(Mandrake)



1 Lord (Tarasque)



1 Lord (Stheno)

DRAFT
CLASSIFIED

INTRODUCTION

I HAVE READ A FIERY GOSPEL WRIT IN BURNISHED ROWS OF STEEL.

JULIA WARD HOWE (1862)

A very holy book since the world began tells us that, one day, Hell will rise to challenge humankind. The wise governments that watch over us would be remiss if they took no steps to protect against this likelihood. They trained special occult warriors, teaching them the Father’s Magic—the old blood power. They schooled these warriors in the use of weapons, martial arts, and leadership. They had them specially blessed by spiritual authorities till their very bones were magical.

Our leaders also recognized that Hell would need to issue forth through arcane gates to the otherworld, so they sought out and categorized every gate. Obscure, unknown gates they destroyed or blocked. Famous gates, such as Stonehenge, they took care to sanctify (for example, ensuring that druids held regular ceremonies) so Hell could not use them.

Hence, when Hell finally came, it issued forth through the most powerful magical access points left open: the occult warriors themselves. In a matter of seconds, every single trained elite was turned inside-out—their bone, sinew, and flesh *became* the new gates, and unclean chaos ravened forth.

Earth’s armed forces could not withstand Hell. The sight, the sound, the smell of the demons drove us like sheep before them. The world lay ravaged. But as Hell’s flames rose over our cities, the remaining humans realized that a few people could still stand against the demons, and even lead men into battle against them. These chosen few were themselves somehow still connected to the Father’s Magic, because all of them had some connection, via blood, to one of the now-dead occult warriors. One had a kidney transplant from a warrior. Another had sworn blood brotherhood with a warrior when they were both just 8 years old, and that connection was kept.

Of course, the new heroes weren’t specially trained or ritually blessed. They had only what they brought with them into the final battle. But perhaps this is what Heaven had planned for us—to stand upon our own feet in the end. To prove ourselves. We must hope it is enough.

SUMMARY OF PLAY

MAYBE THIS WORLD IS ANOTHER PLANET’S HELL.

ALDOUS HUXLEY

It is the End Times, and the hordes of Hell are invading our world. You and your friends take the role of heroes defending Earth from the influx of grotesque horrors. You build up your hero’s abilities over time by adding useful weapons and gear. Destroy the Hellgate and save our world!

The game takes place in three phases, which continue in sequence till the game ends.

First is the team phase, when players act in concert to recruit new troopers and take co-operative actions, such as performing first aid or earning gifts.

Second is the hero phase, in which players take turns battling the minions of Hell. If the players win, it is almost always in this phase, as a hero finally manages to bring down the Demon Lord.

Third is the enemy phase. This is when the despair track advances, the demons attack and move, new demons spawn, and trooper ambushes fire.

VICTORY AND DEFEAT

THE PATH TO PARADISE BEGINS IN HELL.

DANTE ALIGHIERI

WINNING

The players win when they kill the Lord in a Lord Battle. The Lord Battle is triggered when a hero enters the Lord’s area, or vice versa. For details, please look at the *Understanding Demon Lords* section on page 19.

LOSING

If the doom track hits 13 or the Lord’s Shadow extends to the start area, the players immediately lose.

GLOSSARY

1dX, 2dX, etc. This is the format used to describe the game dice. The first number is the number of dice. The second number is the number of faces on the die. For example, “2d6” would mean that you would roll two six-sided dice. (The scores are not added together, but individually checked.) Similarly, “1d8” means you roll a single eight-sided die. “1d6+1d4” would mean you roll one six-sider and one four-sider. You rarely total dice scores in *Planet Apocalypse*—each die is read separately (unless an ability states otherwise).

Ability A special effect that a hero or demon can use. All heroes start with an ability, and can gain more via certain gifts. Ability use for heroes is voluntary, but they are assumed to be in effect unless their user specifically states otherwise. Almost all demons have at least one ability, and they are almost never optional.

Ambush One or more troopers left in an area to carry out ongoing attacks against minions.

Cacodemon A Third Circle minion.

Area Each map segment is one area.

Captain The player currently in charge of group decision-making. His or her decisions are final.

Circle All minions belong to a Circle, which is a rough indicator of their power and how commonly they appear. The lowest grade is Limbo (sort of a “zeroth” circle), followed by First, Second, Third, and Fourth Circle. In addition to their Circle, demons have names. For example, Limbo minions are “larvae.”

Courage The game’s main unit of exchange. Courage is primarily earned by killing enemies, and also appears in the courage pool when the despair track reaches or passes 1. Players can spend courage to help another hero’s attack, to buy gifts, to use first aid in rooms containing demons, and to power certain abilities.

Demons Basically, all enemies except Limbo minions and Lords.

Despair Track This represents Hell’s gradual strengthening at the expense of humankind. This counter increases each turn during the Enemy phase. When the despair track reaches or passes 1, several events occur; most notably, a new despair die and 4 more courage are added to their respective pools.

Despair Dice The custom dice that are rolled to determine how many demons of each type appear when an invasion token is resolved.

As the game progresses, additional despair dice accumulate in the pool, and the game’s overall challenge increases.

Divine Intervention Token A one-use item which can change a random (bad) result in the game. Typically used early to “mulligan” a dangerous starting situation.

Doom Track Scores points earned by the enemy. When doom reaches 13, the demons win the game.

Enemy All units in the game that oppose the players. They are subdivided into larvae (Limbo), demons (First through Fourth Circle), and Lords.

Start An area that leads to the outside world. The heroes start here, while minions march steadily toward it, trying to depart. When they succeed, doom rises.

Fire Marker A status effect shown by a marker placed on a hero sheet. At the start of the hero’s turn, he takes 1 damage.

A fire marker can be removed if any hero in the area (including the burning victim) gives up his attack. A hero can only have one fire marker at a time.

Fiend A Second Circle demon.

Gate When entering Hell Time, place the Gate in the area where the Demon Lord was taken from, to mark where it and any surviving minions return after the fight.

Gift A cool improvement to your hero, earned by spending courage.

Group Any number of minions of the same type in an area. For example, if an area contains 3 larvae (Limbo), 1 Hellhound, and Baphomet, these Attack as three separate groups, as per type. If an area held 6 larvae, but no other minions, that would count as a single group.

Gryllus A First Circle demon. The lowest order of true demon.

Hell Time A special subsection of play which happens when heroes are directly confronting the Lord. This happens outside the normal boundaries of space-time.

Lord Track This represents the Lord’s powering up to take action. When the Lord track counter hits 1, the Lord moves (on most maps) and spawns a Fourth Circle demon. The Lord’s Shadow also extends to the newly entered area. The Lord track progresses each time the despair track reaches or passes 1.

Lord’s Shadow These markers appear in areas the Lord enters, and are placed at the start in the Lord’s area. They can never be removed. When a hero enters the Lord’s Shadow, or when the Shadow extends to cover a hero, a Lord Battle begins.

Hero Your persona in the game. Each hero consists of a figure plus a hero sheet showing his or her characteristics and statistics.

Larva A Limbo entity. They behave as demons in most ways, yet are not true demons, but damned souls. They do not benefit from most legion abilities, and are your weakest opponents, though still dangerous in numbers.

Legion All demons in play belong to a particular legion named after a river or a city of Hell. The legion periodically changes when this happens, all demons immediately switch allegiance and gain new abilities.

Lord or Lady A powerful entity who (on many maps) slowly marches toward the player start, spreading its Shadow. The Lord does not benefit from a legion’s special bonus (it doesn’t belong to the legion). Killing the Lord brings victory. Some Lords are female, and so are called Ladies on their info sheet. They are just as nasty and powerful. The game ends when you banish the Lord.

Lord Battle The (potentially) final fight to save humanity. It takes place outside space and time, in Hell itself.

Luck Tokens Represents heavenly favor. These can be used as a substitute for courage, and also power certain gifts and abilities.

Marker These indicate player status. The pestilence and fire markers show that a hero is diseased or aflame. The captain marker indicates that the player is the team captain. The second and third ability markers are placed when the player gains access to those abilities.

Minion A general category including all enemies except for Lords. It combines larvae (Limbo minions) and demons (First, Second, Third, and Fourth Circle).

Patrol A trooper who accompanies a Hero. While on Patrol, they are kept by their Hero’s sheet.

Pestilence Marker A status effect for which tokens are placed on a hero’s sheet. When the despair track hits 0, each hero takes 1 damage per pestilence marker on their sheet. Whenever a hero heals a point of health, he can choose to remove 1 pestilence marker instead of gaining a health point. A hero can have multiple pestilence markers.

Power An alternate term for Ability.

Recruit The action you take in the Team phase to gain more troopers. Typically a hero has to be in the game’s start area to perform this action.

Stun A status effect indicated by laying the affected hero or minion on its side. Stunned heroes must lose their next attack or move, after which they recover.

Token These die-cut pieces stand in for something else. The game’s tokens include dice tokens, which are placed in heroes’ attack boxes representing their base attack, invasion tokens, which conceal incoming demons; and the courage tokens, which are usually just referred to as “courage.” Tokens are also called counters.

Troopers Brave human soldiers who fight alongside the heroes and are subject to your authority. They can either be on patrol with a hero, or stationed in an area as an ambush.

DICE IN PLANET APOCALYPSE

Planet Apocalypse uses six different types of dice. One type is the special despair dice. While these are the normal cubical shape, they have special symbols, and are only used when invasion tokens release their demons. The other five dice types are in five polyhedral shapes:

Type	Abbreviation	Type	Abbreviation
4-sided die	1d4	10-sided die	1d10
6-sided die	1d6	12-sided die	1d12
8-sided die	1d8		

Within these rules, the dice will be referred to by the above abbreviations. Thus, if it is necessary to roll two 12-sided dice, it will be written as 2d12; three 6-sided dice are referred to as 3d6; and so forth.

Dice Limits

There are no limits to attack dice. If for some reason you run out of dice tokens for your attack box, or out of dice, you may either use substitutes, or roll them more than once.

There is a hard cap of 12 on the despair dice. If the despair total reaches higher than 12, don’t add more to the pool. Still keep cycling the despair track for its other effects.



GAME SETUP

**WOE TO THE INHABITANTS OF THE EARTH AND OF THE SEA!
FOR THE DEVIL IS COME DOWN UNTO YOU, HAVING GREAT WRATH,
BECAUSE HE KNOWETH THAT HE HATH BUT A SHORT TIME.**

REVELATION 12:12

MAP SETUP

The first map you should use is the Invasion map. On the reverse of this map is the Doomgate map, which is more difficult. Various game expansions add another 8 maps, which make up a campaign of increasing challenge for players to experience.

Before you play a map, please read the section of the rules covering that map! Often, maps change details of the rules. Each does so idiosyncratically, so knowledge of the base rules is important. When no map is mentioned in the rules, it is assumed that you are playing on the Invasion map.

Each map is essentially a group of areas. One area is the start, and at least one area (usually the farthest from the start) is the area in which the Lord resides.

Place the map in the middle of the table within easy reach of the players.

Place the minion figures near the map within easy reach.

Choose a Lord, randomly or otherwise. (Some maps have multiple Lords, and you'll need to choose all of them.)

- 1 Place the Lord sheet near the map for easy access.
- 2 Put the Lord's figure on the map in his area, along with a Lord's Shadow token.
- 3 Place a counter on the Lord's start health on the spot marked by the number of players.
- 4 Place one invasion token in each map area marked on the diagram. (On most maps, this is every area except the start areas.)

JOHN DARK'S TIP

Minions' stats don't change with the number of heroes. Instead, you get more minions more quickly with more heroes. The Lord gets tougher with more heroes, too.



This shows the setup for a normal game of the Invasion map.
All areas except the start begin with an invasion token.
Place the Demon Lord and a Lord's Shadow in his area.

TABLETOP SETUP

Place the game's map, panels, and components where all players can see them.

- 5 Place the control panel (despair, lord, and doom tracks) near the map.
- 6 Place the doom counter on the 0 box of the doom track.

- 7 Place the despair counter on the 1 box of the despair track.
- 8 Place the Lord counter on the 1 box of the Lord track.
- 9 Shuffle the legion cards, draw one randomly, and place it face up in the slot.
- 10 Place 4 courage in the courage pool (some regions start with an empty pool).
- 11 Place 4 despair dice in the despair pool.
- 12 Place the gift panel within easy reach. Shuffle the gift deck and place it face-down near the gift panel.
- 13 Draw 10 random gifts from the deck and place them, faceup, in the slots.
- 14 The core game has 5 types of troopers, which usually vary in cost from 1 to 5. Stack all troopers of a given type together, and place the 5 stacks within easy reach of the players.

Unless you are using regions, your troopers are Volunteers, Citizen Militia, Police, Army, and Special Forces.

You may either leave other game tokens, counters, and markers in the box to be accessed at need, or pile them on the table for easier use.

HERO SETUP

Each player chooses a hero and takes his or her hero sheet. You can select heroes randomly or simply pick your favorite. Each player sets his or her hero's figure on the start space and places their hero sheets in front of them. Then:

- 15 Set a health cap counter on the health start cap value.
- 16 Set a current health counter on the health start cap value.
- 17 Place the starting luck tokens in the luck box.
- 18 Place toughness tokens in the toughness box equal to the start value.
- 19 Place a dice token in the attack box equal to the listed start value for your hero (for example, Naomi Joslyn starts with 1d6). Use tokens instead of dice, because when the dice are actually rolled, they can differ significantly from the tokens (the baseline), due to abilities, helping, and so forth.

YOUR HERO CARD

- 1 Image** A reminder of who you are.
- 2 Name** Your hero's name, in case you forget.
- 3 Health Track** A series of boxes ranging from 0 to your maximum. Your health counter drops down the scale when you are damaged, and slides back up when you are healed. You can never have more health than the current cap on the track, and you can never have a higher cap than 10 (the human maximum boosts past that are wasted).
- 4 Luck** Your luck tokens are kept here. You can use luck to buy courage on a 1-for-1 basis at any time, but not vice versa.
- 5 Courage** You usually start with no courage, but when you acquire it, place it here.
- 6 Toughness** How hard you are to damage. A higher number makes you harder to injure.
- 7 Attack Box** This contains tokens indicating your number and variety of attack dice.
- 8 Start Ability** Every hero begins with a unique ability. Some heroes (such as Doc Hunter) have an ongoing effect which requires no decision-making. For others (such as Naomi), the player has a choice of when to use it. A player can always choose not to apply his ability.
- 9 Other Abilities** Each player has two abilities that are not available at game start. Once the player gains one of these abilities via a gift, he places his ability marker on this space, showing that he now has access to it.
- 10 Weakness** Every hero has a weakness. You MUST apply this weakness whenever it pertains.
- 11 Gift Slots** When you spend courage for a gift, place the card in one of these slots. You then gain that gift's ability on a permanent basis, plus whatever was printed on the gift slot under the card.

EXAMPLE: if Naomi plays a Determination gift on her starting slot (cost 4), she boosts her 1d6 attack token to a 1d8 token, as printed on her sheet. She also adds +1 to both her current health and her health cap, as per the Determination gift.



HANNAH HAZARD

ISRAELI TRAINED SNIPER

2 6 1d6 7

Start Ability: Sighted In
You may attack Minions in an adjacent area. (Helping Heroes must still be in your area.)

Ability: Head Shot
You can combine up to two die rolls into a single total.

Ability: Zeroed In
Increase all your attack dice by a step if you do not Move at all. (Does not work in Hell Time.) This ability must be used before any other attack-enhancing Gift.

Gift Slots

Gift 1: Cost 6, Add a 1d4 token to the Attack box.

Gift 2: Cost 7, Acquire Ability: Zeroed In

Gift 3: Cost 8, Raise 1 die token in your Attack box by a step.

Gift 4: Cost 7, Acquire Ability: Head Shot

Gift 5: Cost 7, Add +1 to Toughness.

Gift 6: Cost 8, Raise 1 die token in your Attack box by a step.

JOHN DARK'S TIP

It may be tempting to spend a luck token in exchange for courage, but the gifts that use luck are the best in the game. Don't use up your luck early without powerful reasons to do so.

DIVINE INTERVENTION

STAND BACK BOY, THIS CALLS FOR DIVINE INTERVENTION!

FATHER MCGRUDER (DEAD ALIVE, 1992)



The divine intervention token is used to make a game slightly easier. It permits players to get a "redo" of one random result—basically a mulligan. Typically it is used early in the game. After it's gone, you're on your own.

Petersen Games recommends that the divine intervention token be used the first time you play *Planet Apocalypse*. After that, we recommend that it is only used if you lost your last game.

If you are using the divine intervention token, give it to the starting captain. He chooses if and when to use it, even when he is no longer captain.

HOW TO USE DIVINE INTERVENTION

You can spend the token (which is never regained) for one of the three following purposes:

1. Redo the result of a newly revealed invasion token by taking the despair dice and setting the dice to any faces you choose.
2. Discard the current legion card and draw a new one.
3. Discard a Fourth Circle demon at the instant it appears and randomly select a new one.

JOHN DARK'S TIP

If you have access to divine intervention, use it in the early game the moment it is needed. Later in the game, such a change never has as dramatic an effect.

THE LORD'S SHADOW

KEEP YOUR FACE TO THE SUNSHINE, AND YOU CANNOT SEE A SHADOW.

HELEN KELLER



The Lord's Shadow tokens mark the extent of the territory conquered by the Demon Lord you are facing. On many maps, the Lord moves along the map, extending the Lord's Shadow as it goes. This is shown by placing a new Lord's Shadow marker in the area the Lord enters. These extend the Lord's demesne. As the Shadow grows longer, the area available for the players to take action within becomes smaller and smaller. If the Shadow ever enters the map's start, the game immediately ends and the players lose. Hell is triumphant.

When a hero enters any area marked by the Lord's Shadow, they are dragged to Hell, Hell Time, and the Lord's Battle.

EFFECTS OF THE SHADOW

All ambush troopers under the Lord's Shadow instantly die without revealing invasion tokens (if any). Patrol troopers accompanying a hero remain.

When a hero enters the Lord's Shadow, he is immediately transported to Hell, placed on the Demon Lord's sheet, and begins Hell Time.



UNDERSTANDING ENEMIES

IF I GOT RID OF MY DEMONS, I'D LOSE MY ANGELS.

TENNESSEE WILLIAMS

You face off against a variety of enemies. These fall into the two broad categories of the Lord, and its minions. minions are categorized by their Circle, which ranges from 0 to 4.

Limbo minions are kind of like “o Circle” enemies. These are the larvae, and are the only minions which are NOT also demons. They do not benefit from the current demonic legion abilities (exception: *Hades* and *Gehenna*, which mention larvae by name). For instance, if *Pandemonium* is the legion, larvae do not attack outside their area. If *Styx* is the legion, larvae still only move 1 area in the Minions Move segment, etc.

First Circle demons are the grylluses, and are the second-most common spawn (after larvae).

Second Circle demons are the fiends.

Third Circle minions are the cacodemons, and are the rarest spawn from Invasion tokens, which is fortunate.

Fourth Circle minions spawn when the Lord marker reaches 1, and usually appear in the Lord's area (on a few maps, this is changed). There are a variety of these beings, and they act as mini-bosses who often boost or modify the map or the other minions.

The Lord is the demon ruler, who is difficult to banish, but whose elimination is your ultimate goal. As he moves, he extends his Shadow. To directly confront him, the heroes must enter his Shadow, which transports both they and the Lord to Hell, where they fight him directly. Wise players will develop their heroes such that they have the best possible chance to kill the Lord when they assault. Even so, this may take more than one attempt.

ENEMY CHARACTERISTICS

All Enemies have an attack stat and a toughness stat. minion stats are laid out on the demon panel.

All demons also benefit from the current legion, which is found on the control panel. When the legion switches, the minions immediately switch their ability.



Attack This shows the dice each minion gets for an attack. The rule is that every circle rolls a number of dice equal to its circle.



Toughness Shown as a number or combination of numbers. To kill the minion, you must score that number or a combination on your dice. You must match or exceed all of a minion's toughness stats to kill it. Usually this is a single number, but a few extra-tough enemies require you to match two numbers to kill them.

EXAMPLE: A cacodemon (Third Circle), with a toughness of 4+4, requires two separate results of 4 or more on each of two dice before it is killed.

JOHN DARK'S TIP

Demons always roll 1 die per Circle. Thus, Fourth Circle Demons roll 4 dice. The Lords generally roll 6 dice, though they don't belong to a particular Circle.

DEMON LEGIONS

At any given time, exactly one legion is in effect. This boosts enemies on the map. Most legions only affect First through Fourth Circle demons, but *Hades* affects larvae. For example, when *Pandemonium* is in effect, the larvae do NOT cast spells. When *Styx* is in effect, the larvae still only move 1 area, not two. And so forth.



The legion never affects the Demon Lord.

The legion has a significant effect on play, and your heroes need to take steps to deal with a particular legion. For example, if it is *Phlegethon*, they may want to focus on gifts and abilities that help with fire!

Changing the Legion

When the doom track hits 3 or 7, discard the current legion card and draw a new one. This immediately causes all demons to adopt the new legion, and may have other effects.

In addition, players can use divine intervention to discard the current legion.

Legion Abilities and Invasion Tokens

Legion abilities do not apply to invasion tokens. For example, a *Styx* demon moves 2 areas, while an invasion token still only moves 1.

JOHN DARK'S TIP

Sometimes revealed minions share an area with an invasion token. Revealed minions still get to apply the legion ability, while the token doesn't.

INVASION TOKENS

At game start, and throughout the game, invasion tokens are placed. These represent minions which the heroes or their troopers have not yet seen. In essence, the minions are “contained” within the invasion tokens. Invasion tokens move toward the start just like minions, but do not benefit from their legion.



Revealing Invasion Tokens

When an invasion token and a hero or an ambush share the same area, then the invasion token gets revealed, and the requisite number and type of enemies are placed. The invasion token is then removed from the board.

Once demons are revealed, they stay revealed—they never turn back into an invasion token.

JOHN DARK'S TIP

Instead of actually moving an invasion token into a hero or an ambush's area, you can leave it in the previous area, and just roll the despair dice and place figures in the new area instead. It works out the same.

Spawning Demons from an Invasion Token

Roll all the despair dice in the pool, then compare your result to each of the circles.



Place **larvae** (Limbo) equal to the total number of pairs rolled, regardless of type.



Place one **gryllus** (First Circle) for each pair of First Circle results.



Place one **fiend** (Second Circle) for each pair of Second Circle results



Place one **cacodemon** (Third Circle) for each pair of Third Circle results.

Note that this means there is always an equal number of limbo minions accompanying the various demons (e.g., if you rolled and got 2 First Circle, 2 Second Circle, and 1 Third Circle, 2+2+1 means you also get 5 Limbo minions).

JOHN DARK'S TIP

Important—if you run out of a particular demon type, so it isn't placed, you STILL have to take the Limbo minion for that pair. See *Running Out of Figures* below for details.

EXAMPLE ONE: The despair pool contains 6 dice. In the minions move phase, an invasion token advances into an area containing a hero. The token is removed, and the captain rolls the six despair dice, getting results of 1, 1, 1, 2, 2, and 3:

- **Limbo**—Because he had two pairs, he places 2 larvae.
- **First Circle**—He places one gryllus, because he had a pair of First Circle results (he ignores the third such result, since it doesn't make a matched pair).
- **Second Circle**—He places one fiend, for his single pair of Second Circle results.
- **Third Circle**—No cacodemons are placed, as he didn't get a paired result.

EXAMPLE TWO: later in the same game, the despair pool now has 8 dice, and the captain rolls for a second spawning, getting 1, 1, 1, 1, 2, 3, 3, 3:

- **Limbo**—Because he had 3 pairs, he places 3 larvae.
- **First Circle**—He places two grylluses, for his two pairs.
- **Second Circle**—He places no fiends.
- **Third Circle**—He places one cacodemon.

Running Out of Figures

If you do not have enough demon figures to place all the new minions for a particular invasion token, increase doom by 1 (regardless of the number of missing demons in that token).

EXAMPLE: On the map are 4 Limbo, 5 First Circle, 4 Second Circle, and 2 Third Circle minions. The players resolve an invasion token, which generates 2 First Circle, 2 Second Circle, and 4 Limbo minions. Let's go through the new Demons step by step:

- **Limbo:** The roll resulted in 4 total pairs (regardless of type), so 4 larvae are successfully placed.
- **First Circle:** The invasion token generated 2 grylluses, but five figures are already in play, so only one gets added (since only 6 are in the pool). Due to this shortage of demon figures, 1 doom is added to the doom track.
- **Second Circle:** The invasion token generated 2 fiends, but all 4 fiends are already in play, so none are placed. However, no more Doom is generated, because this invasion token has already generated 1 Doom.
- **Third Circle:** The invasion token did not generate any cacodemons.
- **The final result in the area is 4 larvae and 1 gryllus, plus doom advances 1 point.**

FOURTH CIRCLE DEMONS

These are especially powerful demons, spawned personally by the Lord. Unlike lesser minions, they have hit points, like a Lord or hero. It takes 4 hits to kill one (marked off on their card). When a Fourth Circle minion is killed, the hero who strikes the killing wound receives 4 courage. (If an ambush kills it, the courage goes to the pool.)

If a Fourth Circle demon exits, it increases doom by 4 instead of 1.

Many Fourth Circle demons have special abilities that trigger when they spawn, stay in effect while they are in play, and/or trigger when they die. Watch for these.

"THE PHILTER ... THE BRASS MASKS IT CARRIED WERE CHANTING A HELLISH REFRAIN, POWERING THE LESSER DEMONS. AND THE MASKS ON ALL THE GRYLLUSES ANSWERED BACK."

NAOMI JOSLYN

Summary of Fourth Circle Rules

When the Lord counter reaches 1, the Lord on most maps advances one area, drops a Lord's Shadow token, and then spawns a Fourth Circle demon. Some Fourth Circle demons have an immediate effect when they spawn (check their card). During the following minions attack segment, the Fourth Circle demon (and the Lord) attack heroes in that same area. Then, during the ensuing minions move segment, the Fourth Circle Demon advances an area along with all other minions. So at the end of the enemy phase, on most maps the Fourth Circle demon is in an area just in front of the Lord (or two areas, if Styx is the legion).

JOHN DARK'S TIP

Fourth Circle demons always affect the game in a major way, hurting all players. It's rarely a good idea to ignore or avoid them.



UNDERSTANDING DEMON LORDS

YOU KEEP KNOCKING ON THE DEVIL'S DOOR LONG ENOUGH AND SOONER OR LATER SOMEONE'S GONNA ANSWER YOU.

FOUR BROTHERS [2005]

Lords are not minions. Like Fourth Circle Demons, they have hit points (usually a LOT of hit points). When a Lord is placed on his sheet, also place his health counter on his chart at the correct spot. (Lord starting health varies with the number of heroes.)

1 Toughness Shown as a number or combination of numbers. As with a hero, when an attack scores that number or combination on the dice, the Lord takes 1 damage. If you manage to match the toughness more than once, the Lord takes more damage.

EXAMPLE: Jabootu has a toughness 6. A hero manages to roll a 6 and an 8 in his attack, and scores them both on Jabootu (he could have assigned them to other demons in the Area). Jabootu takes 2 damage.

2 Attack This shows the dice the Lord uses for its attack.

3 Menace All Lords have a "menace" ability. The menace occurs at the start of every Lord Battle.

4 Ability Almost every Lord has one or more special abilities that adversely affect players.

5 Health Each Lord has health points, just like heroes. Their starting health generally depends upon the number of heroes in the game.

6 Reward All Lords have some way for the heroes to earn courage (and sometimes other returns) by fighting them.

7 Activating Hero Space Place a hero who enters Lord's Shadow on the Lord's silhouette to indicate which hero started the Hell Time battle.

HELL TIME

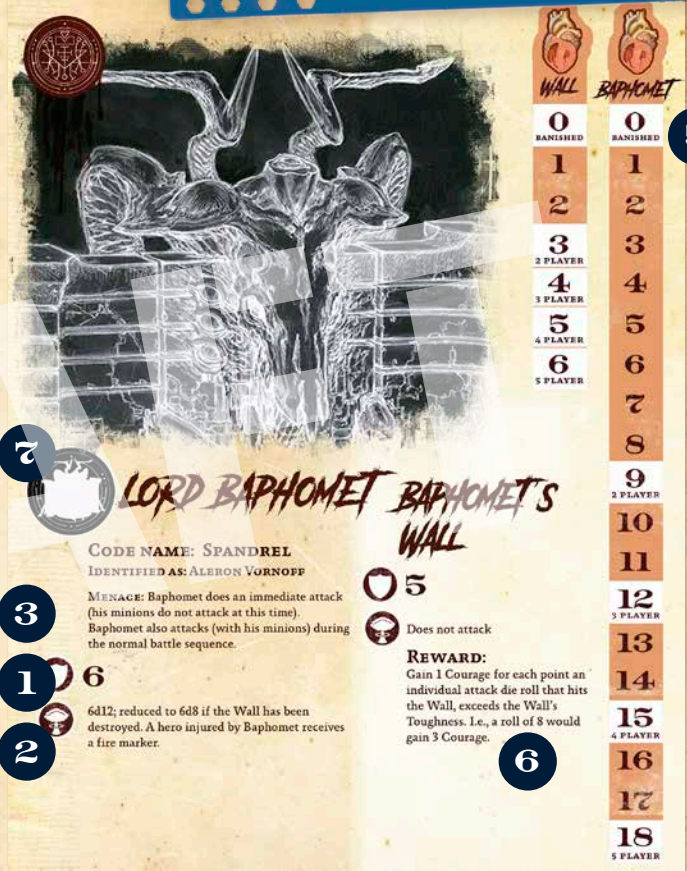
The Lord Battle can be triggered in two ways.

A Hero Enters the Shadow

When a hero enters an area under the Lord's Shadow (or vice versa, as a result of the Lord's movement), time stops, and the hero is transported to Hell.

JOHN DARK'S TIP

Some Lords provide heroes with special choices they can make instead of attacking or retreating while in Hell Time. This doesn't change the overall situation, however.



The normal game sequence stops, and the hero phase is paused until Hell Time is over. The player who entered the Shadow places their hero on the "Activating Hero" space to indicate which hero started the battle. Once all heroes depart hell, the order of play begins again with the hero following the activating hero. If the activating hero is the last in turn order, then the game moves on to the Enemy phase.

The Battle Itself

No other game events happen in Hell Time. Demons don't move. Despair doesn't advance. And Heroes don't follow the normal action phase sequence—they may perform no game actions except for attacking or retreating when it is their turn. The heroes have entered a dimension beyond time and space, where Hell's rules function, instead of sane reality.

Perform the following steps, in sequence, during Hell Time:

1. The player who initiated the fight places their hero on the “Activating Hero” space. If Hell Time was triggered by the Lord’s movement, then no hero is placed here.
2. The activating hero now selects one or more other heroes to join in the battle (all heroes in the Lord’s area are required to join). If there is no activating hero, then the captain chooses who goes. All chosen heroes move to the Demon Lord’s sheet regardless of where they were.
3. Resolve any invasion token in the Lord’s area. Move all minions in the Lord’s area, and the Lord to the Lord’s sheet, to battle the heroes. Move the gate to the Lord’s Area to indicate where surviving enemies will go after the battle.
4. **Menace** Each Lord has a menace. Follow its instructions.
5. **Hero Attack** Each player, in normal turn sequence (starting with the captain), now chooses whether their hero will attack or retreat. Heroes can attack even if they have finished their normal action turn. Instead of an attack, a player can choose to retreat—move their hero figure to any non-Shadowed area on the map, and that hero is out of the fight for the rest of the battle.
6. **Enemy Attack** Once all the heroes have attacked in turn, the enemies (including the Lord) counterattack. As per normal battle rules, the captain chooses who each group attacks, from the lowest-ranked minions up to the Lord. Return to the Hero Attack step and repeat the process until every hero has left the area, is dead, or the Lord is dead. In the latter case, the players win.

Ending Hell Time

1. When no heroes remain in Hell, swap the Lord and any remaining minions on the Lord’s sheet with the Gate’s current position on the map (which should be in the spot the Lord left when Hell Time started). If Hell Time was triggered in the hero phase, then the game continues with the hero whose turn follows the activating hero. This is true even if the activating hero had not used all their actions—their turn ends anyway.
2. If Hell Time was triggered in the enemy phase (by the Lord’s movement), the game continues with the

ensuing minions attack segment, followed by minion movement.

EXAMPLE: *In a four-player game, and John Dark as the captain, Amelia Azevedo moves into a Shadow area, carrying Moose Kowalsky with her (as per her Dominant Personality ability). A Lord Battle immediately begins.*

Step 1: *Amelia gets to pick which other heroes participate, because she is the activating player. Amelia and Moose are required, because they entered the Shadow. Amelia chooses for all heroes to be in the area, so now John Dark and Hannah Hazard (the other hero) are both in the fight.*

Step 2 (Menace): *The enemy is Baphomet, which means he starts off with a free attack. John Dark chooses to take it himself, and Baphomet scores 4 hits on him, which he uses 2 National Guard Troopers to absorb (so he isn’t set on fire). Also present in the area are 3 larvae, 2 grylluses, and 1 fiend.*

Step 3 (Hero Attack): *Each hero, in normal turn sequence, gets to attack. John Dark attacks first (he’s team captain, though Amelia is the start player who triggered the battle). He rolls too low to hurt Baphomet, but kills a larva. Amelia goes next, scoring 2 damage on Baphomet. Then Moose scores 1 damage on Baphomet, plus kills a larva. Hannah is last in attack rotation; she scores a 7 and chooses to damage Baphomet’s wall, and gains 1 courage.*

Step 4 (Enemy Counterattack): *The larva is required to attack John Dark (as per his flaw), scoring 1 damage. The two grylluses attack Moose for 1 damage, and the fiend also attacks Moose, scoring 2 damage. Baphomet attacks and hits Moose (again), for 5(!) damage, forcing him to sacrifice three Volunteer troopers to avoid death, plus Moose is now on fire, and is down to 2 hit points!*

The battle now goes back to the Hero Attack step. John Dark attacks first (as before), this time rolling a 1 on his one die and completely missing. He would like to use his Dark Exchange ability, but all actions except attack and retreat are invalid during a Lord Battle. Then Amelia scores 1 damage on the Lord, and kills the last larva with her other die. Moose, nervous about the amount of damage he has taken, and feeling that his attack dice (currently 2d6) are too weak, retreats, ending his participation and moving his character to an empty area, where he hopes to use first aid during the team phase. Hannah scores 2 hits on Baphomet.

The enemy strike back. No larvae are left, so the two grylluses strike at John Dark, scoring 2 hits. The fiend hits Hannah for 2 hits. Then Baphomet strikes John Dark and scores 5 hits, forcing him to expend his remaining two troopers to block 4

damage. John is down to 1 hit point AND he is on fire!

Once again, back to the Hero Attack step. John Dark retreats on his turn to avoid dying (choosing to go to the start area, so he can recruit next turn). Amelia and Hannah, unwilling to stay alone in the Lord’s area, also retreat. This ends the Lord Battle. The end result was: Baphomet took 6 damage, his Wall took 1, and all three larvae were killed. John Dark took 4 damage and lost four National Guard troopers; Amelia was unharmed; Moose took 5 damage and lost 3 Volunteers; and Hannah took 2 damage. All in all, not too bad. It was a demon Lord, after all.

The game now continues with Moose’s turn, since his turn is after Amelia’s (who was the start player for the boss battle). The heroes plan to apply first aid, recruit more troopers, and head back into the Lord’s area as quickly as possible to continue the struggle. John Dark reminds the other players that someone needs to extinguish his fire before his next hero turn, or he’ll burn to death.

THE CONTROL PANEL

Doom Track

Doom points accrue throughout the game. When doom reaches 13, the game ends and the heroes lose.

The doom track advances in three ways:

1. When an enemy minion is in the start area during the Minions Move segment. The enemy exits, and increases doom by 1 per minion (or 4 for a Fourth Circle demon).
2. If a hero is killed, this costs 2 doom.
3. When an invasion token resolves, and not enough demon figures are in stock to fully satisfy its requirements, add 1 doom.

Doom has no other cumulative effect except that at doom 3 and doom 7, the legion changes.

Despair Track

The despair track has 6 steps, numbered 1 to 6. The despair track and despair dice progress every turn and are cyclic. The points go around the track, like a clock. Each time the clock returns to 1, despair dice accumulate and the difficulty of the game increases.

Lord Track

The Lord track is tied to the despair track, but it advances on a slower cycle (like the “hour hand” to despair’s “minute hand”). Both increase the game’s challenge, and act as a timer—if you ignore despair and the Lord track for too long, the demons grow too mighty to handle.

When the Lord track returns to 1, the Lord moves and spawns a Fourth Circle demon, and places a new Lord’s Shadow token. If the Lord (and his Shadow) enter the start area, the game immediately ends.

Lord’s Shadow markers start in the Lord’s area, and are extended as he moves.

Despair Pool

This gradually accumulates despair dice throughout the game. More dice mean when an invasion token is resolved, it typically results in more minions appearing.

Courage Pool

Whenever enemies are killed by an ambush, the resulting courage is added to the control panel’s courage pool, where it is available for any hero’s use with the captain’s approval.

Legion Slot

The current legion is displayed here.

THOSE WHO PROMISE US PARADISE ON EARTH NEVER PRODUCED ANYTHING BUT A HELL.

KARL POPPER

UNDERSTANDING TROOPERS

I AM A MAN, AND THEREFORE HAVE ALL DEVILS IN MY HEART.

G.K. CHESTERTON

Troopers are brave soldiers who accompany the heroes on their mission. When set to an ambush they can attack incoming enemies, and when on patrol with a hero they can absorb damage.

Troopers are recruited during the team phase, in the recruit segment.

Troopers are normally never eliminated except when a hero uses them to absorb damage.

No more than 4 troopers can accompany a single hero on patrol, and no more than 4 troopers can be placed in a single ambush.



TROOPER CHARACTERISTICS

In general, each game has five different types of troopers, ranging in cost from 1 to 5. Each type has a limited number of cards. When all troopers of a particular type are in play, no more can be recruited. When a trooper is eliminated, its card is placed back on its stack, and can be gained again.

Trooper characteristics are marked on their card.



- Name** Trooper type. All troopers in a single patrol or ambush must be the same type.
- Absorb** How much incoming damage a trooper can stop.
- Ambush** The die or dice rolled by this trooper type during the ambushes fire segment.
- Special Trait** A trait is usually an advantage (as with the Army), but sometimes a weakness (as with Gang members). Not all troopers have a trait.
- Cost** All troopers have a cost. This must be paid with a recruit die roll (typically 1d4, only for heroes in the start area), which can be added to by paying courage (worth 1 point each).

ON PATROL

When you recruit a trooper, you must pay the cost, and he is automatically placed on patrol with your hero. *Example: A US Army trooper costs 4 to take on patrol.*

A patrol trooper has two functions—first, you can remove one (or more) of them to absorb incoming damage from an enemy attack (i.e., they take the hit instead of you), and second, you can place them in an area with the set ambush hero action.

AS AN AMBUSH

When troopers are placed as an ambush, they shoot at incoming demons during the Enemy phase. The captain determines how their attack is applied—they work just like a hero in this regard (i.e., they roll their damage, then it is “spent” on demons as the players please).

Troopers set to ambush can still be used to absorb damage for heroes in their area.

All ambush troopers simply roll the dice total for their number. For example, two Army troopers in ambush will roll 1d6 TOTAL, not 1d6 each. Three Army troopers in ambush will roll 2d6 TOTAL. In almost every case, the ambush value for one or two troopers is the same.

How Troopers Absorb Damage

After a demon group attacks, if you don’t want to take the damage personally, you can discard a trooper. Each trooper has an absorb rating—this is how much damage it can soak up. Please note that although many troopers can stop 2 or even 3 points of damage, they are still eliminated even when used to absorb just 1 or 2 points.

EXAMPLE: John Dark has two US Army troopers on patrol with him. He is hit for 3 damage by a demon group. He can choose to discard both troopers to absorb all the damage (though 1 point of absorption will be wasted), or he could discard just one trooper to absorb 2 points, then take the final point himself. Or he could hang on to both troopers and take all 3 damage.

A patrol can only absorb damage for the hero who controls it. However, any hero can discard an ambush trooper in the area to avoid the damage. This works just as with a patrol trooper—use the absorb rating. This is the only way, barring special abilities, that a demon can kill an ambush trooper.

JOHN DARK'S TIP

The captain may not veto a hero’s use of ambush troopers to soak up damage.

Limitations on Absorbing Damage

Troopers ONLY absorb damage from a demon attack. They do not absorb damage from a fire or pestilence marker, and they do not absorb damage inflicted by hero abilities, gifts, or flaws. They also cannot absorb any harmful effect which is not damage (such as stun). However, if a hero would gain a harmful effect by being damaged, and all the damage is absorbed, he does not take the harmful effect.

EXAMPLE ONE: The current legion is Phlegethon. A gryllus group strikes a hero for 2 damage. If he uses troopers to absorb both points of damage, he won’t be set on fire!

EXAMPLE TWO: When the Catoblepas first spawns, all heroes automatically take 2 pestilence markers. Troopers can’t block this. However, when the Catoblepas attacks a hero, it inflicts 1 pestilence marker per hit. If the Catoblepas rolls 3 damage, but a trooper absorbs 2 points, then the hero only takes 1 damage, and only 1 pestilence marker. If troopers absorbed all 3 damage, he’d get no pestilence markers.

REGIONS (EXPANSIONS)

Some expansions contain new regions. These represent geographic areas or countries, and change the available troopers. Each region has a region card to explain these changes. The US is unique, because you get choices for your troopers.



SEQUENCE OF PLAY

THE DEVIL IS NOT ALWAYS AT THE POOR MAN'S DOOR.

FRENCH PROVERB

TEAM PHASE

- a. **New Captain Segment**
(and new heroes spawn at the start)
- b. **Team Action Segment:**
 - i. **Recruit**
 - ii. **First aid**
 - iii. **Earn gift**
 - iv. **Renew**
 - v. **Special actions (from gifts or abilities)**

HERO PHASE

- a. **Hero Action Segment**
Each player, starting with the captain, and proceeding clockwise, takes his turn. Each hero has two standard actions, and may have special actions. Each hero action may only be performed once, but can be taken in any order.
 - i. **Attack** (or recover from stun, or put out a fire)
 - ii. **Help** (an attacking hero can seek help from other heroes)
 - iii. **Move** (or recover from stun)
 - iv. **Set ambush**
 - v. **Special actions** (from gifts or abilities)

ENEMY PHASE

- a. **Despair and Lord Segment**
Advance the despair counter 1 step per hero. If the despair counter reaches or passes 1, perform the despair cycle. If the Lord track reaches 1, perform the Lord cycle following the despair cycle.



Despair counter

- b. **Minions Attack Segment**
Minions attack as groups. Each group in each space attacks a single hero, chosen by the captain.
- c. **Minions Move Segment**
All minions on the start vanish (on the Invasion map—other maps may have different rules), scoring 1 doom apiece.

In the rare case that an invasion token scores doom, the amount scored is always equal to the current despair dice.

On most maps, all on-map minions and invasion tokens move from their current area to the next area, heading towards the start. First move enemies and tokens on the area closest to the start, then work backward toward the Lord.

Reveal an invasion token that enters an area containing heroes or troopers.



Invasion token

- d. **Minion Spawn Segment**
Place a new invasion token in the Lord's area. Some maps have printed gates, which also receive invasion tokens.
- e. **Ambush Segment**
Resolve ambushes in every area containing both ambush troopers and minions, in any desired order.

THE TEAM PHASE

HELL IS EMPTY, AND ALL THE DEVILS ARE HERE.

WILLIAM SHAKESPEARE

A. NEW CAPTAIN SEGMENT

On the first turn of the game, select the first captain any way you choose (e.g., youngest player, shortest player, player with the longest beard, etc.) and give him or her the captain marker. If this is your first time playing *Planet Apocalypse*, or if you lost your last game, give that player the divine intervention token as well. (Otherwise, do not use divine intervention.)



Captain marker



Divine Intervention token

From then on, in each new captain segment, the former captain passes the captain marker to the player on his left, who then becomes the new captain. (The original first player keeps the divine intervention token.)

The captain has four tasks, and occasionally others are relegated to him or her:

1. The captain is the first player.
2. The captain must approve before any player can take courage from the pool.
3. In the Minions Attack segment, the captain determines which hero is targeted by each demon group (when there is a choice).
4. In the Ambush segment, the captain determines which minions are targeted by each ambush's die result.

New Heroes Spawn

If a player is joining the game late, or a player's hero has died, that player now selects a replacement hero from those not currently in the game. This happens in the new captain segment.

The new hero starts in the start, at full health, with no gifts. He receives starting courage equal to the current number of despair dice. A player only earns this courage when he starts a brand-new hero. Heroes who die but are somehow resurrected or spared from death by a gift or ability do not get a courage bonus.

JOHN DARK'S TIP

Please note that captain status goes with the player, not with the hero. If a player's hero is killed, the player remains captain.

B. TEAM ACTION SEGMENT

During this segment, heroes perform team actions together. These actions can be done in any order, but typically it is more effective for all heroes to perform the same action at the same time (thus, all heroes first aid together, and recruit together, etc.). Team actions typically also benefit other players, or are best performed in conjunction with other players. There are four standard team actions, one of which (**renew**) is rare.

For example, in a 3-player game, one player might perform first aid, then earn a gift, then the two players who hadn't done first aid yet exchange first aids. The limit is that each individual hero can only do a particular team action once (in the same manner that during the hero phase, each hero can only do each action once.).

- i. **Recruit**
- ii. **First Aid**
- iii. **Earn gift**
- iv. **Renew**
- v. **Special actions**

Recruit (free, but hero must be in the start area)

All heroes in the start area may **recruit**. Each hero rolls 1d4, and can take up to that many points of troopers. A hero can spend courage for more points on a 1-for-1 basis.

EXAMPLE ONE: Madeleine is in the start area. She rolls a 3 to recruit, and decides to spend 2 courage to increase her final total to 5. This lets her recruit a Special Forces trooper.

The recruiting points are used to pay for new troopers. Some trooper types cost more than others, representing better training or equipment. You cannot mix and match types of troopers; all the troopers on your patrol must be of the same type. You can discard troopers from your sheet if you wish to recruit a new type.

If you spend less than your die roll, any excess are lost.

There is a limit on how many of each trooper are available. For example, the game contains only four Special Forces. If all four are in play, no more can be recruited. If one of the Special Forces dies, then another can be recruited to take his place.

EXAMPLE TWO: Frank, Ken, and Chris are on the start area during the recruit segment. Frank rolls 1d4 and gets a 4. He already has one Police trooper, so he takes a second one, paying 3. He loses the extra point rolled. He could have taken a cost 4 Army, but then he would have had to discard his current Police. Ken has no patrol, and rolls a 2. He takes a Police. This costs 3, so he pays for the extra point with 1 courage. Chris rolls a 4, and takes four Volunteers, each costing 1. She already has a Citizen Militia in her Patrol, so she must discard him to add the Volunteers.

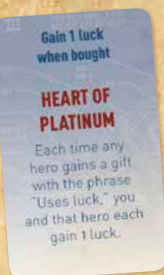
First Aid (free, or 1 courage if enemies are present)

Each hero can apply **first aid** to one other hero in his area. First aid restores 1 health (up to that player's current health cap) to the target hero (heroes can target themselves). An individual hero can benefit from multiple first aids in a segment.

A hero must pay 1 courage to use first aid if any enemies are in his area. It's free if no enemies are around.

EXAMPLE: John Dark is down to 1 health, and shares an area with Hannah and Doc Hunter. One larva is also present. Doc Hunter uses first aid on John Dark, paying 1 courage (because of the larva), then Hannah does likewise. Since Doc Hunter gets an extra point from his first aids, per his ability, John's health is increased by 3. John decides not to use his own first aid, because he doesn't want to spend any courage.

Earn Gift (cost varies; always courage)

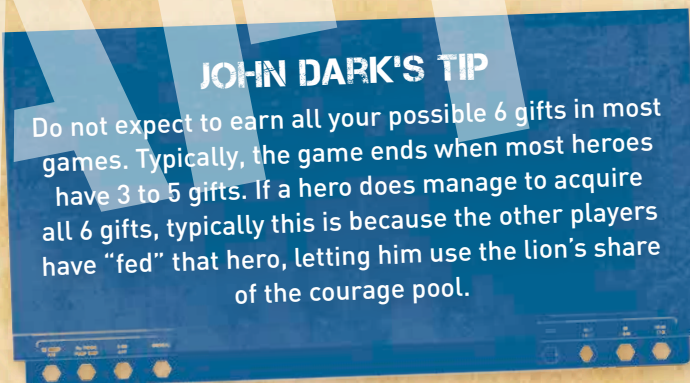


Gifts are obtained by purchasing them from the gift panel's stock of gifts during the team action phase. Gifts do not take effect until placed on your hero sheet. Courage is the unit of exchange—always spend courage to buy a gift.

A hero can buy more than one gift during the team action segment. This is especially important for replacement heroes.

In case of a dispute about gift purchases, first remember that the captain controls the courage pool. If a player is able to buy a gift using their own personal courage, then do this in turn order.

Heroes can spend their own courage, or they can use the courage pool, or a combination thereof.



When you buy a gift, remove the card from the gift panel and place it on your hero sheet in an available slot. Leave the card's former spot on the gift panel empty. Each gift you buy gives you two rewards—you gain both the benefit printed on the gift slot as well as the card you chose. The gift slot's benefit is always an instant one-time effect. The gift card displays the other benefit, and is on top of the slot on the hero sheet.

- You may only place a gift on a start slot, or a slot connected to an already-gifted slot by an arrow.
- You can never remove a gift that's already in place, i.e., you can't change your mind.
- Some gift cards cost extra courage beyond that listed on the hero sheet. These cards state this fact prominently.
- Some gifts use luck, and always are marked as such.

EXAMPLE ONE: Hannah wants to buy the Faith gift. She currently has no gifts, so she can only place a gift in one of her start slots, which is priced at 6 courage. This gift costs her 10 total courage—6 for the base slot cost, plus 4 more because of Faith's additional price.

When she places the card, she adds a 1d4 token to her Attack box (as per the gift slot's text), then she adds a toughness token to her toughness box (as per Faith's text). Now that she has this gift, on future turns she also has access to her gift slots that grant her the Zeroed In or Head Shot abilities.



EXAMPLE TWO: Tarang buys the Wizard Eye gift. As per the card's text, he must spend 1 luck each time he uses its ability.

After a gift is purchased, leave its slot blank on the gift panel. When the Lord counter reaches 1, remaining gifts are discarded from the gift panel and a new set is drawn to fill the slots.

Hero Maximums

Regardless of gifts and bonuses, for heroes:

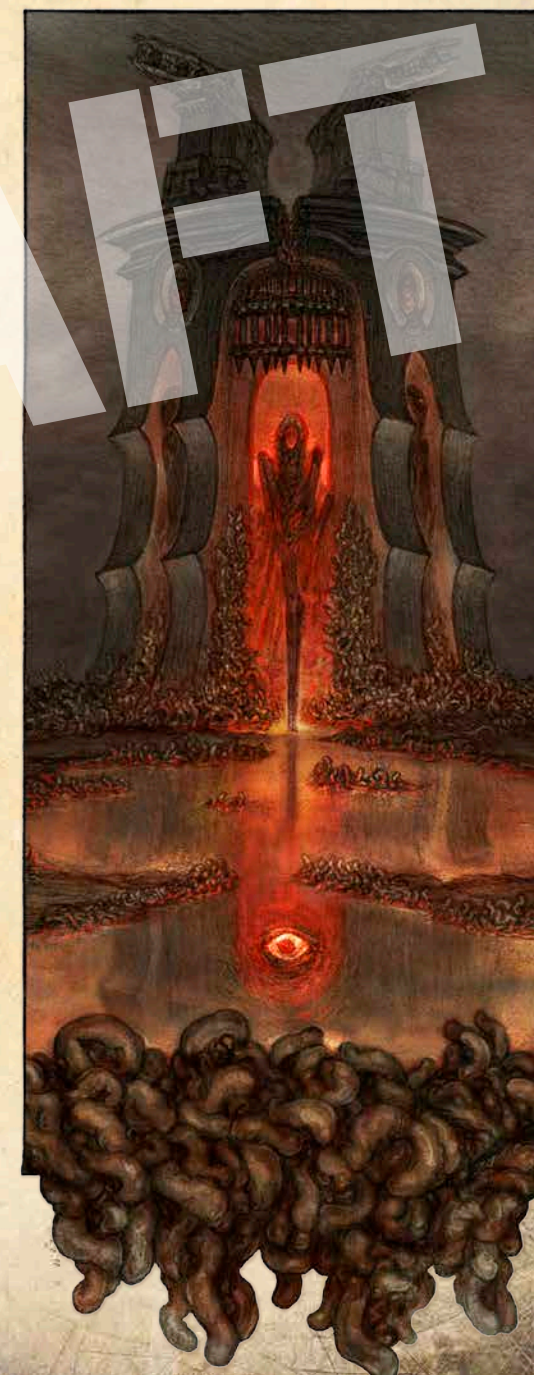
- The maximum possible toughness (for a human) is 5 under normal circumstances. Some demon abilities can affect this.
- The lowest possible toughness is 0.
- The maximum possible health for a hero is 10.
- No attack die can be increased past 1d12, even with helping.

Renew (cost 9)

Many gifts and a few abilities are powered by luck. The **renew** team action helps restore luck. All players together must spend 9 courage, and then the team (as a whole) gains 4 luck. If the team cannot agree how to divvy this up, the captain decides.

Special actions (cost varies)

Some gifts and abilities give particular heroes new team actions.



HERO PHASE

EVIL IS ALWAYS POSSIBLE. AND GOODNESS IS ETERNALLY DIFFICULT.

ANNE RICE

A. HERO ACTION SEGMENT

Summary

During the hero action segment, each player in turn (starting with the captain) takes their turn. Normally, hero actions do not cost courage.

The captain is *always* the first player to take their turn, after which the sequence proceeds clockwise (to the captain's left) around the table. When all players have taken a turn, the hero phase ends, and the game progresses to the enemy phase.

On his turn, a hero can attack and move, in either order (i.e., attack and then move, or vice versa). Some gifts and abilities provide other hero phase actions. A hero may also, after attacking and moving, set an **ambush** with troopers. Each action can be performed just once during each hero phase.

EXAMPLE: John Dark can perform his Dark Exchange ability once per turn. This is in addition to one attack and one move.

Recover from Stun and Fire

This happens during the hero action segment, but it is not so much an action as the loss of an action. A stunned player must *either* give up their attack *or* their move for this turn, after which their hero can stand back up. The hero can then continue with any remaining actions. A hero cannot give up a special action to recover from a stun.

EXAMPLE: Victor Steele is stunned this turn. He recovers by giving up his attack. He can still move.

If a hero is on fire, any hero can give up his attack to put out the fire. He must be in the target hero's area. A hero can give up his own attack to put out his own fire.



The Move Action

To move, pick up your hero figure and move it, one area at a time, either 1 or 2 areas. Heroes can move toward or away from the start. Note that you *cannot* do part of your move, then attack (or take any other action), then continue with the rest of your move. You must complete your entire move before taking any other action.

You may NOT change direction during your move—you cannot enter an area, then retreat from it.

Entering a New Area

When you enter an area that contains an invasion token, remove it and roll the despair dice to generate the demons within.

If you still have 1 area of your move left after revealing the invasion token, you can continue moving, probably revealing more enemies.

JOHN DARK'S TIP

The farther you penetrate into the enemy citadel, the tougher things get! But dawdling at the periphery doesn't necessarily help either.

The Attack Action

If you are in an area containing enemies, roll dice equal to your current attack. Compare results to the enemy units, and apply them up as you wish. Each enemy you kill typically earns you 1 courage.

Each unit has a certain toughness given as a number or a combination of numbers. Assigning a die or dice exceeding this number or numbers kills the unit (if a larva, or First, Second, or Third Circle demon) or inflicts 1 damage to it (if a hero, Fourth Circle demon, or Lord).

JOHN DARK'S TIP

For example, I have toughness 3. This means the enemy has to roll a 4 or more to hit me with a die.

A die must individually score higher than the target's toughness. Do not add dice together.

After a hero rolls their dice, the results can be applied to enemies in any way they please.

EXAMPLE ONE: John Dark is attacking, with 2d6. The area contains 2 larvae (Limbo), 1 gryllus, and a Hellhound. His roll results in a pair of 4s. He can use one of his 4 results to kill a larva, leaving him with another 4 which can either kill the gryllus or another larva. Even though his two scores combined make 8, he cannot damage the Hellhound, because dice cannot be combined in this way.



Double Toughness

Some enemies have two numbers, and sometimes toughness can be doubled. In either case, both numbers must be met by separate dice to inflict damage. If a doubled toughness is increased or decreased by a point, change *both* numbers.

EXAMPLE TWO: Hannah Hazard rolls 1d8. So she cannot possibly kill a cacodemon (toughness 4+4). She can only match one of his two toughness numbers.

EXAMPLE THREE: The players face Lord Procrustes, whose toughness is 4+4. He will only receive 1 damage for each pair of dice a hero rolls which score 5 or more on each die.

Helping Another Hero's Attack (cost 1)

If another hero is in your area before you attack, you can ask that hero for help. If he agrees, he spends 1 courage (he can use the courage pool if the captain agrees). Before you attack, you can increase one of your dice a level (for example, a d6 becomes a d8). More than one hero can help the same attack, each increasing a chosen die by a level. You can never bump up a die past 1d12, however.

You cannot help your own attack.

EXAMPLE: John Dark has 2d6, and is attacking a Hellhound (toughness 4). Before he rolls, he asks for help from the two other heroes in the area. Both agree, and each spends 1 courage. Now John has a choice, since he has two "helps." He can either choose to increase his dice 1 step each, giving him 2d8, or he can spend both helps on a single die, giving him 1d6+1d10.

THE SET AMBUSH ACTION

Heroes with patrol troopers can place one or more in their area as an ambush. Once placed, the troopers will fire on enemies in the next ambush segment (at the end of the enemy phase).

No more than 4 troopers can be in a single ambush. *All troopers in an ambush must be the same type.* If you place a new type of trooper in an ambush, the previous ambush is dismissed and removed from the map.

ENEMY PHASE

HELL HATH NO FURY LIKE A LIBERAL SCORNED.

DICK GREGORY

A. DESPAIR AND LORD SEGMENT

In general, despair increases every turn. If it hits or passes 1, then the Lord track also increases. If the Lord track hits 1, then the Lord is triggered to move and other events occur.

JOHN DARK'S TIP

Some of the expansions add new exciting maps to the game. These maps often change the exact results or order of events during the Despair and Lord segment, and come with a special card explaining the new order. For example, in the Dragon map, the Lord doesn't move when the Lord track reaches 0.

Despair Track

Increase the despair counter by 1 per player. The counter moves up faster on the track with more players, which makes the game more challenging.

The Despair Cycle

When the despair counter hits or passes 1, perform these tasks:

- Pestilence markers inflict 1 damage per token per player.
- Add 1 despair die to the despair pool.
- Add 4 courage to the courage pool.



Pestilence marker

Advance the Lord counter one step on its track. If this moves it to 1, the Lord cycle triggers. It will take place next.

Lord Cycle (if the Lord counter hits 1)

When the Lord track hits 1, the following events take place:

- Discard ALL cards on the gift panel and replace them with new cards, randomly drawn.
- Advance the Lord forward one area, and place a Lord's Shadow in the new area. **If the Lord moves into the start area, the game immediately ends, and all players lose.**
- The Lord's Shadow kills all troopers in its area immediately. Keep that in mind. It means that placing an ambush where the Lord's Shadow is imminent is only situationally effective.
- Spawn a Fourth Circle demon in the Lord's current area (pick one randomly by holding their cards facedown and holding them out for another player to select). The newly spawned Fourth Circle demon will advance in the ensuing Minions Move segment.
- If the Lord entered an area containing heroes, a Lord Battle begins (see the *Understanding Demon Lords* section on page 19 for details).

B. MINIONS ATTACK SEGMENT

Group Attack Sub-Segment

Enemies now attack. Go area by area, and completely finish one area before moving to the next. You can do the areas in any order, but if you choose a non-regular way you should keep track somehow of which areas have been resolved.

In each area, enemies attack in precise order, starting with Limbo minions (larvae), then First Circle (grylluses), and so forth, going on up the line. If the Lord is present, he attacks last of all.

Enemies attack in groups by type—thus all larvae (Limbo) in an area are one group. If an area has only a single minion of a particular type (always the case for the Fourth Circle demons and the Lord), that minion acts as its own group.

The captain chooses the target of each attacking group before dice are rolled. He can switch targets between groups, however.

When a hero is damaged, he can absorb that damage with his own patrol troopers or any ambush trooper in the area. When all damage is absorbed, no extra effects inflicted by that demon are applied to the hero.

EXAMPLE: The current legion is Phlegethon, which sets heroes on fire when damaged. Four larvae (Limbo), one gryllus (First Circle), and two fiends (Second Circle), share an area with Moose (health 2) and Hannah (health 4) during the minions attack segment. The captain has the larvae target Hannah. The larvae roll 4 dice and score 3 hits, dropping Hannah to 1 health. Though the legion is Phlegethon, Hannah is not set on fire because larvae don't receive legion benefits. Next, the gryllus group (only one demon), attacks. The captain decrees that Moose is the target. Unfortunately, both dice are hits. Moose has his patrol Army trooper absorb the hit. The Army trooper stops both points of damage, and so Moose isn't set on fire, since he wasn't hit. The next attack is the pair of fiends, who roll a terrifying 4d10 (2d10 each). The captain, consulting with the team, decides to have the attack strike Hannah, even though she only has 1 Health. The fiends "only" get two hits. To keep from dying, Hannah uses one of the ambush Police troopers in the area, who absorbs 3 damage—though he could have stopped an additional damage point, he is still eliminated by taking 2. Again, because the troopers stopped the damage, Hannah doesn't catch fire.

Special Cases

Usually, only enemies in areas that contain heroes need their attacks resolved. However, demons in the Pandemonium legion and some special-case demons (such as the Hellhound) can attack even when no hero is in their area.

In summary:

- If more than one hero is a potential target, the captain chooses who gets attacked. Minion groups in a particular area always attack in order from lowest Circle to highest (Lord is last). The captain can see the results of a group's attack before choosing the next victim.
- All enemies in a particular area must finish attacking before the captain chooses a new area. The captain can go through the areas in any order. **EXAMPLE:** All the heroes are together in the same area, along with some minions. In addition, a Hellhound is in play (in a different

area). The captain decides to have the Hellhound go first (with his ranged attack), figuring that this will help better determine the targets of the attacks in the heroes' area.

C. MINIONS MOVE SEGMENT

On-Map Minions, and Invasion Tokens Move

Move all invasion tokens and revealed minions one area toward the start. **EXCEPTION:** Styx demons move two areas.

JOHN DARK'S TIP

It is easiest to remember who has and has not moved if you move enemies in sequence starting with those nearest to the start. Also remember to move demons who passed through the start on the Doomgate map, or to apply other special map rules.

Newly spawned Fourth Circle demons also move at this time, along with other minions or invasion tokens in their area. The Lord never moves during the Minions Move segment.

Minions Exit

Minions who leave the start area depart the play area on most maps (there are exceptions). **Increase the doom level by 1 per exiting minion.** Fourth Circle demons increase doom by 4 instead of 1.

In the rare case that an invasion token scores doom, it increases doom by 1 *per despair die!* Try not to let this happen!

Invasion Tokens Are Revealed

All invasion tokens that entered areas containing a hero or an ambush get revealed. Roll the current despair dice, and replace the tokens with the indicated demons.

JOHN DARK'S TIP

Of course you CAN ponderously move up all the invasion tokens, one by one, from the Lord. But since the tokens are externally identical, we usually just leave them on the map and add a new token to the front of the line. It's the same end result, and is faster to perform. Of course, we still separately move demon figures accompanying the invasion tokens.

D. MINION SPAWN SEGMENT

Place a new invasion token in the Lord’s area. Then reveal the token if heroes or ambush troopers are present.

D. AMBUSH SEGMENT

The final step of the enemy phase is to use your ambushes to thin their numbers and thus earn courage. Resolve the ambush in each area that contains both ambush troopers and enemies. If an area lacks either, no ambush takes place there.

JOHN DARK'S TIP

You don't have to resolve an ambush that has no chance of taking effect. You can let the troopers just lie low. You might also want to do this (for instance) if you have Gang troopers in an ambush and don't want to lose them. Or if you want to save a minion for a hero to kill later on.

How to Ambush

Each ambush consists of 1 to 4 troopers, and the die roll varies with their number and type. It is printed on their card.



Absorb
2

Cost
4

Army

Discard 1 trooper to add 1d10 to your attack.

Ambush

1 1d6
2 1d6
3 2d6
4 3d6

FIGURE 2. This is a typical ambush attack matrix.

The first number is how many troopers are in the ambush. The second number is the die or dice the ambush rolls.

Troopers attack in the same manner as heroes. Any player can roll the ambush dice. In disputes, the captain decides how to apply the ambush damage. Heroes cannot help an

ambush (see Helping Another Hero’s Attack).

Add 1 courage to the pool per minion killed by an ambush. If a Fourth Circle demon is killed, add 3 courage into the pool instead.

JOHN DARK'S TIP

Smart players notice that there is no attack difference between 1 and 2 troopers in an ambush. It is still often worth putting 2 troopers into an ambush, so that if a trooper is killed by absorbing damage, the ambush remains active.

EXAMPLE: Three US Army troopers ambush a demon force that includes both larvae (Limbo) and grylluses (First Circle). The troopers roll 2d6 and score 2 and 4. The captain uses the 2 to kill a larva, and can use the 4 to either kill a second larva or a gryllus. Whichever he selects, he'll add 2 courage to the pool, because the ambush killed two foes.

JOHN DARK'S TIP

Courage in the pool is better than courage on your hero's sheet. Proper use of troopers is the difference between winning and losing.

WHEN ONE BURNS ONE’S BRIDGES, WHAT A VERY NICE FIRE IT MAKES.

DYLAN THOMAS

HERO AND MINION DEATH

When a hero’s health reaches 0, he dies. Follow these steps:

- 1. Increase the doom track by 2.
- 2. Discard all gifts and accumulated courage.
- 3. Choose a new hero to enter play in the next Recruit segment.

Most minions do not have health. Instead, when an ambush or a hero scores sufficient results to equal that minion’s toughness, it is immediately killed. When a hero kills a demon, he gains 1 courage. If an ambush kills a minion, the resulting courage goes to the courage pool on the control panel.

Fourth Circle demons and Lords have health, just like heroes. Matching their toughness inflicts 1 damage. Just as with a hero, you can meet these enemies’ toughness multiple times to inflict more damage. EXAMPLE: Stroma’s toughness is 3+3—each pair of 4s or higher you roll when targeting her inflicts 1 damage.

GAME EFFECTS

STUN

When a hero is stunned, lay the hero figure on its side.

A stunned hero has to give up either their attack or move on their turn, but can then carry out the rest of the turn without any issues.

FIRE

Some demons set heroes on fire. This is represented by a fire marker placed on the hero sheet.

- A hero who is on fire takes 1 damage at the start of their turn—before they can extinguish the fire! This means a burning hero with 1 health is certain to die unless someone extinguishes the fire before their turn.
- Any hero in the same area can skip his attack to remove a fire marker from a victim.
- A hero can only have one fire marker at a time. Additional ones are ignored.

PESTILENCE

Some enemies place pestilence markers, representing diabolic disease, acid, or venom.

- A hero can accumulate multiple pestilence markers.
- Each point cured by the first aid action or another similar effect can either heal 1 damage, or be used to discard 1 pestilence marker.
- When the despair track hits or passes 0, all players with pestilence markers take 1 damage per marker.

PLAYER ENTRY OR DEPARTURE

Unlike most games, players can join or leave a game of Planet Apocalypse in the middle of the game without messing up play (much). Here’s how to do it!

JOINING A GAME

If a player wants to join a game after it has begun, go through the following steps: The new player starts play in the next recruit segment. The new hero does not start with any courage.

- From now on, the despair track increases faster, because you have a new player.
- Increase the health of the Lord, according to the new player count. EXAMPLE: it is a 4-player game against Lord Baphomet. He started with 15 health, but has lost 6 to the players, so is down to 9. A new player joins the game. Baphomet starts with 18 health in a 5-player game, which is 3 more than in a 4-player game, so his health is increased by 3 to account for the new hero. Now his health is 12.

LEAVING A GAME

Sad but true, sometimes emergencies or previous appointments call players away from the table. When this happens in Planet Apocalypse, simply hand the player's hero over to another player, who now controls two heroes.

CHANGING GAME DIFFICULTY

ONLY IN THE DARKEST NIGHTS STARS SHINE MORE BRIGHTLY.

AZRAT ALI IBN A3U-TALIB

Planet Apocalypse includes several methods of increasing game difficulty, which you can mix and match to your satisfaction. The game has three levels of increased difficulty: **Hard**, **Nightmare** and **Hellish**.

If you use two Hard modifiers, count it as a Nightmare level. Two Nightmare modifiers make a Hellish.

EXAMPLE: A jaded play group decides to start with 6 despair dice in the pool (Nightmare) and also to use the Miniboss (also Nightmare). Their game is now Hellish.

HARD: Secret Lord Identity

Instead of choosing the Lord(s) before the game starts, leave him off the map. Choose the Lord, and then place his figure, using a random method the first time that Lord's Shadow is entered.

HELL: Enraged Lord

Start the Lord with health as if there were one more player on your team. For example, you would start Baphomet with 15 health in a 3-player game. (You cannot use this in a 5-player game.)

HARD/NIGHTMARE/HELLISH: Increased Despair Pool
You can adjust difficulty by adding despair dice to the starting despair pool. The more you add, the tougher the game. Our rating is:

Hard: Start with 5 despair dice.

Nightmare: Start with 6 despair dice.

Hellish: Start with 7 despair dice.

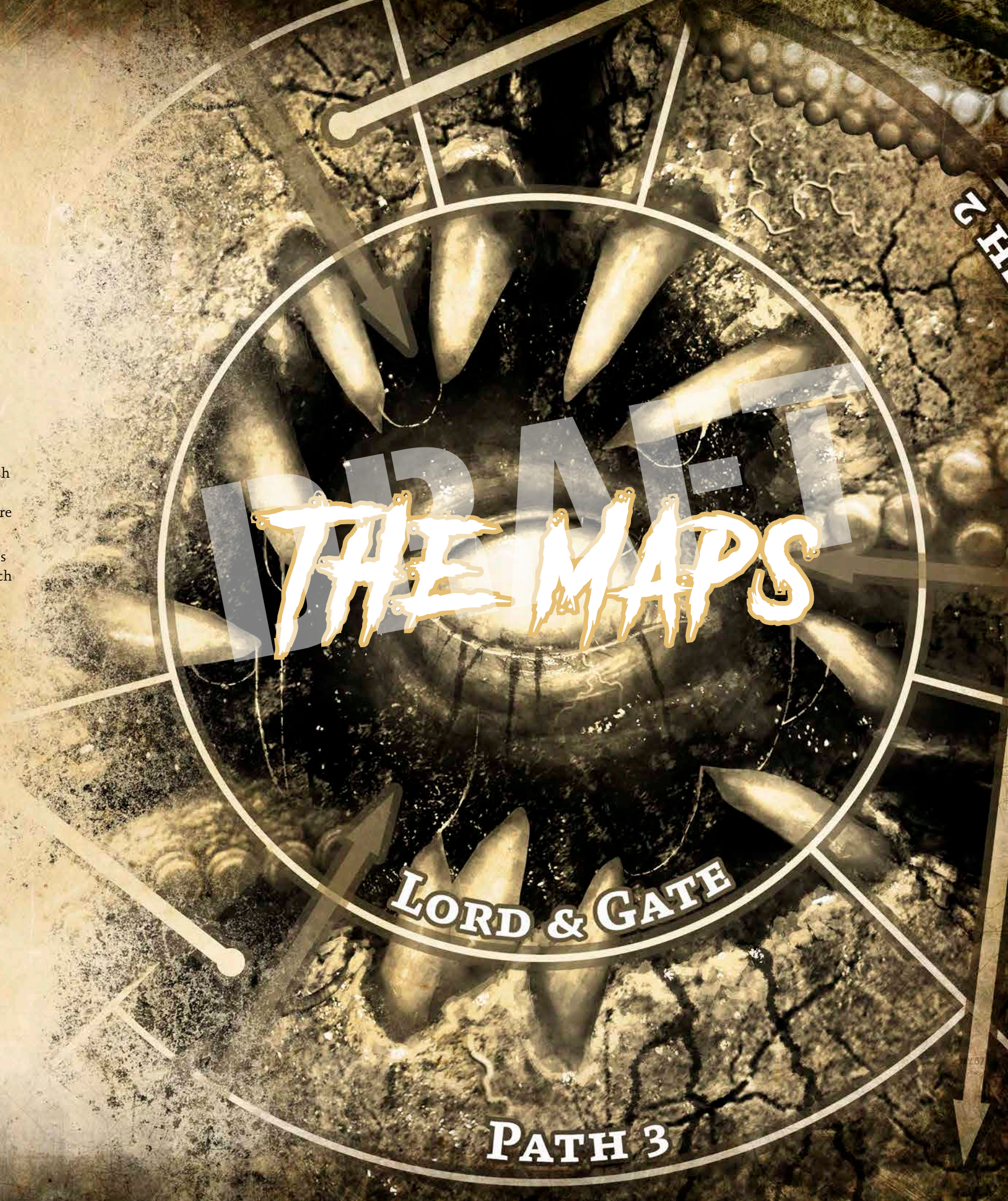
NIGHTMARE/HELLISH: Moving On Up

You can also adjust difficulty by starting the Lord one area closer to the start. Place Lord's Shadow markers in the area behind the Lord as well as in his area. For Hellish difficulty, you could start the Lord two spaces closer to your start, but Petersen Games does not recommend more than this.

Please note that this method of increasing difficulty does not apply to maps on which the Lord does not move (such as the Dragon map or Purgatory).

NIGHTMARE: The Miniboss

Begin with a Fourth Circle demon in the Lord's area.



THE INVASION MAP

AN INVASION OF ARMIES CAN BE RESISTED, BUT NOT AN IDEA WHOSE TIME HAS COME.

VICTOR HUGO

The Invasion map is the plain vanilla map, with no real surprises. It gives you the full game experience. The minions move through the arrows, headed for the start, and depart. The Lord follows them at a slower pace, controlled by the Lord track.

The Invasion map.

The first map you'll encounter!



THE DOOMGATE MAP

INSTEAD OF SIMPLY LAUNCHING AN INVASION OF OUR WORLD, THIS TIME THE DEMONS ARE DOING SOME KIND OF RITUAL, MOVING IN A SPECIAL WAY, ALMOST LIKE A DANCE. WE HAVE TO BREAK UP THE PATTERN, OR CLEARLY ALL HELL WILL BREAK LOOSE.

HANNAH HAZARD

DOOMGATE RULE DIFFERENCES

Start and Gate

The start area and the Lord's Shadow are considered adjacent for all purposes. When a hero moves directly from the start to the Lord's Shadow, this does NOT increase doom, though it does send him to Hell Time.

Minions Move Segment

A minion leaving the start area returns to the Lord's original area. This adds to doom normally, as if the minion had exited. In other words, "exiting" demons do NOT vanish, but instead cycle around the map until killed. The game ends with a player loss if the Lord reaches the Start area as in a normal game.

Demons and Invasion Tokens

Because of the nature of this map, demons and invasion tokens often share areas. If an invasion token is revealed, previously revealed demons in the area immediately group as appropriate.



The Doomgate map. Demons at the start skip through the Doomgate and go to the Lord's starting area, then keep circling rather than leaving the game.

In general, the Doomgate map operates similarly to the normal map. Its despair and Lord segments are identical. However, the minions don't depart the map—instead, they return to the Lord's original area upon leaving the start area, and keep moving around in a circle.

THE LAUNCH SITE MAP

IT IS BY ITS PROMISE OF A SENSE OF POWER THAT EVIL OFTEN ATTRACTS THE WEAK.

ERIC HOFFER



The Launch Site layout. The numbered areas are critical to understanding this map.

BANNED LEGIONS

If the *Styx* or *Acheron* legion is drawn, discard it and draw a new one.

HERO MOVEMENT

A hero can only move to the Lord's area from an area completely empty of minions.

LORD SEGMENT

Discard and replace all gifts.

Spawn a Fourth Circle demon in the Lord's area.

Score doom equal to the highest-numbered area that contains any minions. For example, if areas 1, 5, and 6 have no minions, and areas 2, 3, and 4 contain minions, then score 4 doom (because area 4 is the highest-numbered area with minions). Please note that doom is scored in the Lord segment, BEFORE minions move or exit the central area.

JOHN DARK'S TIP

You need to predict where demons are going to be, and target them in advance, balancing this with the random movement of newly-spawned invasion tokens. At least the Lord is easy to reach.

MINIONS MOVE SEGMENT

A band of enemies that exits the Lord's area rolls 1d6 to determine which area they enter. Once in the outer ring, minions move clockwise.

SETUP

Heroes begin at the start. This is also where they can recruit new troopers.

When selecting your region, replace the cost 3 and cost 4 troopers with Cosmonauts and Astronauts. The cost 1, 2, and 5 troopers don't change (in Russia, the cost 2, 5, and 6 troopers remain instead.)

THE MOON BASE MAP

IF THE WHOLE UNIVERSE HAS NO MEANING, WE SHOULD NEVER HAVE FOUND OUT THAT IT HAS NO MEANING: JUST AS, IF THERE WERE NO LIGHT IN THE UNIVERSE AND THEREFORE NO CREATURES WITH EYES, WE SHOULD NEVER KNOW IT WAS DARK. DARK WOULD BE WITHOUT MEANING.

C. S. LEWIS

The Moon Base map is in the Void expansion. This map has two gates, and two paths leading away from the gates, labeled the White Railgun and the Blue Railgun, plus two starts, which are called airlocks. There are some important exceptions to the rules.

SETUP

Start with an invasion token in each space on the White Railgun, except the airlock. Start with two invasion tokens in each space on the Blue Railgun, including the airlock.

Place gates in the White Railgun and Blue Railgun gate areas. Place the Demon Lord in the White Railgun gate area.

Heroes start in the White Airlock.

RECRUIT SEGMENT

Only space troopers (Cosmonauts and Astronauts) are available to recruit. A hero can discard his entire recruit die roll in exchange for 1 courage.

Space Troopers

Space troopers have a special ability which triggers when a hero spends 1 courage. Any hero can spend this courage, and does *not* need to be in the space troopers' area when doing so.

An ambush Astronaut can move to *any* area when 1 courage is spent. The hero spending the courage can choose to move only part of the ambush when doing this. If moved to an area containing Cosmonauts, the latter are discarded. Remember, the limit is still only 4 troopers per area.

WHEN HEROES MOVE

Heroes can move between airlocks as if adjacent. Airlocks aren't adjacent for any other purpose.

The Blue Gate produces 2 invasion markers each time the Lord's cycle triggers. A hero can move directly from the Blue Gate area to the White Gate area (this enters Hell Time of course.).

WHEN ENEMIES MOVE

Enemies are always either on the White Railgun or the Blue Railgun. White Railgun enemies move and spawn normally, and head down the White Railgun toward the White Airlock.

Blue Railgun enemies *only* spawn and move when the Lord marker hits 1—but two tokens spawn. They still attack normally, every minions attack segment, if heroes are in their area. They move down the Blue Railgun towards the Blue Airlock.

LORD SEGMENT

When the Lord counter hits 1:

1. Discard and replace all gifts.
2. Move the Lord into the next White Railgun area, and place his Shadow there.
3. Spawn a Fourth Circle demon in the Lord's area. It advances down the White path in the ensuing minions move segment.
4. Advance Blue path enemies and invasion tokens. This is the only time Blue path enemies move.
5. Spawn two Blue path invasion tokens in the Blue gate area.

JOHN DARK'S TIP

On this map, it's possible for an invasion token to exit. Watch out, because this is a big doom loss.

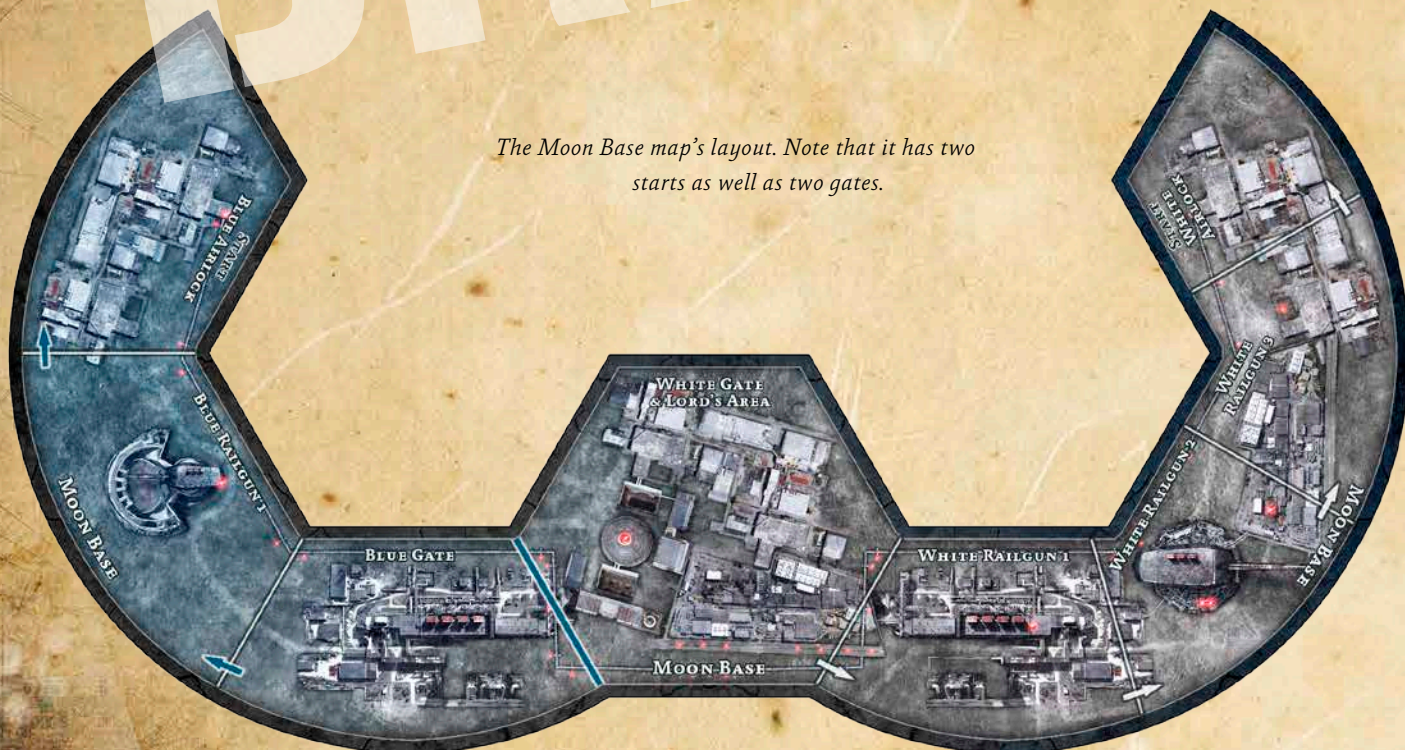
INVASION TOKENS SPAWN

On this map, invasion tokens spawn from gates, not directly from the Lord.

When two invasion tokens are revealed, resolve each token separately. However, the enemies that appear group together normally. **EXAMPLE:** On the first turn of the game, a hero moves to the Blue Airlock. The two invasion tokens resolve, rolling 4 despair dice each. The first token has a First Circle demon (and a larva). The second token has a First and a Second Circle demon, plus two larvae. The end result is three larvae, two First Circle demons, and one Second Circle demon in the area. The larvae and First Circle demons then group.

JOHN DARK'S TIP

The Blue path is generally not as threatening because of its slow rate of advance, but you do need to send a hero or two there once in a while to clear out enemies. Placing troopers there can be useful—they can shoot up the Blue path enemies for several turns in a row, earning courage and thinning the horde.



The Moon Base map's layout. Note that it has two starts as well as two gates.

THE DRAGON BACK MAP

HE WHO FIGHTS TOO LONG AGAINST DRAGONS BECOMES A DRAGON HIMSELF; AND IF YOU GAZE TOO LONG INTO THE ABYSS, THE ABYSS WILL GAZE INTO YOU.

FRIEDRICH NIETZSCHE

The Dragon Back map is in the Dragon expansion. This map displays the body of the Hell Dragon, a miles-long monster which is destroying the surface world. The heroes are airdropped onto the back of the dragon, upon which stands an unholy citadel.

SCORING DOOM

At the very start of the enemy phase, score 1 doom per minion (4 for a Fourth Circle demon) in the Crown.

LORDS

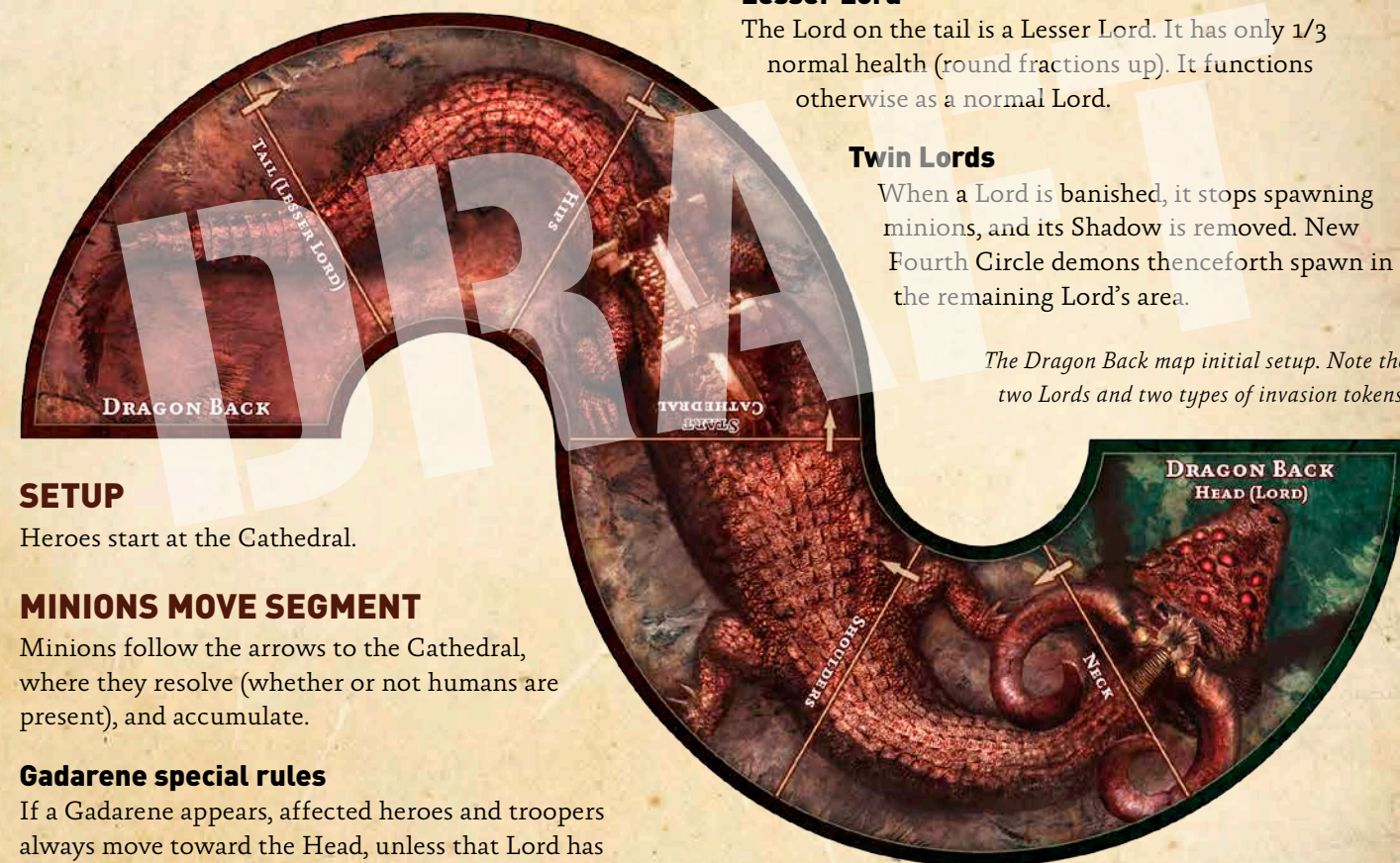
Lesser Lord

The Lord on the tail is a Lesser Lord. It has only 1/3 normal health (round fractions up). It functions otherwise as a normal Lord.

Twin Lords

When a Lord is banished, it stops spawning minions, and its Shadow is removed. New Fourth Circle demons thenceforth spawn in the remaining Lord's area.

The Dragon Back map initial setup. Note the two Lords and two types of invasion tokens.



SETUP

Heroes start at the Cathedral.

MINIONS MOVE SEGMENT

Minions follow the arrows to the Cathedral, where they resolve (whether or not humans are present), and accumulate.

Gadarene special rules

If a Gadarene appears, affected heroes and troopers always move toward the Head, unless that Lord has already been defeated—in which case they move toward the Tail.

Hindbody Invasion Tokens

Invasion tokens on the hindbody (Hips, Tail) only resolve into Limbo minions.

EXAMPLE: Seven despair dice are rolled to resolve a hindbody invasion token just as it enters the Cathedral. The dice resolve as what would normally result in one First circle, two Second Circle, and three Limbo minions, but because it is a hindbody token, it instead produces only the three Limbo minions.

LORD SEGMENT

When the Lord counter hits 1:

1. Discard and replace all gifts.
2. Spawn a Fourth Circle demon in one of the two Lords' areas (captain's choice).
3. Lords do not move or extend their Shadow.

JOHN DARK'S TIP

You don't lose the instant every organ is filled with demons—you have a minimum of a 1 turn grace period to empty any one organ, so hop to it!

THE DRAGON GUTS MAP

GHOST: MY HOUR IS ALMOST COME, WHEN I TO SULFEROUS AND TORMENTING FLAMES MUST RENDER UP MYSELF.

WILLIAM SHAKESPEARE

The Dragon Guts map is contained in the Dragon expansion. This map shows the interior of the Hell Dragon, a huge automaton which is inhabited and controlled by demons. The heroes enter the dragon's mouth, and work their way through the monster, before finally killing the Demon Lord in the beast's brain.

Demons do not move on this map, including the Demon Lord. The demons simply stay in the areas they are placed until they are killed. Except for hero death, doom is only scored during the Lord segment.

DESPAIR SEGMENT

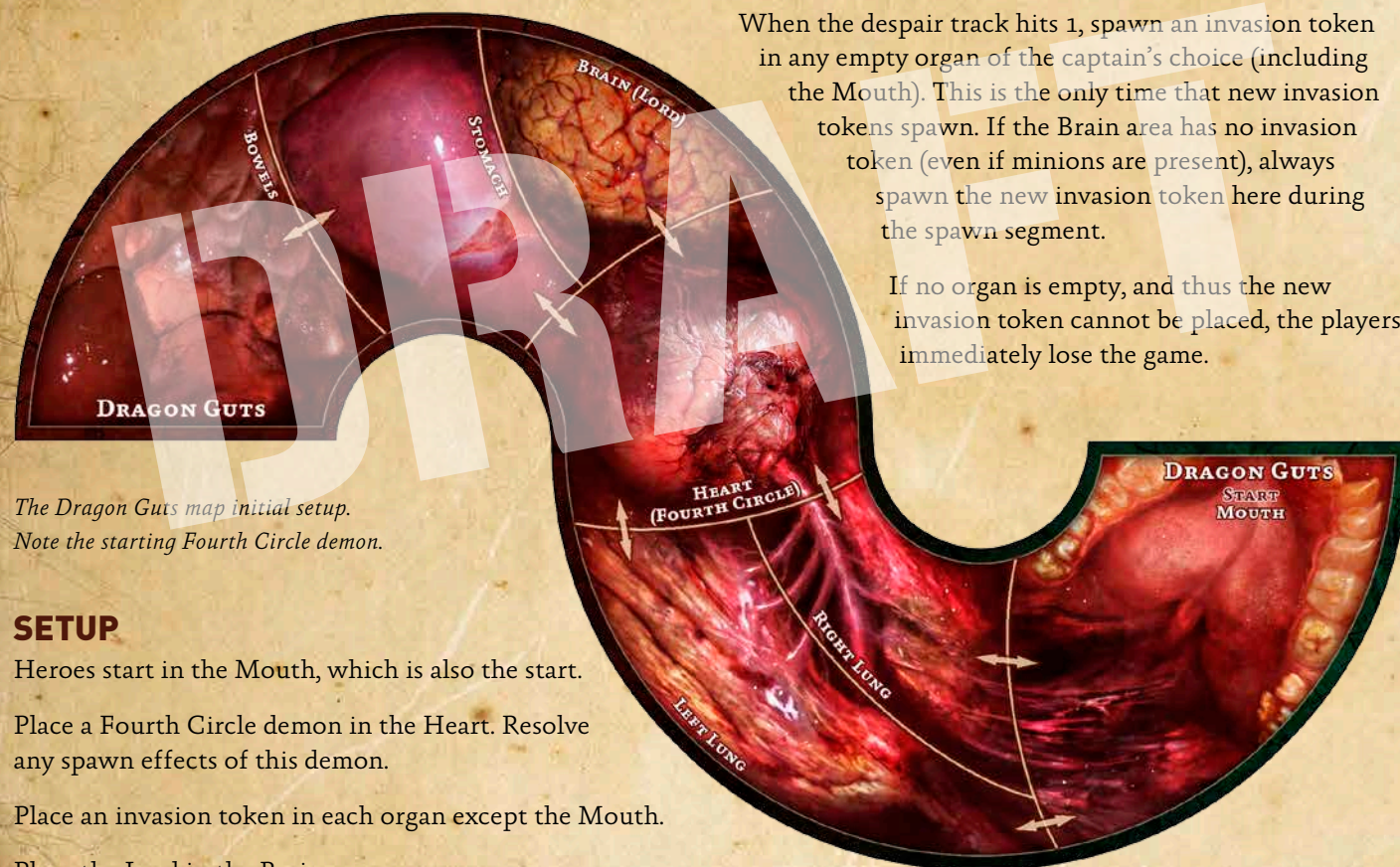
When the despair track hits 1, spawn an invasion token in any empty organ of the captain's choice (including the Mouth). This is the only time that new invasion tokens spawn. If the Brain area has no invasion token (even if minions are present), always spawn the new invasion token here during the spawn segment.

If no organ is empty, and thus the new invasion token cannot be placed, the players immediately lose the game.

LORD SEGMENT

When the Lord counter hits 1:

1. Discard and replace all gifts.
2. Spawn a Fourth Circle demon in the organ where the newly spawned invasion token was placed in the preceding despair segment.
3. Score 1 doom per organ that contains any First through Fourth Circle demons or an invasion token (larvae don't count).



The Dragon Guts map initial setup. Note the starting Fourth Circle demon.

SETUP

Heroes start in the Mouth, which is also the start.

Place a Fourth Circle demon in the Heart. Resolve any spawn effects of this demon.

Place an invasion token in each organ except the Mouth.

Place the Lord in the Brain.

Place a Lord's Shadow token in the Brain.

SPECIAL RULES

If the *Styx* or *Acheron* legion is drawn, discard it and draw a new one. If the *Gadarene* is drawn, discard it, and select a new Fourth Circle demon.

Invasion tokens do not spawn in the normal fashion, but only appear when the despair track reaches or passes 1.

THE WASHINGTON D.C. MAP

THE PRESENCE OF THE DEVIL IS ON THE FIRST PAGE OF THE BIBLE, AND THE BIBLE ENDS AS WELL WITH THE PRESENCE OF THE DEVIL.

POPE FRANCIS



The Washington D.C. map. The Beltway forms a useful refuge for the players.

Hell cannot claim victory until it has seized control over the most powerful (and one of the most religious) nations on Earth. That's right, the United States of America. A Lord has taken up residence in the White House, and seeks control over all other symbols of rule.

SETUP

Heroes may start in the Capitol, the Supreme Court, or the Pentagon. Place three invasion tokens in the White House.

RECRUITING

Heroes can recruit in any of the three Starts, as well as on the Beltway.

HERO MOVEMENT

The Beltway is an extra area which minions never enter. It is adjacent (in every way) to the Capitol, the Supreme Court, and the Pentagon.

MINIONS MOVE SEGMENT

Minions revealed in the Lord's area never move. Invasion tokens DO move, and leave the Lord's area—each token moves down one of the map's three paths. Thus, minions may accumulate in the Lord's area over time.

INVASION TOKENS SPAWN

New invasion tokens only appear when the Lord track reaches 1. They move every turn, however. This creates "pulses" of movement after the earliest part of the game.

LORD SEGMENT

When the Lord counter hits 1:

1. Discard and replace all gifts.
2. Spawn three invasion tokens in the three corners of the White House. They move during the ensuing minions move segment.
3. Spawn a Fourth Circle demon in one corner of the White House (chosen by the captain).
4. If the Lord has no minions inside his area, spawn another invasion token there, and immediately resolve it (exposing the minions).

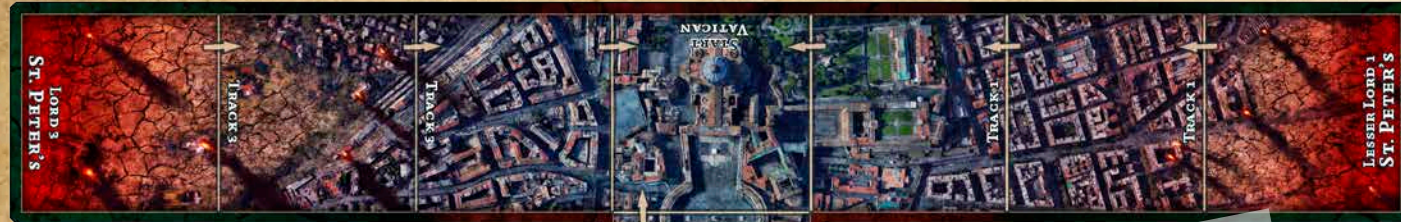
JOHN DARK'S TIP

The three routes are a big pain on this map, plus you must try to time your attack on the Lord when he doesn't have four(!) invasion tokens present. If the Lord accumulates too many minions you may need to make preemptive strikes on the White House to thin them out before your real assault.

THE ST. PETER'S MAP

BE SOBER, BE VIGILANT; FOR YOUR ADVERSARY THE DEVIL, AS A ROARING LION, WALKETH ABOUT, SEEKING WHOM HE MAY DEVOUR.

ST. PETER



The St. Peter's map. Note that it starts with 3 Demon Lords, two of which are Lesser Lords.

Now Hell is attacking the holiest place in all Christendom (similar attacks are doubtless happening in Mecca, Lumbini, etc.). This map is contained in the Faith pack.

SETUP

Heroes start at the Vatican, which is also the start area.

Place a Lord at each of the three Lord areas. Set up three Lord sheets.

Lord 1 and Lord 2 are Lesser Lords. They start with 1/3 of the normal health (round fractions up). They are otherwise unchanged.

THE THREE TRACKS

The demons are subdivided into three tracks, numbered 1, 2, and 3. Invasion tokens and minions only move and spawn while their Lord is "active." Only the lowest-numbered Lord (initially, Lord 1) is active at a time.

At the start of the game, only Lord 1's invasion tokens move and spawn. The rest sit idly—though they do fight normally if a hero enters their area.

Once a Demon Lord is killed, the lowest-numbered remaining Demon Lord becomes the new active Lord. *Example: The heroes kill Lord 1. Now Lord 2 activates and his track begins to move and spawn demons. If the heroes had killed Lord 2 first, Lord 1 would remain the active Lord.*

When an active Lord is killed, he won't spawn any new demons. However, any remaining demons on his track stay active, and continue to move. **EXAMPLE:** The heroes bypass a room of demons, and strike at Lord 1, killing him. Now Lord 2 is the active Lord, but Lord 1's demons keep moving toward the Vatican.

LORD SEGMENT

When the Lord counter hits 1:

1. Discard and replace all gifts.
2. The lowest-numbered surviving Lord moves one area down its track and spawns a Lord's Shadow token in the new area (the other Lords stay idle).
3. Spawn a Fourth Circle demon in the active Lord's area. (It moves during the ensuing minions move segment.)

SPAWNING DEMONS

Demons only spawn in the active Lord's area.

WINNING THE GAME

You must kill all three Demon Lords to win. If any Lord reaches the Vatican, you lose.

JOHN DARK'S TIP

Early on, enter each of the tracks, so their invasion tokens are spawned while despair is still low. When you return after killing a Lord, they will be easier to deal with.

THE INVASION OF PURGATORY MAP

I'M NOT SURE WE GOT HERE IN TIME ... BUT DOES TIME EVEN MATTER HERE?

MOOSE KOWALSKI



All Lords except the one in Hell are "Lesser Lords." Give them 1/3 normal health (round fractions up).

HERO MOVEMENT

Heroes can move from Earth to any level of Purgatory, or from a level of Purgatory to an adjacent Level (or back to Earth).

Heroes cannot enter Hell until all Lords in Purgatory are banished.

MINION NOTES

Minions spawn in Hell (not in the Lesser Lords' areas).

When a Lesser Lord is killed, remove his Shadow.

LORD SEGMENT

None of the Lords move. A Fourth Circle demon spawns in Hell when the Lord counter hits 1 (and moves up through Purgatory the ensuing minions move segment).

The Purgatory map, thick with Demon Lords.

Hell attacks the mystical mountain of Purgatory, aiming directly at Paradise, and from thence to Heaven itself.

SETUP

Heroes start on Earth.

Set a Lord in each step of Purgatory (except Paradise), each with its own Lord's Shadow.

JOHN DARK'S TIP

This is a Lord-fest. You have two advantages helping you in this struggle. First, Earth is a safe haven—enemies never enter it. Second, Lords provide lots of Courage via their reward—take advantage of this. Think about a strategy to overcome the Lords you face.

THE FINAL BATTLE MAP

THEY SAY IT'S BETTER TO REIGN IN HELL THAN SERVE IN HEAVEN. BUT WHAT IF YOUR ONLY CHOICE IS TO SERVE IN HELL? WHAT THEN?

DAVID PRIOR (AM 1200)



The Final Battle map. It has 3 paths, spawns 3 invasion tokens at a time, but "only" one Demon Lord.

Hell pulls out all the stops. Thwarted again and again by the heroes, it is time to empty the malebolges and send everything to the surface in the most horrendous and important struggle since the original War in Heaven.

SETUP

Heroes start in the outer ring. Note that this gigantic area encircles the map.

Invasion tokens appear in threes—one in each corner of the central area. Keep them separate.

SPECIAL MOVEMENT

Heroes move along straight lines, from the outer ring directly toward the gate area, or back.

Enemies and invasion tokens move along the black arrows, spiraling out. In this area, humans and demonic forces do not follow the same connections!

Enemies in the outer ring group together.

SPAWNING INVASION TOKENS

On this map, invasion tokens spawn in each corner of the central area.

Each corner spawns its own invasion token. These tokens each move down a separate path, following the arrows (i.e., the gate 3 token moves down the areas numbered 3.)

If a hero enters the central area, all invasion tokens present are resolved (and the hero enters Hell Time). The enemies from all invasion tokens then group together. After the Lord Battle, they remain grouped, and move down Path 1. If this happens, the other two paths will have an "empty slot" in their sequence of invasion tokens.

To clarify, all revealed minions in the central area move down Path 1. Invasion tokens spawn in the corners of the central area, and move down their own path.

LORD SEGMENT

Unchanged. The Lord moves down Path 1.

The Fourth Circle demon appears in the Lord's area, and moves ahead of him, down Path 1.

JOHN DARK'S TIP

The biggest problem in the Final Battle is the huge number of invasion tokens you need to deal with. We recommend placing a strong ambush in the outer ring, but this won't be enough, as 3 tokens may spawn here at once.

FREQUENTLY ASKED QUESTIONS

DON'T LEAVE YET—THERE'S A DEMON AROUND THAT CORNER!

DOOM COMPUTER GAME

GENERAL GAME RULES

Q. If my hero is giving up his attack for some benefit, and another benefit is available, can it count for all? For example, if Hannah Hazard has Zeroed In, and is also stunned, does giving up her move count for both tasks?

A. Yes.

Q. Can a player who can attack into another area split his attack between his own area and another?

A. Yes. If he rolls enough hits, he can split it between three or more areas. For example, if a player using Wizard Eye rolled a pair of 4s, he could kill a gryllus (First Circle) across the map, as well as one in his same area if he wanted. You never have to choose ahead of time in which area you apply the dice.

Q. If my hero is saved from death by Pray for a Miracle, what happens to fire, stun, and/or pestilence markers?

A. You keep them.

Q. Do I HAVE to use a particular ability or gift?

A. No. You must always use a relevant flaw when it applies though.

Q. If a hero with two actions is stunned, can he add an action, then give it up for stun recovery or fire extinguish or whatever?

A. Yes. For example, Penrod could use his Brawler ability to spend 1 Health to get an extra attack, then spend that extra attack on stun recovery. Or a hero with Arcane Attack could spend 1 Luck for an extra attack, then give it up to extinguish a fire.

Q. Does an ambush HAVE to fire? For example if it contains Gang members?

A. No. The captain chooses whether or not it fires. Unless the Mandrake is in play, in which case it MUST fire if any heroes are in the area.

Q. When using the Astronaut special ability (from the Void expansion), what happens if I move an Astronaut ambush to an area that already contains an ambush?

A. If the target area contains non-Astronauts, they are discarded. If it contains Astronauts, then combine the two ambushes, and discard any Astronauts beyond 4. You cannot use the Astronaut ability to move into an area containing the Lord's Shadow.

Q. Can I upgrade just some Paramilitary in a group but not all?

A. Only if you are Professor Maxwell, and they are your own patrol troopers.

Q. On some maps, it's possible to have two or more invasion tokens in a single area. When these resolve, if both invasion tokens are missing units, because of a shortage of figures, how much doom is lost?

A. A maximum of 1 doom is scored per invasion token for a figure shortage. Example: You are playing The Final Battle, and both cacodemons (Third Circle) are already in play. You enter the central area, where there are 3 invasion tokens. All three tokens are resolved to include at least one cacodemon, but none are available, so the players add 3 doom. At least they didn't have to fight all those cacodemons!

HEROES

Q. When Dr. Hunter uses Autopsy to kill a larva, does this cost him 1 courage (since it substitutes for his first aid)?

A. No. It does earn 1 courage for killing the larva, though.

Q. When Dr. Hunter uses a Stimpack, does it trigger before or after fire damage? Also, can he use more than one Stimpack at the same time?

A. Before fire damage, and he can use as many as he likes at once. He just has to do it at the start of a player's turn. This includes a player's turn in Hell Time.

Q. Can Hannah Hazard combine her Zeroed In ability with *Rapid Fire*?

A. Yes, but as per the Zeroed In description, she has to use Zeroed In first. Hence, if she uses Zeroed in to increase a die to 1d10, then uses Rapid Fire to split it into 2d6, she cannot use Zeroed In a second time to increase her resulting d6s to d8s! She only gets one bite at the apple.

Q. Does Professor Maxwell take damage from *Arthritis* if he is moved by Amelia’s Dominant Personality ability, or by the Seal of Solomon gift?

A. No and no. Arthritis only applies on his own turn.

Q. If Tarang “kills” one of the Pulgasaur’s stages, one of Geryon’s bodies, or one of Scylla’s heads, does his *Silat* ability let him kill another demon in the area?

A. No, since the Demon Lord is not really dead. He could do it if his attack actually killed the Demon Lord though. Of course, this would only matter if it wasn’t the last Demon Lord on the map.

Q. Can Cindrew use her *Fidget, Fetch!* ability if all gift slots are filled?

A. No.

Q. When Brevet Rank is used, if Victor Steele has *Stragglers*, what happens?

A. He rolls 1d4 to recruit, instead of 1d4 minus 1.

Q. I notice that Victor’s Poor Planning weakness is worse for him when there are fewer players. Is this intentional?

A. Think of it as a side effect. Feel free to take it into consideration.

Q. If all Dorothy does is help or first aid (in a demon-infested area), does she need to take the 1 courage required from the pool?

A. Yes. Of course, if she uses luck to substitute for courage, it can come from her luck pool instead.

Q. If Moose uses his move to discard a stun, can he benefit from his *Charge* ability?

A. Of course not!

Q. Can Amelia “drop off” a hero she is dragging along with her Dominant Personality?

A. No—her companion has to travel the full move with her.

Q. If Bernice is at 1 health, and takes a gift, what happens to her?

A. She dies, since her current health drops by 1. Don’t do this.

Q. Can Bernice use *Legal Expert* to give the captain marker to herself?

A. Certainly.

Q. Do I really have to cough when playing Bernice each time I take a gift?

A. Of course. It’s a useful reminder to the other players that she is on a timer, so to speak. Plus it’s fun, and that’s what games are about.

Q. Can Penrod refuse to use a rolled attack to kill a larva?

A. Certainly. Any hero can refuse to use his rolled attack for any reason.

GIFTS

Q. Am I ever required to use a particular gift?

A. No. For example, you won’t want to use Lieutenant while the Mandrake is in play.

Q. Can a hero combine <Gift A> and <Gift B>?

A. Yes, in almost all cases. For example, you could use Fire Team to make your patrol troopers fire during the Ambush segment, and also use Lieutenant to add 1d6 to their attack! You could even add in Sergeant to increase their attack by a level (including the 1d6 Lieutenant boost, which would thus become 1d8!) Or you could use Pope-Blessed Bullet to gain 1d12, then use Rapid Fire to transform the 1d12 into 3d6. These interactions are much of the fun of Planet Apocalypse.

Q. Can I use The Abyss Peers Back to benefit another hero besides my own?

A. No.

Q. Defiance lets me reroll any dice that result in a 1, but Naomi Joslyn’s Focus ability lets her simply replace a die roll of 1 with the max possible. Can I combine these?

A. Yes, because Naomi’s Focus only affects one of her dice, while Defiance can affect the rest. Still, probably Naomi should let someone else take this gift who can use its full benefits.

Q. If I have Fire Team and spend 1 luck for my patrol to shoot as an ambush, but the area I’m in already has an ambush present, how is this done?

A. It’s easy. You simply carry out two ambushes in a row, in either order. For example, say a single Volunteer is in ambush, and you have four Volunteers on patrol. First one of the two groups would fire (say the ambush, rolling 1d6), then the other (the Patrol Volunteers remain, rolling 1d10).

Q. What counts as “self-inflicted damage” for Schadenfreude?

A. Damage that the player himself chooses to take due to his own ability or gift (such as Cissy’s Occult Interest, or the Silver Bullet gift).

Q. May I use Brigadier to create an ambush where there wasn’t one?

A. Yes.

Q. If my health cap is at 10 (the maximum), what happens if I take a gift for “+1 to cap and current health”?

A. The cap stays at 10, but you do get the +1 to your current health. Pick a more useful gift.

Q. If I have Heart of Platinum, and a hero takes the Hope or Charity gift, do I get an extra luck?

A. No, because neither Hope nor Charity have the phrase “Uses luck” as a header.

ENEMIES

Q. Do Invasion tokens benefit from legion abilities—such as *Styx*?

A. No. Demons never use special abilities while “inside” an invasion token. Use this fact strategically, as when placing ambushes (which reveal invasion tokens).

Q. When the *Cocytus* legion is active, heroes take 1 damage each time they kill a demon. Can this be absorbed by troopers?

A. Yes.

Q Does the Tardigrade cyst token count as an enemy?

A. No. And it cannot be attacked.

Q. When the Mandrake is in play, can I use an ambush trooper to absorb damage from his own Ambush?

A. Yes.

Q When Nuckelavee spawns, each player places 1 toughness on its card, to be returned when it dies. If a hero dies after giving up toughness, what happens to the toughness he gives up?

A. It stays on the card. When Nuckelavee finally dies, each hero gets back a toughness counter, even if he is a replacement hero who did not personally give up his toughness!

Q. Can I use the courage pool to pay for Geryon’s menace?

A. Yes.

Q. When Stheno is banished, heroes return to their original toughness, applying gifts that affect toughness. What about toughness enhancements printed on a hero sheet (for example, Moose’s cost 12 gift slot)? Do these count?

A. Yes. These would count as part of your earned gifts.

Q. What happens if we run out of toughness markers to track Stheno’s Petrification effect? Or Cthon’s attack counters? Or other such items?

A. Use any marker to substitute, or write the current total down.

Q. Can any gift or ability free a player trapped by Stroma?

A. No. Her victim is doomed unless she dies first.

Q. If Victor Steele with his Leadership ability shares an area with a patrol Gendarme trooper, does the latter absorb 3 courage or 1 courage, as per his note?

A. The Gendarme absorbs 3 courage. Victor’s ability supersedes the card text.



RULE OMEGA THE FINAL QUESTION

We have sought diligently to cover all possible rules questions and to make the game as gripping and exciting as we possibly can, but we are mere mortals, and as such we are subject to error (unlike the Demon Lords portrayed in the game).

If you come across a conflict or ambiguity regarding an ability, gift, or rule, and you cannot find the answer in our FAQ (or our website's online FAQ), we recommend that the players in the game discuss the desired outcome—the owner of the game should get a bonus in the discussion (perhaps his vote counts for double). Remember that it is emphatically NOT always better to choose a result that makes the game easier for the players—in a cooperative game such as this, you will gain a much greater personal satisfaction in defeating a tough enemy than a pushover.

In the end, *Planet Apocalypse* is YOUR game. If you feel compelled to add house rules, do so with our blessing.

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