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v1

Aug 2020

Game: **PLANET APOCALYPSE**
Publisher: **Petersen Games (2020)**

Page 1: **Rules summary front**
Page 2: **Rules summary back**
Page 3: **Play reference x2**

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

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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



PLANET APOCALYPSE

SETUP

Choose a **map** and read its special rules. Place the **minion** figures near the map. Choose a **Lord**, randomly or otherwise, and place the **Lord sheet** near the map and its figure on the map in its area, along with a **Lord's shadow token**. Place a counter on the Lord's start **health** on the spot marked by the number of players.

Place **1 invasion token** in each map area marked on the map diagram (usually every area except the start areas).

Place the **control panel** near the map with the **doom counter** on the 0 box of the doom track, the **despair counter** on the 1 box of the despair track, and the **Lord counter** on the 1 box of the Lord track.

Shuffle the **legion cards**, draw 1 randomly, and place it faceup in the slot on the control panel. Place 4 **courage** in the courage pool (some regions start with an empty pool). Place 4 **despair dice** in the despair pool.

Place the **gift panel** within reach. Shuffle the **gift deck** and place it face-down nearby. Draw 10 random gifts from the deck and place them, face-up, in the slots.

The core game has 5 types of **troopers**. Stack all troopers of a given type together, and place the 5 stacks within reach. Unless you are using regions, your troopers are volunteers, citizen militia, police, army, and special forces.

Each player chooses or randomly receives a **hero** and takes their **hero sheet**. Put your hero's figure on the map's start space. Then place a **health cap counter** and a **current health counter** on the health cap start value. Place the starting number of **luck tokens** below the luck area and the starting number of **toughness tokens** in the toughness area.

Place a **dice token** in the attack area equal to the listed start value for your hero. Use tokens instead of dice, since when the dice are actually rolled they can differ significantly from the tokens (the baseline) due to abilities etc.

SEQUENCE OF PLAY TEAM PHASE

A. NEW CAPTAIN SEGMENT

On the first turn of the game, select the first **captain** any way you wish and give them the **captain marker**. If this is your first game, or you lost your last game, give that player the **divine intervention token** as well (otherwise, do not use divine intervention).

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

The captain is the first player and must approve before any player can take courage from the pool.

In the minions attack segment, the captain determines which hero is targeted by each demon group (when there is a choice).

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. The new hero begins in the start area at full health, with no gifts, and with starting courage equal to the current number of despair dice. Heroes who are somehow resurrected or spared by a gift or ability do not get a courage bonus.

B. TEAM ACTION SEGMENT

Heroes perform team actions together in any order (usually it is more effective for all heroes to perform the same action at once). Each individual hero can only do a particular team action once.

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. You can spend courage for more points on a 1-for-1 basis.

Recruiting points are used to pay for new troopers to add to your patrol. All the troopers on your patrol must be of the same type, but 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 is lost.

The number of trooper cards available is a limit on how many you can have of each type in play at any one time.


FIRST AID

Free, or a cost of 1 courage if any enemies are in your area

Each hero can apply **first aid** to a hero in their area (including themselves), restoring 1 health (up to that player's current health cap) to the target hero. An individual hero can benefit from multiple first aids in a segment.

EARN GIFT

Variable cost in courage

 Gifts are purchased from the gift panel's stock of gifts. They do not take effect until placed on your hero sheet. You can buy more than 1 gift during the team action segment. Heroes can spend their own courage, or use the courage pool, or a combination thereof.

If there is a dispute about purchases, 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.


When you buy a gift, remove the card from the gift panel and place it on your hero sheet on an available slot. Leave the card's former spot on the gift panel empty. Each gift you buy gives you 2 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. **You can only have 1 gift of each named type.**

Regardless of gifts and bonuses, the maximum toughness for a human is 5 (demon abilities can affect this); the lowest possible toughness is 0. The maximum possible health for a hero is 10.

RENEW

Cost 9

 Gifts and abilities may be powered by **luck**. If all players as a group spend 9 courage, the team (as a whole) gains 4 luck. If you cannot agree how to distribute this, the captain decides. **You can use luck to buy courage on a 1-for-1 basis at any time, but not vice versa.**

SPECIAL ACTIONS

Cost varies

Some gifts and abilities give particular heroes new team actions.

HERO PHASE

A. HERO ACTION SEGMENT

Each player in turn (starting with the captain and going clockwise) takes their turn. Normally, hero actions do not cost courage.

When all players have taken a turn, the hero phase ends, and the game progresses to the enemy phase.

On their turn, a hero can take each of the following actions once, in any order. Some gifts or abilities provide special actions, which can also be used just once per turn.

A **stunned** player must either give up their attack or their move for this turn, after which their hero can stand back up and continue with any remaining actions. A hero cannot give up a special action to recover from a stun.


A hero can give up their attack (but not their move) to **put out a fire** on any hero in their area. A hero can put out their own fire, but fire damage happens before the hero takes any actions.

MOVE ACTION

Move your hero figure 1 or 2 areas, one area at a time, toward or away from the start. You must complete your entire move before taking any other action, and you may not change direction during your move.

When you enter an area that contains an **invasion token**, remove it and roll the despair dice to generate the demons there. If you still have 1 area of your move left after revealing the invasion token, you can continue moving (probably revealing more enemies).

ATTACK ACTION

 If you are in an area containing enemies, roll dice equal to your current **attack**. Apply the results to the enemy units any way you wish. Each enemy you kill usually earns you 1 courage.



Each unit has a **toughness**. Assigning a die or dice with a number *greater than* the toughness kills the unit (0-3rd circle demon) or inflicts 1 damage to it (hero, 4th circle demon, or Lord).

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

Some enemies have 2 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.

If another hero is in your area before you attack, you can ask that hero for **help**. If they agree, they spend **1 courage** (their own or from the courage pool, if the captain agrees), and before you attack, you can **increase one of your dice a level**.

More than 1 hero can help the same attack, each increasing a chosen die by a level. No attack die can be increased past 1d12. You cannot help your own attack.

SET AMBUSH ACTION

Heroes with patrol troopers can place one or more in their area as an **ambush**. Once placed, the troopers will attack enemies in the next ambush segment. Each area can only have 1 group of troopers as its ambush.

No more than 4 troopers can be in an ambush, and all the troopers must be the same type. If you place a new type of trooper in an ambush, remove the previous ambush from the map.

ENEMY PHASE

A. DESPAIR AND LORD SEGMENT

Advance the despair counter by 1 per player.

When the despair counter hits or passes 1:

- Each hero with pestilence hits markers receives 1 damage per token.
- Add 1 despair die to the despair pool.
- Add 4 courage to the courage pool.
- Advance the Lord counter 1 step on its track. If this moves it to 1, the **Lord cycle** triggers.

When the Lord track hits 1, the Lord cycle triggers:

- Discard all cards on the gift panel and replace them with new cards, randomly drawn.

- Advance the Lord forward 1 area (unless otherwise specified), and place a **Lord's shadow** in the new area. If the Lord moves into the start area, the game ends and all players lose.

- The Lord's shadow kills all troopers in its area immediately.
- As the Lord's shadow expands, invasion tokens and minions move normally, and do not group together, *unless* heroes enter the shadow. In this case, all tokens under the shadow resolve and then all minions group together in the hero's area.
- Spawn a 4th circle demon in the Lord's current area (pick one randomly by holding their cards face-down and holding them out for another player to select). The newly spawned demon will advance in the ensuing minions move segment.
- If the Lord entered an area containing heroes, a **Lord battle** begins.

B. MINIONS ATTACK SEGMENT

Enemies now attack. Go area by area, in any order chosen by the captain, completely finishing one area before moving to the next.

In each area, enemies attack in groups by type, starting with the lowest circle to the highest (Lord). If an area has only a single minion of a particular type (always the case for the 4th 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** (but may switch targets between groups).

When a hero is damaged, they can absorb that damage with their 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.

Usually, only enemies in areas that contain heroes need their attacks resolved. However, demons in the *Pandemonium* legion demons and some special demons can attack even when no hero is in their area.

C. MINIONS MOVE SEGMENT

Move all invasion tokens and revealed minions 1 area toward the start (Styx demons move 2 areas).

Newly spawned 4th 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 who exit the start area depart the play area on most maps (there are exceptions). **Increase the doom level by 1 per exiting minion** (4th circle demons increase doom by 4). If an invasion token scores doom, it increases doom by 1 per despair die.

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

D. MINIONS SPAWN SEGMENT

Place a new invasion token in the Lord's current area if no invasion token is there (on most maps). Then reveal the token if heroes or ambush troopers are present.

E. AMBUSH SEGMENT

Resolve the **ambush** in each area that contains both ambush troopers and enemies.

At the bottom of a trooper card, the large numbers are the number of troopers in the ambush (1-4), and below each are the **attack dice** for the ambush as a group.

Troopers attack in the same way 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.**

Add 1 courage to the pool per minion killed by an ambush. If a 4th circle demon is killed, add 4 courage instead.

ENEMIES

Enemies are either the **Lord** or its **minions**. Minions are categorized by their **circle**, from 0 to 4. All minions except larvae are **demons**.

All demons benefit from the current **legion** card on the control panel. When the legion switches, the minions immediately switch their ability. The legion never affects the Lord.

The limbo minions (**larvae**) are 0 circle and are the only minions which are not also demons. They do *not* benefit from the current legion (*Hades* is the exception).

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 them and the Lord to Hell, where they fight him directly.

INVASION TOKENS

Invasion tokens represent minions which the heroes or their troopers have not yet seen. They move toward the start just like minions, but legion abilities do not apply to them.

When an invasion token and a hero or an ambush share the same area, reveal the invasion token and place the requisite number and type of enemies, then remove the invasion token from the board. Once demons are revealed, they never turn back into an invasion token.

Roll all the **despair dice** in the pool, then compare the results to each of the circles:



Place **larvae** (Limbo) equal to the total number of pairs rolled, regardless of type. There is always an equal number of limbo minions accompanying the various demons.



Place 1 **gryllus** (1st circle) for each pair of 1st circle results.



Place 1 **fiend** (2nd circle) for each pair of 2nd circle results.



Place 1 **cacodemon** (3rd circle) for each pair of 3rd circle results.

If you do not have enough 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). You still place larvae for the missing minions.

FOURTH CIRCLE DEMONS

4th circle demons have hit points, spawn when the Lord marker reaches 1, and usually appear in the Lord's area. It takes 4 hits to kill one (marked off on their card).

When a 4th circle demon is killed, the hero who struck the killing wound receives 4 **courage** (if an ambush killed it, the courage goes to the pool).

If a 4th circle demon exits, it increases doom by 4 instead of 1.

DEMON LORDS

Lords are not minions. When a Lord is placed on its sheet, also place its health counter on its chart at the correct space, depending on the number of heroes.

THE LORD'S SHADOW

Shadow tokens mark the extent of the territory conquered by the Lord. On many maps, the Lord moves along the map, placing a new shadow marker in each area the Lord enters.

If the shadow ever enters the map's start, the game immediately ends and the players lose. If there are any ambush troopers under the Lord's shadow, they instantly die without revealing invasion tokens. Patrol troopers accompanying a hero remain.

HELL TIME - THE LORD BATTLE

The **Lord battle** can be triggered in 2 ways. No other game events happen in **Hell Time**, and the only abilities and gifts that can be used are those which explicitly state as such, or which affect a hero's capabilities while in combat.

1. 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), the normal game sequence stops, and the hero phase is paused until Hell Time is over.

2. During the enemy phase: When the Lord advances during the Lord segment and moves onto an area with a hero, immediately stop play and perform the Lord battle. This occurs after all of the events in the despair and Lord segment, but before anything else happens in the enemy phase.

RESOLVING THE LORD BATTLE

Perform these steps in sequence:

- 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.
- 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 Hell Time tile regardless of where they were.
- Resolve any invasion token in the Lord's area. Move all minions in the Lord's area, and the Lord to the Hell Time tile, to battle the heroes. Move the gate to the Lord's area to indicate where surviving enemies will go after the battle.
- Menace:** Follow the Lord's **menace** instructions.
- 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.
- Enemy attack:** Once all the heroes have attacked in turn, the enemies (including the Lord) counterattack. As per normal battle rules, the captain chooses whom 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

- When no heroes remain in Hell, swap the Lord and any remaining minions on the Hell Time tile 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.
- If Hell Time was triggered in the enemy phase (by the Lord's movement), the game continues with the next minions attack segment, followed by the minions move segment, etc.
- After heroes exit Hell Time, all surviving minions from the battle are placed in the Lord's area, regardless of where the heroes entered the shadow.

TROOPERS

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**. All troopers in a single ambush, and all troopers in a single patrol, must be of the same kind. When all troopers of a particular type are in play, no more of that type can be recruited.

Troopers absorb damage *only* from an enemy attack, not from fire, pestilence, or hero abilities, gifts, or flaws. They also cannot absorb any harmful effect which is not damage (such as stun).

If a hero would gain a harmful effect by being damaged, and all the damage is absorbed, the hero does not take the harmful effect.

Patrol



When you recruit a trooper, pay the **cost** and automatically place it on **patrol** with your hero (keep the card by your hero sheet).



You can remove 1 (or more) patrol troopers to **absorb** damage from an enemy attack, and you can place them in an area with the **set ambush** hero action. A trooper is still eliminated even if it absorbs less damage than its full amount. A patrol only absorbs damage for the hero who controls it.

Ambush

When troopers are placed in an area as an **ambush**, they shoot at incoming demons during the Enemy phase, rolling the dice total given for their number. The captain determines how their attack is applied. Troopers set to ambush can be used by any hero to absorb damage in their area.

REGIONS

Regions represent geographic areas or countries, and change the available troopers, though there are always 5 types. A few regions also change the starting setup.

If you are using a region which calls for the use of a specific trooper, and you do not have that trooper type on hand, you may substitute any other trooper of the same cost.

HERO AND MINION DEATH

When a hero's health reaches 0, they die. Follow these steps:

- Increase the doom track by 2.
- Discard all that hero's gifts and courage.
- Choose a new hero to enter play in the next recruit segment.

Most minions have no health; when an ambush or hero scores enough results to exceed their toughness, they are immediately killed. When a hero kills an enemy, they gain 1 **courage** (4 **courage** for a 4th circle demon). If an ambush kills a minion, the courage goes to the courage pool.

4th circle demons and Lords have hit points. Exceeding their toughness inflicts 1 damage. Just as with a hero, you can exceed their toughness multiple times to inflict more damage.

GAME EFFECTS



Fire

When a hero is on fire, place a **fire marker** on their hero sheet. They take 1 **damage at the start of their turn**, so a burning hero with 1 health will die unless someone extinguishes the fire before their turn. Any hero in the same area can skip their attack to remove a fire marker from a victim. A hero can only have 1 fire marker at a time; ignore further ones.



Pestilence

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 1, all players with pestilence markers take 1 damage per marker.



Stun

When a hero is stunned, either lay the hero figure on its side or place a **stun marker** on their hero sheet. They must give up either their attack or move on their next turn, but can then carry out the rest of the turn.

DOOM

When doom reaches 13, the game ends and the heroes lose.

The doom track advances in 3 ways:

- 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 4th circle demon).
- If a hero is killed, add 2 doom.
- When an invasion token resolves, and not enough demon figures are in stock to fully satisfy its requirements, add 1 doom.

When the doom track hits 3 and 7, discard the current legion card and draw a new one.

DIVINE INTERVENTION

You may use the **divine intervention token** to make a game slightly easier. Give it to the starting captain; they choose if and when to use it, even when they are no longer captain.

You can spend the token (which is never regained) to either:

- Change the result of a newly revealed invasion token by taking the despair dice and setting the dice to any faces you choose;
- Discard the current legion card and draw a new one; or
- Discard a 4th circle demon at the instant it appears and randomly select a new one.
- Discard any or all starting gifts from the gift panel and replace them with randomly drawn gift cards.

PLAYER ENTRY OR DEPARTURE

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 starts with courage equal to the number of despair dice. 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.

If a player wants to leave a game, they hand their hero over to another player, who now controls 2 heroes.

CHANGING GAME DIFFICULTY

You may mix and match the following methods of increasing game difficulty. The game has 3 levels of increased difficulty: **hard**, **nightmare**, and **hellish**. If you use 2 hard modifiers, count it as a nightmare level; 2 nightmare modifiers make a hellish.

HARD: Secret Lord Identity:

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

NIGHTMARE: Enraged Lord

Start the Lord with health as if there were 1 more player on your team.

HARD/NIGHTMARE/HELLISH:

Add despair dice to the starting despair pool.

Hard: Start with 5 despair dice.

Nightmare: Start with 6 despair dice.

Hellish: Start with 7 despair dice.

NIGHTMARE/HELLISH: Moving On Up

Start the Lord 1 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, start the Lord 2 spaces closer to your start, but more than this is not recommended. This method of increasing difficulty does not apply to maps on which the Lord does not move.

NIGHTMARE: The Miniboss

Begin with a 4th circle demon in the Lord's area.

PLANET APOCALYPSE

TEAM PHASE

A. NEW CAPTAIN SEGMENT

The current captain passes the captain marker to the player on their left.

New heroes spawn in the start area.

B. TEAM ACTION SEGMENT

Heroes perform team actions together in any order. Each individual hero can only do a particular team action once.

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. You can spend courage for more points on a 1-for-1 basis.

All the troopers on your patrol must be of the same type.

FIRST AID Free, or 1 courage if any enemies are in your area

All heroes can apply **first aid** to a hero in their area (including themselves), restoring 1 health to the target hero.

EARN GIFT Variable cost in courage



Purchase **gifts** from the gift panel's stock of gifts, spending your own courage, or using the courage pool, or a combination thereof.

Place the gift on your hero sheet on an available slot. You gain both the benefit printed on the gift slot as well as the card. You may only place a gift on a start slot, or a slot connected to an already-gifted slot by an arrow. **You can only have 1 gift of each named type.**

RENEW Cost 9



If all players as a group spend 9 courage, the team (as a whole) gains 4 luck. **You can use luck to buy courage on a 1-for-1 basis at any time, but not vice versa.**

SPECIAL ACTIONS Cost varies

HERO PHASE

A. HERO ACTION SEGMENT

Each player in turn (starting with the captain and going clockwise) takes their turn. On their turn, a hero can take each of the following actions once, in any order.

A **stunned** player must either give up their attack or their move for this turn, after which their hero can stand back up and continue with any remaining actions.

A hero can give up their attack (but not their move) to **put out a fire** on any hero in their area.

Move action

Move your hero figure 1 or 2 areas, one area at a time, toward or away from the start. Complete your entire move before taking any other action, and you may not change direction.

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



Place **larvae** (Limbo) equal to the total number of pairs of any type rolled. There is always an equal number of limbo minions accompanying demons.



Place 1 **gryllus** (1st circle) for each pair of 1st circle results.



Place 1 **fiend** (2nd circle) for each pair of 2nd circle results



Place 1 **cacodemon** (3rd circle) for each pair of 3rd circle results.

Attack action



If you are in an area containing enemies, roll dice equal to your **attack** and apply results. Killed demons give you 1 courage (4th circle give you 4 courage).



Assigning a die or dice with a number *greater than* a unit's toughness kills it (0-3rd circle demon) or inflicts 1 damage to it (hero, 4th circle demon, Lord).

If another hero is in your area before you attack, you can ask them for **help**. If they spend 1 **courage**, you can **increase one of your dice a level** before you attack.

Set ambush action

Heroes with patrol troopers can place 1 or more in their area as an **ambush**. Each area can only have 1 group of troopers, maximum 4 troopers per ambush, and all of the same type.

ENEMY PHASE

A. DESPAIR AND LORD SEGMENT

Advance the despair counter by 1 per player. When the despair counter hits or passes 1:

- Each hero with pestilence markers takes 1 damage per token.
- Add 1 despair die to the despair pool.
- Add 4 courage to the courage pool.
- Advance Lord counter 1 step. If 1, trigger the **Lord cycle**.

B. MINIONS ATTACK SEGMENT

Enemies now attack area by area, in any order chosen by the captain. In each area, enemies attack in groups by type, starting with the lowest circle to the highest. The captain chooses the target of each group **before dice are rolled**.

When a hero is damaged, they can absorb that damage with their own patrol troopers or any ambush trooper in the area. **If a hero is killed, add 2 doom.**

C. MINIONS MOVE SEGMENT

Move all invasion tokens and revealed minions 1 area toward the start (Styx demons move 2 areas). Newly spawned 4th circle demons also move, along with other minions or invasion tokens in their area.

Increase the doom level by 1 per exiting minion (4th circle demons increase doom by 4). If an invasion token scores doom, it increases doom by 1 per despair die.

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

D. MINIONS SPAWN SEGMENT

Place a new invasion token in the Lord's current area if no invasion token is there (on most maps). Then reveal the token if heroes or ambush troopers are present.

E. AMBUSH SEGMENT

Resolve the **ambush** in each area that contains both ambush troopers and enemies.

Add 1 courage to the pool per minion killed by an ambush. If a 4th circle demon is killed, add 4 courage instead.

PLANET APOCALYPSE

TEAM PHASE

A. NEW CAPTAIN SEGMENT

The current captain passes the captain marker to the player on their left.

New heroes spawn in the start area.

B. TEAM ACTION SEGMENT

Heroes perform team actions together in any order. Each individual hero can only do a particular team action once.

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. You can spend courage for more points on a 1-for-1 basis.

All the troopers on your patrol must be of the same type.

FIRST AID Free, or 1 courage if any enemies are in your area

All heroes can apply **first aid** to a hero in their area (including themselves), restoring 1 health to the target hero.

EARN GIFT Variable cost in courage



Purchase **gifts** from the gift panel's stock of gifts, spending your own courage, or using the courage pool, or a combination thereof.

Place the gift on your hero sheet on an available slot. You gain both the benefit printed on the gift slot as well as the card. You may only place a gift on a start slot, or a slot connected to an already-gifted slot by an arrow. **You can only have 1 gift of each named type.**

RENEW Cost 9



If all players as a group spend 9 courage, the team (as a whole) gains 4 luck. **You can use luck to buy courage on a 1-for-1 basis at any time, but not vice versa.**

SPECIAL ACTIONS Cost varies

HERO PHASE

A. HERO ACTION SEGMENT

Each player in turn (starting with the captain and going clockwise) takes their turn. On their turn, a hero can take each of the following actions once, in any order.

A **stunned** player must either give up their attack or their move for this turn, after which their hero can stand back up and continue with any remaining actions.

A hero can give up their attack (but not their move) to **put out a fire** on any hero in their area.

Move action

Move your hero figure 1 or 2 areas, one area at a time, toward or away from the start. Complete your entire move before taking any other action, and you may not change direction.

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



Place **larvae** (Limbo) equal to the total number of pairs of any type rolled. There is always an equal number of limbo minions accompanying demons.



Place 1 **gryllus** (1st circle) for each pair of 1st circle results.



Place 1 **fiend** (2nd circle) for each pair of 2nd circle results



Place 1 **cacodemon** (3rd circle) for each pair of 3rd circle results.

Attack action



If you are in an area containing enemies, roll dice equal to your **attack** and apply results. Killed demons give you 1 courage (4th circle give you 4 courage).



Assigning a die or dice with a number *greater than* a unit's toughness kills it (0-3rd circle demon) or inflicts 1 damage to it (hero, 4th circle demon, Lord).

If another hero is in your area before you attack, you can ask them for **help**. If they spend 1 **courage**, you can **increase one of your dice a level** before you attack.

Set ambush action

Heroes with patrol troopers can place 1 or more in their area as an **ambush**. Each area can only have 1 group of troopers, maximum 4 troopers per ambush, and all of the same type.

ENEMY PHASE

A. DESPAIR AND LORD SEGMENT

Advance the despair counter by 1 per player. When the despair counter hits or passes 1:

- Each hero with pestilence markers takes 1 damage per token.
- Add 1 despair die to the despair pool.
- Add 4 courage to the courage pool.
- Advance Lord counter 1 step. If 1, trigger the **Lord cycle**.

B. MINIONS ATTACK SEGMENT

Enemies now attack area by area, in any order chosen by the captain. In each area, enemies attack in groups by type, starting with the lowest circle to the highest. The captain chooses the target of each group **before dice are rolled**.

When a hero is damaged, they can absorb that damage with their own patrol troopers or any ambush trooper in the area. **If a hero is killed, add 2 doom.**

C. MINIONS MOVE SEGMENT

Move all invasion tokens and revealed minions 1 area toward the start (Styx demons move 2 areas). Newly spawned 4th circle demons also move, along with other minions or invasion tokens in their area.

Increase the doom level by 1 per exiting minion (4th circle demons increase doom by 4). If an invasion token scores doom, it increases doom by 1 per despair die.

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

D. MINIONS SPAWN SEGMENT

Place a new invasion token in the Lord's current area if no invasion token is there (on most maps). Then reveal the token if heroes or ambush troopers are present.

E. AMBUSH SEGMENT

Resolve the **ambush** in each area that contains both ambush troopers and enemies.

Add 1 courage to the pool per minion killed by an ambush. If a 4th circle demon is killed, add 4 courage instead.