

HATE

RULEBOOK

WORK IN PROGRESS



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GAME COMPONENTS



1 Rulebook



10 Hut Tiles

8 Tree Tiles



20 Resource Tokens



8 Pillaged Tokens



40 Savagery Tokens



20 Hate Tokens



3 Innocent Tokens



5 Tracker Tokens



1 Feast Token



4 Interest Tokens



6 Custom Dice

12 Plateau Tiles

1 Game Board

5 Scenario Dashboards

1 Chronicle Sheet Pad

1 Village Sheet Pad

13 Black Counter Bases

24 Transparent Scar Cards

64 Transparent Upgrade Cards

32 Tribe Cards

44 Plastic Card Sleeves

51 Figure Cards

HATE RULES

3

51 Highly Detailed Figures

11 Tribe of Um'Gra Figures



11 Tribe of Um'Cal Figures



11 Tribe of Um'Kator Figures



11 Tribe of Um'Rak Figures



1 Tyrant Figure



6 Mercenary Figures

They ravaged their Mother, the Earth, and bound Her with sorcerous chains. The moon caught fire; the sun froze. In the veins of the world her lifeblood choked to dust. The oceans boiled to miasmas that clotted the skies. Rocks fanged up from the stubble of dying forests. As She began to rot, Her creatures, Her children, survived as best they could. Tearing at each other, prowling in Her fetid hollows, breeding abominations.

And, as the ages passed, some lineages of men grew monstrous as others diminished, weakened and became easily their captives. These "higher" men fed on the lesser, growing in strength, and hurled their tribes one upon the other in terrible truce-less wars. Until one tribe crushed the others into kneeling submission under a lord, nameless save for his title, Tyrant.

THE CHRONICLES OF HATE

In HATE, 2 to 6 players take leadership of their own unique tribes of savage warriors and engage in a chronicle of battles to conquer the wastelands, becoming the Tyrant ruler of the world.

The Chronicle is resolved over a series of one-versus-one Clashes, in which 2 players pit their tribes against each other. In each Clash, they battle twice for domination of new territories, taking turns over who's the invader and who's the defender. During the battles, players not only try to accomplish objectives to be victorious, but find various ways of accumulating Hate and Resources. These will make their tribes stronger, by granting new permanent upgrades to their warriors (until death, that is) and expanding their villages in order to be more resourceful. Once the chronicle is over, the tribe that has gathered the most Hate and Resources, as well as conquered the best territories, will rule the ashes of the world!

While HATE is meant to be played primarily as a Chronicle, you may choose to simply play a standalone battle. Just pick a scenario, choose your tribes, decide whether you want to give yourselves a few upgrades, and go crush some skulls!



STARTING A CHRONICLE

First, determine how many players will participate in the Chronicle, between 2 and 6. Once established, new players may not enter this Chronicle, and all players must see the Chronicle through to the end; if you wish to add or remove players, it is best to start a new Chronicle.

Next, each player will choose a Tribe that they wish to play for the entire Chronicle. Each Tribe has unique powers and abilities that affect how they play, so choose wisely!

Take that Tribe's figures, Figure cards, Tribe deck and 1 Village sheet. Make sure all Figure cards are inside a plastic card sleeve.

Finally, take a single Chronicle sheet. In the Track side, record each player's name and tribe. On the Map side, each player chooses one home territory and writes their tribe name there. The home territories are the 6 outermost ones, with a different outline.

Then, players schedule their Clashes based on the number of players:

2p - 5 Clashes between the players.

3p - 3 Clashes between each pair of players.

4p - 2 Clashes between each pair of players.

5p - 1 Clash between each pair of players.

6p - 1 Clash between each pair of players.

After the total number of Clashes has been determined, players should determine the order of these Clashes, as well as schedule all Clashes for the entire Chronicle. Clashes can be played in any order as long as the number of Clashes against each player is respected.



PLAYING A CLASH

Clashes determine if a player will succeed in claiming additional Territories, expanding their power and influence over the board and gaining Conquest Points, which contribute to their Final Score at the end of the Chronicle. When two players begin a Clash randomly determine who will be the Attacker first, then the following steps are taken, in order:

- ◆ **Player #1 (Attacker) designates a target Territory. Player #2 Defends:** Player #1 (the player who initiated the Clash) nominates 1 Territory as their target for conquest. When nominating a Territory, the following rules apply:
 - The Territory must either be controlled by the Defender or be an Unclaimed Territory.
 - Inner Ring Territories can only be nominated if the Attacker controls at least one Outer Ring territory.
 - The Capital can only be nominated if the Attacker controls at least one Inner Ring territory.
 - Home Territories may never be nominated as a target (not even those not picked by any Tribe).
- ◆ **Battle #1:** The first Battle in the Clash takes place (See Battles, Pg. XX)
- ◆ **Intermission #1:** Once the first Battle has been completed, the first Intermission takes place (See Intermission, Pg. XX)
- ◆ **Player #2 (Attacker) designates a target Territory. Player #1 Defends:** The roles of the players now reverse, with the original Attacker becoming the new Defender, and vice-versa. Player #2 (Attacker) will select a Territory to attempt to conquer (following the same rules outlined above), Player #1 Defends, and Battle #2 will begin.
- ◆ **Battle #2**
- ◆ **Intermission #2**
- ◆ **Participants Collect Territory Bonuses** During this step both players will collect any bonus Resources and Hate generated by all Territories they currently control (not only those Territories involved in the Clash). Note that Stronghold bonuses are only collected at the end of the Chronicle- not at the end of each Clash!

Once these steps have been played, the Clash is complete and the next Clash between players may begin.

CHOOSING A SCENARIO TO PLAY

Each territory gives the attacker different options when choosing the battle scenario. There are 3 types of scenarios. The Outer Ring Scenarios, The Inner Ring Scenarios, and the Capital Scenarios.

The attacker chooses one Scenario to set up for this battle. The challenger will play as the attacker while the other player will play as the defender.

If playing a One-Shot Game, randomly determine attacker and defender, with the attacker choosing the Scenario.



BATTLE

SETTING UP THE BATTLEFIELD

1 - Unfold the Game Board and place it in the middle of the table.

2 - Place the chosen Scenario Dashboard next to the board, between the players. Then place Plateaus, Huts, Trees and Interest Tokens on the board according to the Scenario instructions.

3 - Take your Figure Cards, Tribe Deck and Village and place them near your respective side of the Main Board (Attacker or Defender).

4 - Deploy your figures as shown in the Scenario dashboard. Make sure to attach black counter bases to all of the attacker's figures, so they can be more easily distinguished from the defender's.

5 - Take all Savagery tokens, Hate tokens, Resource tokens, Pillaged tokens, Innocents tokens, Feast token, as well as the dice, and place them near the Board.

6 - On the Scenario dashboard, place one Tracker token in the number "1" in the Round Track and 1 token in the number "0" of each Mission that has a Progress Track.

7 - Shuffle your Tribe deck and place it near your Village.

Once these steps are completed the Battle is ready to begin.

SCENARIO DASHBOARD ANATOMY

Scenario Type and Name:
The Scenario Type defines for which territories this scenario is available.

Lore

Scenario Special Set Up and Special Rules: Each Scenario has its own special Set Up and Special Rules. If any special rule breaks any rule of the game it takes priority.

Missions: Each Scenario has its own Missions. Some are Main Missions, some are Side Missions. Each Mission has its own Name, Objective and Reward. Some Missions have a Progress track to help players track their progressions over those Missions. Side missions can be achieved by both players, while Attacker and Defender missions can be completed only by the respective player. Most Missions have rewards for the player that completes them.



Round Track:
Keep track of Rounds.

Mercenary: Some Missions contain Mercenary Missions. Shuffle all mercenary cards, draw 1 and place it here. Place the respective figure in the deployment space according to the Set Up image.

Board Set Up Image: This image shows how to set up the scenario plateaus, trees, huts and interest tokens, as well as figure deployment.

Environment Set Up

Trees

Trees are a font of Resources. During Set Up place the indicated number of Resource tokens on each Tree as shown on the Scenario Dashboard.

Huts

Huts can be pillaged. Each Hut may give players Resource, Hate or other advantages (See page XX). During Set Up shuffle all Huts and randomly place Huts as shown on the Scenario Dashboard (making sure their entrance is on the corner shown).

Plateaus

Plateaus are raised rock formations that give figures combat advantages and movement penalties. Plateau tiles may be placed one on top of the other, creating 2 or 3 different levels. Each type of plateau is represented by a color in the Scenario Dashboard.



PLAYING A BATTLE

Each battle is divided into up to 4 Rounds. In each Round players will alternate between taking Turns until one of them is out of Savagery Tokens (the main currency players use to perform various actions and activate abilities and cards), does not have any unactivated figures left, or one of them fulfills the Victory Conditions of the chosen Scenario, which is always related to one or more Missions.

SAVAGERY



Savagery tokens are the main currency in Hate and are kept in a collected pool by their owner, known as their Savagery Token Pool. They are spent for a number of different things:

- Activating figures.
- Activating some Skills.
- Activating some Tribe Cards.
- Activating Forge Abilities (Feats of Savagery).



THE GAME ROUND

Each Round is divided into 2 phases, taken in order:

- Replenish Phase
- Activation Phase

REPLENISH PHASE

During Replenish phase players will take the following steps, in order:

- Remove all Savagery tokens from figures on the Board
- Remove all Savagery Tokens from your Forge in the Village sheet.
- Discard any unused Savagery tokens, then gain 5 Savagery tokens.
- Discard any unused Tribe cards, then draw 2 from the top of your Tribe Deck, placing them face-up on the table.

Once these steps are done, the Replenish Phase ends and the Activation Phase begins.

ACTIVATION PHASE

The Activation Phase is where players will activate their figures, killing enemies, harvesting trees, pillaging huts and working to complete the scenario Missions. Starting with the attacking player, the Activation Phase consists of players taking alternating Turns until one of them is out of Savagery Tokens, does not have any unactivated figures left, or one of them fulfills the Victory Conditions of the chosen Scenario, which is always related to one or more Missions.

As soon as one player starts their Turn and has no more Savagery Tokens, or they have no figures left to activate, they must **pass**. Once a player passes, their opponent will take 1 more Turn and then the Round ends and a new one begins.

Player Turn

On a player's Turn, they will select 2 friendly figures to activate, performing various actions, attacks, and working to complete Missions with those figures. **Each figure may only be activated once per Round unless done by a special effect or ability.**

Once a player has determined which figures they intend to activate, they must spend 1 Savagery token from their **Savagery Token Pool** for each of those figures (*The exception to this is The Prince, who requires 2 Savagery Tokens to be activated*). Place the token(s) next to the figure to show it is being activated. If the player doesn't have enough Savagery to activate both figures, they activate only one.

Next, the activated figures perform 1 **Move**. Once this is done, each figure may then perform 1 **Action**. Note that a figure may choose to perform no Action at all if it wishes (or cannot, for whatever reason).

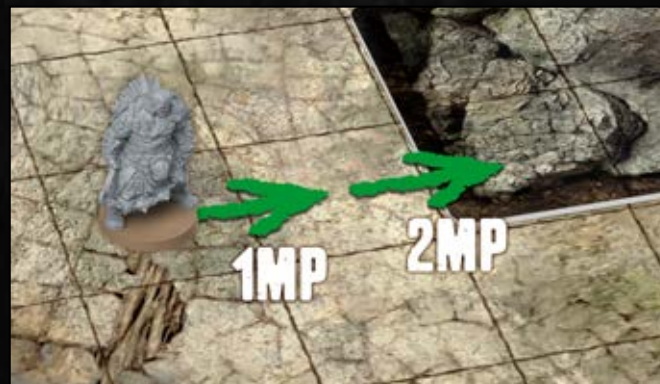
Move

When a figure performs a Move, it gains 3 Movement Points, which the figure uses to transverse the board and its various terrain.

- Figures may move diagonally or orthogonally in any direction. Moving to each adjacent space costs them 1 Movement Point. If players do not want to spend all 3 Movement Points, they do not need to.
- Figures may never move through spaces containing an enemy figure.
- Figures may pass through spaces containing friendly figures or a Body (See Pg. XX), but may not end their move in a space containing a friendly figure or a Body.
- Trees do not block movement; figures can freely stand in spaces containing Trees (noting that it does not count as higher ground like a Plateau).
- Figures may only move into a Hut by one of the 3 spaces adjacent to its entrance. A figure ending its Move on a Hut entrance space reveals the interior of the Hut (See Pg. XX). Flip the Hut tile, making sure the entrance remains in the same corner.



- If a figure wants to move into a space on a plateau that is higher than where they currently stand, that figure must spend 1 **additional Movement Point** per level of how much higher the destination space is. Moving down a Plateau doesn't cost any extra Movement Points.



Example: The Champion spends 1 point to move to an adjacent space, and another 2 points to climb the Plateau.



Example: The Champion must spend all of its 3 points to climb this plateau, since it's two levels higher than where he stands.



Actions

When a figure performs an Action, it selects 1 of the following actions. Once that action is completed, the figure's activation ends. Once both figures have activated, that player's Turn ends.

- Harvest a Tree
- Pillage a Hut
- Grab a Body
- Attack

Harvest a Tree

Any figure standing in the same space as a Tree may spend their action to gather one of the Resources on that Tree. If a Tree has no more Resources, this action is no longer possible on that respective Tree.

Pillage a Hut

A figure standing on an entrance space of a Hut may spend their action to Pillage that Hut. There are 4 types of Huts:



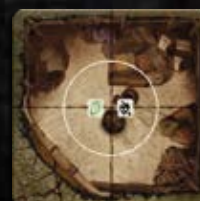
Family Huts: These huts have a Neutral Warrior protecting it. If the player succeeds in killing the Neutral Warrior (See Combat on Page XX) the Hut is pillaged and the player receives the rewards listed on the Hut tile. If not, then the Neutral Warrior attacks the pillaging figure. In that case, the opponent player rolls for the Neutral Warrior. If the Neutral Warrior is not slain, the Hut remains Unpillaged. The attacker may attempt to slay the Neutral Warrior in subsequent turns.

Ambush Huts: Ambush Huts work just like the Family Huts except that, when Pillaged, the Neutral Warrior attacks first.



Innocents Huts: The figure pillaging that Hut simply gathers the amount of Hate shown on the tile, and places the amount of Innocent tokens on the tile. The player may then choose to Kill any of the Innocents to gain 1 Savagery token per Innocent killed. They may also choose to grab one of the Innocents, placing it on that figure's card. It works just like carrying a body for the Intermission Phase. There is no Combat and the Hut is considered Pillaged.

Supply Huts: The figure pillaging simply gathers the amount of Resources and Savagery displayed on the tile. There is no Combat and the Hut is considered Pillaged.



In any case, if the figure successfully pillages the Hut, place a Pillaged token on the Hut to represent that the hut has been pillaged and it cannot be pillaged again.



Grab a Body

When a figure is KO'd (See Combat on Page XX) their body stays on the battlefield. Lay down the figure to represent it.

Any figure (friendly or enemy) adjacent to a Body may spend one action to Grab that Body. Remove the Body from the board and place it on the active figure card. Each figure can only carry one Body, including Innocent tokens. If one of your figures grabs an enemy Body, move any Savagery tokens from that figure to your Savagery Pool.

If a figure carrying a Body is KO'd, it drops that Body into an adjacent, unoccupied, space (chosen by the figure carrying the Body).

FIGURE CARD ANATOMY

Each Tribe is composed of 11 Figures. 1 Prince, 1 Shaman, 1 Champion, 6 Warriors and 2 Youngbloods. At the start of the Chronicle each type of figure has the same stats and same starting skills (except for the Shaman). But, as the Chronicle progresses, each figure will become unique as they acquire Upgrades (See Upgrades, Pg. XX)

Figure Type:

Shows which group that figure belongs to.

Figure Color:

Your figures on the board have their base color printed on each respective card. This color is the same between Tribes so you can easily recognize enemies' figures too. Ex: All Shaman have a white base.

Figure Image:

Respective image of that figure

Upgrade Slots:

Each figure has 4 Upgrade slots. Throughout a Chronicle individual figures may acquire Upgrades and Scars which take up these slots.

Starting Skill:

Each figure begins with 1 unique skill, depending on their type.

Base Attack:

This indicates how many dice the figure rolls when attacking.

Base Defense:

This indicates how many dice the figure rolls when defending.



Attack

Attack is probably the most used Action and the most useful one, since is the main way you will take enemies out of the battle.

Any Figure standing adjacent to an enemy figure may spend an action to attack that figure. Then both figures will engage into a Combat.

RANGED ATTACKS

Some figures have access to Ranged Attacks (as shown by their skills). Ranged Attacks follow all the rules for normal attacks except they may target any enemy figure within 5 spaces (orthogonally or diagonally). Other figures and terrain does not interfere with this in any way - a figure may always be targeted if it is within range.

COMBAT

First, the attacking player gathers their pool of dice and rolls it. This consists of the figure's Attack Value, as show on the Figure card, plus any bonus attack dice that may come from Tribe cards, upgrades, Support or the Forge (See Tribe cards and Forge on page XX).

Then, the defending player does the same, except that their pool of dice come from the targeted figure's Defense Value plus any Bonuses.



In HATE, the dice have 4 different faces:

- ✦ – **Hit:** A success when Attacking
- 🛡️ – **Save:** A success when Defending
- 💀 – **Savagery:** Gain 1 Savagery Token
- ✳️ – **Wild:** The players may turn this into any result they wish (Hit, Save, or Savagery).

To resolve an attack, the players take the following steps, in order:

- Attacker determines Support.
- Attacker rolls dice.
- Attacker resolves any abilities/effects.
- Attacker selects faces for Wild results.
- Attacker generates results from dice (number of Hits, Saves, Savagery tokens gained, etc).
- The Defender then performs the above-listed steps in the same order.

Note that certain effects and abilities (such as the Forge's Feats of Savagery) can add dice or cause additional re-rolls. A player may activate these effects at any time during their attack before they generate results from their dice, meaning a player may roll their dice before deciding whether to trigger re-roll effects, add additional dice, etc. If they have multiple effects they can trigger, they may freely choose the order of those effects and resolve them before selecting another effect to activate.

SUPPORT

Warriors and Champions have the **Support** skill (and other figures may gain the skill as well via Upgrades), which means they can help an ally attack an enemy, or distract an enemy who's attacking them. Support grants additional dice when an ally figure is attacking or defending:

Attacking: When a figure attacks, it rolls +1 die for each friendly figure with the Support skill adjacent to its target (or +2 dice in the case of the Champion's Support skill).

Defending: When defending against an attack, the defending figure rolls +1 die for each friendly figure with the Support skill adjacent to the Attacker (or +2 dice in the case of the Champion's Support skill).



Example: The attacker has 2 friendly Warriors adjacent to its target, so they roll +2 attack dice. Meanwhile, the defender has its Champion adjacent to the attacker, so they roll +2 defense dice.



HIGH GROUND

Holding the high ground is a big advantage in any combat. If a figure is on a plateau that is higher than where their enemy stands, they get 1 bonus die. Note that it doesn't matter how much higher the figure is, you either have the +1 die bonus or you don't. If the higher figure is defending, they get +1 die for defense, and if they're attacking they get +1 die for attack.



Example: Using his Ranged skill, the Youngblood attacks an enemy 4 spaces away. Since he's standing on a plateau and the target's on the ground, the attack gains +1 die.



Example: The Youngblood is attacked by a Warrior. While they're both on plateaus, the Youngblood is 2 levels above his attacker, so his defense gets the High Ground bonus of +1 die.

- If the Attacker generates more Hits than the Defender did Saves, the defending figure is KO'd and becomes a **Body**. Lay the figure on its side to represent this. *Note that this means Saves are useless for the Attacker, and Hits are useless for the Defender!*
- In addition, if the attacker KO'd the defender, the attacking player gains 1 Hate, and 1 Savagery token is placed on the attacking figure's card. This token is used to represent that the figure is now eligible to gain Upgrades during the next Intermission (See Intermission, Pg. XX)



Example: The Um'Kator Champion is attacking the Um'Rak Warrior. Since the defender has the High Ground, he will roll +1 die on defense. The attacker has 2 allies adjacent to the target. However, one of them is a Youngblood who doesn't have the Support skill, so the attacker only gets a Support bonus of +1 die. While the defender has his allied Champion adjacent to himself, that doesn't grant a Support bonus, as the Champion would need to be adjacent to the attacker in order to give defensive Support.





The attacker gathers his dice: 2 for his base attack stat, +1 for his "+1" Upgrade, and +1 for the Warrior's Support. So he rolls a total of 4 dice, resulting in and . While he would like to use one of his Forge's Feats of Savagery, he has no Savagery left to do that (and he cannot use the Savagery obtained by this roll). He then decides to turn the into another , for a total of 3 Hits and 1 Savagery token which he collects.



The defender then gathers his dice: 2 for his base defense stat, +1 for having the High Ground. He rolls a total of 3 dice, resulting in and ; only 1 Save. He decides to use his Forge, so he places one of his Savagery tokens on the enabled "Roll +1 Die" slot of his Village Sheet.



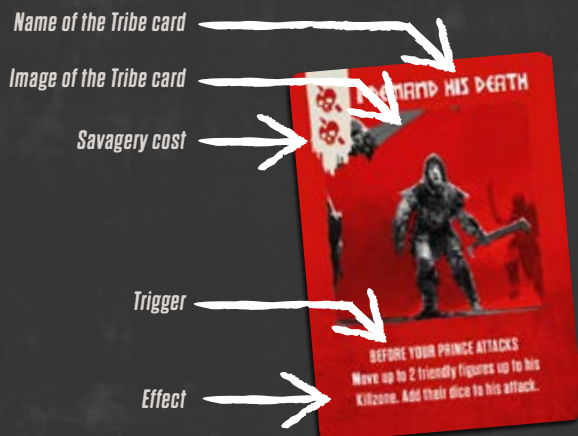
This extra die results in . So the player decides to use his Warrior's "Reroll Defense Dice" Upgrade, rerolling the 2 Hits and the Savagery. This results in and . Even turning the into a would only achieve a total of 2 Saves. Not enough to block the attacker's 3 Hits. So the defender decides to turn it into a , collecting 2 Savagery tokens, and losing the Combat.

The Um'Gra Warrior is KO'd, and his figure is laid down on its space. The Um'Kator player gains 1 Hate token, and places a Savagery token on their Champion's card, to mark him as eligible for an Upgrade!

TRIBE CARDS

Every Round, players will have access to 2 unique Tribe cards. These cards are drawn during the Refresh Phase and are kept face-up on the table, in view of all players. These cards can only be used once during that Round and will be discarded when used or during the next Replenish Phase if they are not used.

TRIBE CARD ANATOMY



In order to use a Tribe card, check the Trigger. Cards can only be used in the moment specified in the Trigger. Then, the player must spend the indicated number of Savagery tokens (some cards have no cost). Then the effect of the card is applied, and it is discarded.



THE FEAST TOKEN



Accumulating Hate has a big influence as the Chronicle progresses. During individual Battles, however, Resources have another important role. In a Battle, if you have collected more Resources than your opponent (during that Battle, not the overall Chronicle!), you gain the Feast token. The player holding this token may activate 1 additional figure each Turn (spending Savagery as normal, and still limited to unactivated figures). If your opponent gains more Resources, they immediately gain control of the token. In case of a tie for Resources, neither player controls this token.



THE FORGE AND FEATS OF SAVAGERY

The Forge is part of your Village (See Pg. XX) and grants beneficial abilities that are used during a Battle via Feats of Savagery - powerful, but limited, boosts that a player may utilize.

At the start of the Chronicle, players have access to only one slot of each Feat of Savagery. Players may spend 1 Savagery token on any of the Feats of Savagery slots to gain benefits from it.



- ◆ **+1 Movement:** Gain +1 Movement Point during the movement phase of a friendly activation.
- ◆ **+1 Die:** Roll +1 Die when rolling for Attack or Defense.
- ◆ **+1 Reroll:** Reroll once any/all dice when rolling for Attack or Defense.
- ◆ **+1 Activation:** Immediately activate a friendly figure that has previously activated this round (paying the Savagery cost as usual).

After you have spent the Savagery token on the respective slot for Feats of Savagery, the Token stays there to represent that this slot cannot be used again to gain that benefit. The Forge is cleaned up during the Replenish phase, which means that next Round all slots you have access to are available again.



Example: This player has already used their enabled "+1 Die" and "Reroll" slots. Now they only have access to one "Move +1 space" and "Reactivate 1 figure".





END OF TURN, ROUND, AND BATTLE

A player's **Turn** ends once they have completed all Actions with their activated figures, then their opponent's **Turn** begins. Play continues, back and forth, until a player begins their turn with no Savagery tokens in their Savagery Pool, or has no figures left to activate (they are all either activated or KO'd). Once this happens, they must pass their Turn. Their opponent gets 1 more Turn, and then the **Round** ends. Check for End of Game Conditions and, if they have not been met, begin a new Round.

The **Battle** ends immediately if one of the players fulfills the victory conditions described on the Scenario dashboard, or if the **Battle** has reached the end of Round 4 without either player fulfilling their victory conditions.

The winner is the player who fulfilled their Scenario victory conditions. If neither player completed these conditions, then players should count the total Resources and total Hate they accumulated during the **Battle**, taking the lower of these two totals. The player with the highest total is the winner. If there's a tie, compare the higher of those totals. If there is still a tie, then the Defender wins.

Example: A battle ends with no player fulfilling their victory conditions.

Player #1 has 10 Hate and 5 Resources.

Player #2 has 5 Hate and 7 Resources.

They are tied for their lowest total (5), but Player #1 wins since their highest total (10) is higher than Player #2's (7).

INTERMISSION

As soon as the **Battle** ends, the **Intermission** begins. Players should take the following steps, in order:

- Cook or Torture Captives
- Visit the Chiurgeon
- Roll for Scars
- Update Chronicle Track
- Gain Upgrades

Each step is first taken by the player who won the **Battle**, and then by their opponent.

COOK OR TORTURE CAPTIVES

Players now benefit from the **Bodies** they have been carrying during the game. They may choose to cook those bodies in their Village's Oven to gain Resources, or place them in the Torture Pit to gain Hate. Those figures are now dead - Remove all Upgrades and Scars from their Figure cards and return their figures to their owner (representing a fresh figure replacing the fallen one).

Players may only place bodies in the Oven or Torture Pit equal to the number of slots opened on those buildings. Players start with 1 Oven slot and 1 Torture Pit slot available, but may increase those buildings over the course of the Chronicle (See Pg. XX). All Bodies that cannot be cooked or tortured eventually escape back to their tribe. Nothing happens to them, simply return their figures to their owner.

VISIT CHIURGEON

For each slot enabled on their Village's Chiurgeon, a player may discard 1 Scar from a friendly figure (See Scars on Page XX).

ROLL FOR SCARS

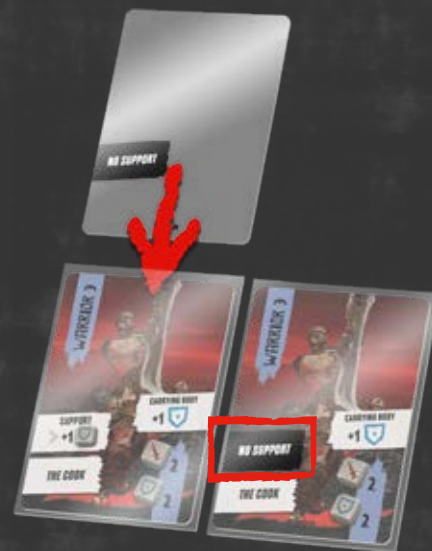
All Figures that have been KO'd and are still alive must roll to see what happened to them during the battle (*this includes captives that have escaped*).

In order to do that, roll 3 dice and check the **Battle Scars Table** at the end of the Rulebook, applying the listed result to that figure. In most cases, the figure will gain a Scar.



GAINING SCARS

When a figure gains a Scar, it takes the matching Scar card and slots it onto its Figure card, applying its effects to that figure until the Scar is removed. Scars occupy one Upgrade slot (but are **not** Upgrades themselves!) and deny any Skills in that slot from being used. If a figure ever gains a Scar that would occupy a slot already containing a Scar, that figure is killed (discard all of its Scars and Upgrades). In the off chance that there are no copies left of the type of Scar a figure should receive, they got a lucky break and nothing happens to them.



Example: This Warrior became Paranoid and is now incapable of lending support to his allies.





UPDATE CHRONICLE TRACK

Both players now count how many Hate and Resource Tokens they have acquired from the last Battle and mark it on the Chronicle Track sheet.

- For each milestone reached in the **Hate Track**, the player will gain 1 Upgrade for their figures.
- For each milestone reached on the **Resource Track**, the player gains 1 additional slot on any 1 Building of their Village.



Example: The player gained 10 Hate, reaching 3 milestones which will grant their Tribe 3 Upgrades. The 5 Resources gained reached 1 milestone, so only 1 building in their Village will be upgraded.

GAIN UPGRADES

When a player reaches a milestone on the **Hate Track**, they gain access to 1 Upgrade. When selecting Upgrades during Intermission, the winner of the Battle selects first. Once both players have chosen their Upgrades, they may assign them to their figures. To be eligible to gain an Upgrade, a figure must have KO'd at least one enemy during the last Battle (*remembering that these figures were marked with a Savagery token to track this*). Also keep in mind that the number of Upgrades each of your figures may have is limited by the number of enabled slots on your Village's Training Ground. There are Three type of Upgrades a figure can get:

- ♦ **Generic Upgrades:** These are the most common Upgrades gained during the Chronicle and are available to all Tribes.
- ♦ **Tribe-Specific Upgrades:** Upgrades only available to your unique Tribe. Those are unique and are awarded to your Tribe for completing **Hate milestones**.
- ♦ **Mission Upgrades:** These Upgrades can only be acquired by completing specific Missions. They are awarded to a player as soon as the Mission is completed (*if that Upgrade Card is available*), but are only added to figures during the Upgrade step in the Intermission (*see above*).



MERCENARIES



Mercenaries are powerful Neutral Warriors, used in specific Scenarios, that can be acquired by your tribe. Each Scenario lists the rules for placing Mercenaries, how they operate during the Battle, and how they can be acquired. Once acquired, they are permanently added to your Tribe (until they are Killed) and can be used to replace 1 of your figures (except your Prince) during Battles if you have the available Hall of Heroes slot to do so.

When you acquire a Mercenary, take its Figure card and add it on top of one of your Tribe's Figure cards, discarding any Upgrades and Scars the replaced figure may have had. If your Mercenary is killed, discard its Figure card, along with any upgrades and Scars it may have collected; you're back to the original Tribe figure.

THE VILLAGE

Your village is where you keep track of how developed your tribe's buildings are. The more they develop the more benefits your tribe has access to.

Each building gives one specific bonus. In addition, these building may be improved during the Intermission by reaching Resource milestones, increasing the efficiency or number of times their specific bonus can be utilized. The bonuses each building gives are as follows:

Hall of Heroes: For each slot enabled on their Hall of Heroes, the player may include 1 Mercenary in their Tribe (see above).

Shaman's Hut: During each Replenish phase of a Battle, the player draws 1 additional Tribe Card for each slot enabled in their Shaman's Hut. They select 2 of those cards to place face-up, returning the others back on top of their Tribe deck (in any order).



Training Grounds: Each figure in a tribe may gain 1 Upgrade card per enabled slot in the player's Training Grounds (not counting starting skills printed on the card).

Torture Pit: During the Intermission, for each slot enabled in their Torture Pit, the player may torture 1 captive their carried off, gaining 1 Hate per tortured captive (including Innocent tokens).

The Oven: During the Intermission, for each slot enabled in their Oven, the player may cook 1 captive their carried off, gaining 1 Resource per cooked captive (including Innocent tokens).

Chiurgeon: During the Intermission, for each slot enabled in their Chiurgeon, the players may heal 1 Scar from a friendly figure.

THE TYRANT



The Tyrant is the ultimate leader of men, the ruthless despot that will crush all other tribes under his boots. The Tyrant does not count as a Mercenary, and cannot be randomly placed in a Scenario. Whichever tribe has control of the Capital territory gets to replace its Prince for the Tyrant (following the same procedure as with a Mercenary). The tribe only loses the Tyrant if they lose control of the Capital, with the Tyrant going to the conquering tribe.

END OF THE INTERMISSION

As soon as the intermission is done, both players proceed to the next Battle of the Clash, or proceed to the next Clash scheduled in the Chronicle if they have just completed the second Battle.

END OF THE CHRONICLE

After all determined Clashes are done, it's time to determine the final winner of the Chronicle. Each player tallies their total Resources and total Hate, taking the lower of these two totals. They then add their total Conquest Points (generated by the total number of Strongholds in territories under their control at the end of the Chronicle) to this number. This sum is the Final Score they have achieved. The Tribe with the highest Final Score is the Winner of the Chronicle: the only true survivor in the world of HATE!

Example: Player #1 has accumulated 10 Resources, 15 Hate, and 10 Conquest Points during the Chronicle. They will take the 10 Resources (because that is their lowest total between Resources and Hate) and add their 10 Conquest Points, giving them a Final Score of 20.



SKILLS & SCARS

WORK IN PROGRESS

CREDITS

Based on THE CHRONICLES OF HATE graphic novels by Adrian Smith.

Game Design: Raphaël Guiton, Jean-Baptiste Lullien, and Nicolas Raoult

Additional Design & Development: Alexandru Olteanu and Eric M. Lang

Development: Marco Aurélio Portugal

Production: Thiago Aranha

Art: Adrian Smith

Lead Graphic Designer: Mathieu Harlaut

Graphic Design: Marc Brouillon and Louise Combal.

Miniatures Directing: Mike McVey

Sculpting: Remy Tremblay, Jacques-Alexandre Gillois, Patrick Masson, Jose Roig, Michael Jenkins, Jason Hendricks, Yannick Hennebo, Edgar Skomorowski, Benoit Cosse, and RN Estudio.

Game Design Director: Eric M. Lang

Publisher: David Preti

Playtesters: XXX

BATTLE SCARS TABLE

  	FLESH WOUND	Luckily it was just a clean wound, it went right through you. Nothing Happens.
  	BADASS SCAR	It was just a minor cut, but on your face. No one hits your face! Gain 1 Hate.
  	MISSING FINGERS	A few lost fingers will not stop you from wielding an Axe! Nothing Happens.
  	SQUASHED GROIN	You can walk and fight just like be before. Unfortunately, your genitals will never be the same. Gain 2 Hate.
  	CRUSHED HAND	Your left hand's a mess of crushed bones and flesh. Never mind, as long as you have your right hand, you're never alone! Take the Scar-A-03
  	GOUGED EYE	One of your eyes was popped like rotten fruit. Good thing you have two. Take the Scar-C-03
  	CRUSHED TEMPLE	You took a savage blow to the head and your sight is all scrambled. Just kill any shape you notice. Take the Scar-D-03
  	TORN OUT LEG	Balance yourself on one leg and move on. Take the Scar-C-02.
  	BROKEN RIBS	A few ribs broken. Don't let them hit you there again, it will hurt like hell! Take the Scar-B-03
  	SEVERELY MANGLED	How the fuck did you survive, no one knows. You are so deformed you look like a monster. Hope you scare enemies now. Take the Scar-D-01
  	TORN MUSCLES	You cannot carry bodies with your muscles torn up. Focus on killing them. Take the Scar-D-02.
  	UNARMED	You can fight normally without your left arm, though it is a bit awkward. Take the Scar-A-02
  	HANDY SNACK	Your left hand is dangling by a piece of skin. Luckily, you're right-handed. Just chuck it in the oven and enjoy! Gain 1 Resource.
  	PARANOID	You tried helping your fellow warriors, and nobody was there when you needed it. Screw these fuckers, you ain't helping nobody anymore! Take the Scar-C-01
  	SMASHED SKULL	Losing part of your brain made you forget some useful shit you had learned. Lose one of your Upgrades.
  	RIPPED OFF ARM	Your main arm is gone. Use your other hand and try not to die! Take the Scar-A-01
  	EPIPHANY	The battle and your shitty mistakes gave you an epiphany. Get a Tribe-Specific Upgrade of your choice.
  	EMBEDDED KNIFE	We cannot remove this knife from your chest, unless you want to go to the oven. Live with that. Take the Scar-B-02
  	BROKEN BONES	You have broken bones all over your body, they fucking kicked your ass. Take the Scar-B-01
  	BLEED TO DEATH	You lost too much blood, and now you're dead as shit. Just throw the body in the oven. Gain 2 Resources. Your figure is dead.

CLASH SUMMARY

Each Clash consists of 2 Battles between 2 players. In the first Battle one player attacks and the other defends, then they switch roles for the second battle.

BATTLE PREPARATIONS

Attacker selects a valid Territory controlled by the Defender or unclaimed.

Attacker selects a Scenario corresponding to the region of the Territory. Set up the board according to the Scenario.

GAME ROUND

1. REPLENISH PHASE

- Remove all Savagery from figures on the board and from the Village Sheet.
- Discard any unused Savagery and gain 5 Savagery.
- Discard any unused Tribe cards and draw 2 new ones.

2. ACTIVATION PHASE

Starting with the attacking player, players take Turns back and forth. On their Turn, the player activates 2 of their figures. They must place 1 Savagery on each activated figure (2 if it's a Prince). First each activated figure Moves, then they each take 1 Action.

MOVE

The figure has 3 Movement Points to use.

- 1 MP to move to an adjacent space.
- Can't move through enemy figures.
- May move through allies and bodies, but not end there.
- Moving up a Plateau costs an extra MP per level.

ACTIONS

- ♦ **Harvest a Tree:** Take 1 Resource.
- ♦ **Pillage a Hut:** Reveal tile and pillage it for its rewards.
- ♦ **Grab a Body:** Take an adjacent body, collecting its Savagery tokens if it's an enemy.
- ♦ **Attack:** Attack an adjacent enemy (or up to 5 spaces away if you have Ranged).

COMBAT

- Attacker determines Support.
- Attacker rolls dice.
- Attacker resolves any abilities/effects.
- Attacker selects faces for Wild results.
- Attacker generates results from roll.
- Defender then performs these same steps.

***Support:** Warriors add +1 die (or Champion +2 dice) each to attacker if adjacent to their target, or to defender if adjacent to their attacker.*

***High Ground:** In combat, a figure gains +1 die if it's higher than its enemy.*

If the attacker has more Hits than the defender has Saves, the defender is KO'd. Lay down its figure. Attacker gains 1 Hate and adds 1 Savagery to the attacker's card.

END OF ROUND AND BATTLE

Once a player starts their Turn with no Savagery or no figures to activate, they must pass. The other player takes one turn and the Round ends. A new one then starts.

At the end of the 4th Round, or when a player reaches their Victory Conditions, the Battle ends.

If the attacker has more Hits than the defender has Saves, the defender is KO'd. Lay down its figure. Attacker gains 1 Hate and adds 1 Savagery to the attacker's card.

INTERMISSION

1. Cook or Torture Captives
2. Visit the Chiurgeon
3. Roll for Scars
4. Update Chronicle Track
5. Gain Upgrades

Once both Battles and both Intermissions are done, players collect the bonuses for all the Territories they currently control.