

THE WORLD OF SMOG RISE & MOLOCH

**WORK IN
PROGRESS**

RULEBOOK



INTRODUCTION

The year is 1890. The enlightened rule of Queen Victoria extends over so much of the world that it can accurately be said that “the sun never sets” upon it. Through a combination of mechanical brilliance and magical ritualism, London has become the center of the world. The headlines of the broadsheets scream out the latest news from this global empire—monsters discovered in the jungles of the Congo, secret cults thwarted in India, infernal machines emerging from the Outback...

Among certain avant-garde clubs operating in the Capital, enlightened seers and stalwart gentlemen of the realm pour over these reports, debating their import. The most far-sighted of these have begun to detect a disturbing pattern, finding relationships between seemingly unrelated reports from everywhere on the globe. They believe that a great enemy of mankind is poised to rise again, ushering in a new age of chaos and destruction.

Even more disturbing to these loyal servants of the crown: hidden within the smog-choked streets of London itself, a sinister cult secretly works in league with this terrible enemy. Their goal is nothing less than the overthrow of Her Royal Majesty, the total destruction of the Empire, and... the Rise of Moloch!

The World of SMOG: Rise of Moloch is a game of intrigue and adventure set in a steampunk version of Victorian London. Brave adventurers are trying to prevent a sinister cult’s plot to facilitate the emergence of the demon-god Moloch, while the cult’s minions and agents do everything in their power to protect their secret plans.

To achieve your goals, you must use every means at your disposal: combat, magic, infernal machines, and secret plots. Anything is allowed in this twilight struggle for the future of the Crown and Empire!

COMPONENTS

- 63 Highly Detailed Miniatures
- 5 Heroes Dashboards
- 14 Villains Dashboards
- 220+ Mini-Cards
- 5 Player-Aids
- 12 Scenery Rooms Overlays
- Over 150 Cardboard Tokens
- 1 Activation/Intermission Board
- 1 Nemesis Board
- 1 London Fire Board
- 1 Rulebook
- 1 Campaign Book
- 8 Custom Engraved Dice



GAME OVERVIEW

The *World of Smog: Rise of Moloch* is intended to be played as a campaign of six interlinking Chapters, each telling a part of the overarching story. Each Chapter can be played individually as a unique “One-Shot Adventure” as well, in case players do not wish to track a full campaign. One player will take on the role of the Nemesis: leader of the seditious cult dedicated to resurrecting Moloch, while the other players each control one or more Gentlemen:

stalwart heroes dedicated to defending the Empire against any and all threats.

As the game progresses, the Nemesis player and the Gentlemen players will take turns activating and moving their models around the game board, attempting to accomplish various goals set by the Chapter. The first side to accomplish these goals will be victorious, and their success will impact future games in the Campaign (or just insure the day’s victory in the case of playing a One-Shot Adventure!)

GAME SET-UP



GAME BOARD SET-UP

Each Chapter will show how to set up the game board for that specific Chapter, which involving overlaying various Room Tiles, Tokens, and Models across the game board. See each individual Chapter for specifics on Game Board Set-Up.

NEMESIS SET-UP

Players should then decide who will be the Nemesis. This player will assume control of various Agents and Minions in service to Moloch, as well as gain access to a collection of unique Chaos Cards and Nemesis Powers- special abilities they will utilize to hamper the efforts of the Gentlemen!

Each Chapter will list what Agent and Minion Cards to use. Each Agent and most Minion Cards are double-sided, showing two different profiles for that Agent/Minion. The Nemesis player should select one profile to utilize that game and then place all their cards within reach.


In addition to their Agents and Minions, the Nemesis will have access to Chaos Cards- a deck of powerful and unexpected traps they will unleash on the Gentlemen. Take the Chaos Card deck and place it within reach of the Nemesis player. The Nemesis will draw 2 Chaos Cards at the start of each Chapter.

GENTLEMEN SET-UP

Once the Nemesis has gathered their cards, players should then choose 4 Gentlemen to play that Chapter and distribute their matching Gentlemen Dashboards among the remaining players, with each player controlling at least 1 of the 4 Gentlemen. *4 Gentlemen will always be selected, regardless of the number of Gentlemen players.*

When selecting Gentlemen, only one Gentlemen of each Job (Arcanist, Dilettante, Knight, Mekamancer, Monster) may be chosen for each team.

GATHER STARTING ETHER AND ITEMS

Each Gentlemen and Agent starts with a number of Ether Tokens, represented by  on their Dashboard. In addition, some Gentlemen may also begin the game with one or more Equipment Cards, also listed on their Dashboard. Take these tokens/cards and place them on their matching Dashboard.

GATHER REMAINING COMPONENTS

Take the Damage Tokens, remaining Ether Tokens, and the Torment Deck and place them within reach of all players. Next, gather the Activation Cards matching the various Agents, Minions, Gentlemen, as well as the "Chaos" Nemesis Activation Card, and give them to their respective controllers. Finally, if the scenario calls for using any Item Decks (*Gear, Common, Expert, Royal, or Artefact*) gather those decks and place them within reach of the players.

Once this is done Set-Up is complete and the game is ready to begin.

PLAYING THE GAME

Before we explain playing a Chapter, let's go over some of the various Dashboards and Cards you will utilize throughout the course of the game, as well as explain the Game Board.

GENTLEMEN DASHBOARDS






Gentlemen are the models that each non-Nemesis player will control during the game. Each one is a dedicated Hero of the Empire with their own strengths, powers, and abilities. While each Gentleman is unique, they all share some common traits:



NOTE: while the Empire has dubbed their collective Heroes "Gentlemen" there is no shortage of female legends and heroes dedicated to the protection of Crown and Country! This is merely the adopted term for Heroes as a whole!

- 1. Name:** The Gentleman's name
- 2. Physical Attributes:** Each Gentleman has three attributes: *Agility*, *Trigger*, and *Punch*, which represent their aptitude at moving around, using ranged weapons, and fighting in melee, respectively. For more information on

using these Attributes, see Pg. XX.

- 3. Job:** Each Gentleman has a Job. This represents the training and background of the Hero. A Gentleman's Job also determines which Upgrades they will have access to during each Chapter/Campaign. For more information on Upgrades, see Pg. XX.
- 4. Gift:** Every Gentleman has a unique special power. This is known as their Gift.
- 5. Special Skills:** Each Gentleman may have one or more Special Skills: *Charge* , *Evasion* , and *Counterattack* . For more information on Special Skills, see Pg. XX
- 6. Ether:** Ether is used to fuel special abilities and powers. This number represents both a Gentleman's Starting Ether amount, as well as the maximum Ether they can store at any time. Note that some special abilities and Upgrades may modify this total!
- 7. Starting Equipment:** Some Gentlemen begin the game with various Equipment Cards. These, if any, will be listed here.
- 8. Equipment Slots:** When a Gentleman gains a piece of Equipment, it will be placed in one of the three Equipment Slots at the bottom of their Dashboard. A Hero may only have a maximum of 3 pieces of Equipment at any time. If they would gain a new piece of equipment and they already have 3, they will select 1 piece to be discarded before gaining the new one. Note that only Equipment Items take up Equipment Slots! Gear, Artefact, and Moloch Stone Item Cards do not take up slots, and should be placed around your Gentlemen Dashboard.
- 9. Health Boxes:** The combined numbers in these boxes represent the amount of damage a Gentleman can suffer before he is Neutralized-temporarily incapacitated. When a Hero suffers an amount of damage equal to the number in their first Health box, they also gain a Torment Card, which represents a nasty

wound or hindrance they have suffered. *If a Hero ever gains additional Health (such as from Upgrades or Items) it is added to their first Health Box (thus making it harder for them to be Tormented!)*

- 10. Portrait:** Besides showing you your stalwart hero, this area is also useful for keeping any tokens you might gather through the course of the game.

AGENT AND MINION DASHBOARDS

Agent and Minion Dashboards share much of the same information as Gentlemen Dashboards:



1. Name
2. Portrait
3. Physical Attributes
4. Special Skills
5. Ether

The primary differences between Agents/Minion and Gentlemen are as follows:

- 6. Health Boxes:** Backed by the power of Moloch, Agents tend to have much higher Health than Gentlemen. Minions, on the other hand, are

trivial to Moloch and as a result *only ever have 1 Health, meaning they will be immediately Neutralized if they ever suffer even 1 damage!*

- 7. Gifts:** Unlike Gentlemen, Agents may have multiple Gifts they can utilize during the game.

Unlike Gentlemen Dashboards, Agent and most Minion Dashboards are also double-sided, each showing a unique profile for that Agent/Minion. At the start of each Chapter, the Nemesis player will select 1 of the two profiles to use for that Agent/Minion. That will be the profile used for the entirety of that Chapter.

ALLY CARDS



Allies represent loyal citizens of the Empire who have pledged their support to the Crown. Unfortunately, they lack the raw power and skill of the Gentlemen, and as such will only ever have Physical Attributes and, in rare cases, a trivial amount of Health. Each Chapter will explain any Allies and any special rules they have in greater detail.

EQUIPMENT AND ITEM CARDS

Equipment and Item Cards represent the various tools that the Gentlemen will use over the course of the game.

Each Gentleman can carry up to three Equipment Cards at a time. If a Gentlemen gains a fourth equipment, he must discard another one to keep it.

They come in various types, each with their own special rules and abilities:

EQUIPMENT- WEAPON CARDS



These represent the various weapons that the Gentlemen will use in their fight against the Agents of Moloch.

1. **Name:** This lists the name of the Weapon.
2. **Attribute Boost:** Most Weapons grant an Attribute Boost. This number is added to the Physical Attribute of the Gentlemen when the Weapon is used.
3. **Ether Effect:** When an Item is used, the equipped Gentlemen may spend 1 Ether to activate its Ether Effect, gaining the various benefits listed on the card. For more information on Ether Effects, see Pg. XX

EQUIPMENT- ITEM CARDS



These represent the various non-weapon tools and items that the Gentlemen can utilize.

1. **Name:** This lists the name of the Equipment Item
2. **Effect:** Each Equipment Item is unique and carries various powers and abilities. Some effects cost Ether to activate, whereas others are free benefits that are always active. See each individual Item Card for more information.

GEAR, ARTEFACT, AND MOLOCH STONE ITEM CARDS



Gear and Artefacts are powerful one-time-use tools, which are discarded after use. Moloch Stones Fragments are powerful relics gained over the course of the campaign. *Gear, Artefact, and Moloch Stone Fragment cards do not take up Equipment slots on a Gentleman's Dashboard!*

UPGRADE CARDS AND ROLE CARDS



Over the course of a Campaign (or at the start of a One-Shot Adventure) Gentlemen will gain access to various Upgrade Cards and Role Cards. Upgrades are unique to each Gentleman based on their Job, while Role Cards are assigned to a Gentleman at the start of each game. Each of these cards has a designated slot on the Gentlemen Dashboard.

While they might serve different functions, they share the following information:

1. **Name:** The name of the Role or Upgrade
2. **Ether Cost:** This lists the amount of Ether that Gentlemen must use to activate the card's Special Effect. Note that sometimes a card will have no cost- it will merely have a permanent boost to the Gentleman!

3. **Special Effect:** This lists any special effect granted by the card.
4. **Timing:** This box will list if the card takes an Action to use, when it triggers, or if it is just a passive boost.

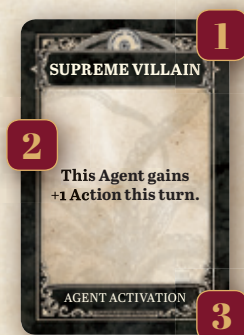
NEMESIS POWER CARDS



These cards represent persistent and reusable powers the Nemesis will have access to during the Chapter. Once acquired, these cards should be placed, face-up, on the Nemesis Board. They all list the following information:

1. **Ether Cost:** The amount of Ether that must be used to activate the card's Special Effect.
2. **Special Effect:** This lists any special effect granted by the card.

CHAOS CARDS



These cards represent hidden threats and powers the Nemesis can call upon throughout the game. They remain, hidden, in the Nemesis' hand until its use. Each is unique, but they all list the following information:

1. **Name:** The name of the Chaos Card.
2. **Special Effect:** This lists any special effect granted by the card.

3. **Timing Trigger:** This lists when the Chaos Card can be played.

TORMENT CARDS



Torment Cards represent various hindrances and nasty injuries that may happen to the Gentlemen. If they suffer too much damage, they have the following information:

1. **Name:** The name of the Torment Card.
2. **Hindrance:** This lists the negative effect caused by the card.

THE GAME BOARD



The Game Board, also known as *The Stage*, is comprised of two main elements: *Stage Tiles* and *Room Tiles*. Each Chapter will show how to set up the Stage and its various tiles.

Each area of the Stage is divided into individual *Squares*, which will be used to designate where a particular element is located, and is also used to determine *range* when making attacks. *Squares are*



separated by a white (or light brown) outline. There are a number of important traits that the various squares and elements of the Stage may have. They will be explained in detail in later sections as appropriate, but here is a general description of the main traits:



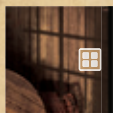
Outdoor Square: Outdoor squares are any squares *not* located inside a building on the game board.



Indoor Square: Indoor squares are any squares located *inside* a building on the game board.



Door: This notes that a door should be placed here at the start of the Chapter. Once the door is opened, the token must be removed. Doors are treated as Impassable until they are opened.



Window: Windows are used to determine Line of Sight for ranged attacks, as well as potentially granting Cover to models next to them!



Hindrance: Marked by a red dot, these represent areas that may grant Cover as well as impede movement.



Impassable: Marked by a red line, this represents a side of a square that completely blocks movement for models.



NOTE: All external edges of the Stage are treated as Impassable unless the Chapter states otherwise!





Fire: If a square has a Fire Token in it, any model beginning their activation, or entering that square, suffers 1 automatic damage.

COMBAT BASICS

TYPES OF ATTACKS: MELEE AND RANGED




All attacks fall into one of two types: *Melee Attacks* and *Ranged Attacks*. Melee Attacks utilize a model's

 (punch) attribute, while Ranged Attacks utilize

 (trigger). The higher the value, the more adept

the model is at using that type of attack. In addition, Upgrades, Powers, or Equipment might aid in boosting an attack as well.

MEASURING RANGE

- *Melee Attacks* have a range of 1, and thus may only ever target an enemy in an adjacent square (including diagonally). In addition, the target cannot be on the other side of an Impassable edge from the attacker.
- *Ranged Attacks* have the following rules:
 - A Gentleman *must* have a *Ranged Weapon* (a Weapon showing the  Icon) to use a Ranged Attack.
 - Agents *do not* need to have a Ranged Weapon in order to make a Ranged Attack (as they can never have Weapons)
 - If the weapon *does not* have the  *Short Range* Icon, it may target any enemy in Line of Sight- there is no maximum range.
 - If the weapon *does have* the  *Short Range* Icon, it may only target enemies up to 4 squares away.





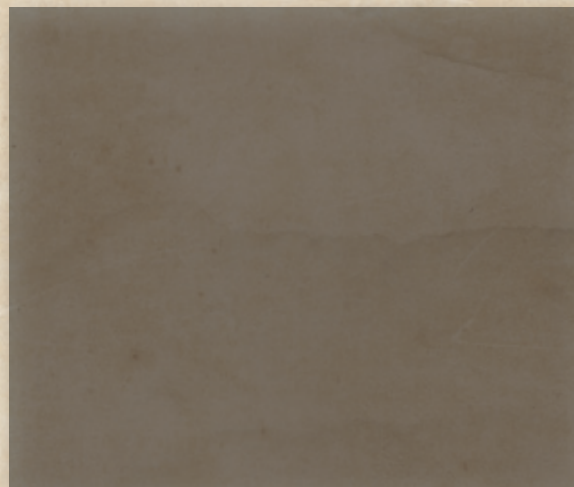
NOTE: Sometimes strange situations happen where a model might need to attack an ally. Though this is **NOT** recommended, it **IS** allowed (though there better be a good reason for it!)

LINE OF SIGHT

When making a Ranged Attack, the attacker must have *Line of Sight* to the defender. To see if the attacker has Line of Sight, draw an imaginary straight line from the center of the attacker's square to the center of the defender's square, if the line does not cross through *closed doors or walls*, the defender is within Line of Sight.

COVER

When making a Ranged Attack, sometimes intervening models and obstacles may grant *Cover* to the defender, giving them a higher chance to be missed. If, when checking for Line of Sight, the line used crosses a *Hindrance*, a *Window*, or *another model*, the defender has Cover. When attacking a model with Cover, the defender gains extra defenses via the  icon on the dice. When a target has Cover, each  icon rolled removed 1 Success from the attack.





Ranged Attack Example 1: Major Dreadful wants to shoot Tobias. He checks Line of Sight and sees that the Zombie is in the way, meaning Tobias will have Cover.

MAKING THE ATTACK

Once Line of Sight and Cover has been determined, the attack can be rolled. Regardless if it is a Melee or Ranged Attack, or an Agent, Gentlemen, or Minion, all attacks follow the same steps, in order:

1. **Select Weapon [Gentleman Only]:** When Gentlemen attack, they may select 1 equipped weapon to use (remember, to even make a

Ranged Attack a Gentleman must select an equipped ranged weapon!.

2. **Activate Weapon Ether Effects:** If the selected weapon has an Ether Effect, the attacker may now pay 1 Ether to activate it. See below for explanation of the various Ether Effects.
3. **Activate Attack Boosts/Gifts:** If the attacker has any Gifts/Powers/Upgrades that grant an Attack Boost, they may activate them now (by paying the required Ether amount).
4. **Attacker Rolls Dice:** The attacker will now take dice equal to their Physical Attribute total ( for Melee Attacks,  for Ranged Attacks) and add any bonus dice from their Weapon, Gifts, Upgrades, and any other bonuses they might have and roll them.

When attacking, the following die faces are important to note:



Hit: When attacking, this generates 1 success.



Hit+: When attacking, this generates 1 success. In addition, many weapons and powers trigger additional effects when a Hit+ is rolled.



Crown [NEMESIS]: When attacking, this counts as 1 success.



Crown [GENTLEMAN ONLY]: When attacking, this may be used as either 1 success or be spent to gain 2 Ether. You must choose which effect you will utilize before the defender rolls dice. *Note that in most cases this is the only way Gentlemen can replenish Ether!*



Dodge, Cover: When attacking, these faces are all treated as Misses.

Once the dice have been rolled, the attacker will tally the total number of successes rolled.

5. **Defender Rolls Dice:** After the total number of successes has been determined, the defender will roll a number of dice equal to their *Agility Physical Attribute*. The following faces are important:




Dodge: Each Dodge result removes 1 success from the attacker's total.



Cover: If the defender has Cover, each result subtracts 1 success from the attacker's total.



All other results on the dice while defending have no effect. *Note:* Some special abilities may modify this, so be sure to check each special ability carefully!

6. **Tally Results:** Subtract all the defender's Dodge and Cover (if Applicable) results from the attacker's successes. For each success that remains, the defender suffers 1 damage. Place 1 damage  token on them to represent this.

ETHER EFFECTS



Some weapons have special effects that can be triggered by spending 1 Ether when you attack with them. When an Ether is spent, the attack gains all benefits shown in the Ether Effect box. The various Ether Effects are as follows:

+1

Bonus: Add this number of dice to your total attack roll.

+2



Re-Roll: After rolling, you may re-roll any or all of your dice (a die may only ever be re-rolled once per action).



Spread: Your attack may target up to 1 additional enemy in a zone adjacent to the target. Only 1 attack roll is made, but each target makes a separate defense roll.



Knockdown: If this attack deals at least 1 damage to the target, they are knocked down. Place the model on its side to represent this. Before it can take any other action, the target *must* spend 1 action to stand up. *While a model is knocked down, it does not provide Cover or cause Escape Damage.*



Daze: If this attack deals at least 1 damage to the target, they lose 1 Ether per Daze Icon. If they have no Ether to lose, they instead suffer 1 additional damage per Daze Icon.



Fire: If this attack rolled any successes (regardless of Defender's results), place 1 Fire Token in the target's square.

TORMENTS AND NEUTRALIZATION

- Whenever a model gains damage tokens equal to its Health Points, it is *Neutralized*. If the model was an *Agent*, *Ally*, or *Minion*, it is removed from the game board and cannot be used again unless a card or power allows it.
- When a Gentleman gains damage tokens equal to the total in their first Health Box, they will draw 1 *Torment Card*. Torments represent various ailments and hindrances to the Gentleman. They may have an immediate effect and are then discarded, or stay on the Gentleman until certain conditions are met. See each specific Torment card for its full effect.
- Some *Upgrades* and *Items* may grant a Gentleman additional *Bonus Health Boxes*. Damage is always applied to these bonus Health Boxes before being applied to their normal Health Boxes- thus making it harder for a Gentleman to suffer the effects of Torment Cards.
- *Gentlemen* are too stubborn to permanently die, pushing onward until they are victorious (or the Nemesis completes their nefarious goals). When a Gentleman is *Neutralized*, place their model on its side. On that Gentleman's next activation, they will *Revive*, removing all damage tokens and standing their model up. Their activation then immediately ends. *In addition, whenever a Gentleman is Neutralized, the Nemesis player immediately adds 2 Ether to their Ether Reserve (see Pg. XX for information on the Nemesis' Ether Reserve), as Moloch feeds on death and despair!*
- While a Gentleman is *Neutralized*, they cannot perform any actions and cannot be targeted or affected by attacks or abilities. Models (both friendly and enemy) may freely move through (but not end on) their zone, and do not suffer Escape Damage.

STARTING THE GAME

CAMPAIGN MODE AND ONE-SHOT ADVENTURES

Now that you've seen the various Dashboards and Cards, let's explain the basics of the game. First, the players should agree to which mode they wish to play: *Campaign Mode* or a *One-Shot Adventure*.

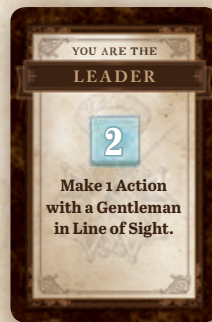
- **Campaign Mode:** This mode is for groups who wish to play the full story of Rise of Moloch from beginning to end. In this mode both the Gentlemen and Nemesis will keep any Items, Upgrades, and Powers they gain from one game to the next. In addition, the results of each game will impact the games that come after it, crafting a unique story with each and every play-through. When playing Campaign Mode, players will always start with *Chapter I: <THE NAME GOES HERE>*, only moving onto the later Chapters once the one before it has been completed.
- **One-Shot Adventure:** This mode is for groups who only wish to enjoy a single game session. Any Chapter may be selected in this mode, and will list an amount of starting Equipment, Upgrades, and Powers for both the Nemesis and the Gentlemen, in order to bring them up to the basic power level for that Chapter. In addition, if the players wish, they may use the One-Shot Adventure rules to start the Campaign from a later Chapter, continuing afterwards using the standard Campaign rules.

Regardless if playing a new Campaign or a One-Shot Adventure, players should complete the following steps, in order:

1. **Select Chapter:** If playing Campaign, you will always start at *Chapter I <NAME GOES HERE>*. If playing a One-Shot Adventure, players should decide as a group what Chapter they wish to play.
2. **Game Set-Up:** As highlighted in Game Set-

Up (Pg. XX), players should set up the game board, decide who will be the Nemesis, which Gentlemen will be used, and complete all other steps listed under Set-Up.

3. **Gentlemen Elect Leader:** Once the Gentlemen players have been determined they, as a group, will elect 1 Gentleman to be the *Leader*. They will gain the *Leader Role Card* and assign it to that Gentleman. They will then gain the remaining Role Cards and assign 1 to each other Gentleman.



Role Cards: The Role assigned to a Gentleman details their duties in the group, and can range from dealing extra damage to supporting their allies. In addition, the Role Card will grant that Gentleman a powerful special ability they can utilize during the game. *Each special ability granted by a Role Card can be used only once during a Gentleman's activation.*

Once the Leader has assigned a Role to each other Gentleman, they should then take the *Activation Order Cards* belonging to all Gentlemen being used, as well as any *Ally Cards* being used in the Chapter and place them within reach.

4. **[One-Shot Adventure Only] Gain Upgrades, Equipment, and Powers:** In a One-Shot Adventure, the Chapter will list an amount of starting Equipment, Upgrades, and Powers to be given to the Gentlemen, as well as the Nemesis player. Each Gentleman will select a number of Upgrades listed under the Chapter and then, as a group, collect the total number of Equipment Cards listed and distribute them among the 4 Gentlemen. Meanwhile, the Nemesis player will select Nemesis Powers, as well as collect and spend the amount of *Conspiracy Points* listed on the Chapter (See Pg. XX for more on Conspiracy Points)

Once this is done the first Game Round will begin.

THE GAME ROUND

Rise of Moloch is played over a series of Game Rounds, with each Round divided into three unique phases, to be completed in order:

ORDER PHASE

In this phase, the Gentlemen and the Nemesis will secretly choose the order in which the models under their control will activate by placing their matching Activation Cards onto the Activation Track of the Round Board.

Chaos Activation: The Nemesis player also has a special activation card marked “Chaos”. When this card is revealed, no Agent/Minion models activate, but other sister effects might take place! See “Nemesis Powers and Chaos Cards, Pg. XX”



The top row of the Activation Board will be used by the Gentlemen, while the bottom row is used by the Nemesis. *Each Round, the Nemesis player will lay down their Activation Cards before the Gentlemen place theirs, giving the group a moment to discuss strategy and general plans.*

During the Order Phase, the *Leader* will have final say on the Activation Order for the Gentlemen and Allies (if any). They should, however, consult with their team to properly strategize! The Nemesis, being the supreme commander of Moloch’s forces, simply chooses the order in which they wish to activate their Agents and Minions, placing their cards face-down on the track.

Once all activation cards have been placed face-

down, the Order Phase ends and the Activation Phase begins.

ACTIVATION PHASE

The bulk of the game takes place during the Activation Phase, in which the Gentlemen, Allies, Agents, and Minions will take their respective turns performing various actions. For the first activation of the round, flip the card in the “1” slot of the Activation Track. This model (or models, in the case of Minions and some Allies) will take their turn. Once they have finished, the card in the “2” slot will be flipped, with that model or models taking their turn, continuing in this fashion until all cards on the Activation Track have been flipped and all models have been activated.

WRAP-UP PHASE

After all models have been activated, players should check the Chapter Rules to see if anything special happens during the Wrap-Up Phase. The Leader and Nemesis should then collect all Activation Cards. Once this is done, a new round will begin.

INDIVIDUAL ACTIVATIONS

Gentlemen and Agent Activations

Gentlemen and Agents follow most of the same rules during their activation: They may perform up to 2 Actions, and then their activation ends. The actions an Agent/Gentleman may perform are: Attack, Move, Trade, Recover, Special. An Agent/Gentleman may repeat the same action twice if they so wish (taking 2 Attack or 2 Move actions in the same activation, for example) with the exception of Recover, which may only be taken once per activation. Remember though, that if a Gentleman began their activation Neutralized, all they will do that activation is Revive, removing all damage and Torment Cards!

- **Attack:** The model may perform 1 attack. See the Combat Basics sections (Pg. XX) for how to complete an attack.
- **Move:** The model may move a number of squares up to their Agility Physical Attribute.
- Models are free to go orthogonally or

One of the most used elements of chaos utilized by the Nemesis is Fire, represented on the game board by Fire Tokens. Any model that begins their activation in a square with a Fire Token suffers 1 automatic damage. Any model that enters a square containing a Fire Token also suffers automatic 1 damage. There may only be 1 Fire Token in a square at any time.

During the Wrap-Up Phase, any Fire Tokens in an Outdoor Square are removed (perpetual rain does that), while Fire Tokens inside a building will begin to spread: The Nemesis will place 1 additional Fire Token in a square adjacent to an existing Fire Token for each Fire Token in that building. Meaning if, during the first Wrap-Up Phase, 1 Fire Token was inside a building, the Nemesis player will place 1 additional token. During the next Wrap-Up Phase, he will place 2 more (for a total of 4 now), since there were now 2 Tokens there at the start of the phase. Note that the Nemesis must place these Tokens adjacent to Fires that were there at the start of the Phase- They may not string new Fire Tokens together during the same phase.]

FIRE!!!

diagonally when moving, but may never end their move in a zone containing another model. They can, however, freely move through zones containing non-enemy models. Models may never enter squares containing enemy models.

- Models may never cross Impassable lines (aka red lines), Walls, through Closed Doors, or off the edge of the Stage.
- Doors: To open a door, a model must spend

1 space of movement while adjacent to the Door. When this is done, remove the door from the Stage. Once removed, Doors are never replaced.

- Windows: A model must spend 2 spaces of movement to move through a Window.
- Hindrances: Entering a square with a Hindrance (Red Dot) requires 2 spaces of movement.
- Escape Damage: Enemies aren't just going to stand around while you escape! If you ever move while adjacent to an enemy, you suffer 1 damage (regardless of the number of enemies that were adjacent). This will happen each time you move while adjacent to an enemy (Example: If you leave a square adjacent to an enemy you will suffer 1 damage. If the square you moved into is also adjacent to an enemy, you would suffer another damage if you moved out of that one, even if it was the same Move action).
- Trade [GENTLEMEN ONLY]: While adjacent to another Gentleman, a Gentleman may spend 1 space of movement to Trade, giving 1 of their Items to that Gentleman.
- Recover [GENTLMEN ONLY]: Gentlemen may spend 1 action during their turn to Recover themselves or an adjacent Gentleman. When they do this the target will remove up to 3 damage and gain 2 Ether. If a Recover action is performed on a Neutralized Gentleman, that Gentleman instead immediately Revives (they do not gain Ether!).
- Special: Many Gifts, Upgrades, and Powers require the model to perform an Action to utilize. The exact effects of this special action will be listed under that ability.

THE PRICE OF POWER

Using Ether allows the Gentlemen to gain tremendous power- But power comes at a price! When the Gentlemen use Ether, for any reason, that

Ether is handed to the Nemesis player, who is then free to distribute it among their Nemesis Power Cards and Agents! It is worth noting that, in many cases, this is the only way the Nemesis can gain Ether, but such is the price the Gentlemen must pay!

ETHER RESERVE

Some cards, effects, or abilities will tell the Nemesis to gain “X Reserve Ether”. This Ether is not placed on a specific Agent or Nemesis Power, but is instead held in a special pool that the Nemesis can draw from to power any Nemesis Power or Agent Gift/Skill as they wish.

USING SPECIAL SKILLS

Now that you have a better understanding of the basics, let’s explain what the special skills on Agent and Gentleman Dashboards do:

Charge: This model may spend 1 Ether to make a Charge Special Action. Move a number of squares up to your Agility attribute, and then make 1 free Melee Attack Action. You may not Charge a model that you began your activation adjacent to.

Evasion: When this model is attacked, it may spend 1 Ether to roll +3 additional Defense Dice. This may only be done once per attack.

Counterattack: When this model is attacked, after that attack is complete, this model may spend 1 Ether to immediately make 1 attack action. That attack action must target the attacker. Reaction attacks may not trigger Reaction on the target!

UPKEEP ABILITIES

Some Gifts, Powers, and Upgrades list “Upkeep” below their Ether cost. This represents an effect that remains active as long as the user continues to pay Ether. When an Upkeep ability is activated, place 1 Ether token on it. That ability remains active until the beginning of that model’s next activation, or until it is Neutralized.

When Gentlemen spend Ether on Upkeep abilities, the Nemesis will only gain that Ether (from the Price

of Power rule) at the start of that Gentleman’s next activation, or when that Gentleman is Neutralized before their next activation.

SHORT RANGE

Sometimes an ability will only effect a model in “Short Range”. Abilities that state this have a maximum distance of 4 squares.

MINION AND ALLY ACTIVATIONS

Minions and Allies function much in the same way as Agents and Gentlemen, with the following exceptions:

- When the Ally/Minion Activation Card is flipped, All Ally/Minions on the board will activate.
- Each Ally/Minion only performs 1 action during its activation.
- When multiple Allies/Minions wish to attack the same target, they do not roll dice individually. Instead, they will pool dice together to perform one powerful attack. Take the Attribute listed on the Ally/Minion Card ([PUNCH] or [TRIGGER]) and add +2 dice to the attack for each Ally/Minion also attacking the same target.

Example 1: At the start of Minion activation, Drogo is surrounded by 3 Clowns (quite the unlucky place to be)! They all decide to perform an Attack Action on Drogo. Checking the Clown’s Dashboard, we see they have a [PUNCH] of 3. Since there are 3 attacking, there will be 7 total dice rolled. 3 for the initial Clown attacking, and +2 dice for each of the other Clowns attacking.

Nemesis Powers and Chaos Cards

While the Gentlemen have various Artefacts and Equipment at their disposal, the Nemesis has access to powerful abilities granted to him by Moloch. These take the form of Nemesis Powers and Chaos Cards.

- **Chaos Cards:** The Nemesis begins each Chapter with 2 Chaos Cards. They may also purchase additional Chaos Cards by spending Ether on specific Nemesis Powers. Each Chaos Card lists when it can be played, as well as its specific effect. Only the Nemesis knows what Chaos Cards they have- they should be kept hidden from the other players. Once a Chaos Card is used it is discarded.
- **Nemesis Powers:** Depending on the Chapter, the Nemesis will have access to various Powers. When the Nemesis gains Ether (usually from The Price of Power special rule) instead of giving that Ether to an Agent, they may place 1 or more of that Ether on a Nemesis Power. A Nemesis Power may have any amount of Ether on it at any time.
- Once, anytime during a Nemesis Activation, the Nemesis may spend Ether from 1 Power (and only 1 Power!) to activate its effect. Each effect is unique, so be sure to check the specific power.
- During the Chaos Activation, the Nemesis Player is free to activate each of their Powers once.

WRAP-UP PHASE

Once all Activation Cards have been revealed, the Activation Phase ends and the Wrap-Up Phase begins. First, players should check to see if the Chapter lists any special instructions for the Wrap-Up Phase, including the end of the game.

After this is done, the Nemesis and the Leader should take all the Activation Cards for any models still remaining on the Stage (since Agents can be permanently eliminated).

Once this is done, the round ends and the next round's Order Phase begins. Play will continue until one side's victory conditions have been met.

CONTINUING THE CAMPAIGN

If playing a One-Shot Adventure, once one side's victory conditions are met, the game is now over. If playing a Chapter as part of a Campaign, however, there are some additional steps to take!

First, check the Victory Conditions for the Chapter. They will list a bonus to be gained by the winning side during the next Chapter.

Note that Gentlemen keep all Items they may have acquired during the previous Chapters!

Now, before the next Chapter begins, the players will take part in a special phase known as The Intermission, where Gentlemen can train to access more Upgrades, gather intel, and gain new and exotic equipment to aid them in their fight. Unfortunately, while the Gentlemen take this time to prepare, the Nemesis will only grow stronger, gaining more power as the Gentlemen delay stopping Moloch's plans!

THE INTERMISSION

PREPARE INTERMISSION BOARD

The Intermission Board represents the various locations around London that the Gentlemen can visit to gain aid in their fight. Be warned, however, as the Gentlemen spend their time stocking up, the Nemesis plots and plans- growing in power! Prepare the Intermission Board by following these steps, in order:

1. Draw and place 2 random Gear Cards face-up on each of the three slots on Hardy's Bazaar.
2. Draw and place 3 random Common Arsenal Cards face-up on Wilkinson's General Store
3. Draw 3 random Artefact Cards and place them face-up on The Shadow Market.
4. Draw 3 random Location Cards and place them face-up in the spaces in the middle of the Intermission Board.
5. Place each Job's Upgrade Deck on its slot on Club Unicorn.

VISIT LOCATIONS

Once the Intermission Board has been set up the Gentlemen will take turns visiting Locations to gather equipment and aid. Starting with the Leader and going clockwise, each Gentleman player places their model on one of the empty spaces of the Intermission Board and performing the following:

- Hardy's Bazaar: Select 1 of the sets of 2 Gear Cards and gain those items.
- Wilkinson's General Store/Shadow Market: Select and acquire 1 of the items available at that location.
- Club Unicorn: Select 1 Upgrade Card from your respective Job. A Gentleman may only have 3 Upgrade Cards at any time. If they would gain

a new Upgrade, it instead replaces an existing one.

- Random Locations: Each other Location Card will list the specific benefits of visiting that Location.

Gentlemen must visit a Location during Intermission- they cannot choose to simply sit out!

NEMESIS GAINS POWER

Once the Gentlemen have finished their Intermission Steps, the Nemesis will select and choose 1 additional Nemesis Power, gaining that power for the remainder of the Campaign. If the Nemesis already has 6 Powers, they may exchange any current power for a new one.

THE NEMESIS PLOTS



Each Location on the Intermission Board lists a number of Conspiracy Points. Each time a Gentleman visits this Location, the Nemesis receives the number of Conspiracy Points listed at that location. During Set-Up for the next Chapter, the Nemesis may utilize these points to purchase various benefits listed on their Nemesis board.

- These points must be used before the start of the next Chapter- they cannot be saved for later Chapters!
- Each benefit may be selected multiple times, but an Agent may only be granted the same benefit once (Example: You couldn't give an

Agent +1 [PUNCH] multiple times, but you could give them both +1 [PUNCH] AND +1 [TRIGGER].

- Benefits only last until the end of the next Chapter.

PREPARE FOR MISSION

Once the Gentlemen have each visited a Location they will prepare for the next Chapter.

- Remove all damage tokens and Torment Cards (if any) from them and replenish their Ether to max.
- All Items the Gentleman have acquired thus far in the campaign are collectively known as the Gentleman's Armory. Before the next Chapter, the Gentlemen may take and distribute any Equipment and Items they have collected among themselves.
- Assign a Leader.

Once this is done, the Intermission Phase ends and the next Chapter begins. Continue playing the Chapters and Intermissions one after the other, in order, until you reach the Final Chapter. It's then time for the Gentlemen to face the Nemesis once and for all!