

RULES OF PLAY

Welcome to the Old World

In **Warhammer**'s Old World, four Ruinous Powers – the gods of Chaos – have held sway for uncounted millennia.

Khorne, the Blood God, the Skulltaker, lusts for death and battle, taking delight in fury and slaughter, rage and butchery.

Nurgle, the Plaguelord, the Father of Corruption, luxuriates in filth and disease, spreading a tide of pus and pestilence across the land.

Tzeentch, the Changer of Ways, the Great Conspirator, is the architect of the fate of the universe, weaving strands of confusion and manipulation as slippery as silk.

Slaanesh, the Prince of Pleasure and Pain, the Lord of Temptations, lures even the most steadfast to the seductions of avidity, gluttony, carnality, paramountcy, vainglory, and indolency.

But even as these four Powers play their Great Game forever and for all time, the Old World itself resists their ravages and depredations with staunch resolve and mighty heroes.

The Object of the Game

In **Chaos in the Old World**, each player takes the role of one of the four malignant and horrible **Ruinous Powers** who are fighting to corrupt, dominate, or destroy the Old World. The Ruinous Powers are also sometimes called **Chaos Powers**, **Powers**, or **gods**.

There are two routes each player can take to victory:

- All four Powers are rewarded for corrupting and dominating the regions of the Old World with their followers and activities. These rewards are recorded on the **victory point (VP) track.** If any Power has accumulated 50 VP at the end of a game round, the game ends.
- Each Ruinous Power also has a unique way to impose its own **Threat** on the Old World. Khorne seeks to kill as many figures as possible to slake his thirst for blood, for example, while Tzeentch seeks to infest regions where magic and warpstone are found. Threat is tracked on four dials affixed to the game board. Each Power must advance its dial to a certain point in order to win by this method. One unit of dial advancement is called a **tick**.

If none of the Powers have won by the time the Old World deck is exhausted, the Old World itself is the victor, and all four Ruinous Powers lose. See "Check for Game End" on page 22 for more specific information about victory conditions and the end of the game.

Components

Chaos in the Old World includes:

- This Rulebook
- 1 Game Board
- 4 Threat Dials (one for each Power)
- 4 Sets of Two-part Plastic Connectors
- 4 Power Sheets (one for each Power)
- 196 Cardboard Tokens:
  - 4 Power Markers (one for each Power)
  - 4 Victory Point Markers (one for each Power)
  - 16 Dial Advancement Counters
  - 116 Corruption Tokens (29 for each Power)
  - 56 Old World Tokens:
    - *6 Event Tokens*
    - *4 Hero Tokens*
    - *6 Noble Tokens*
    - *20 Peasant Tokens*
    - *6 Skaven Tokens*
    - *14 Warpstone Tokens*
- 149 Cards:
  - 96 Chaos Cards (24 for each Power)
  - 20 Upgrade Cards (five for each Power)
  - 5 Ruination Cards
  - 28 Old World Cards
- 5 Dice
- 45 Plastic Followers:
  - 11 Khorne Followers:
    - *1 Bloodthirster Greater Daemon*
    - *6 Bloodletter Warriors*
    - *4 Bloodsworn Cultists*

- 12 Nurgle Followers:
  - *1 Great Unclean One Greater Daemon*
  - *5 Plaguebearer Warriors*
  - *6 Leper Cultists*
- 12 Tzeentch Followers:
  - *1 Lord of Change Greater Daemon*
  - *3 Horror Warriors*
  - *8 Acolyte Cultists*
- 10 Slaanesh Followers:
  - *1 Keeper of Secrets Greater Daemon*
  - *3 Daemonette Warriors*
  - *6 Seductress Cultists*

Component Overview

The following sections describe the components of **Chaos in the Old World**.

GAME BOARD

The main portion of the game board is a map of the Old World. The game board also features the four Ruinous Powers' Threat dials, the victory point track, and spaces for the Old World cards and ruination cards. For more information, see "Game Board Breakdown" and "Map Region Breakdown" on pages 4 and 5.

THREAT DIALS AND PLASTIC CONNECTORS

The four Threat dials are attached to the game board using the plastic connectors.

To attach the dials before playing **Chaos in the Old World** for the first time, simply push one half of a plastic connector pair through the board and the other half through the dial. Then push the halves together until they fit snugly together. Once attached to the board, the Threat dials should not be removed.

Be sure to affix the dials in the correct locations: Khorne on top, Nurgle to the right, Tzeentch on the bottom, and Slaanesh to the left.



POWER SHEETS

Four Power sheets – one per Chaos Power – present a variety of information for the player of each Power. Each sheet also provides a track where the player can use his power marker to track his power points during each round's summoning phase.



Power Sheet Faces

Power Sheet Back

For more information, see "Power Sheet Breakdown" on page 5.

POWER MARKERS



Each Chaos Power's power marker is moved along its Power sheet's power point track to indicate the power points remaining to that player at any given time.

VICTORY POINT MARKERS



Each Chaos Power's victory point marker is moved along the victory point track on the game board to indicate the number of victory points that Power has accumulated in the course of gameplay.

DIAL ADVANCEMENT COUNTERS



Dial advancement counters are used to keep track of the number of times, during a given game round, that each Chaos Power fulfills its Threat dial advancement condition.

If the supply of dial advancement counters is ever exhausted, any convenient markers, such as coins, can be substituted. The supply of dial advancement counters should be considered unlimited.

Game Board Breakdown



1. **Old World Map:** The map of the Old World is divided into nine **REGIONS**. These are the areas where follower figures, Chaos cards, and corruption tokens are placed in the course of play. Each region is defined by its name and a number, the latter representing both its Resistance and Conquest Value. Some regions are considered "Populous" and are so-marked. Arrows indicate the order in which the regions are resolved during various game phases.

2. **Threat Dials:** These dials track each Power's progress in afflicting the Old World with its favored style of depravity. Each dial has two windows. The main window reveals the progressive benefits that Power gains from rotating its dial. The smaller window reveals the Threat value associated with each given dial position. The colored tracks around the outside of each dial indicate how far each Power must advance the main window of its dial to win the game by dial advancement. (The black portion of each colored track simply indicates dead space beneath that portion of the dial.)

3. **Victory Point Track:** Each player moves his victory point marker along the victory point track to indicate his current victory point total. The length of the track is not a limit on the number of victory points that can be earned.

4. **Old World Deck:** A convenient space for the Old World deck.

5. **Old World Track:** Old World cards are played faceup in the spaces of this track to indicate the order in which they will expire.

6. **Ruination Cards:** A convenient space for the five ruination cards to be kept before they are used to mark ruined map regions.

Map Region Breakdown



1. **Name:** The name of the region.

2. **Populous Tag:** If a region is considered **Populous**, that word appears. If it does not appear, the region is not Populous.

3. **Resistance and Conquest Value:** A single number that represents both the region's **Resistance** statistic and its **Conquest Value** statistic. Note that although the same number describes both of these statistics' default values, game effects that modify one – i.e., that increase or decrease it – do not necessarily apply to the other.

4. **Chaos Card Spaces:** Each region has two areas where Chaos cards can be played.

5. **Region Area:** All of the area within the region border is available for players to place their follower figures, or for the placement of Old World tokens.

Power Sheet Breakdown



1. **Name and Title:** The Ruinous Power's unholy name and one of the many descriptive epithets by which it is known.

2. **Draw Phase Instruction:** Describes how many cards that Power draws during each round's draw phase.

3. **Threat Dial Advancement Instruction:** Describes the conditions under which that Power gains a dial advancement counter.

4. **Round Sequence Reference:** Lists the phases comprising each game round and summarizes the activities that take place in each.

5. **Flavor Text:** Describes the Chaos Power's areas of obsession and influence.

6. **Old World Token Reference:** A guide to the names and functions of the six types of Old World tokens.

7. **Power Point Track:** Used, in conjunction with the player's power marker, to track that Ruinous Power's power point total over the course of each round's summoning phase. One value on each track is highlighted.

8. **Follower Statistics:** Three separate areas provide information about that Power's Cultists, Warriors, and Greater Daemon. Each follower's summoning cost (within the circle), attack value (left of the axe), and defense value (left of the shield) are listed.

CORRUPTION TOKENS

Corruption tokens are placed on the regions of the game board map to indicate how much each Ruinous Power has defiled that area. Each Chaos Power has a unique stock of corruption tokens.



Khorne *Nurgle* *Tzeentch* *Slaanesh*

If any Ruinous Power ever runs out of corruption tokens, then any convenient markers, such as coins, can be used to represent more; the supply of corruption tokens should be considered unlimited.

OLD WORLD TOKENS

The six types of Old World tokens represent influences on the game that originate with the Old World itself, rather than with the Ruinous Powers. The six types are:



Event Tokens: Event tokens are used to mark the regions where certain extraordinary occurrences described by certain Old World cards are occurring.



Hero Tokens: Hero tokens represent the mightiest individual denizens of the Old World, who lead its fight against the Ruinous Powers.



Noble Tokens: Noble tokens represent the notable rulers of the various nations of the Old World.



Peasant Tokens: Peasant tokens represent the common denizens of the Old World.



Skaven Tokens: Skaven tokens represent the presence and activities of the secretive and subversive rat-men of the Old World.



Warpstone Tokens: Warpstone tokens represent areas where the strange and Chaos-aligned substance known as warpstone has manifested in the Old World.

The quantities of the various Old World tokens are purposely fixed. If a given type runs out, no additional tokens of that type are placed while that stockpile remains depleted.

CHAOS CARDS

Each Ruinous Power has a unique deck of 24 Chaos Cards that only that player can use to attempt to dominate the regions of the game board map, and carry out a variety of special activities during play. There is a breakdown of the different parts of a Chaos card on page 13.



Khorne Chaos Card Face and Back



Nurgle Chaos Card Face and Back



Slaanesh Chaos Card Face and Back



Tzeentch Chaos Card Face and Back

UPGRADE CARDS

Each Chaos Power has a unique set of five upgrade cards comprising two Chaos Power upgrades and three follower upgrades. These cards are used to record increases in the inherent capabilities and follower statistics, respectively, of each Ruinous Power. Each upgrade card's face and back have the same appearance.



RUINATION CARDS

Ruination cards are used to mark regions of the game board that the Chaos Powers have collectively ruined by their pervasive infestation. In addition to marking such regions, each ruination card serves as a reference of the victory points scored at the time of ruination.



Ruination Cards Faces and Common Back

Ruination Card Breakdown



1. **Order Number:** A number that indicates the order in which ruination cards are used as regions are ruined over the course of the game. ("1" is used first, "2" is used second, and so on.)

2. **"Ruiners Score…" Text:** A description of how many victory points each Power that is party to the ruination of a region scores during that corruption phase (see "Placing Corruption Tokens" on page 19).

3. **Ruination Victory Point Table:** A table listing the number of victory points scored by the first- and second-place corruptors in the end phase, based on the region ruined (see "Score Ruined Regions" on page 20).

OLD WORLD CARDS

Old World cards describe things that happen in the Old World in the course of the game. Most of their effects manipulate and spawn Old World tokens on the game board. Only a subset of all Old World cards, based on the number of players participating, is used in any given game of **Chaos in the Old World**.



Old World Cards Faces and Common Back

DICE

Standard six-sided dice are used to resolve battles in **Chaos in the Old World**. They are sometimes called "battle dice." The quantity of dice included in the game is not a limit on the number that can be rolled at once during play. If additional dice are needed, they can be scavenged from other games, or the initial results recorded or remembered and the same dice rolled again.



PLASTIC FOLLOWERS

These plastic figures – known interchangeably as "followers" and "figures" – represent the worshippers and champions of the Ruinous Powers. They are summoned onto the game board to engender corruption, destroy enemies, and establish dominance.

Each Ruinous Power controls all of the figures of a given color: red for Khorne, green for Nurgle, blue for Tzeentch, and purple for Slaanesh.

There are three different **classes** of followers – **Cultists**, **Warriors**, and **Greater Daemons** – that are common to all of the gods of chaos. However, each Ruinous Power also has a unique, descriptive name for its followers of each class. The following table summarizes these.

Power	Class	Name
Khorne	Cultists	Bloodsworn
	Warriors	Bloodletters
	Greater Daemon	Bloodthirster
Nurgle	Cultists	Lepers
	Warriors	Plaguebearers
	Greater Daemon	Great Unclean One
Tzeentch	Cultists	Acolytes
	Warriors	Horrors
	Greater Daemon	Lord of Change
Slaanesh	Cultists	Seductresses
	Warriors	Daemonettes
	Greater Daemon	Keeper of Secrets

Note that the Cultist figures of the four Powers share the same sculpted shape, while each Power's Warriors and Greater Daemon take forms particularly pleasing to the Chaos god in question.


Bloodsworn


Bloodletters


Bloodthirster


Lepers


Plaguebearers


Great Unclean One


Acolytes


Horrors


Lord of Change


Seductresses


Daemonettes


Keeper of Secrets

Setup

To prepare a game of **Chaos in the Old World**, players carry out the following steps.

1. **Place Game Board**: Place the game board in the center of the play area. Assemble the Threat dials (see page 3) if this game set has never been used before. Set each Ruinous Power's Threat dial so its "start" text is visible in its main window (just above the three o'clock position).

2. **Distribute Sheets and Arrange Seating:** Distribute one Power sheet to each player, either by consensus among the players, or, if no consensus can be reached, randomly. If there are fewer than four players, return any unused sheets to the box. Then, arrange the seating order around the table so players will take their turns in clockwise order: Khorne sits first, with Nurgle to his left, Tzeentch to Nurgle's left, and Slaanesh to Tzeentch's left. (Skip over any Chaos Powers not being played.)

3. **Distribute Powers' Cards, Tokens, and Figures**: Distribute the power markers, victory point markers, corruption tokens, Chaos cards, upgrade cards, and plastic followers to the appropriate players. If there are fewer than four players, return any unused components to the box. It is wise for each player to tuck his as-yet-unused upgrade cards partway under the left or right edge of his Power sheet in a stack, so none of the other players will be confused about which upgrade cards are in play and which are not.

4. **Place Power Markers and Victory Point Markers:** Each player places his power marker on the highlighted starting space of the power point track on his Power sheet, and places his victory point marker on the "0" space of the game board's victory point track.

5. **Prepare Common Tokens, Ready Dice, and Place Ruination Cards:** Separate the dial advancement counters and Old World tokens into piles by type, placing each pile near the board so it can be easily reached by all players. Also place the dice near the game board, in easy reach of all players. Finally, sort the ruination cards into an ordered stack with the "1" card on top and the "5" card on the bottom, and place this stack on the game board where indicated.

6. **Create Old World Deck**: Shuffle all of the Old World cards together. Then deal cards facedown from the top of this stack to form the Old World deck. Deal seven cards for a four-player game, or eight cards for a three-player game. Place this deck facedown on the game board where indicated. Return the remaining Old World cards to the box; they will not be used this game.

7. **Place Starting Old World Tokens**: Separate two Noble tokens, three Warpstone tokens, and four Peasant tokens from the main stockpiles and mix these nine tokens together. Then randomly choose tokens from this pool (such as from one player's cupped hands, or from the box top held above eye level) one at a time, placing each on the board as it is selected, one per map region, in the standard region order (see "Region Order" on page 25). When this is done, there should be one token in each region.

8. **Shuffle and Draw Chaos Cards**: Each player shuffles his Chaos cards to form a Chaos deck, draws a hand of three cards from the top of his deck, and places the remainder of the deck near his Power sheet and as-yet-unused upgrade cards.

Once these steps have been carried out, gameplay begins with the first game round's Old World phase.

The Game Round

Chaos in the Old World is played in a series of **game rounds**, or **rounds**. Each game round is made up of six **phases** that always occur in the following order each round:

1. Old World Phase
2. Draw Phase
3. Summoning Phase
4. Battle Phase
5. Corruption Phase
6. End Phase

The corruption phase and end phase each have several **steps**, which are always carried out in order. The steps of each of these phases are enumerated in "The Corruption Phase" and "The End Phase" sections (pages 19 and 20, respectively).

In many phases, all four Chaos Powers carry out actions that are interdependent (i.e., where the actions of one Power may depend on the actions of another). When this is the case, the players always act in **Power order**: Khorne first, Nurgle second, Tzeentch third, and Slaanesh fourth. For convenience, this is the order (clockwise from the top) in which the four dials are arranged on the game board.

The Old World Phase

In the **Old World phase**, a single card is drawn from the top of the Old World deck and its italicized instructions carried out immediately. These actions should be carried out by the player with the lowest Threat (see "Threat" on page 22). If the card requires any decisions to be made, such as in which region(s) new Old World tokens should be placed, the player with the lowest Threat makes these decisions.

Unless a given Old World card instructs otherwise, once the italicized instructions have been followed, the Old World card is placed faceup in the left-hand ("1") space of the Old World card track. Any card previously in the "1" space is moved to the "2" space. If a card is moved from the "1" space to the "2" space, any card previously in the "2" space is removed from play, has no further effect, and can be returned to the box.

Certain Old World cards bear the text "Discard this card instead of adding it to the Old World track." Such cards can be returned to the game box after their instructions have been carried out. The cards on the Old World track are not affected and remain in place.

For more information on the effects of Old World cards, and the effects of the Old World tokens that most Old World cards manipulate, see "Old World Cards" and "Old World Tokens," both on page 24.

The Twin-tailed Comet Icon

Cards with **Twin-tailed Comet icons** bear the image shown here near their titles.



Twin-tailed Comet Icon

Some Old World cards include text that reads "[R]emove any Old World cards bearing the Twin-tailed Comet icon from the Old World track."

When a card that gives the above instruction is placed into play, all Old World cards on the Old World card track bearing the Twin-tailed Comet icon are removed from from play before the new event card is added to the Old World track. They can be returned to the box. Such cards cease to affect the game, regardless of whether and how many Event tokens remain on the game board.

Example: *When the Old World phase begins, "Greenskins Invade" and "Warpstone Discovery" are present on the Old World track in the "1" and "2" spaces, respectively.*



The Old World card "Norse Reavers" is drawn from the Old World deck. It bears the text "[R]emove any Old World cards bearing the Twin-tailed Comet icon from the Old World track." Because "Greenskins Invade" bears the Twin-tailed Comet icon, it is immediately removed from play and returned to the box. This leaves the "1" space on the Old World track empty.



Next, the rest of the immediate instructions (see page 24) on the "Norse Reavers" card are carried out, with various Old World tokens being removed from and placed on the map. Once its immediate instructions have been carried out, "Norse Reavers" is added to the Old World track. Because there is no card in the "1" space at the time it is added, no card is displaced to the "2" space, and so the existing "Warpstone Discovery" card simply remains there. At the end of the Old World phase, the Old World track is arranged in this way:



The Draw Phase

During the **DRAW PHASE**, each player draws cards from his own Chaos card deck according to the draw phase instructions on his Power sheet. If a player's deck is ever exhausted, he shuffles his discards to create a fresh deck.

Note that each player only ever draws cards from his own Chaos deck, and never from the decks of the other Chaos Powers.

There is no Chaos card hand size limit.

During the draw phase, each player also moves his power marker to the highlighted space on his Power sheet's power point track. Alternately, if a player has purchased one or more upgrade cards that give him extra power points, he moves his marker further than the highlighted value, depending on the specifics of the upgrade(s) he has purchased.

Note that players never carry over unused power points from previous rounds.

Because their activities are not interdependent, all players may act simultaneously during the draw phase.

Summoning Phase

During the **SUMMONING PHASE**, the players summon followers and play Chaos cards to the board's nine regions. In each summoning phase, most players will summon a number of figures and play several cards.

In the summoning phase, the players take turns acting, following the standard order (Khorne, Nurgle, Tzeentch, Slaanesh). After the Slaanesh player acts, the Khorne player is next, with this circular order continuing until the summoning phase ends.

Each time a player's turn to act comes, he may *either* summon (i.e., place) one follower figure on the board, *or* play one Chaos card.

Most follower placement and card play requires the player to spend **POWER POINTS**. A player spends power points by simply moving his power marker leftward to reflect his reduced power point total. See "Summoning Follower Figures" on this page and "Playing Chaos Cards" on page 12. When a figure or card with a power cost of zero is summoned or played, the power marker is not adjusted.

If a player's turn comes and that player does not wish to summon a figure or play a card, he must move his power marker to the "0" space of his power point track, and his turn ends.

So long as a player has power points remaining, he may continue to summon a follower or play a card each time his turn comes. However, when a player's turn comes and that player's power marker is on the "0" space of his power point track, that player's turn is skipped.

The summoning phase ends when all players' power markers are on the "0" spaces of their respective power point tracks.

SUMMONING FOLLOWER FIGURES

To place one of his followers on the board during the summoning phase (i.e., to **SUMMON** a figure), a player simply does the following:

1. Chooses one of his available figures.
2. Pays the selected figure's cost.
3. Places the figure on a legal board region.

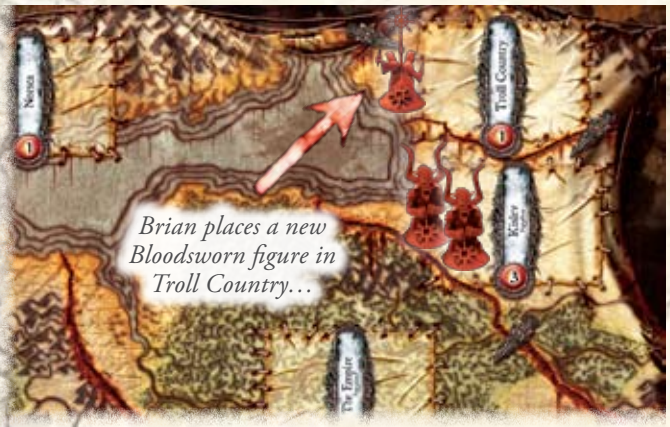
When choosing a figure, the player may either select one of his figures that is not currently on the board, or may alternately select a figure that is already on the board (in the latter case, presumably to move it to a different region). No matter the source of the figure, it is still considered to be "summoned." To "summon" a figure, "place" a figure, and even "move" a figure are all equivalent terms.

To pay the figure's cost, the player simply adjusts his power point track by an amount equal to the figure's cost. If the player does not have enough power remaining, he may not choose that figure.

To place the figure on the board, the player places the figure in one of the nine map regions. The only restriction on figure placement is that the figure must be placed in a region where that Chaos Power already has a figure, or in a region adjacent to such a region. (**ADJACENT** regions are those that share a border.) The only exception is that when a given player has no figures on the board, he may place his first figure in any region, without restriction.

Note that the placing player may count a given region as occupied by his own figure if he chose the last figure in that region to summon. For example, a player who picks up his last figure in Norsca in order to summon it to a different location may summon that figure to Troll Country (which is adjacent to Norsca) even if he has no other figures in Troll Country or in any regions adjacent to Troll Country.

Example: *Brian is playing Khorne. When his turn of the summoning phase comes, he plays one of his Bloodsworn followers in Troll Country and moves his power marker one space down his power track (because his Bloodsworn have a cost of one). This is legal because he already has at least one figure in the adjacent region of Kislev, and because he has enough power left to pay the cost of the Cultist.*



Brian places a new Bloodsworn figure in Troll Country…



…and moves his power marker one space to the left to pay its cost.

Brian would not have been able to play any figure to Norsca (because he has no followers in Norsca or in any region adjacent to Norsca) and would not have been able to summon his Bloodthirster follower to any region (because it costs more power points than he has remaining).

Once Brian's placement has been carried out, the Nurgle player's turn begins.

PLAYING CHAOS CARDS

To play a Chaos card, a player simply does the following:

1. Chooses a card from his hand of Chaos cards.
2. Pays the selected card's cost.
3. Places the card on an empty card space on any of the board's nine regions and carries out its effects.

To pay a card's cost, the player simply adjusts his power point track by an amount equal to the card's cost. If the player does not have enough power remaining, he may not choose that card.

When placing a card on the board, the player must place it in an empty card space. There are two such card spaces corresponding to each region, one on each side of its name-label. If a given region's spaces are already full, the card may not be played to that region. If all 18 spaces on the board are full, the player may not play a Chaos card.


The board's 18 Chaos card spaces

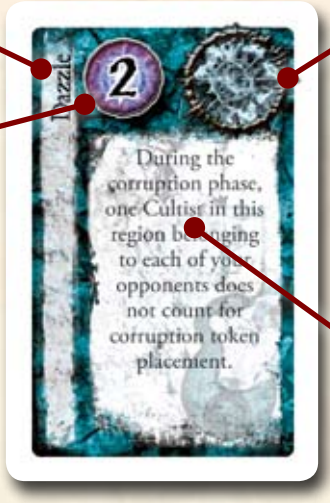
When a Chaos card is played on the board, its effects are carried out. Some make an immediate change to the state of the game, some have effects that are persistent while the card remains in play, and others take effect at some specified later time.

If two Chaos cards played to the same region would otherwise happen simultaneously, the left-hand (i.e., eastern) card is resolved first, and the right-hand card resolved second.

Chaos Card Breakdown

Title: The name of the card.

Cost: A Chaos card's COST is the number of power points that must be spent to play this card, which is sometimes modified by other cards or effects. Also, it is the amount this card contributes toward its player's domination value in the region where it is played (see "Calculating Domination" on page 19), which is never modified by other cards or effects.



Magic Symbol: When this icon is present, the card contributes one MAGIC SYMBOL to the region in question while the card is present there. See "Magic Symbols" on page 26.

Effect: The special game effect this card has, sometimes called the "TEXT EFFECT" of the card. The word "you" in this section always refers to the player who played the card.

The effects of Chaos cards are mandatory, assuming that they are possible, unless their text notes otherwise. For example, the Tzeentch card "Teleport" says, "Move any Cultist or Warrior in this region to any other region when you play this card." The Tzeentch player may not play this card to a region containing a figure and then not move that figure to another region, even if such movement would be disadvantageous to Tzeentch. If the Tzeentch player played the card to a region containing no figures – which is legal – then obviously no figure would be moved.

The effects of two Chaos cards with the same name in the same region are generally cumulative. For example, "Blood Frenzy" reads, "At the beginning of battle in this region, you roll two battle dice here and apply any resulting hits before regular battle dice are rolled." If Khorne played two copies of "Blood Frenzy" in a given region, that player would roll four dice.

Note, however, that some Chaos cards' effects are obviously non-cumulative by their nature. For example, "Field of Carnage" reads, "No figures other than yours may be summoned from this region." Applying such an effect twice clearly yields no additional effect. The card "The Skull Throne" is another example. It reads, "When adding up your domination value in this region, count the sum of your figures' attack values rather than your quantity of figures." Two copies played in the same region would each cause the Khorne player to use his sum of attack values rather than his quantity of figures, so the effect is non-cumulative.

Example: *Brian is playing Khorne. When his turn in the summoning phase comes, he spends one power point to play "The Skull Throne," a Chaos card, from his hand. He pays its cost and then places the card in an empty card space in Kislev.*

He could not have played his "Reborn in Blood" card, because it costs more power points than he has left. He could not have played any Chaos card to Troll Country, because both card spaces there are already full.

The Nurgle player's turn begins. The next time Brian's turn comes, it will be skipped, because his power marker is now on the "0" space of its track.



Brian places his "The Skull Throne" card in Kislev…



…and moves his power marker one space to the left.

Cards With Reminders

Some Chaos cards give instructions intended to help players remember their effects, such as which particular follower figure is affected by a given Chaos card. For example, the Tzeentch Chaos card "Warp Shield" says, "When you play this card, choose one of your figures in this region. That figure cannot be killed in battle this round. Place it on this card to help you remember the chosen figure."

Memory aids of this type never have the force of a game rule; when necessary, they should be set aside. If the players wish, some alternate memory aid may be introduced.

Example: *The Tzeentch player plays "Warp Shield" in the Empire, identifies one of his Cultists already present there as the target, and places that Cultist figure on the "Warp Shield" card. Later in the turn, the Tzeentch player plays a "Teleport" card in the second Empire card space. (Teleport reads,"Move any Cultist or Warrior in this region to any other region when you play this card.") The Tzeentch player chooses the Cultist protected by "Warp Shield" and moves it to Estalia. Nothing about the "Warp Shield" card prevents him from choosing that Cultist, and the "Warp Shield" card's location is not affected by the play of "Teleport." The "Warp Shield" remains in its Empire card space. Critically, the effects of "Warp Shield" – that the Cultist in question cannot be killed in battle this round – do remain in effect for that particular Cultist figure even though it has been moved to Estalia. If the players wish, they could place the Cultist in Estalia on top of a coin or some other marker to help them remember it is protected by the effects of the "Warp Shield" card even though it is no longer in the Empire.*

The Battle Phase

In the **BATTLE PHASE**, the Chaos Powers' followers in each region fight against one another, as well as against Peasant tokens.

Battle is carried out region by region in the standard region order (see "Region Order" on page 25). It occurs in every region where one player is entitled to roll battle dice and has at least one legal target for his hits.

To resolve battle in a given region, each player, in the normal player order (i.e., Khorne, Nurgle, Tzeentch, Slaanesh), does the following:

1. Calculates the number of battle dice available to him and rolls them. Observing their results, he rolls any additional dice gained from explosions.
2. Assigns hits to legal targets.

CALCULATING BATTLE DICE

To calculate the number of **BATTLE DICE** available to a player, he totals the attack values of all of his figures in that region. Previously tipped figures that remain on the board (see below) contribute their attack values normally. Note that many figures – especially Cultists – have an attack value of "0," and so contribute no dice. Additional battle dice may arise from the effects of Chaos cards, or other special circumstances. These are simply added to the player's total.

A player must always roll all of the battle dice he is entitled to roll.

Once a player's battle dice are rolled, for each die whose result is 4, 5, or 6 the rolling player scores one **HIT**. In addition, every result of 6 **EXPLODES**, which means that the attacker rolls one *additional* battle die immediately (which causes an additional hit on a 4, 5, or 6, and which explodes again on a 6). There is no limit to the number of times a player's battle dice can explode if he continues to roll results of 6.

ASSIGNING HITS

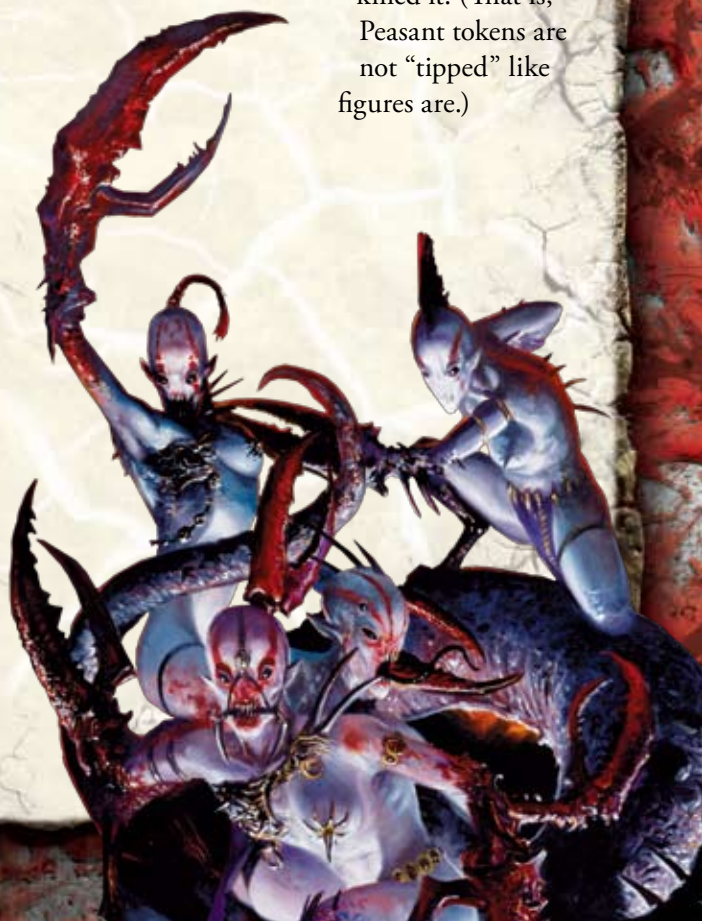
To assign hits, once all battle dice have been rolled (including additional dice from any die explosions), the player simply announces, for each hit, which enemy figure, or Peasant token, he is targeting. Each hit must be assigned to a target in the region whose battle is being resolved. A player may not allocate hits against his own figures (unless they are controlled by another player – see "Control of Enemy Figures" on page 25).

If enough hits are assigned to a figure that they equal or exceed its defense value, that figure is tipped onto its side to indicate that it has been killed. (However, it will not be removed from the board until all players have rolled their battle dice for the region; see the next page.)

A Peasant token can only sustain one hit. Immediately upon sustaining a hit, a Peasant token is removed from the board and placed on the Power sheet belonging to the player who killed it. (That is, Peasant tokens are not "tipped" like figures are.)

Six-only Hits

The upgrade card for Slaanesh's Daemonettes gives them the special ability that they can only be damaged by battle die results of 6. This is as simple as it seems: battle dice showing results of 4 and 5, which would normally cause hits, cannot be assigned to cause hits against upgraded Daemonettes.



Early Hits

Some Chaos cards and upgrade powers give players battle dice to roll at the beginning of the battle phase or – in the case of upgraded Bloodletter figures – "before other figures roll their dice."

Such battle dice can kill adversary figures before those figures roll their own battle dice. Such casualties should therefore be removed from the board immediately when they are killed (instead of simply being tipped). However, early hits are also cumulative with hits rolled *by the same player's figures* when regular battle dice are rolled. This is an exception to the normal rule that hits may not be "stored up" (see page 17).

Example: *A Khorne player uses a "Blood Frenzy" Chaos card (which allows him to roll two additional battle dice at the beginning of the battle phase) in a region where his Bloodthirster is attacking Nurgle's Great Unclean One. His "Blood Frenzy" dice results are 4 and 5, which both score hits. However, these two hits are not enough to kill the Great Unclean One, which can sustain three hits. In the main part of the battle phase, Khorne's Bloodthirster rolls four additional dice, with results of 2, 3, 4, and 5. Two additional hits are scored, which, added to the two hits from earlier in the phase, is one more than necessary to kill the Great Unclean One. The Nurgle player also has the opportunity to roll his own three battle dice, with results of 1, 3, and 5. His single hit is not enough to take out the Bloodthirster.*

Note that if the "Blood Frenzy" dice had exploded, and enough hits generated to kill the Great Unclean One outright before the main part of the battle phase, then the Great Unclean One would have been eliminated from the board immediately at that time, and the Nurgle player would not have been able to roll the Great Unclean One's battle dice at all.

Combat Example: A Three-way Battle

Brian's forces of Khorne in Kislev consist of two Bloodletters. Maria, playing Nurgle, has a Great Unclean One present. Finally, Alan, playing Tzeentch, has two Acolytes in that region.

The battle phase begins. Players act in Power order, so Brian is first. Brian is entitled to roll four battle dice, because each of his Bloodletters has an attack value of 2. He rolls 1, 3, 4, and 6. He counts two hits (from the 4 and 6). The 6 also explodes, so he rolls one additional die, which results in a 5 – another hit – for a total of three hits. He applies them all to the Great Unclean One, which has a defense value of 3. He tips the Great Unclean One figure on its side to indicate that it will be eliminated.

Maria acts next in the Power order. Her Great Unclean One's attack value is 3, so she throws three battle dice and rolls 2, 4, and 5. Two hits, no explosions. She applies one hit to one of Brian's Bloodletters and the other to one of Alan's Acolytes, tipping each.

Alan is the last one to act, but his remaining Acolyte figure has an attack value of 0, so he rolls no battle dice and can't generate any hits.

With all of the dice rolled, the tipped Great Unclean One, Bloodletter, and Acolyte are removed from the board, leaving one Bloodletter and one Acolyte remaining in Kislev. Battle resolution moves to the next region – in this case, the Empire.

A player may not assign fewer hits to a figure than are necessary to kill it and thereby "store them up" in order to combine hits with other players. That is, different players may not "gang up" on the same powerful figure within a region.

Excess rolled hits – i.e., those without a legal target – are lost.

A player who has legal targets for rolled hits *must* assign them. A player might not wish to assign hits to his own figures that are under the temporary control of another player, for example, but nevertheless, must do so if no other targets exist.

Once all players have rolled dice and assigned hits, tipped units are removed from the board and the next region is addressed, until all battle is done for all regions.

BEGINNING OF BATTLE AND END OF BATTLE EFFECTS

Note that certain effects – such as from Chaos cards – instruct players to carry out certain actions at the beginning or end of the battle phase. Such actions are carried out before any player rolls his normal battle dice in any region, or after all players roll all battle dice in all regions, respectively.

Combat Example: Fighting Peasants

In the Border Princes, Khorne is the only Chaos Power with any figures present: he has a single Bloodletter there. There are also two Peasant tokens present.

When the times come to resolve battle in the Border Princes, Brian – the Khorne player – throws two battle dice, rolling 3 and 4. He scores one hit, and uses it to kill one Peasant token, which he places on his Power sheet, leaving the other one behind, unharmed.

Battle resolution proceeds to the next region.



Combat Example: A Complicated Fight

In Estalia, Brian (Khorne) has one Bloodletter and one Bloodsworn. Maria (Nurgle) has one Great Unclean One, two Plaguebearers, and one Leper. Neither of the other Powers have any figures present in Estalia. However, to complicate matters, Brian played a "Blood Frenzy" card in Estalia during the summoning phase, while Maria played a "Rain of Pus" card there.





First, "beginning of battle" effects are resolved. Brian throws the two battle dice specified by his "Blood Frenzy" card, which result in rolls of 1 and 6 (one hit and one explosion). The additional die from the explosion results in a 4. Brian has generated two hits. Normally, it would only take one hit to kill a Plaguebearer, but the effects of "Rain of Pus" increase each Nurgle figure's defense by one. He uses both hits to kill one of Maria's Plaguebearers. However, it is removed immediately rather than tipped for later removal, per the effects of "Blood Frenzy."

(Brian could have elected, as an alternate strategy, to apply his two hits to Maria's Great Unclean One, in hopes of rolling at least two more hits to eliminate that figure in the main part of the battle phase. However, he reasoned that eliminating the Plaguebearer would remove one Nurgle battle die from the equation before it could be rolled, and was therefore the better choice.)

With no more "beginning of battle" effects to resolve, regular battle dice are rolled beginning with Khorne. Brian counts two dice for his Bloodletter and no dice from his Bloodsworn. He rolls two 4s for two hits. Applying them to Maria's Great Unclean One is illegal because they would not be sufficient to kill it, so he applies them both to the Leper (whose defense value is currently 2 due to "Rain of Pus") and tips it over.

Maria is next. Maria counts three battle dice from her Great Unclean One, one from her remaining Plaguebearer, and none from her Leper. (She receives no battle dice from her dead Plaguebearer because "Blood Frenzy" is a "beginning of battle" effect and its targets – if killed – are removed from play before they can roll their regular dice. She receives none from her Leper not because it is tipped, but because its attack value is 0.) Rolling 1, 2, 3, and 6, Maria counts one hit and one explosion. Her explosion also results in a 6, for a second hit and a second explosion. The second explosion results in a 4, for a third hit. She applies one hit to Brian's Bloodletter (tipping it) and one hit to Brian's Bloodsworn (tipping it). Her third hit goes to waste for want of any more targets.

Finally, the tipped figures – the Bloodletter, Bloodsworn, and Leper – are removed. Battle resolution proceeds to the next region with only the Great Unclean One remaining alive in Estalia. The Chaos cards in Estalia also remain in place, for the time being; they will not be cleared from the board until the end phase.

The Corruption Phase

The **CORRUPTION PHASE** has two steps. In the **DOMINATION STEP**, which takes place first, players score conquest points for dominating the board regions. In the **CORRUPTION STEP**, which is second, players place corruption tokens in the regions where they have one or more Cultist followers.

CALCULATING DOMINATION

To resolve the domination step of the corruption phase, each region is considered in turn, in standard region order (see "Region Order" on page 25).

For each region, calculate each player's **DOMINATION VALUE** there by adding the summoning costs on any Chaos cards that player played in that region to the raw quantity of figures that player controls in that region. So, to summarize:

Domination Value =
Sum of Chaos Card Costs + Quantity of Figures

Note that *the summoning costs of the figures in question are not relevant* to the domination value calculation; only the actual *quantity* of figures counts. Thus, one Greater Daemon is the equivalent of one Cultist for this purpose.

Note also that *the printed summoning cost* of each Chaos card is the factor that is considered when calculating a player's domination value, rather than the number of power points actually paid to play the card (in case these are different values).

Once domination values have been calculated, the player whose domination value is highest compares his domination value to the Resistance of the region. If the player's domination value *exceeds* the region's Resistance (equalling it is not sufficient), that player immediately scores victory points equal to that region's Conquest Value.

If two or more players tie for the highest domination value in a region, none of them dominate it, and none score victory points, even if all tied players exceeded the region's Resistance.

Important Note: Although each region's initial Resistance and Conquest Value are the same (and are represented by precisely the same numeral on the game board), they are modified by various effects independently. For example, a Skaven Old World token reduces a region's Resistance by one, but does not affect its Conquest Value. A Noble Old World token increases a region's Conquest Value by one, but does not affect its Resistance.

Example: *In the domination step of the corruption phase, Khorne has two Bloodsworn followers in Kislev and has played the card "The Blood God's Call" there. Nurgle, meanwhile, has a Great Unclean One figure and a "Plague Touch" card in Kislev. Khorne's domination value in Kislev is 4 (two figures present, and one card with a cost of 2), while Nurgle's domination value is only 1 (one figure present, and one card with a cost of 0). Because Khorne has the highest domination value, that value is compared to the region's Resistance of 3. Because Khorne's domination value exceeds Kislev's Resistance, the Khorne player scores 3 victory points, as Kislev's Conquest Value is also 3.*

PLACING CORRUPTION TOKENS

To resolve the corruption step, each region is considered in turn, in standard region order (see "Region Order" on page 25).

For each region, each player first places one corruption token in that region for each of his Cultists there. Then, before moving on to the next region, the players count the total number of corruption tokens in the region (among all players). If this total is 12 or more, that region is **RUINED**. Warpstone tokens also count as corruption tokens when calculating this sum (see "Old World Tokens" on page 24).



Corruption Tokens

If a region is ruined, the top ruination card from the ruination card stack is placed on that region. (This should be the next sequential ruination card that's available, as indicated by order number. For example, if two regions have already been ruined in a given game, a newly ruined region would receive the ruination card bearing the order number "3.")

Then, each player who placed at least one corruption token in that region during this corruption step imme-

diately scores the number of victory points indicated for ruiners on that ruination card. Once the ruiners' points have been scored, the players move on to the next region to place corruption tokens. (More points will be scored from that ruination card in the end phase.)

If a region would be ruined according to the count of corruption tokens there, but no ruination cards remain in the stack (because five regions have already been ruined), then the region is not ruined, and no points are scored for its ruination, either by ruiners (as described above) or by the players with the most and second-most corruption tokens there (see "Score Ruined Regions" later on this page).

Example: *In the corruption step of the corruption phase, Estalia is already near ruination: four Khorne corruption tokens, five Nurgle corruption tokens, and one Slaanesh corruption token are already present from previous turns. This turn, Khorne and Tzeentch each have one Cultist figure present, while Nurgle has three Cultists. Thus, the Khorne player places one new Khorne corruption token, the Tzeentch player places one new corruption token, and the Nurgle player places three new corruption tokens. Then, the total number of corruption tokens among all players is counted, providing a total of 15 (5 Khorne tokens + 8 Nurgle tokens + 1 Tzeentch token + 1 Slaanesh token). The region is ruined because the total is 12 or more.*

This is the first ruination in this game, so the ruination card with the order number "1" is placed in Estalia. That card reads, "Ruiners Score 3 Points Each," so the Khorne, Tzeentch, and Nurgle players each score 3 victory points immediately, because they all placed corruption tokens in the region during this step. Slaanesh does not score any victory points, because although there is one Slaanesh corruption token present in the region, it was not placed during this step.



The First Ruination Card

Khorne and Nurgle will also score additional points for their part in Estalia's ruination in the end phase, but those points are not recorded yet.

The End Phase

The **END PHASE** has several steps that occur in order. They are:

1. Remove Chaos Cards from the Board
2. Resolve Hero Tokens
3. Resolve Old World Cards
4. Score Ruined Regions
5. Advance Threat Dials
6. Check for Game End

Each step is described below.

REMOVE CHAOS CARDS FROM THE BOARD

Each player removes his played Chaos cards from the board and places them in his deck's discard pile.

RESOLVE HERO TOKENS

In each region with a Hero token, the player with the greatest Threat who also has at least one figure in that region must choose one of his figures in that region, and remove it from the board.


Hero Token

This process is carried out once for each Hero token present, one at a time. If, for example, one player's last figure is eliminated from a region and other players still have followers there, subsequent Hero tokens in that same region will affect a different player or players.

RESOLVE OLD WORLD CARDS

Players examine the Old World card track and resolve any effects that begin with the phrase, "When Old World cards are resolved…" Multiple cards with such effects are resolved in the order of their position on the track. That is, the card in the "1" space of the track is resolved before the card in the "2" space.

SCORE RUINED REGIONS

For each ruination card placed this round (i.e., for each such card still faceup on the board), players score points based on the number of their corruption tokens found in the ruined region. Ruined regions are scored in standard region order (see "Region Order" on page 25).

For each ruined region to be scored, the player with the most corruption tokens in that region scores the "first" value for the region in question (as recorded in the table

on the ruination card). Then, the player with the second-most corruption tokens in that region scores the "second" value for the region in question.

If only one player has corruption tokens in the region in question, only the "first" value is scored for that ruination.

If two or more players tie for the most corruption tokens in the region, the "first" and "second" values are summed and divided by the number of tied players to determine how many victory points each of those players scores. Fractional victory points are not scored (i.e., round down). In such cases, no other (i.e., no non-tied) players score points.

If there is no tie for the most corruption tokens in the region, *and* if two or more players tie for the second-most tokens, the "second" value is divided by the number of tied players to determine how many victory points each of those players scores. Once again, fractional victory points are not scored.

Once these points are awarded, the ruination card is turned facedown in that region, marking it as permanently ruined (see "Ruined Regions" on page 25), and all corruption tokens are cleared from the region.

Example: *In continuation of the example on the previous page, a ruination card is faceup in Estalia during the end phase, where Nurgle has eight corruption tokens, Khorne has five corruption tokens, Tzeentch has one corruption token, and Slaanesh has one corruption token.*

The players refer to the ruination card and see that the Estalia values for "first" and "second" on this ruination card are 9 and 4, respectively. Nurgle has the most corruption tokens of any Power, so Nurgle scores 9 victory points. Khorne has the second-most, so Khorne scores 4 victory points. Neither Tzeentch nor Slaanesh score any victory points.

The ruination card is turned facedown, and Estalia is considered ruined. All corruption tokens in Estalia are returned to their players' stockpiles.

ADVANCE THREAT DIALS

Throughout the game round, the Powers collect dial advancement counters on their Threat dials (see "Dial Advancement Conditions and Counters" on page 22).



Dial Advancement Counter

In this step, every player who has one or more advancement counters on his dial advances his dial by one clockwise tick and carries out the instruction revealed.

Additionally, the player with the most counters on his dial advances his dial by one additional tick, carrying out the instruction revealed. If two or more players are tied for the most counters, no player scores an additional tick.

For a full description of the effects of each dial instruction, see "Dial Instructions" on page 23.

Once all players have advanced their dials, all dial advancement counters are returned to the stockpile.

Example: *At the end of the first game round, there are two dial advancement counters on Khorne's Threat dial, one counter on Nurgle's dial, one counter on Tzeentch's dial, and no counters on Slaanesh's dial. Khorne, Nurgle, and Tzeentch each advance their dials by one tick and carry out the newly revealed instructions. Specifically, Khorne scores 4 victory points, Nurgle scores 3 victory points, and Tzeentch places one Warpstone token on the board. Then, because Khorne has the most advancement counters (and is not tied with any other player for this honor), Khorne's dial is advanced a second tick. Khorne selects and puts into play an upgrade card, per the newly revealed instruction.*

Then, all advancement counters are cleared from all Threat dials, and are returned to the stockpile.



Each player with at least one advancement counter on his dial advances his dial one tick. The player with the most counters – in this case, the Khorne player – advances his dial a second tick.

CHECK FOR GAME END

If any of the following four conditions are true, the game ends:

1. The game ends if one or more players' Threat dials have reached their "Victory" dial instruction.
2. The game ends if one or more players have scored 50 or more victory points.
3. The game ends if five regions have been ruined.
4. The game ends if the Old World card deck is empty.

Each condition, and how the winner is determined for each, is described below.

Note that the four conditions are checked in order, and the game ends immediately when one of them is true. Further game-ending conditions are not checked once the game has ended, and players may not win by fulfilling them. For example, if one player wins by Threat dial advancement, it is not relevant that another player has more than 50 victory points; the first player wins as described under "Maximum Threat," below.

Maximum Threat

If one player has turned his Threat dial to the maximum level of Threat (i.e., the word "Victory" appears in his dial's main window), that player wins. If more than one player reaches this level, the tied player with more victory points wins. If some players remain tied, the victory is shared among them.

Fifty Victory Points

If one player has earned 50 or more victory points, that player wins. If more than one player has earned 50 or more victory points, the player with the most victory points wins. If some players are tied, the tied player with the highest Threat wins.

Five Regions Ruined

If five regions have been ruined, the player with the most victory points wins. If some players are tied, the tied player with the highest Threat wins.

Exhausted Old World Deck

If no cards remain in the Old World deck, the denizens of the Old World have weathered the war between the Chaos Powers, and all players lose.

Other Rules

The following sections contain additional rules for playing **Chaos in the Old World**.

The Threat Dials

The Threat dials found on the game board are an important part of **Chaos in the Old World**. The sections that follow give more information about how they function.

THREAT

For each text instruction that appears in the main window of a given Threat dial, a smaller window also reveals a corresponding number. This number is that Chaos Power's **Threat value**, or **Threat**. Certain rules and cards often call for the player with the highest or lowest Threat to do something or to be affected by some effect.



Khorne's Threat dial. Khorne's current Threat value – also simply called Khorne's "Threat" – is 3.

DIAL ADVANCEMENT CONDITIONS AND COUNTERS

Each Chaos Power has a unique dial advancement condition, which is found on its Power sheet. Each time that Power fulfills that condition, that player immediately places one dial advancement counter on his Threat dial. (The counter can be placed anywhere on the dial that does not obscure either its main window or its Threat window.) Multiple advancement counters can – and frequently will – be placed on each Power's dial over the course of a given game round.

In the end phase, each Power who has placed dial advancement counters this round cashes them in for dial advancements (see "Advance Threat Dials" on page 21).

Example: *It is the corruption step of the corruption phase, and Slaanesh has one Acolyte in the Empire, two Acolytes in Bretonnia, and three Acolytes in Estalia. Slaanesh's dial advancement condition is "Place 2+ corruption tokens in*

the same region." So, each time the Slaanesh player places two or more corruption tokens in the same region, that player places one dial advancement counter on the Slaanesh Threat dial.

When the Empire is addressed in the corruption step, the Slaanesh player places one corruption token there. This does not call for the placement of a dial advancement counter, because two or more corruption tokens must be placed for that. When Bretonnia is addressed, the Slaanesh player places two corruption tokens there, which triggers the dial advancement condition, and so a dial advancement token is placed on the Slaanesh dial. When Estalia is addressed, three Slaanesh corruption tokens are placed there, and a single dial advancement token is placed on the Slaanesh dial.

At the end of the corruption step, there are two dial advancement tokens on the Slaanesh advancement dial.

Note that a single event cannot trigger the placement of multiple dial advancement tokens due to an excess of some quantity related to the Ruinous Power's dial advancement condition.

Example: *Khorne's dial advancement condition is "Kill 2+ enemy creatures in the same region." If Khorne were to kill four (or more) enemy creatures in some region during a particularly bloody combat phase, the Khorne player would still only place a single dial advancement counter on the Khorne Threat dial.*



DIAL INSTRUCTIONS

Each of the instructions that can be revealed on the four Ruinous Powers' Threat dials is explained below.

Carrying out an instruction when it is revealed is not optional, unless conditions are insufficient to allow it. For example, the only way a player who reveals a "Remove 2 Old World Tokens" instruction can avoid doing so is if there are not enough Old World tokens in play to remove. In such a case, the player would remove as many as possible and disregard the rest of the instruction.

Draw X Chaos Cards: That player draws the listed number of Chaos cards from his deck and adds them to his hand.

Place X Nobles: That player takes the listed number of Noble tokens from the stockpile and places them in any region or regions of the game board.

Place X Warpstone: That player takes the listed number of Warpstone tokens from the stockpile and places them in any region or regions of the game board.

[Power] Start (e.g., "Khorne Start"): Marks the place where that Power's main window begins the game. This instruction has no other effect.

[Power] Victory! (e.g., "Khorne Victory!"): The Ruinous Power named in the instruction wins the game, subject to ties and other end phase instructions (see "Check for Game End" on page 22).

Remove X Corruption: That player removes the listed number of corruption tokens, belonging to any Chaos Power or combination of Chaos Powers, from the board.

Remove X Old World Tokens: That player removes the listed number of Old World tokens, of any type or types, from the game board, returning them to the stockpile.

Score X VP: That player scores the listed number of victory points.

Upgrade Card: That player chooses one of his upgrade cards that he has not yet placed into play and places it into play. See "Playing Upgrade Cards" on page 26.

Old World Cards

There are two different kinds of instructions presented on Old World cards: **IMMEDIATE INSTRUCTIONS** and **PERSISTENT EFFECTS**. Immediate instructions are presented in italics, while persistent effects are recorded in non-italicized text. All cards have immediate instructions, but only some cards have persistent effects.



The immediate instructions on an Old World card are carried out right away when that card is drawn.

The persistent effects on an Old World card are only carried out when that card is on the Old World track, and even then only at certain points in each game round.

The persistent effects of most cards are carried out in the Old World cards step of the end phase (see "The End Phase" on page 20). Some Old World cards, however, specify that their effect is constant (with text such as "While this card remains in play…") or is carried out at some other time (with text such as "At the beginning of the battle phase…"). If a particular Old World card does not specify when its persistent effect is carried out, the effect is carried out in the Old World cards step of the end phase.



Some Old World cards, like this one, have only immediate instructions, and no persistent effects.

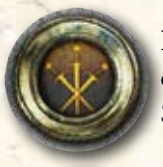
Old World Tokens

Six different types of Old World tokens affect gameplay. Each is described below.

Most Old World tokens are introduced to the board via Old World cards, but other effects (such as dial advancement instructions and Chaos cards) can also place Old World tokens in play, remove them from the board, and move them from region to region.



Event Tokens: Event tokens have no effects of their own. Instead, they mark the regions affected by the persistent effects of certain Old World cards. If Event tokens remain in play after all cards that define their Event token effects have been removed from the Old World card track, those Event tokens remain, but have no effect on play until such time as a new Old World card redefines them.



Hero Tokens: Hero tokens in a region eliminate figures from play in that region. See "Resolve Hero Tokens" on page 20.



Noble Tokens: Each Noble token in a region increases that region's Conquest Value by one. (This does not affect that region's Resistance.)



Peasant Tokens: Peasant tokens have no effects of their own. Instead, they are available targets for battle in the regions they occupy (see "The Battle Phase" on page 15). Certain Old World cards, when drawn, award victory points to players who have claimed Peasant tokens in battle.



Skaven Tokens: Each Skaven token in a region decreases that region's Resistance by one. (This does not affect that region's Conquest Value.)



Warpstone Tokens: Each Warpstone token in a region counts as the equivalent of one corruption token when determining whether that region is ruined in the corruption phase (see "Placing Corruption Tokens" on page 19).

Region Order

When some activity – such as battle – must be carried out in multiple regions at the same time, these activities are always carried out region by region, in the following order:

1. Norsca
2. Troll Country
3. Kislev
4. The Empire
5. Bretonnia
6. Estalia
7. Tilea
8. The Border Princes
9. The Badlands

When the activity being carried out is not relevant to a particular region – if, for example, there are no combatants in some region during the battle phase – that region is simply skipped.

When an activity is carried out in region order, earlier resolutions can affect later resolutions. That is, activities carried out in region order are *not* considered to be simultaneous. For example, if several regions are ruined in a given end phase, earlier ruination cards are placed in the regions that come earlier in the region order. If the ruination cards run out – recall that there are only five – then it's possible that regions later in the region order will not be ruined at all, and players who might otherwise be due to score victory points will not score them.

The region order arrows on the game board provide a convenient reminder of the standard region order. Players can simply begin resolution at the top of the board with Norsca and follow the arrows between adjacent regions until they finish with the Badlands in the south.

Ruined Regions

When a region is ruined (i.e., when a ruined region card is found there, either faceup or facedown), the following rules affect that region:

- New Chaos cards cannot be played to that region.
- New Old World tokens cannot be placed in that region (although existing Old World tokens are not necessarily removed at the time of ruination).
- During the corruption phase, no victory points are scored for dominating that region (i.e., domination is not checked for that region).
- During the corruption phase, no corruption tokens are placed in that region.

All other normal rules for regions remain in effect for ruined regions. Battle still occurs in a ruined region each round, such a region is still adjacenct to other regions, it still occupies the same slot in the standard region order, and so on.

Control of Enemy Figures

When one player uses an effect that gives him "**control**" of an enemy figure, then for the duration of the effect, it is as if the figure was of the controlling player's color. The controlling player thus rolls battle dice for that figure, places a corruption token of his *own* color during the corruption phase, and so forth.

Note, however, that during the duration of the control effect, the figure retains its normal statistics (so, for example, if the original owner had upgraded his figures of that type, the upgrade remains in effect).



Playing Upgrade Cards

Each Chaos Power has a deck of five upgrade cards. There are two types of upgrade cards: **Follower upgrades** and **Chaos Power upgrades**.

Upgrade cards enter play when a player reveals the "Upgrade Card" instruction when advancing his Threat dial. Each time that instruction is revealed, that player may choose one available upgrade card and place it into play. "Available," in this case, simply means a card belonging to that player that has not yet been placed into play.

When a follower upgrade card is placed into play, that player announces which upgrade he has chosen and places the card over the corresponding pre-printed follower statistics on his Power sheet (allowing it to protrude below the Power sheet). The upgrade card statistics and abilities replace those that the card covers up.



A follower upgrade card – Khorne's Bloodsworn upgrade, in this case – is placed over the pre-printed Bloodsworn statistics on the Khorne power sheet. The upgrade card's statistics and abilities replace those that it covers.

When a player places a Chaos Power upgrade card into play, that player announces which upgrade he has chosen and places the card faceup in any convenient area adjacent to his Power sheet that makes it clear to all players that the card is in play.

Magic Symbols

Magic symbols appear most frequently on Chaos cards. Magic symbols have no game effect of their own, but their presence in a region is used to resolve other effects, such as Tzeentch's dial advancement condition.



Magic Symbol

Note that certain effects can impart magic symbols to figures. Obviously, the icon above does not appear in those cases, but the figure in question is still said to "have" those magic symbols, and they can still be used to trigger effects that require their presence, wherever that figure is located.

Contradictory Effects

From time to time, different Chaos card effects, follower abilities, Old World card effects, and the like may come into apparent conflict, with one effect enabling some action while another disables the very same thing. In such instances, the *disabling* effect trumps the *enabling* effect.

For example, the Khorne Chaos card "Battle Cry" reads, "No corruption tokens may be placed in this region during this round," while the Nurgle Chaos card "The Stench of Death" reads, "If you dominate this region, place two corruption tokens here." If both cards were found in the same region at the same time, the Nurgle player would not place corruption tokens when dominating the region, because the disabling effect takes precedence.



Designer's Notes

"Players take on the roles of the four Ruinous Powers of Chaos and attempt to corrupt the world."

When Christian Petersen pitched me that concept for a board game, my first thought was that they wanted me to redevelop an old Games Workshop classic.

"No, Eric. We want you to design *this game."*

My world was officially rocked. A brand new **Warhammer** fantasy board game, and based on what is possibly the coolest aspect of the mythology to boot! The initial meeting continued, but I was already in another world, stunned by the possibilities before me.

I spent the following weekend in a fevered state of inspired excitement. I read more **Warhammer** in two days than in previous years. There were hourly stretches where I became lost in the richness and complexity of the backstory. While I was never a heavy miniatures gamer, the mythology has always interested me.

My design goals were simple: To create a simple but rich territory control game in which players felt a strong connection to their "characters," and in which the world itself felt more alive and dynamic than in most games of this category. For **Warhammer** fans, I wanted to do justice to the uniqueness of each of Chaos's four aspects. For those new to the world, I wanted the gameplay experience to give players some insight into the Ruinous Powers' personalities.

It was important that each of the four play quite differently. From the beginning I knew that each would have a unique alternate path to victory that reflected the nature of its power. The challenge was in making sure that both victory conditions dovetailed throughout the course of play. In this way, players would each have a unique, intersecting approach to ruining the world rather than playing four games of solitaire.

In addition, I wanted the game to feel slightly different if any of the Ruinous Powers were absent from play. For example, in a three-player game without a Khorne player, there would be less combat overall, resulting in an increased focus on ruination. Conversely, without Tzeentch, there would be less dynamic movement around the board and tactics would be more predictable.

One issue I wrestled with was the opposing relationships between Khorne and Slaanesh on one hand, and Nurgle and Tzeentch on the other. Each of those pairs harbors a loathing for the other that needed some representation in the game. However, I was wary of overdoing this and creating bad three-player game experiences where one player would win by sheer virtue of having no specific foil. Instead, I tried to implement this more subtly in card interactions. For example, the way some of Khorne's Chaos cards encourage more battles and Slaanesh's tactically avoid battles altogether provide an interesting dynamic that also interacts with other players in the process.

This is one of the most exciting game design projects I have ever worked on, and I am extremely happy with the results. I'd like to thank Jeff Tidball and Tim Uren for their superb development work, and Kevin Childress, Andrew Navaro, Brian Schomburg, and WiL Springer for the eye-popping graphic design.

I hope you enjoy playing the game as much as I did designing it. *Skulls for the Skull Throne!*

Playing Khorne

No subtlety has Khorne. He has no yearning for beauty of form in his black heart, for he is the Blood God, the Skull-taker. Within his immortal frame there is room for rage alone, and slaughter is his only desire.

KHORNE STRATEGY

- Your key strength is battle. Your Warriors roll two dice in battle, which is unique among the other Chaos Powers.
- It is easier for you to win by advancing your Threat dial than by accumulating victory points. Try to get two dial ticks every round, if you can.
- Spread your forces out to kill your enemies in as many regions as possible each round.
- Nurgle is usually the most ripe target for attack, followed by Slaanesh, and then Tzeentch.

OPPOSING NURGLE

Nurgle's Cultists are easy targets often found in the Populous regions. Prevent him from gaining a strong foothold in those areas, or he has the potential for massive point-scoring once regions begin falling to ruin.

OPPOSING TZEENTCH

Tzeentch gains dial advancements from corrupting areas containing at least two Warpstone tokens and/or magic symbols. Because he must place two corruption tokens to place dial advancement tokens, killing a single Tzeentch Cultist in such a region can often foil his plans.

OPPOSING SLAANESH

Slaanesh gains dial advancements from corrupting areas containing Noble and Hero tokens. Those are good places to battle against him.

Playing Nurgle

Nurgle is the Great Lord of Decay, who presides over physical corruption and morbidity. Nurgle can truly be called the father of all pestilence, for his immense frame is home to every disease known to mortals.

NURGLE STRATEGY

- Your key strength is that your figures are cheap and plentiful. Also, your Chaos cards and dial advancements help you dominate the best regions turn after turn, and prevent them from being ruined too early.
- It is easier for you to win by scoring victory points than advancing your Threat dial. Even so, try to score at least one dial advancement each round, for the benefit it gives.
- When placing your figures, concentrate on the Populous regions. But beware of placing too many corruption tokens in regions you can't also dominate.
- Avoid competing with other players in highly contested regions. Try to score in regions the other players ignore.

OPPOSING KHORNE

Your low-defense figures are attractive targets for Khorne. Avoid spreading them too widely, since Khorne advances his dial by killing figures in many different regions.

OPPOSING TZEENTCH

Tzeentch gains dial advancements from corrupting areas containing at least two Warpstone tokens and/or magic symbols. Competing for domination of such areas is rarely worthwhile, unless they are high-value Populous regions.

OPPOSING SLAANESH

Slaanesh gains dial advancements from corrupting areas containing Noble and Hero tokens. Competing for domination of such areas is rarely worthwhile, unless they are high-value Populous regions.

Playing Tzeentch

Tzeentch is the Changer of Ways, the Weaver of All Fates, the Great Conspirator, and the architect of the fate of the universe. He takes great delight in the plotting and politicking of others, and favors the cunning over the strong, the manipulative over the violent.

TZEENTCH STRATEGY

- Your key strength is your Chaos deck. It has many useful free and low-cost cards, and your draw ability lets you replace all of the cards you play every round (so play as many as you can, every round!).

- Pay attention to the regions that begin with Warpstone tokens. They are key to your dial advancements early in the game.

- Conserve your power points early in each round's summoning phase by playing free or low-cost cards. Make the other players commit their resources first.

- You can realistically win by either advancing your dial or scoring victory points. Keep your options open for as long as you can.

OPPOSING KHORNE

Khorne is more effective at dial advancement than scoring victory points. He scores dial advancement counters by killing enemies in many different regions. Avoid giving him easy targets.

OPPOSING NURGLE

Nurgle is more effective at scoring victory points than dial advancements. He can come on very strong near the end of the game when regions start falling to ruination.

OPPOSING SLAANESH

Slaanesh can realistically win by either dial advancement or victory points. Figure out his victory strategy as soon as you can, and act accordingly. Slaanesh advances his dial by corrupting regions containing Hero or Noble tokens.

Playing Slaanesh

Slaanesh is master of cruel passions and hidden vices, and of terrible temptations. It is impossible for a mortal to look upon Slaanesh without losing his soul, for all who see Slaanesh become slaves to his slightest whim.

SLAANESH STRATEGY

- Your key strength is flexibility. You have useful Chaos cards, a simple dial advancement condition, and the capability to use your opponents' resources against them.

- Concentrate on the Noble tokens early in the game. Either enter those regions in force, or use your "Dark Influence" cards to bring those tokens to regions where you are already strong.

- Adjust your strategy as the game unfolds. Play for a dial advancement win if more Noble and Hero tokens appear early in the game, or a victory point win if Khorne is strong or your opponents leave valuable regions uncontested.

- Act opportunistically: use "Perverse Infiltration" cards for easy points just as regions are ruined, and control key Cultists belonging to your opponents for additional corruption tokens and to swing closely contested regions to you.

OPPOSING KHORNE

Khorne is more effective at dial advancement than scoring victory points. He scores dial advancement counters by killing enemies in many different regions. Avoid giving him easy targets.

OPPOSING NURGLE

Nurgle is more effective at scoring victory points than dial advancements. He can come on very strong near the end of the game when regions start falling to ruination. Look for opportunities to hurt Nurgle and help yourself at this stage.

OPPOSING TZEENTCH

Tzeentch can realistically win by either dial advancement or victory points. Tzeentch gains dial advancements from corrupting areas containing at least two Warpstone tokens and/or magic symbols.

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Glossary

adjacent: The relationship between two different regions where they share a border.

battle phase: The fourth phase of the game round, in which the Powers' followers fight each other in each region.

Chaos Power upgrade: A class of upgrade cards that increase a Chaos Power's abilities directly.

Chaos Powers: See "Ruinous Powers."

class: The category – Cultist, Warrior, or Greater Daemon – that a given follower belongs to.

Conquest Value: The characteristic that represents how rewarding it is to dominate a particular region.

corruption phase: The fifth phase of the game round, in which the players calculate domination and score victory points for each region in turn, and place corruption tokens in the various regions.

corruption step: The second step of the corruption phase, in which the players place corruption tokens in the regions where they have Cultists. Each region is also checked for ruination at this time.

cost: The characteristic of a figure or Chaos card describing how many power points must be spent to put it into play.

Cultist: A category of follower, the least combat-worthy in the game, but capable of corrupting regions.

domination step: The first step of the corruption phase, in which the players determine which Power – if any – scores each region's Conquest Value as victory points.

domination value: The sum calculated by each player in each region during the domination step of the corruption phase to determine if he dominates that region.

draw phase: The second phase of the game round, in which each player draws Chaos cards and recovers power points.

end phase: The sixth and final phase of the game round, in which the players remove Chaos cards from the board, resolve the effects of Hero tokens, resolve the effects of certain Old World cards, score victory points for regions ruined earlier in the round, advance their Threat dials, and check to see whether the game ends.

explosion: When a battle die roll results in a 6 and gives the player who rolled it an additional battle die to roll.

figure: See "follower."

follower upgrades: A class of upgrade cards that increase the capabilities of a Power's followers.

follower: A sculpted plastic playing piece of any of the three types.

game round: One iteration of the game's six phases.

gods: See "Ruinous Powers."

Greater Daemon: A category of follower, the most powerful in the game.

hit: A battle die result – typically a 4, 5, or 6 – with the potential to eliminate, on its own or in multiples, an opponent's figure(s).

immediate instructions: The italicized text found on every Old World card, carried out when that card is drawn.

Khorne: One of the four Ruinous Powers of Chaos, the lord of death and battle.

magic symbol: An icon appearing in the upper right hand corner of certain Chaos cards, and also an effect created by certain other events and powers. Magic symbols have no game effects of their own, but are referred to by other cards, powers, and abilities.

Nurgle: One of the four Ruinous Powers of Chaos, with dominion over filth, disease, and corruption.

Old World phase: The first phase of the game round, in which a card is drawn from the Old World deck and its effects carried out.

persistent effects: The non-italicized text found on some Old World cards, carried out either at a time specified by the text itself, or in the end phase.

phase: One of the six activity-specific divisions of the game round, which are the Old World phase, draw phase, summoning phase, battle phase, corruption phase, and end phase. The six phases are always carried out in order.

Populous: A type of region, denoted with the word "Populous" in its title bar. A given region can be either Populous or not Populous. Populousness has no effect of its own, but Populous regions are referred to by other game effects.

Power order: The order in which the Ruinous Powers most frequently act. The standard Power order is Khorne first, Nurgle second, Tzeentch third, and Slaanesh fourth.

power point: The currency with which the players play Chaos cards, summon figures, and carry out certain other actions.

Powers: See "Ruinous Powers."

region: One of the nine geographical divisions of the map portion of the game board.

Resistance: The characteristic that represents how difficult it is to dominate a particular region.

round: See "game round."

Ruinous Powers: The four gods of Chaos collectively: Khorne, Nurgle, Tzeentch, and Slaanesh.

Slaanesh: One of the four Ruinous Powers of Chaos, the prince of pleasure and pain.

step: Some phases are subdivided; these subdivisions are called steps.

summon: To place a follower on a new region. A figure can be summoned from either a player's stockpile or a different region.

summoning phase: The third phase of the game round, in which the players take turns playing Chaos cards and summoning figures.

text effect: The portion of a Chaos card that describes, in plain English, what it does.

Threat: A characteristic represented by a number. Each Power's current Threat value is always shown by the position of its Threat dial, in the smaller of the two cut-out regions.

tick: A single-unit advancement of a Threat dial.

Twin-tailed Comet icon: An icon appearing on certain Old World cards. This icon has no effect of its own, but is referred to by other Old World cards.

Tzeentch: One of the four Ruinous Powers of Chaos, the architect of fate and font of magical power.

victory point track: The series of sequential, numbered circles on the board. Each player places his victory point marker on the victory point track to denote his current victory point total.

victory point: A type of reward for certain activities in the game. Victory points are most often earned, and earned in the greatest quantities, by dominating regions. Accumulating victory points is one route to winning the game.

VP: Abbreviation for "victory point."

Warrior: A category of follower that offers relatively high combat-worthiness for relatively low cost.

SETUP STEPS

1. **Place Game Board**.

2. **Distribute Sheets and Arrange Seating.** Assign Power sheets randomly, or by concensus. Sit in Power order.

3. **Distribute Powers' Cards, Tokens, and Figures**.

4. **Place Power Markers and Victory Point Markers.**

5. **Prepare Common Tokens, Ready Dice, and Place Ruination Cards.** Sort the ruination cards in order, with "1" on top and "5" on the bottom.

6. **Create Old World Deck**. Shuffle all Old World cards together, then deal out a facedown Old World deck of seven cards (four-player game) or eight cards (three-player game). Return the unused cards to the box.

7. **Place Starting Old World Tokens**. Separate out two Noble tokens, three Warpstone tokens, and four Peasant tokens. Randomly place these tokens on the board, one in each of the nine regions.

8. **Shuffle and Draw Chaos Cards**: Each player starts with a hand of three Chaos cards.

WHEN A REGION IS RUINED...

- New Chaos cards cannot be played to that region.
- New Old World tokens cannot be placed in that region.
- No victory points are scored for dominating that region.
- No corruption tokens are placed in that region.

GAME END CONDITIONS

First, check the Threat dials. If any player's dial shows "Victory!," that player wins. (Ties broken by victory points.)

Second, check for 50 victory points. If any player has 50+ victory points, that player wins. (Ties broken by Threat.)

Third, check whether five regions are ruined. If this is true, the player with the most victory points wins.

Finally, check whether any cards remain facedown in the Old World deck. If not, all players lose.

STANDARD REGION ORDER

1. Norsca
2. Troll Country
3. Kislev
4. The Empire
5. Bretonnia
6. Estalia
7. Tilea
8. The Border Princes
9. The Badlands

STANDARD CHAOS POWER ORDER

1. Khorne
2. Nurgle
3. Tzeentch
4. Slaanesh



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