

WIP



**MACHINA
ARCANA**

MANUAL

4.0

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GAME OVERVIEW

Machina Arcana is a cooperative horror board game in a steampunk setting for 1 — 4 players who take the role of **explorers**. They represent a group of individuals sane enough to resist the tide of darkness and yet mad enough to choose to confront it. They participate in a perilous expedition deep within an ancient subterranean complex of unknown origin.

Monsters, inspired by the Cthulhu Mythos, await the expedition bent on nothing but eviscerating and devouring them mercilessly.

Blood is shed within **map tiles** that grow as the area is explored. They contain many features and traps that provide a desperate edge while the explorers evade and fight.

There are different types of **items** that can be found. Steampunk concepts are translated through augmentation and gear upgrades that give them at least a fighting chance.

On their ominous journey the group will resolve exploring events, put into place ongoing effects and solve side quests in order to stay alive.

The horrors don't idly wait, but obstruct the explorers with a multitude of devious schemes to hinder their way.

The story is split into **scenarios**, each a self-contained game with **chapters** that must be progressed through in order to reach the **endgame** — a conclusive battle that defines whether doom will prevail.

The game however doesn't end if you die. As a dead explorer you will gain control of monsters, and your new goal will become to purge the game of explorers.

There is no need for a game master, nor special conditions based on player count, and the duration and difficulty setting can both be modified.

ROUND OVERVIEW

The game is played as a series of **rounds**. Every game round is divided into 4 different phases, in the following sequence:

EXPLORER PHASE

Players may play in any order, and use their **turn** — if not to win the game, then just to survive through the next round.

SPAWN PHASE

For each explorer in play there is a chance that a new monster will be spawned.

HORROR PHASE

There is a chance that the game invokes one of its terrible events.

MONSTER PHASE

Monsters play in a specific order, based on the **monster queue** that forms when new monsters are spawned.

For more details on game phases see «Gameplay» p10.



HOW TO WIN THE GAME

If the scenario has an endgame, players must achieve its victory condition.

If the scenario doesn't have an endgame, players must resolve the chapter with the *victory* effect.

Surviving explorers share the victory, and the dead stay in the darkness forever.

HOW TO LOSE THE GAME

Explorer death is permanent, which means when the last explorer has died the game is lost.

If players reach endgame, and the defeat condition is met, then the game is lost.



BOX CONTENTS

CARDS



8 EXPLORERS



29 MONSTERS



32 CORE EXPLORER
EVENTS



32 CORE HORROR
EVENTS

OTHER



20 WHITE FIGURE STANDS
29 BLACK FIGURE STANDS
1 MANUAL
1 GUIDEBOOK
4 PLAYER AIDS
1 DICE BAG

ITEM CARDS



51 WEAPONS



40 APPAREL



35 ARTIFACTS

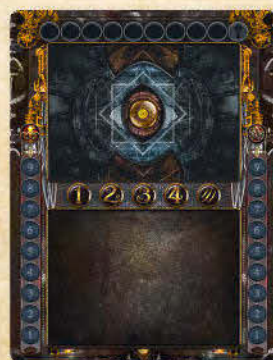


30 CONSUMABLES

TILES



4 PLAYER BOARDS



1 CHAPTER BOARD



10 DOUBLE SIDED MAP TILES

DICE



3 HIGH ATTACK DICE (D6)



3 LOW ATTACK DICE (D6)



1 RECHARGE DIE (D6)



1 GAME DIE (D10)

TOKENS & FIGURES



8 EXPLORER FIGURES



29 MONSTER FIGURES



12 EXPLORER MARKERS



4 HORROR MARKERS



34 WOUND/COUNT
TOKENS



4 ESSENCE
WOODEN TOKENS



4 STAMINA
WOODEN TOKENS



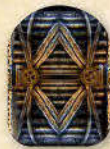
4 HEALTH
WOODEN TOKENS



56 DESTROYED /
LIGHT TOKENS



10 DESTROYED
DOOR TOKENS



12 CLOSED DOOR
FIGURES



2 ENTRY / EXIT TOKENS



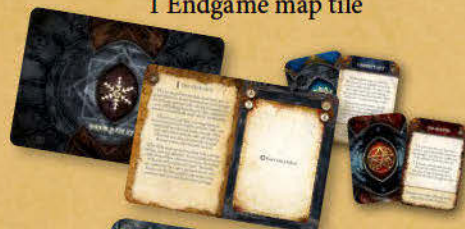
1 MONSTER LEVEL
WOODEN TOKEN



3 MONSTER THREAT / SPAWN RATING
/ HORROR RATING
WOODEN TOKENS

SCENARIO I (HORROR IN THE ICE)

- 12 Chapter cards
- 11 Explorer event cards
- 11 Horror event cards
- 1 Endgame map tile



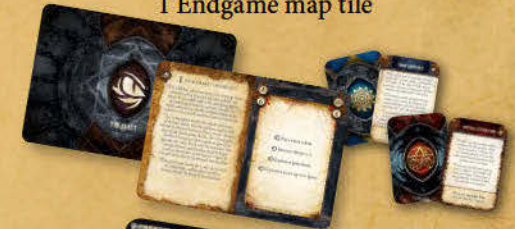
SCENARIO II (STATUE OF DESPAIR)

- 10 Chapter cards
- 6 Explorer event cards
- 6 Horror event cards
- 1 Endgame map tile



SCENARIO III (THE BEAST)

- 13 Chapter cards
- 11 Explorer event cards
- 11 Horror event cards
- 1 Endgame map tile



COMPONENT OVERVIEW

EXPLORER CARD



- 1 — Explorer name and class
- 2 — Abilities (see «Abilities» p20)
- 3 — Attributes (see «Attributes» p18)
- 4 — Scenario symbol (optional)

MONSTER CARD



- 1 — Level and monster name
- 2 — Abilities (see «Abilities» p20)
- 3 — Flavor text
- 4 — Attributes (see «Attributes» p18)
- 5 — Scenario symbol (optional)

ITEM CARD



- 1 — Level and item name
- 2 — Abilities (see «Abilities» p20)
- 3 — Item type (see «Item types» p30)

There are 4 different types of item cards, and each type has its own deck:

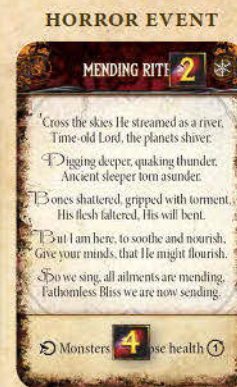
- ◆ Weapon
 - ◆ Apparel
 - ◆ Artifact
 - ◆ Consumable
- 4 — Upgrade slot
 - 5 — Augment slot
 - 6 — Attribute bonus when equipped
 - 7 — Scenario symbol (optional)

CHAPTER CARD



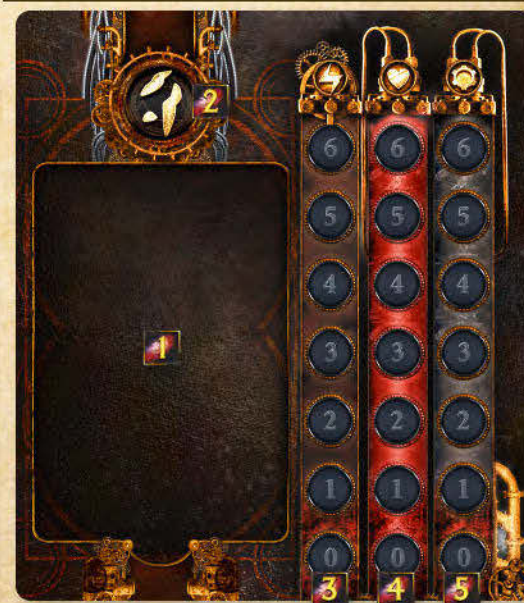
- 1 — Title
- 2 — Scenario symbol
- 3 — Chapter story
- 4 — Spawn rating (optional)
- 5 — Horror rating (optional)
- 6 — Chapter abilities

EVENT CARD



- 1 — Title
- 2 — Scenario symbol (optional)
- 3 — Event story
- 4 — Event abilities

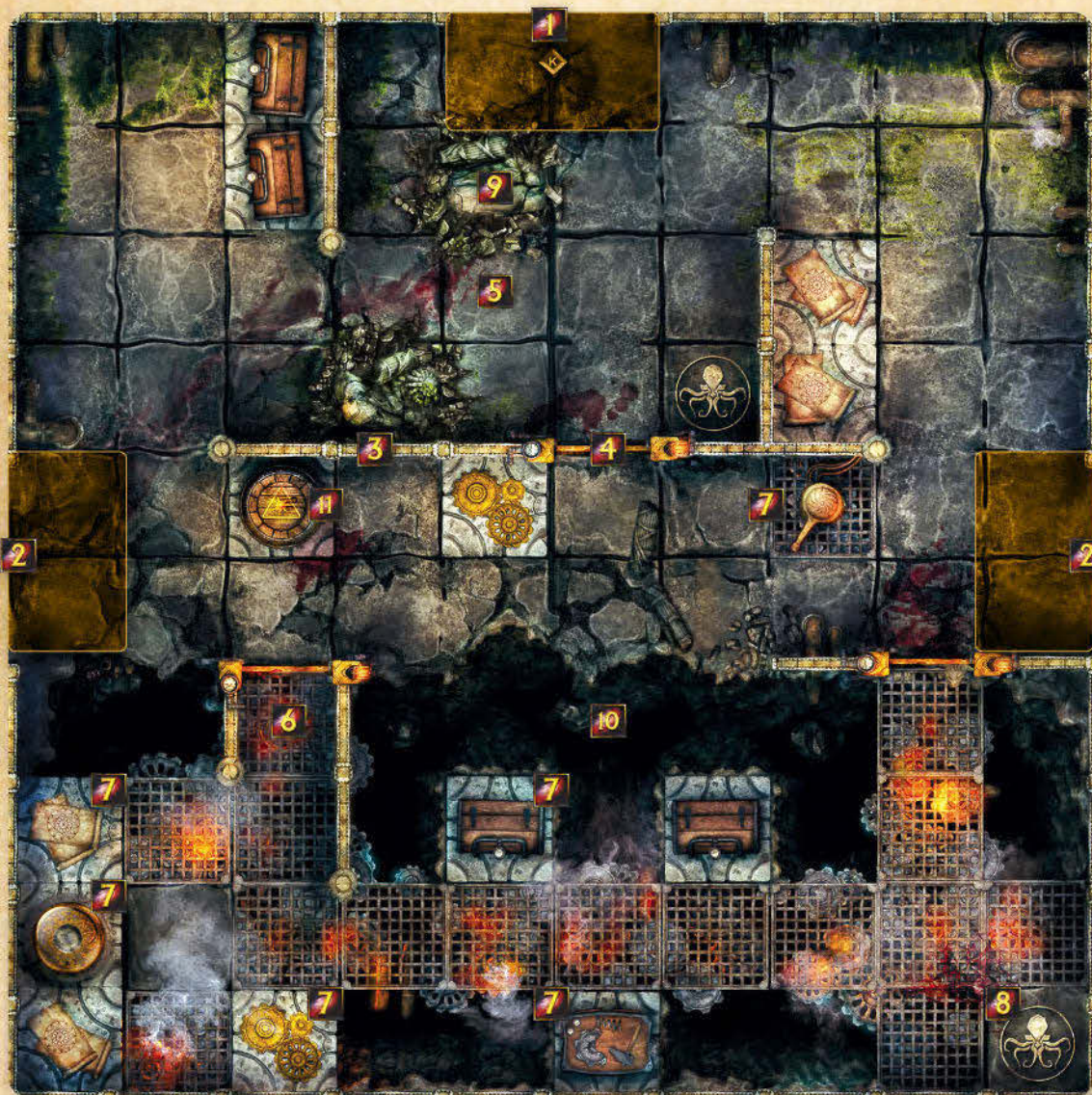
PLAYER BOARD



- 1 — Explorer card slot
- 2 — Marker symbol
- 3 — Essence slider
- 4 — Health slider
- 5 — Stamina slider

MAP TILE

- | | |
|---|-----------------------|
| 1 — Map tile edge with direction symbol | 7 — Action space |
| 2 — Map tile edge | 8 — Spawn space |
| 3 — Wall | 9 — Rubble |
| 4 — Door | 10 — Pit |
| 5 — Passable space | 11 — Exploding barrel |
| 6 — Trapped space | |



CHAPTER BOARD



- 1 — Top section — Illustration of the current chapter (see «Choose a scenario» p8)
- 2 — Bottom section — Current chapter (see «Choose a scenario» p8)
- 3 — Slider for the Spawn rating of the current chapter (see «Spawn phase» p13)
- 4 — Slider for the Horror rating of the current chapter (see «Horror phase» p14)
- 5 — Slider for the Monster threat (see «Increase monster threat» p14)
- 6 — Last position of the Monster threat slider (see «Increase monster threat» p14)
- 7 — Slider for the Monster level

1

CHOOSE A SCENARIO

- ◆ Choose one of the available scenarios
- ◆ Sort the chapter cards by putting the scenario card on top, followed by the chapter cards in numerical order
- ◆ If there are endgame chapter cards, set them aside (see «Enter endgame» p28)
- ◆ Put the chosen scenario deck on the Chapter board's bottom card space
- ◆ Take the monster threat and monster level tokens, and place them on their first positions on the chapter board
- ◆ Add events, items, monsters, and explorers of the chosen scenario to their respective core decks and shuffle each separately

GAME SETUP

MONSTER LEVEL

level 1 at game start

SPAWN RATING

place the token on the number that corresponds to the number on the scenario card

MONSTER THREAT

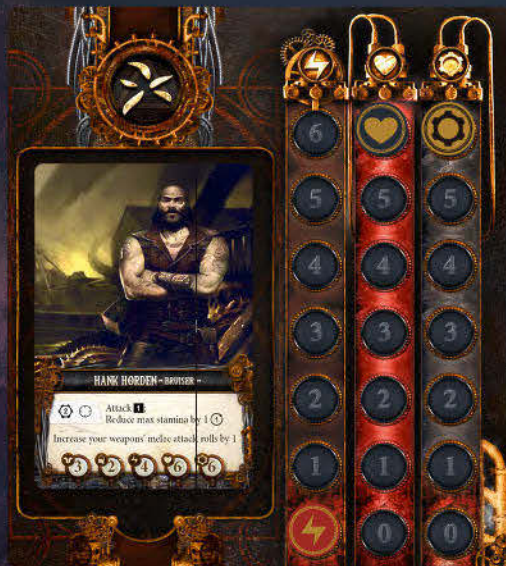
Set at first position at game start



2

CHOOSE EXPLORERS

- ◆ Each player chooses an explorer and takes both the matching card and figure along with a player board
- ◆ On your player board, set the essence slider to 0, and the health and stamina sliders to match the explorer's health and stamina attributes on its card (see «Attributes» p18)
- ◆ Observe the marker symbol on your player board, take the 3 explorer markers with the same symbol, and place them on top of your player board (see «Using explorer markers» p27)



HORROR RATING

place the token on the number that corresponds to the number on the scenario card

EXPLORER'S INVENTORY

empty at game start

3

SETUP MONSTER DECK

- ◆ Shuffle together all the level 1 monster cards. The remaining (level 2, 3 and 4) monster cards are set aside.

The unused cards will be added to the monster deck during the game as the monster level increases.

MONSTERS QUEUE

empty at game start



3



DESTROYED MONSTER CARDS





HORROR MARKERS
are placed near the
Horror Event deck



4



5



ENTRY TOKEN
is placed on the Map Tile's
direction symbol

4

SETUP ITEM DECKS

- ◆ Take all the level 1 item cards, then separate and shuffle them into 4 different decks based on item type: weapon (🗡️), apparel (👤), artifact (💎) and consumable (✳️)
- ◆ The remaining (level 2 and 3) cards may be set aside. They will be added to the corresponding decks when a chapter card directs you to.

Although there are 4 item decks, there is just one destroyed item deck.

5

SETUP MAP TILE DECK & STARTING MAP TILE

- ◆ If a chosen scenario has an endgame tile, set it aside (see «Enter endgame» p28)
- ◆ Take all the non-scenario map tiles (double sided) and shuffle them, flipping some tiles to mix up the sides. This creates the map tile deck
- ◆ Take the bottom map tile, and place it in the play area. This is considered as the starting map tile.

6

STARTING THE FIRST CHAPTER

- ◆ Turn over the first chapter card of the scenario and place it on the top card space of the Chapter board tile
- ◆ Take the spawn rating and horror rating tokens and place them on the positions indicated by the first chapter card
- ◆ Read the chapter text and follow its instructions. The first chapter card will direct you to place an entry token and the explorer figures on the map (see «Place entry token» p28)
- ◆ The game begins with the first Explorer Phase (see «Explorer phase» p12)

1

EXPLORER PHASE

Each player activates their explorer, using abilities until all explorers have passed or run out of stamina

(see «Explorer phase» p12)

2

SPAWN PHASE

Each player will roll to see if new monsters are spawned and added to the monster queue

(see «Spawn phase» p13)

3

HORROR PHASE

Only one player will roll to see if a horror event is invoked

(see «Horror phase» p14)

4

MONSTER PHASE

Each monster in the monster queue will activate

(see «Monster phase» p15)

GAMEPLAY

The game is played as a series of rounds. Every game round is divided into 4 different phases, in the following sequence:

For your first game, before you start the Explorer phase, you should know some basic concepts:

MAP TILES

where units move and interact with their environment

(see «Actions on map tile» p34)

UNITS

(explorers and monsters) and their ATTRIBUTES

(see «Units and attributes» p18)

CHAPTERS

how you progress through the game

(see «Chapters» p28)

ABILITIES

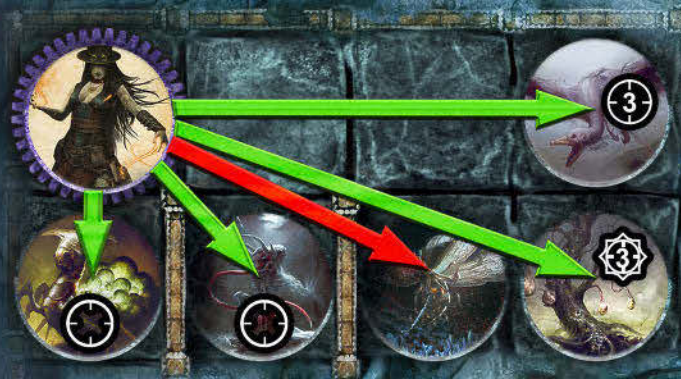
everything in game is driven by this unified ability system

(see «Abilities» p20)

MAP TILE

Units move and activate abilities within map tiles. Each map tile is a 10x10 grid with up to 4 edges on each side.

One edge contains a direction symbol, used when a new map tile is explored and joined to the exploring tile's edge.



DIRECTION SYMBOL



TARGETING ICONS

PASSABLE



A space or border through which units **CAN MOVE**.

Passable spaces do **NOT BLOCK THE LINE OF SIGHT**.



FLOOR TILES



TRAPPED SPACE



PIT



SPAWN SPACE



OPENED DOOR
space border



DESTROYED DOOR
space border



RUBBLE

UNEXPLORED
EDGE OF A MAP
TILE

UNIDENTIFI-
ABLE MAP SPACE/
AREA



CLOSED DOOR
space border



WALL
space border

OBSTACLES



A space or border through which units **CAN NOT MOVE**.

An obstacle does **NOT BLOCK THE LINE OF SIGHT**.



CHEST
action space



EVENT SPACE
action space



RECHARGE
STATION
action space



TRAP LEVER
action space



WORKBENCH
action space



CHAPTER SPACE



EXPLODING
BARREL



DESTROYED
SPACE



UNIT

To master the balance between exploring, and fighting with monsters, you must first be familiar with:

How to **MOVE** and **ACT**
on map tiles
(see «Actions on map tile» p34)

Line of sight, and how you see
and **TARGET** objects
(see «Targeting» p22)

GAINING ITEMS, and
managing your
INVENTORY
(see «Item» p30)

Playing **ABILITIES**, and
resolving their **EFFECTS**
(see «Abilities» p20)

EXPLORER PHASE

- ◆ Return all explorer markers to their corresponding player boards. All explorers' lasting effects end (see «Lasting effects» p27).
- ◆ Reset each explorer's stamina to its maximum value (the starting value on the explorer card, modified by any active effects).
- ◆ Explorers with stamina remaining have yet to take their turn this round.
- ◆ Each round, explorers may take turns in any order. Players should decide together what order is most beneficial. Each explorer must finish their turn before another may begin.

On their turn, an explorer can take many actions: move, play active abilities, interact with map tile spaces, or manage their inventory. Taking actions usually costs stamina. An explorer may continue performing actions until they run out of stamina. To end a turn early, set stamina to 0.

PLAYING OUTSIDE OF YOUR TURN

Between any unit's actions, an explorer can play an active ability that does not cost stamina. This includes between other explorers' actions, between monsters' actions, and between turns — even outside the Explorer phase.

These abilities cannot interrupt an action in progress (e.g., between rolling dice and applying the result, between killing a monster and resolving its effect, or between completing a chapter and the next chapter's «enters play» abilities).



TYPES OF ACTIONS

Actions fall into three categories. On your first turn of your first game, moving and activating an action space is a good start — chests and workbenches will provide items.

MAP TILE ACTIONS

Move — 1 stamina per 1 space (see p34)

Activate adjacent action space:

- ◆ Chest — 3 stamina (see p37)
- ◆ Event space — 2 stamina (see p37)
- ◆ Workbench — 3 stamina (see p37)
- ◆ Recharge station — 1 stamina (see p37)
- ◆ Trap lever — 2 stamina (see p37)

Activate adjacent lit chapter space (light token on top) — 1 stamina (see p36)

Activate adjacent unlit chapter space (no tokens on top) — 3 stamina, 3 essence (see p36)

Seal adjacent spawn space — 3 stamina, 4 essence (see p36)

Explore map tile — 2 stamina, must be standing on an unexplored edge (see p34)

Exit map tile — 2 stamina, must be standing on an exit token (see p34)

Open / Close adjacent door — 2 stamina (see p36)

ACTIVE ABILITIES

Play any active ability currently in play, written on:

- ◆ Explorer card (see p18)
- ◆ Equipped and consumable items (see p31)
- ◆ Current chapter card (see p28)
- ◆ Current explorer event (see p37)
- ◆ Bound explorer events (see p37)

INVENTORY

Gained or taken items go to your inventory unequipped — they must be equipped before their abilities are available. Consumables can be used directly from inventory.

- ◆ Use inventory — 3 stamina (see p32)
- ◆ Trade with explorer — 2 stamina (see p32)

SPAWN PHASE



Each explorer in play rolls a game die unless all spawn spaces on their map tile are destroyed (see «Seal spawn space» p36).

IF THE ROLL IS EQUAL TO OR GREATER THAN THE CURRENT SPAWN RATING:

- ◆ If there are 4 or more monsters on the explorer's map tile (spawn limit), increase monster threat by 1 and skip further steps (see «Increase monster threat» p14).
- ◆ Spawn a monster on the rolling explorer's map tile
- ◆ Reset the spawn rating slider to the default value indicated on the chapter card

IF THE ROLL IS LESS THAN THE CURRENT SPAWN RATING:

- ◆ Lower the spawn rating slider by 1 (see «Chapter board» p7)

EFFECT: SPAWN MONSTER

- ◆ Draw a card from the monster deck
- ◆ Place the monster card at the end of the monster queue (far right)
- ◆ Place the monster figure on the spawn space nearest to the activating explorer
- ◆ Resolve the monster's «enters play» abilities (see «Enters play abilities» p20).

NEAREST SPAWN SPACE

Count spaces directly from the activating explorer's location, ignoring barriers and obstacles.

If that spawn space is occupied, the explorer chooses the nearest unoccupied space from that spawn space.

EMPTY MONSTER DECK

If there are no available cards in the monster deck, shuffle the destroyed monster cards to create a new deck. If even the discard deck is empty (extremely rare), increase monster threat by 1 instead.





HORROR PHASE



- ◆ Return all horror markers next to the horror event deck — all horror lasting effects end (see «Lasting effects» p27).
- ◆ Only one player rolls the game die.

IF THE ROLL IS EQUAL TO OR GREATER THAN THE CURRENT HORROR RATING:

- ◆ Reset the horror rating slider to the default value indicated on the chapter card.
- ◆ Invoke horror event (see below)

IF THE ROLL IS LESS THAN THE CURRENT HORROR RATING:

- ◆ Lower the horror rating slider by 1 (see «Chapter board» p7)

EFFECT: RE-VOKE HORROR EVENT

- ◆ Resolve the «enters play» abilities of the current horror event card.

«Enters play» abilities of horror events with no specified target affect units on all map tiles.

EFFECT: SHUFFLE HORROR EVENT DECK

- ◆ Shuffle destroyed horror events back into the deck.

EFFECT: INVOKE HORROR EVENT

- ◆ Increase monster threat by 1 (see below)
- ◆ Draw a card from the horror event deck. If no cards remain, shuffle the destroyed horror event cards to create a new deck.
- ◆ Place the card face up on top of the destroyed horror event deck. It is now the current horror event.
- ◆ Resolve its «enters play» abilities (see «Enters play abilities» p20).

EFFECT: INCREASE MONSTER THREAT

Increase the monster threat slider by 1 (see «Chapter board» p7). If the monster threat reaches the last position:

- ◆ Reset monster threat to the first position and increase the monster level by 1.
- ◆ Shuffle the current monster deck together with destroyed monster cards.
- ◆ Remove half of the cards from the deck.
- ◆ Shuffle new monster cards of the corresponding level into the deck.

If the monster level is 5 (///), instead of increasing monster threat, each explorer must destroy 1 equipped item or be destroyed (see «Explorer death» p19).



CURRENT HORROR RATING
(3 in this example)

HORROR RATING - DEFAULT VALUE
(4 in this example)

MONSTER PHASE



MONSTERS

Monsters are hostile creatures whose purpose is to hinder and destroy the explorers.

They have no inventories.

Monsters gain all active abilities from the current horror event.

MONSTER QUEUE

Monsters take turns in the order of the monster queue. Each new monster is added to the end of the queue when spawned.

The first monster in the queue (the first to have entered it) takes its turn, then the next, until all monsters have played. If the monster queue is empty, skip this phase.

MONSTER BEHAVIOR

If no explorers have been destroyed, monsters are mindless — their actions are deterministic and played by any player.

If at least one explorer has been destroyed, monsters become scheming monsters. Dead explorers' players form a hive mind and take control.

MINDLESS MONSTERS

On its turn, a mindless monster:

- ◆ Determines the closest targetable explorer on any map tile.
- ◆ Establishes the shortest valid path toward it.
- ◆ Repeats the following until it runs out of stamina or is blocked:
 - Try to play an active ability (prioritizing the current horror event).
 - Destroy a blocking adjacent door for 4 stamina.
 - Move 1 space along the path.
- ◆ After each action, the monster re-evaluates and may switch to a closer target.

CLOSEST EXPLORER

Count spaces by movement path from the monster's location, avoiding impassable spaces but ignoring closed doors and units.

For pathfinding rules, target switching, and examples, see «Mindless monsters» p16.

SCHEMING MONSTERS

Players of destroyed explorers become responsible for the monsters' turns. They form a hive mind that controls every monster's actions.

They can move monsters, use their abilities, or interact with the map tile:

- ◆ Open or close an adjacent door -3 stamina (see p36)
- ◆ Destroy an open or closed adjacent door -4 stamina
- ◆ Activate an adjacent trap lever -3 stamina (see p37)

MINDLESS MONSTERS

If no explorers have been destroyed, monsters are **mindless** — their actions are deterministic and played by any player.

If at least one explorer has been destroyed, monsters become **scheming**. Dead explorers' players form a hive mind and take control (see «Scheming monsters» p15).

On its turn, a mindless monster:

- ◆ Determines the closest targetable explorer on any map tile,
- ◆ Establishes the shortest valid path toward it,
- ◆ Executes the steps below, repeating from the start after any step is played.

EXECUTE

Repeats the following until the monster runs out of stamina or is blocked from further action:

- ◆ If an active ability can be played, play it. Prioritize horror event abilities first, then abilities in the order listed on the unit card. Unless stated otherwise, only target explorers.
- ◆ If an adjacent closed door blocks the path, destroy it for 4 stamina.
- ◆ Move 1 space along the established path. Check if a different explorer is now the closest and re-establish the path toward the new target.

CLOSEST EXPLORER

«Closest» means the fewest spaces by movement path, ignoring closed doors and non-immobile units.

If multiple explorers are equally close, target the one with the lowest remaining health. If still tied, the players choose.

Non-targetable explorers are ignored (see «Ethereal» p25).

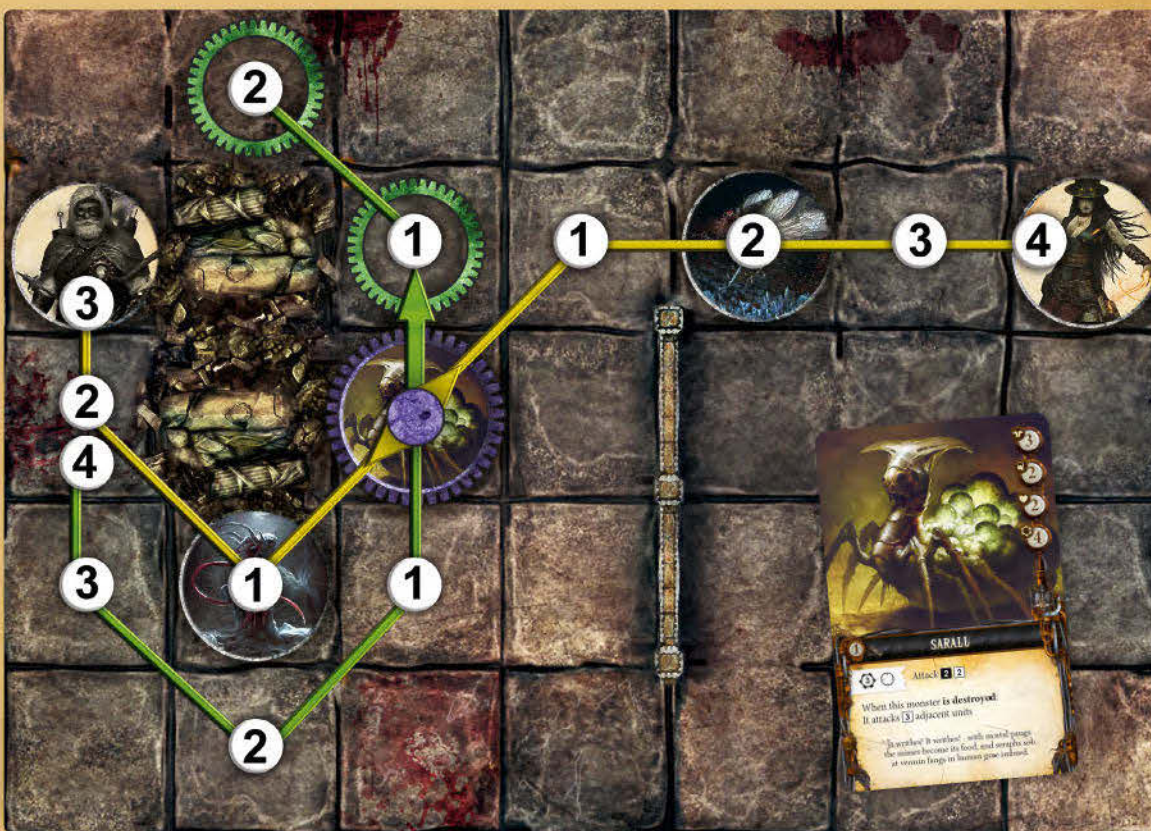
ESTABLISH PATH

The monster establishes the shortest valid path using its maximum stamina, getting as close as possible to the closest explorer, ignoring closed doors.

The monster does not move if the final location is not closer than the starting location.

A monster will always face the explorer or closed door in an orthogonal direction when possible.

EXAMPLE A:



RESOLVING AMBIGUITY

Explorers resolve all ambiguities in the game — including those affecting mindless monsters. Use this to your advantage.

Sarall first determines the closest targetable explorer (yellow lines). Phillip is 3 spaces away, while Lorrai is 4 — so Phillip is the closest.

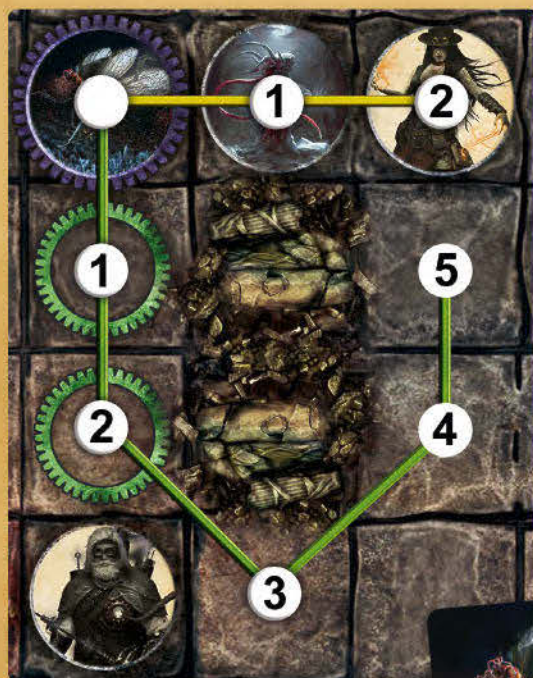
Sarall establishes the shortest valid path toward Phillip (green lines). Two paths exist; Sarall takes the shorter one.

Sarall then begins executing: it tries to play an active ability from the current horror event or its monster card.

It cannot, so it moves 1 space along the path. After moving, it checks — no explorer is closer than Phillip — and returns to the first step. Again it tries to play an active ability, cannot, and moves 1 space closer.

Sarall started with 4 stamina and has spent 2 on movement, leaving 2. Its active ability costs 3 stamina — not enough. It is already adjacent to Phillip, with no abilities it can play. Sarall's turn ends.

EXAMPLE B:



Mi-Go determines Lorrai as the closest explorer (distance of 2) and establishes the shortest valid path (green lines).

Mi-Go moves 1 space along the path. At that point, Lorrai and Phillip are equally close.

Mi-Go moves another space — Phillip is now the closest explorer, as Sarall is now adjacent to Phillip. Mi-Go can play its active ability, and ends its turn afterwards.



EXAMPLE C:



Mi-Go determines Lorrai as the closest explorer (distance of 2).

Mi-Go has 5 stamina and establishes the shortest valid path (green lines).

Mi-Go executes its movement, and even though it started almost adjacent to Lorrai, it took the long route and managed to reach her.



EXAMPLE E:

Immobile monsters do not determine the closest explorer or establish a path. They typically have stamina and an active ability that uses it.

K'thun, for example, is an immobile monster that plays its first active ability once per turn. When it plays the ability, it checks if there is a wounded monster on its map tile — if so, it restores 1 health to all monsters on its map tile. Otherwise, it arcane attacks all explorers on its map tile.

If Hank were to target K'thun with his first ability:



he would incapacitate K'thun regardless of the attack's outcome, preventing it from playing its first ability.

EXAMPLE D:



Witch determines Phillip as the closest explorer (distance of 3). Witch has 4 stamina and establishes the shortest valid path (green line). It can't play any abilities from its initial position, but after moving one space, it plays its first active ability by targeting a chest.



To resolve the ability, it first destroys the targeted chest, then arcane attacks all explorers on its map tile with 1 high and 2 low attack dice. With one stamina remaining, it moves adjacent to Phillip.

EXAMPLE F:

Some monsters override their usual mindless behavior. Envoy of Dagon, for example, first checks if there is rubble on its map tile. If there is, it ignores the closest explorer and instead moves toward it. Regardless, it still attempts to play its attack ability after each movement, targeting any explorer within range 3. Once adjacent to rubble, it stays there, guarding it and attacking any explorers who come near.



UNITS AND ATTRIBUTES

UNITS

There are two types of units:

EXPLORERS AND MONSTERS.

Each unit has a card containing its rules and a figure that represents it on the map. Units move and interact with spaces and other units within map tiles, which form the main area of play.

ATTRIBUTES

Each unit has attributes that define its capabilities.

Some effects cause attribute loss — moving costs stamina, and getting hit costs health (see «Attack» p24). Active abilities may also require deliberately losing attributes as their cost.

Explorers use sliders on their player board to track health, stamina, and essence.

Monsters use wound tokens to mark missing health.



ARMOR

Proficiency in deflecting physical (default) attacks. The higher the value, the greater the chance of deflecting incoming physical attacks. Armor can be increased by equipping items with an armor bonus (see «Inventory effects» p30) or through specific abilities.



WILL

Proficiency in deflecting arcane attacks. The higher the value, the greater the chance of deflecting incoming arcane attacks. Will can be increased by equipping items with a will bonus (see «Inventory effects» p32) or through specific abilities.



STAMINA

Used during a unit's turn to move and perform abilities (see «Abilities» p20).

Explorers use a stamina slider on their player board to track remaining stamina and plan their actions, while monsters do not need stamina sliders due to their straightforward behavior (see «Mindless monsters» p15).

Stamina restores every round.



HEALTH

The amount of damage a unit can sustain before dying (see «Explorer/Monster death» p19). If a unit is hit, it loses 1 health. Any unit with at least 1 lost health is considered wounded. When the last health is lost, the unit is destroyed and considered killed.

Health can be restored only through specific abilities.



ESSENCE

Essence is arcane energy that only explorers can obtain. Each explorer starts the game with no essence (0) and uses an essence slider on their player board to track it.

EXPLORERS RESTORE ESSENCE BY:

- ◆ Activating an event space (+1) (see «Event space» p37)
- ◆ Activating a chest (+1) (see «Chest» p37)
- ◆ Destroying monsters on their turn (+1 per destroyed monster) (see «Monster death» p19)
- ◆ Specific abilities that restore essence

EXPLORERS LOSE ESSENCE BY:

- ◆ Lose 1 essence instead of losing 1 health
- ◆ After any attack roll on their turn, increasing that roll by 1 for each essence lost (see «Attack» p24)
- ◆ Activating an unlit chapter space (-3) (see «Chapter space» p36)
- ◆ Sealing a spawn space (-4) (see «Seal spawn space» p36)



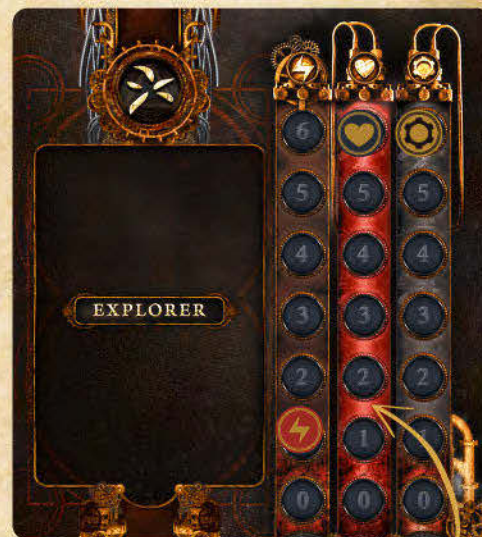
◆ Playing abilities activated with essence (see «Abilities» p20)

Whenever an explorer would lose essence, other explorers can assist by contributing their own.

ATTRIBUTE VALUES

Attributes cannot go below 0 or exceed 9.

A unit's current health, essence, and stamina cannot surpass their max value — the starting value from the unit card, modified by game effects.



ESSENCE, HEALTH & STAMINA SLIDERS

EXPLORER DEATH

If an explorer's health is reduced to 0, that explorer is destroyed (see «Scheming monsters» p15).

- ◆ Remove its figure, card, and markers from the game
- ◆ Shuffle its inventory and place it in the destroyed item deck
- ◆ Remove its bound events from the game
- ◆ If the last explorer is destroyed, the game is lost

MONSTER DEATH

If a monster's health is reduced to 0, that monster is destroyed.

If the destroyed monster's level is lower than the current monster level on the chapter board, and it is not a level 4 monster, remove its card and figure from the game. Otherwise, place its card on top of the destroyed monster deck and set its figure aside.

If the monster is destroyed during an explorer's turn, restore 1 essence to that explorer.

BANISH MONSTER

Banishing is not destroying. Banished monsters are not considered destroyed or killed — banishing does not trigger «when destroyed» or «when you kill» conditional effects, and explorers do not gain essence from banished monsters (see «Scroll map tile» p34 and «Place exit token» p28).

If the banished monster's level is below the current monster level, and it is not a level 4 monster, remove its card and figure from the game. Otherwise, place its card on top of the destroyed monster deck and set its figure aside.

CONTRIBUTING EXPLORERS

The explorer who would lose essence is the activating explorer.

If the activating explorer is targeting a map space or unit (e.g., activating a chapter space, sealing a spawn space, or attacking a monster), that map space is the target space. Otherwise, the activating explorer's position is the target space.

Contributing explorers must be willing and adjacent to the target space, the activating explorer, or another contributing explorer.

The activating explorer does not need to lose any of their own essence.



Phillip is activating a chapter space. He needs to lose 3 stamina and 3 essence to activate an unlit chapter space (see «Activate chapter space» p36). All other explorers contribute their own essence instead. Kim is adjacent to the chapter space (target space), Hank is adjacent to Phillip (activating explorer), and Lorrai is adjacent to Hank (contributing explorer).



CLASS TYPE

See «Gain item» p33.

When Lorrai has Displacer Vest equipped, her total armor is 3 and will is 4. See «Inventory» p31.

DISPLACER VEST

When you are hit, move up to 1 space



ABILITIES



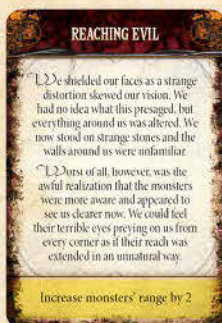
An ability is any rule text on a card that influences the game. The part of an ability that actually changes the game state is called an effect.

Everything in Machina Arcana is driven by abilities. Every card (explorer, monster, item, chapter, and event card) uses the same unified ability system.

There are three types of abilities: **ACTIVE**, **PASSIVE** and **«ENTERS PLAY»** abilities.

PASSIVE ABILITIES

Passive abilities have no cost and no activating unit. They continuously influence the game as long as the card is in play.



ACTIVE ABILITIES

Active abilities are played deliberately by the activating unit, at a cost.

The cost is paid by losing stamina, essence, health, by destroying the card, or meeting another condition specified on the card.

COST EFFECT(S)

Most active abilities require a legal target (melee: Ⓞ, ranged: ⓧ, ranged through: ⓧ*) — a unit or map space in range and line of sight.

If the active ability requires a target, all of its effects apply to that target.

An active ability without a target affects the activating unit by default.

Active abilities are resolved one at a time. Fully resolve one before playing another.

If an ability costs stamina, it can only be played on that unit's turn. Abilities that don't cost stamina can be played between any unit's actions, even outside your turn (see «Playing outside of your turn» p12).

EXPLORERS CAN PLAY ACTIVE ABILITIES FROM:

- ♦ their explorer card
- ♦ their equipped items and consumables
- ♦ their bound events
- ♦ the current explorer event
- ♦ the current chapter

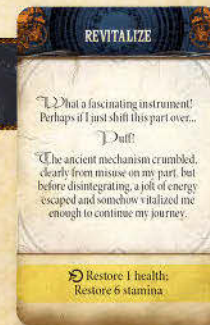
MONSTERS CAN PLAY ACTIVE ABILITIES FROM:

- ♦ the current horror event
- ♦ their monster card

«ENTERS PLAY» ABILITIES

«Enters play» abilities resolve every time the card enters play. They are marked with the special icon (Ⓢ).

Different card types enter play in different ways:



CARD TYPE	«ENTERS PLAY» CONDITION	DEFAULT TARGET
Explorer	An explorer is placed into a map tile	The placed explorer
Item	An item is equipped	The explorer who owns the item
Monster	A monster is spawned	The spawned monster
Explorer event	Invoked or reinvoked	The explorer who (re)invoked explorer event
Horror event	Invoked or reinvoked	Enters play abilities of horror events and chapter cards that affect units — affect all units on all map tiles since there is no owner or activating unit
Chapter	A chapter card is played	



CARDS IN PLAY

Only cards in play may influence the game through their abilities:

- ◆ Unit cards of units in play
- ◆ Equipped and consumable items
- ◆ The current (topmost destroyed) explorer and horror events
- ◆ The current chapter.

OWNERSHIP AND SCOPE

Some abilities have an owner (the unit whose card or equipped item provides the ability). Some have an activating unit (the unit paying the cost).

If an ability doesn't require a target (no targeting symbols: ☉, ☉, ☉), its default scope is the current map tile — provided it has either an owner or an activating unit.

If an ability has neither an owner nor an activating unit (such as an «enters play» ability from a horror event or chapter), it affects all map tiles.

HOW TO READ CARD ABILITIES



This explorer has 2 active abilities from the start of the game.

The first costs 2 stamina and needs a target (ranged through). She resolves it by attacking the target (with 1 low attack die, compared against the target's will attribute), then — hit or miss — applies a lasting effect: reducing the target's attack rolls by 1 until the start of the next Explorer phase.

The second costs 1 essence. When resolved, she restores 1 health to any explorer on her map tile. It can be played outside her turn.



When equipped, this artifact gives its owner 2 new active abilities. The first affects the target; the second affects its owner. The first can be played even outside its owner's turn.



The current explorer event is passive and affects all explorers across all map tiles.



The current horror event is an active ability usable by monsters only. A monster will always try to play active abilities from the current horror event first, then active abilities in the order listed on its unit card.

Now that you understand the three types of abilities, dive deeper into how they work:

TARGETING

How abilities find their targets: adjacency, line of sight, melee, ranged, and ranged through obstacles (see «Targeting» p22)

EFFECTS

How abilities resolve: conditional effects, counted conditions, lasting effects, and explorer and horror markers (see «Effects» p24)

STANDARD EFFECTS

Common effects shared across many cards: attack, move, push, pull, teleport, and destroy (see «Standard Effects» p26)

GAMEPLAY OVERVIEW

Go back to the main overview (see «Gameplay overview» p10)

TARGETING

OBSTACLE

An obstacle is impassable space that does not block the line of sight.

The obstacle could be a unit, chapter space, exploding barrel, or destroyed map space.

BARRIER

A barrier is an impassable space or border that blocks line of sight.

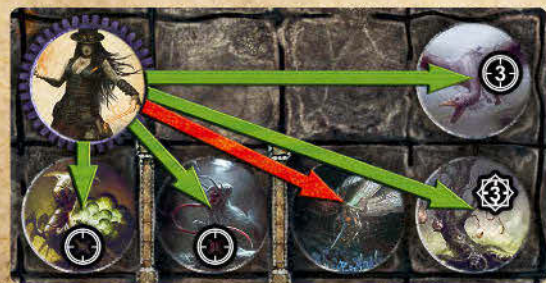
Barriers include rubble (a space), walls and closed doors (space borders). Additionally, treat any unidentifiable map space or area, or unexplored edge of a map tile as a barrier.

LINE OF SIGHT

Line of sight determines whether a target is legal. Draw an imaginary line through the centers of the source and target spaces. If that line crosses a barrier, the target is not in line of sight.

If the line only touches the end of a barrier, or the corner of a barrier space, the target is in line of sight.

Obstacles do not block line of sight.



ADJACENT

A map space is adjacent to a unit if it is next to the unit and in line of sight.

Walls and doors are adjacent to a unit if they sit on one of its map space borders.



If both doors are opened Lorrai is adjacent to Hank, Phillip and chapter space. She can close the door adjacent to her, but not the one adjacent to Phillip. If at least one door is opened, Lorrai is adjacent to Phillip. Let's say Kim can play this active ability:

② ② Close target door

She could close either door, since she can target either of the two spaces with adjacent doors.

NEAREST & CLOSEST

NEAREST — count spaces directly from the unit's location, ignoring barriers and obstacles.

CLOSEST — count spaces by movement path from the unit's location, avoiding impassable spaces but ignoring closed doors and units.

If the destination space is occupied, the explorer chooses the nearest or closest unoccupied space from that space:

- ◆ Teleport and Spawn Monster: nearest
- ◆ Move: closest

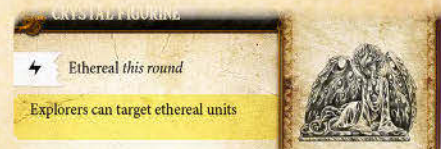


MAP TILE SCOPE

An ability with either an owner or an activating unit — but no target — defaults its scope to the current map tile.



Lorrai can choose any explorer on her map tile to restore its 1 health.



This artifact's passive ability affects explorers. If you equip it, explorers on your map tile can target ethereal units. The ability has no activating unit (it's passive), but it does have an owner (the explorer equipping it).

Ⓜ Arcane attack [3] monsters

When you activate this explorer event, you attack all monsters on your map tile. The ability has an activating unit (the explorer who plays the event).

Ⓜ Arcane attack 1 [2] explorers;
Arcane attack 2 [2] explorers

Shivers is a horror event with one «enters play» ability — it has no owner and no activating unit, so there is no map tile scope. All explorers on all map tiles are attacked twice.

EXPLICIT TARGETING

Map tile scope is only the default when no target is specified. If an ability defines its own targeting — such as adjacent, within a range, or targetable by ranged attack — follow that targeting, even across map tiles.

MELEE TARGETING

The target must be the activating unit itself, or adjacent to the activating unit.

RANGED TARGETING

There are two types of ranged targeting:



RANGED

The target must be within range **X**, with no barriers or obstacles in the line of sight



RANGED THROUGH

The target must be within range **X**, ignoring any obstacles in the line of sight. Barriers still block ranged through.

Range **X** is the number of map spaces between the activating unit and the target, ignoring obstacles. You may target yourself with ranged targeting.

Effects that alter a unit's range only affect its active abilities with ranged targeting.

If a weapon has a ranged active ability with an attack effect, it is a «ranged weapon». If it has a melee active ability with an attack effect, it is a «melee weapon».

TWO TARGETS

Some active abilities require two targets. The same target may be chosen both times.



MULTIPLE AFFECTED UNITS

If an effect affects multiple units or map spaces, it resolves on each one individually.

Explorers move up to 1 space

EXAMPLES OF AFFECTED UNITS:

YOU ARE PLAYING THIS ABILITY:	WHO GETS ATTACKED?
Attack 2	You attack yourself.
Attack 2	You attack the target (unit or map space). <i>You can't target an ethereal unit with this ability, unless you specifically have a present effect that enables you to target ethereal units. Other examples in this table can be used to attack ethereal units as these abilities don't require a target.</i>
Attack 2 nearest monster	You attack the nearest monster on your map tile. <i>Count the spaces directly, ignoring the impassable spaces, walls, pits, and units.</i>
Attack 2 monsters	You attack all monsters on your map tile. <i>Only one attack roll is made, the result of which is then applied to all blockers.</i>
Attack 2 any monster	You choose to attack any monster on your map tile.
Attack 2 any monster on any map tile	You choose to attack any monster on any map tile.

YOU ARE PLAYING THIS ABILITY:	WHO AND HOW GETS MOVED?
Move up to 2 spaces	You move up to 2 spaces (0, 1 or 2 spaces).
Move up to 2 spaces	The target moves up to 2 spaces. <i>If that target is a mindless monster, it will move up to 2 spaces toward their closest explorer on any map tile (see «Mindless monsters», page 16).</i>
You move target unit up to 2 spaces	You move target unit up to 2 spaces.
Monsters move up to 2 spaces	Each monster on your map tile moves up to 2 spaces toward its closest explorer. <i>Let's assume a horror event is invoked: Monsters move up to 2 spaces. Each monster on all map tiles moves up to 2 spaces toward its closest explorer.</i>
Explorers move up to 2 spaces	Each explorer on your map tile moves up to 2 spaces.
You move monsters up to 2 spaces	You move each monster on your map tile up to 2 spaces.

ABILITY EXAMPLE (ADVANCED):	HOW TO PLAY IT
Any monster adjacent to target event space loses 1 health	To play this ability, you need to lose 3 stamina, and target an adjacent event space. When this ability is resolved, choose any monster adjacent to targeted event space. That monster loses 1 health.
Destroy adjacent trap lever Banish target monster	To play this ability, you need to lose 2 stamina, destroy an adjacent trap lever, and target an adjacent monster. When this ability is resolved, banish the targeted monster (see «Banish monster», page 19).

EFFECTS

The part of an ability that actually changes the game state is called an effect. Many effects are specific to a particular area of the game:

INVENTORY EFFECTS (see p32):

Use Inventory, Gain item, Equip main item, Upgrade item, Augment item, Unequip item, Trade with explorer, Shuffle item deck, Add item level, Operate workbench

MAP TILE EFFECTS (see p34):

Move, Explore map tile, Exit map tile, Destroy map space, Refresh map space, Treat map space, Open/Close/Destroy door, Seal spawn space, Light chapter, Trigger traps, Recharge, (Re)invoke explorer event

CHAPTER EFFECTS (see p28):

Place entry token, Place exit token, Add item level, Start a new round, Enter endgame, Reset spawn/horror ratings

OTHER EFFECTS:

Spawn monster (see p13), Banish monster (see p19), Increase monster threat (see p14), (Re)invoke horror event (see p14).

The following effects are not specific to a particular card type and can appear in different contexts:



A number of objects in the game can be destroyed:

- ◆ A map space (see «Destroy map space» p35)
- ◆ A monster (see «Monster death» p19)
- ◆ An explorer (see «Explorer death» p19)
- ◆ An item:
 - ◆ If item is equipped, then unequip it (see «Unequip item» p32)
 - ◆ Return the explorer markers that are on top of it to the owner's player board
 - ◆ Place the item on top of destroyed item deck
- ◆ A binding event: place the event on top of destroyed explorer event deck



The attacker rolls attack dice, and depending on the target's defense, may score a hit. A hit causes the target to lose 1 health. If this reduces health to 0, the unit is destroyed (see «Explorer/Monster death» p19) and considered killed by the attacker.

The target(s) of an attack, and any units affected by a non-targeted attack, are blockers (see «Targeting» p22).

Every attack specifies a number of low and high attack dice (both are custom D6):



Low attack dice (□) have values:

0 • 1 • 1 • 1 • 2 • 2



High attack dice (■) have values:

0 • 1 • 1 • 2 • 2 • 3

There are two types of attacks:

PHYSICAL (DEFAULT) ATTACK — the blocking attribute is armor.

ARCANE ATTACK — the blocking attribute is will (see «Attributes» p18).

RESOLVING AN ATTACK

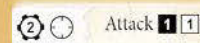
- ◆ Roll the specified attack dice and sum their values.
- ◆ Add any present effects or spent essence that increase the attack roll (see «Essence» p18).
- ◆ Subtract any present effects that decrease the attack roll.

If the total is equal or greater than the blocker's associated attribute (armor or will), then:
The attacker hits. The blocker is hit and loses 1 health.

ATTACK EXAMPLE

To better demonstrate the attack mechanism in the game let's setup the arena. Our explorer will battle a horrific and deadly monster: Mi-Go.

Let's assume our hero has an item with the following ability:



As we can see, to resolve the attack we will need 2 dice; 1 high attack and 1 low attack die. Let's suppose this is our attack roll:



Considering Mi-Go's armor of 3, we just barely hit it and it lost 1 health point. If this is the first time the Mi-Go was damaged, it is still alive, but if it was previously hit, the Mi-Go is now destroyed and its attacker invokes an explorer event (as per the Mi-Go ability), and restores 1 essence (for destroying a monster on its turn).

CHANGING ATTACK TYPE

If an effect increases arcane attack rolls, even a physical attack becomes arcane.



This augment alters the augmented weapon's attacks to arcane.

MULTIPLE BLOCKERS

If an attack affects more than one unit (such as from a trap or exploding barrel), only one attack roll is made and the result is applied to all blockers.

KILL

When an explorer destroys a monster or another explorer in play, that unit is considered killed — even if destroyed indirectly (e.g., by being pushed into a pit).



ETHEREAL

An ethereal unit cannot be targeted by other units unless they have a present effect that enables targeting ethereal units.

Ethereal units can still be attacked indirectly — through traps, exploding barrels, or abilities that do not target the ethereal unit (e.g., attacks affecting adjacent units). Playing abilities such as moving, attacking, or blocking does not remove the ethereal effect.

Monsters ignore ethereal explorers they cannot target, and do not move toward them.

MOVING THROUGH ETHEREAL UNITS

Units can move through ethereal units, and ethereal units can move through other units (see «Move through effects» p34). However, ethereal units are still obstacles (see «Obstacle» p22) — you cannot end movement on a space occupied by an ethereal unit.

SWITCH POSITIONS

Switch the figures of the activating unit and the target unit on the map tile.

TELEPORT

When a unit teleports to a passable space within a specified distance, ignore all barriers and obstacles to reach the destination.



When a unit teleports to a specific type of space (e.g., «nearest event space»), find the nearest non-destroyed space of that type on the unit's map tile. To determine the nearest space or unit, count spaces directly from the unit's location, ignoring barriers and obstacles.



If the destination space is occupied or impassable, choose the nearest passable, unoccupied space instead.

TAKE

Search the corresponding deck for a specific card, then shuffle the deck.

TAKE SPECIFIC MONSTER(S)

Search the following in order: monster deck (shuffle afterward), destroyed monster cards, monsters removed from the game, monsters not yet added to the game.

CONTROL MONSTER

When the target monster's turn comes, the activating explorer controls its movement, attacks, and abilities (it may even attack other monsters). This overrides the control of scheming monsters (see «Scheming monsters» p15).

PUSH AND PULL

A unit can be pushed away from or pulled toward the activating unit or space. If no activating space is specified, the activating unit's position is used.



If the target is orthogonal to the activating space, it moves in a straight line. If diagonal, it moves diagonally. This is checked for each space of movement. Following these rules, a unit can be pushed or pulled into a pit and destroyed (see «Pit» p35).

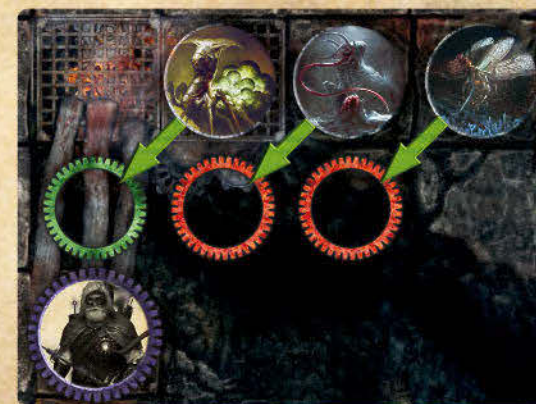
If a unit is pushed or pulled into a trap lever, the trap lever activates (see «Trap lever» p37).

If pushed or pulled into an exploding barrel, the barrel counts as being hit (see «Exploding barrel» p35).

Immobile units cannot be pushed or pulled.



Push example



Pull example

RESOLVING EFFECTS

Most effects resolve immediately when an ability is played.

This section covers effects that resolve only while a condition is met, after a count, after a roll, in a fixed order, or that last this round and use markers.

MULTIPLE EFFECTS

An ability can have multiple effects. Resolve them in the order they appear in the ability text.

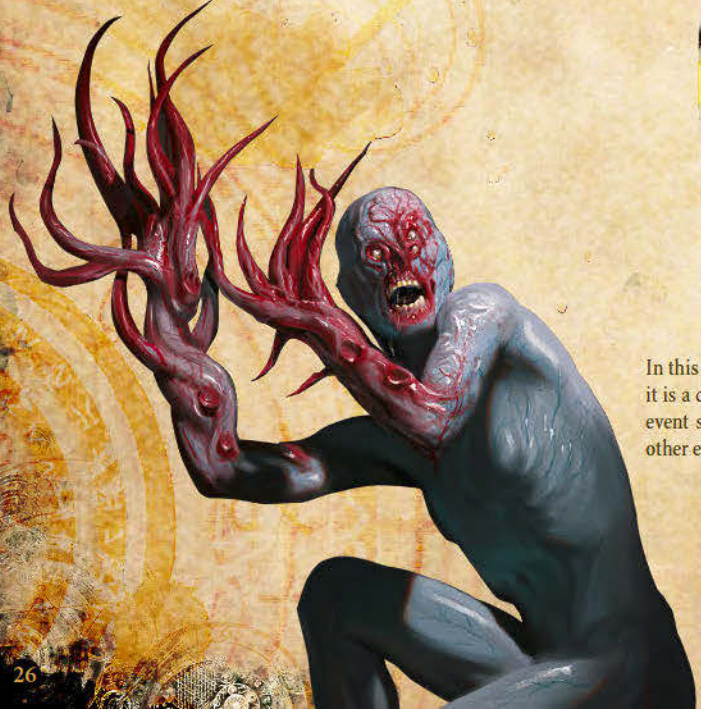


Immediately after the attack (regardless of hit or miss), resolve the lasting effect on the target of this active ability (stacks up to 2 times).

EFFECT ROLL

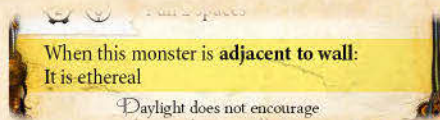
Some effects require a die roll to resolve.

Roll the game die — if the result is equal to or greater than (x), the effect resolves. If an «otherwise» clause is present, its alternate effect resolves on a failed roll.



CONDITIONALS

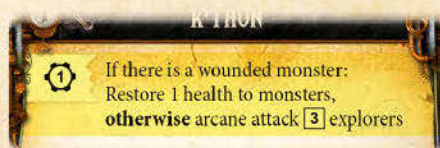
A continual condition applies an effect for as long as the condition is met. An «otherwise» clause may specify an alternate effect.



A triggered condition resolves an effect every time the condition is met.

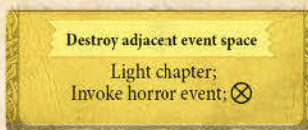


An active ability condition resolves different effects depending on whether a condition is met when the ability is played.



If there is a wounded monster on K'thun's map tile, all monsters on that map tile are healed. Otherwise, K'thun attacks all explorers on its map tile.

Active abilities can also have conditions as additional requirements beyond their cost.



In this example, «Destroy adjacent event space» is not a condition — it is a cost. To play this active ability, you must destroy an adjacent event space. You cannot satisfy this cost using the result of some other effect that destroys an event space.

COUNTED CONDITION

A counted condition requires a condition to be triggered — or an active ability to be played — a specific number of times before its effect resolves.

Each time the condition is triggered or the ability is played, place a count token on the card. When the number of count tokens matches the specified count, remove all count tokens and resolve the effect.



The explorer who invokes this binding explorer event places it next to their player board. Whenever that explorer kills a unit, place a count token on this card. Once the 3rd token is added, the *Light chapter* effect resolves, monster threat decreases by 2, and the card is destroyed.



Every time the «lose 1 health» active ability is played, place a count token on the chapter card. Once the 4th token is added, the *Go to next chapter* effect resolves. Remember: you can always lose essence instead of health, even as a cost for active abilities.



USING EXPLORER MARKERS

Explorers use their explorer markers to track lasting effects.

At the start of the Explorer phase, return all explorer markers to their corresponding player boards — all explorers' lasting effects end.

Before resolving a lasting effect:

- ◆ If you have no explorer markers remaining, or the maximum stack count has been reached, skip the lasting effect.
- ◆ Otherwise, place an explorer marker on the activating card and resolve the lasting effect.

If a card with your explorer marker is removed from the game, its lasting effect ends and the marker returns to your player board.

DESTROYED CARD WITH EXPLORER MARKERS

Some consumables and binding events have a lasting effect combined with a destroy icon (as either a cost or an effect).

When you resolve a lasting effect while also destroying a consumable or binding event:

- ◆ Do not place the card in its destroyed deck until the explorer marker returns to your player board.
- ◆ You can no longer play other abilities on that card.
- ◆ The card cannot be destroyed again by game effects.
- ◆ If it is a binding event, it is no longer considered in play — its passive abilities no longer influence the game.

USING HORROR MARKERS

Horror has its own markers for lasting effects from monsters and horror events.



At the start of the Horror phase, return all horror markers to the area next to the horror event deck — all horror lasting effects end.

Before resolving a lasting effect from a monster or horror event:

- ◆ If no horror markers are available, skip the lasting effect.
- ◆ Otherwise, place a horror marker on the activating card and resolve the lasting effect.

If a card with a horror marker is removed from the game, its lasting effect ends and the marker returns to the horror event deck area.



REMOVING EXPLORER/HORROR MARKER FROM THE CARD

A conditional effect can be triggered by removing an explorer or horror marker from a card.



At the start of the Explorer phase, if there is an explorer marker on your Stygian Pendant: return it to your player board, restore 1 essence, then destroy the Stygian Pendant.

An active ability can also use marker removal as its cost.



If there is an explorer marker on your Circular Saw, you can play its second active ability at any time (even outside your turn) by returning the explorer marker to your player board. Resolve the ability by attacking any adjacent unit.

LASTING EFFECTS



Most active and «enters play» abilities resolve instantly. Lasting effects are different — they continue to influence the target unit(s) after they resolve.

Explorer lasting effects persist until the start of the next Explorer phase.

Monster and horror lasting effects persist until the start of the next Horror phase.

They are marked with an (X) icon, read as «this round». The number (x) is the maximum number of stacked effects.



When this explorer hits a target while a Blood-boost gun is equipped, subsequent attack rolls are increased. This stacks up to 2 times and lasts until the start of the next Explorer phase. Remember: item abilities belong to the equipping unit, so this triggers on all of the explorer's attacks — not just attacks made with the Blood-boost gun.



CHAPTER

Progress is tied to the story's chapters. With each new chapter, the explorers move one step closer to fleeting salvation — or doom. They must progress through chapters until they reach The End, or if the scenario demands, face an endgame and fulfill its victory condition

Whenever a new chapter is played, its «enters play» abilities resolve (see «Enters play abilities» p20) and its spawn and horror rating sliders are reset.

If the horror rating is missing or disabled, skip the Horror phase. If the spawn rating is missing or disabled, skip the Spawn phase.

CHAPTER ABILITIES

A chapter can have three types of abilities: «ENTERS PLAY», PASSIVE, and ACTIVE.

«Enters play» abilities resolve once, when a new chapter is played. Passive abilities continuously influence the game for as long as the chapter remains in play. Active abilities are available to all explorers for as long as the chapter remains in play. The activating explorer is the default target of a chapter's active ability.

(See «Abilities» p20 and «Targeting» p22)



This chapter ability allows any explorer to lose 1 health to move up to 3 spaces. It can be played outside an explorer's turn since it does not cost stamina to activate.

CHAPTER EFFECTS

RESET SPAWN/HORROR RATINGS

Reset the spawn/horror slider to the default value that is indicated on the chapter card.

PLACE ENTRY TOKEN

- ♦ Take the top map tile from the map tile deck and place it in the playing area (skip during Game Setup)

- ♦ Place an entry token on the map tile's direction symbol, facing inwards (skip if the map tile is a scenario starting tile)

- ♦ Place explorers on unoccupied spaces adjacent to or on top of the entry token

- ♦ Resolve «enters play» abilities from their unit cards and equipped items

PLACE EXIT TOKEN

When a new chapter with a place exit token effect is played, the activating explorer places the exit token on any unexplored edge of the map tiles in the playing area, pointing outwards. An exit token cannot be placed on top of an existing entry token.

When the last surviving explorer exits the map tile (see «Exit map tile» p34):

- ♦ Banish all monsters from the map tiles in play (see «Banish monster» p19)

- ♦ Shuffle placed map tiles and put them on the bottom of the map tile deck

- ♦ Flip the current chapter, reset its spawn and horror ratings, and resolve its «enters play» abilities (see «Enters play abilities» p20)

ADD ITEM LEVEL

When resolving Add Item Level 2 or Add Item Level 3 effects:

- ♦ Remove half of the existing cards from all item type decks

- ♦ Shuffle all new item cards of the indicated level into their corresponding item type decks

START A NEW ROUND

Some chapters have an «enters play» ability called Start a New Round that serves as an intermission. Once resolved, the round starts again with the Explorer phase. All explorers are at max stamina, and all horror and explorer markers return to their corresponding places.

ENTER ENDGAME

Some scenarios use a special endgame map tile. If so:

- ♦ Place the specified endgame map tile into play.

- ♦ Place explorers on unoccupied spaces adjacent to or on top of the illustrated entry token(s).

- ♦ Place the scenario endgame cards next to the endgame map tile and resolve its setup phase.

Observe the victory and defeat conditions, along with any additional specifications.

Surviving explorers share victory and defeat. The team achieves victory even if some explorers were destroyed along the way. If the defeat condition is reached, everything is lost — and the dead explorers are encouraged to revel with cackling laughter as they close in ominously on any survivors.

VICTORY

When a victory effect is resolved, flip the current chapter card. All surviving explorers have won the game.

THE END

The game ends.

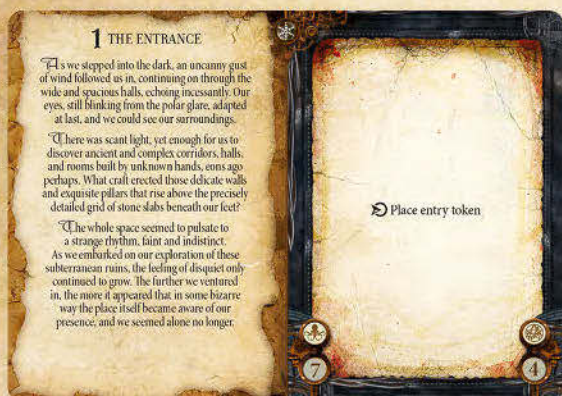
All surviving explorers have won.

PROGRESS TO THE NEXT CHAPTER

Chapters do not change when a round changes — you can spend many rounds in the same chapter. Each chapter card tells you how to advance. Part of the strategy is deciding when to progress: sometimes it is better to rush through, sometimes it is better to take advantage of the current chapter. Most of the time, you just try to stay sane and survive.

DEFAULT CHAPTER

Default chapters have no icon on top of the card. To advance, activate a chapter space: a lit chapter space (light token present) costs 1 stamina, while an unlit chapter space (no tokens) costs 3 stamina and 3 essence (see «Activating chapter space» p36).



This is a default chapter. When played, resolve its «enters play» ability. To progress, activate a chapter space on any map tile.

When you advance, flip the next chapter card on the top space of the chapter board. Immediately resolve all of its «enters play» abilities, then continue with the Explorer phase. Exception: if an «enters play» ability tells you to Start a New Round.

How you progress depends on whether the chapter is **DEFAULT** or **BLOCKING**.

BLOCKING CHAPTER

Some chapters have a blocking indicator that prevents progress by activating a chapter space (see «Activating a chapter space» p36). One of the chapter's abilities will instruct you on how to progress or how to place an exit token (see «Place exit token» p28).

If an exit token is present on any map tile, the chapter is considered blocking. Explorers must exit the map tile to advance.



Explorers can progress to the next chapter only by playing the second ability 4 times (see «Counted condition» p26). One explorer can play it by losing 1 health on their turn, then another can play it by losing 2 health on their turn, and the first explorer can play it a fourth time even during the Horror phase — since this active ability does not cost stamina. Alternatively, a single explorer can lose 4 health on their turn to advance immediately.

This chapter has two separate active abilities, each activated by losing health. Losing 1 health to play one ability does not count toward the other. Health lost from a monster's attack cannot be used to play either ability. You can, however, lose essence instead of health.

SCENARIO COLLECTION

Scenarios carry the story of Machina Arcana, and as the game has evolved across expansions, so have the storytelling and the mechanics behind its chapters. Some expansion scenarios take a different approach to narrative structure and chapter progression.

The Guidebook — Scenario Collection provides an overview of every Machina Arcana scenario across all expansions, along with options to tailor gameplay to your liking.

When learning the game, start with the shorter variants. As your group's understanding grows, the game reveals layers of replayability across all scenarios and their variants.

MACHINATIONS

Once you have grasped the mechanics, She offers even greater depth. Machination mods are achievement-like modifiers to the default game — providing fresh, challenging, and sometimes radically different ways of playing any scenario you choose.

ITEM

Explorers can obtain items during the game and may equip, upgrade, or augment them. Items can also be traded with adjacent explorers. An explorer gains all abilities from their consumable and equipped items.

There are 4 different item types across 3 item levels: **APPAREL**, **WEAPON**, **ARTIFACT** and **CONSUMABLE**. Each type has its own deck, but all share a single destroyed item deck.



APPAREL

HEAD

PROXIMITY BENDER

Teleport within 1 space

When equipped, the explorer has increased armor by 1.

TORSO

AEROMANTLE

You can move through obstacles.

When equipped, the explorer has increased will by 3.

LEGS

ROBOTAILED BOOTS

On any horror event, move up to 1 space.

When equipped, the explorer has increased armor by 1.

Apparel represents protective items for torso, legs, or head.

TORSO has an augment symbol on the **RIGHT SIDE** of the card.
HEAD has an upgrade symbol on the **BOTTOM EDGE** only.
LEGS have an upgrade symbol on the **TOP EDGE** only.

WEAPON

ONE-HANDED WEAPON

PUNCTURING REVOLVER

Attack 2

Add 1 to attack with any augmented weapon. Reduce blocker's armor and will by 2.

TWO-HANDED WEAPON

TELEPORTABULUS

Teleport to any square space.

Arcane attack 2.

When equipped, the explorer has increased will by 1.

Explorers use weapons to attack units (see «Attack» p24).

ARTIFACT

ROTOPOD

Give 1 item to any explorer, that explorer can give 1 item to you.

Remove any destroyed item token.

When equipped, the explorer has increased will by 1.

Artifacts are items with special arcane powers that give explorers an additional edge.

CONSUMABLE

SANGUIVOROUS EGG

Restore 1 health. Lose any number of health and restore that many essence.

Consumables do not need to be equipped before use and are never considered in play. They are destroyed after use.

AUGMENT WEAPON OR APPAREL

PRECISION SCOPE

Weapon can target through obstacles.

LEATHER HOLSTER

Equip any ranged main weapon.

Upgrade or augment any equipped ranged weapon.

When you gain weapon, restore 1 essence.

Augments are weapon or apparel items that are not equipped on their own — they attach to an already equipped weapon or torso apparel bearing a matching augment symbol.

INVENTORY

An explorer can equip only one main item of each item type, with one exception: an explorer may equip two one-handed main weapons at once (each must have a one-hand symbol).

MAIN ITEM

The main item is the bottom-most equipped item. It does not upgrade any other equipped item.

UPGRADES

An equipped item can be upgraded through its vertical upgrade slot with another item of the same type and a matching upgrade symbol.

AUGMENTS

An equipped item can be augmented through its horizontal augment slot with an item bearing a matching augment symbol.

The diagram illustrates an explorer's inventory layout. Equipped items are shown in a vertical stack, while unequipped items are shown in a vertical stack to the right. Upgrade slots are indicated by vertical arrows, and augment slots are indicated by horizontal arrows. The items shown include:

- UPGRADES:** Puncturing Revolver (upgraded by Precision Scope), Teleportabulus (upgraded by another Teleportabulus), and Rotopod (upgraded by another Rotopod).
- AUGMENTS:** Precision Scope (augments Puncturing Revolver), Leather Holster (augments Aeromantle), and Sanguivorous Egg (augments Hobnailed Boots).
- UNEQUIPPED:** Precision Scope, Aeromantle, Leather Holster, Hobnailed Boots, and Sanguivorous Egg.
- EQUIPPED:** Precision Scope, Teleportabulus, Rotopod, and Hobnailed Boots.

INVENTORY EXAMPLE

EQUIPPED WEAPONS

In this example, the explorer has one main weapon and cannot equip a second because the Teleportabulus is two-handed. Instead, the Teleportabulus has been upgraded by attaching the Puncturing Revolver. The upgrade has itself been augmented by the Precision Scope. An augment must always be attached to a compatible weapon item to be equipped.

EQUIPPED APPAREL

The main apparel item (Hobnailed Boots) is upgraded by torso apparel, which is in turn upgraded by head apparel. The torso apparel is augmented with a Leather Holster.

EQUIPPED ARTIFACT

An artifact cannot be upgraded or augmented. Only one artifact can be equipped at a time, and it is always the main item.

UNEQUIPPED ITEMS

Unequipped items are placed vertically in the inventory to distinguish them. Their abilities cannot be used, except for consumables — which can be used even when unequipped. There is no limit to unequipped items.

EXAMPLES OF WRONG COMBINATIONS

The diagram shows several examples of invalid combinations, each marked with a red 'X':

- DISPLACER VEST** (torso) cannot be upgraded by **AEROMANTLE** (torso).
- PUNCTURING REVOLVER** (weapon) cannot be upgraded by **HOBNAILED BOOTS** (apparel).
- RECONNOISSEUR** (weapon) cannot be upgraded by **ARCANE COATING** (apparel).
- DISPLACER VEST** (torso) cannot be augmented by **AEROMANTLE** (torso).
- PUNCTURING REVOLVER** (weapon) cannot be augmented by **HOBNAILED BOOTS** (apparel).
- RECONNOISSEUR** (weapon) cannot be augmented by **ARCANE COATING** (apparel).

A torso cannot upgrade another torso.

A weapon cannot upgrade an apparel.

An augment must have the same augment symbol as the item it attaches to.



INVENTORY EFFECTS

3 USE INVENTORY

Every item, except consumables, must be equipped before its abilities can be used. An explorer can lose 3 stamina to resolve the *use inventory* effect.

Instead of using their own inventory, an explorer may resolve use inventory on an adjacent explorer.

When you resolve use inventory:

- ◆ Unequip all of your items
- ◆ Equip any number of main items
- ◆ Upgrade and augment any number of equipped items
- ◆ Give any number of items to any adjacent explorers

2 TRADE WITH EXPLORER

Exchange any number of items with an adjacent explorer.

If the items were equipped, then they are traded in an unequipped state.

EQUIP MAIN ITEM

An explorer can equip only one main item of each item type, with one exception: an explorer may equip two one-handed main weapons at once (each must have a one-hand symbol).

You may first unequip 1 main item of the same type before equipping a new one.

Whenever a main item is equipped, its «enters play» abilities are immediately resolved (see «Enters play abilities» p20).

UNEQUIP ITEM

When an effect requires you to unequip an item — a specific item or one of your choice — place that item and all its upgrades and augments in your inventory. Unequipped items are rotated to indicate their status.

UPGRADE ITEM

An equipped item can be upgraded through its vertical upgrade slot with another item of the same type and a matching upgrade symbol. Torso apparel cannot be upgraded with another torso apparel item.

You may first unequip 1 upgrade of the same type before upgrading.

Upgrades can themselves be upgraded as long as the upgrade symbols allow (exception: torso can't upgrade another torso).

The upgrading item is treated as equipped, and its «enters play» abilities are immediately resolved.

AUGMENT ITEM

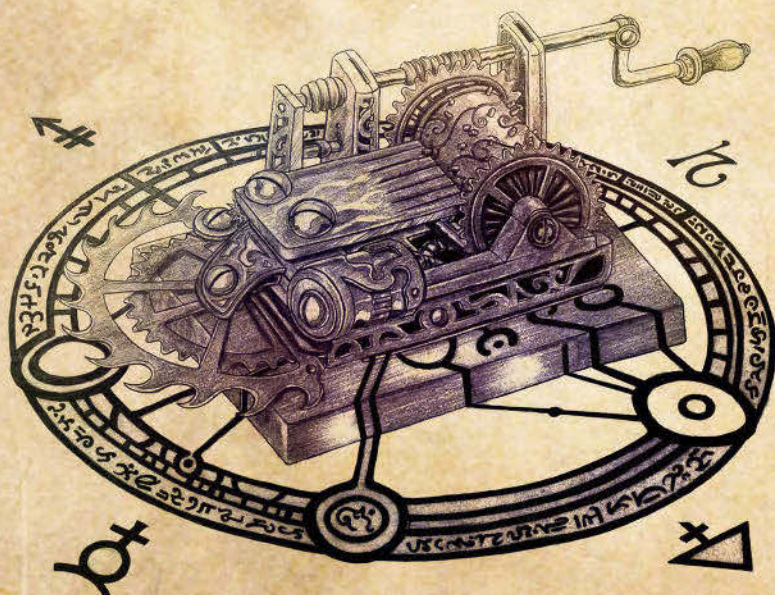
Augment items are identified by their augment symbol on the left edge of the card. Augment cards can never be a main item.

An equipped item can be augmented through its horizontal augment slot with an item bearing a matching augment symbol.

You may first unequip 1 augment with the same symbol before augmenting.

An augment only affects the item it is attached to, unless its card text states otherwise.

The augmenting item is treated as equipped, and its «enters play» abilities are immediately resolved.



GAIN ITEM

- ◆ Draw 2 item cards from the top of any item decks (you can choose the same deck twice)
- ◆ From those 2 cards, choose 1 to either destroy or place on top of its corresponding deck
- ◆ Keep the remaining card or give it to an adjacent explorer. This card is the gained item
- ◆ You may resolve *equip main item* effect using the gained card if it matches your explorer's class item type:

CLASS TYPE	ITEM TYPE
Gunman	Apparel
Bruiser	Weapon
Mystic	Artifact
Crafter	Any item type

ADD ITEM LEVEL

When resolving *add item level 2* or *add item level 3* effects:

- ◆ Remove half of the existing cards from all item type decks
- ◆ Shuffle all new item cards of the indicated level into their corresponding decks

SHUFFLE ITEM DECK

Shuffle each item type deck separately.
Do not include destroyed item cards.

ITEM ABILITIES

Each item can have three types of abilities: «ENTERS PLAY», PASSIVE, and ACTIVE.

«Enters play» abilities resolve each time the item is equipped.

Passive abilities continuously affect the game while the item is equipped.

Active abilities must be played by the item's owner.

TARGETING

If an active or «enters play» ability specifies a target (melee: ☹, ranged: ☹✳, ranged through: ☹✳), all of its effects apply to that target. If no target is specified, all effects apply to the item's owner by default.

OPERATE WORKBENCH

- ◆ Draw the top 3 item cards from any item decks (you can choose the same deck multiple times)
- ◆ You may swap any drawn cards with items from your inventory (equipped or unequipped)
- ◆ Choose 1 card, then keep it or give it to an adjacent explorer
- ◆ Destroy any number of remaining cards, then place the rest on top of their corresponding decks in any order
- ◆ Resolve *use inventory* effect

GAIN ITEM EXAMPLE



Kim activates adjacent chest for 3 stamina. She restores 1 essence, and resolves *gain item* effect.



Kim's kept card is an apparel «Proximity Bender».



As her class is a gunman, she can equip it immediately as her main apparel (using the *equip main item* effect of gain item, without losing any stamina).



If she chooses to equip «Proximity Bender» through the *gain item* effect, «Hobnailed Boots» (main apparel) would have to be unequipped (together with its upgrades and augments).

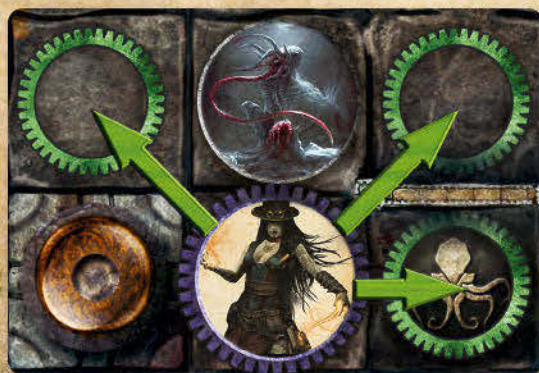
She can always lose 3 stamina to resolve *use inventory* effect which would enable her to equip any number of main items, and then upgrade or augment any number of equipped items.

ACTIONS ON MAP TILE



Unless the unit is immobile, it can spend 1 stamina to move in any direction (diagonal or orthogonal) to an adjacent, unoccupied, and passable space (see «Adjacent» p22).

Units cannot move through barriers and obstacles (see «Obstacle» p22).



MOVE THROUGH EFFECTS

Some abilities will enable you to move through obstacles or impassable spaces to reach an unoccupied, passable space (see «Ethereal» p25).



You can't end your turn on top of the pit space, and you would be destroyed if you are teleported, pushed or pulled into a pit. You still need to lose 1 stamina to move on top of the pit space, and 1 stamina to move away to a non-pit space; it is only when moving from one pit space to another that you do not lose stamina.



When an explorer is on the unexplored edge of a map tile that does not contain an entry or exit token, it is possible to explore further for 2 stamina. In that case, draw a map tile and join it with the exploring map tile edge in a position where its direction symbol is adjacent to the activating explorer.

While additional map tiles are explored, they can represent a playing area of maximum 2x2 map tiles. It is possible to explore even further with the concept of scrolling map tiles.



Map joining example — step 1



Map joining example — step 2

SCROLL MAP TILE

The playing area (2x2) can be scrolled by destroying some of the placed map tiles while a new map tile is explored. The only requirement is that there are no explorers on the destroyed map tiles.

If there are monsters on the destroyed map tiles, then they are banished (see «Banish monster» p19).

When you destroy map tiles, flip them and place them on the bottom of the map tile deck.



The playing area is already 2x2, and Phillip resolves an *explore map tile* effect. As there are no explorers on the bottom map tiles, the effect is resolved by first banishing all monsters on the bottom map tiles, and then those map tiles are destroyed. Only then does Phillip draw a new map tile and join it with the exploring map tile edge from his position.



When standing on top of the exit token, an explorer can exit a map tile for 2 stamina (see «Place exit token» p28). Remove the explorer figure from the playing area. Skip the explorer's turn and ignore effects on them if their figure is removed from the playing area (skip Spawn phase roll for that explorer).

MAP SPACE EFFECTS

REFRESH MAP SPACE

If a map space is refreshed (for example by some specific card ability), then remove all the destroyed tokens on top of it.

DESTROY MAP SPACE

If a map space is destroyed, then place a destroyed token on top of it.

If a destroyed map space was a spawn space, place two destroyed tokens on top of it. If there is a unit on top of the destroyed spawn space, destroy that unit.

A destroyed map space counts as an obstacle that doesn't obstruct line of sight, and can't be interacted with.

TREAT MAP SPACE

A map space can be treated as another type of a map space (it stops having its initial features).

Treat *pile of bodies* map space as a rubble

A map space can also have additional features of other types of map spaces.

You can treat chest also as an exploding barrel

MAP TILE ELEMENTS

MOVEMENT AND LINE OF SIGHT

PASSABLE

A space or border through which units can move. Passable spaces or borders do not block the line of sight.

OBSTACLES

A space or border through which units can not move. An obstacle does not block the line of sight. Units and destroyed spaces count as obstacles.

BARRIERS

Units can not move through these borders and spaces. Barriers block line of sight.

Treat the unexplored edge of a map tile, and any unidentifiable map space / area as a barrier.



FLOOR TILE (passable)

The default passable space through which units move.



WALL (barrier)

A wall is a type of map space border which separates map spaces and obstructs the line of sight.



RUBBLE (barrier)

Rubble is an impassable space that obstructs the line of sight. Treat any unidentifiable map space or area as rubble.



TRAPPED SPACE (passable)

When traps are triggered, every unit on a trapped space may be attacked — both by the activating unit and potentially by other explorers adjacent to trap levers (see «Trigger traps» p37).



PIT (passable)

A unit that moves, is pushed, pulled, or teleported into a pit is destroyed. Mindless monsters will never move themselves into a pit (see «Mindless monsters» p16).



EXPLODING BARREL (obstacle)

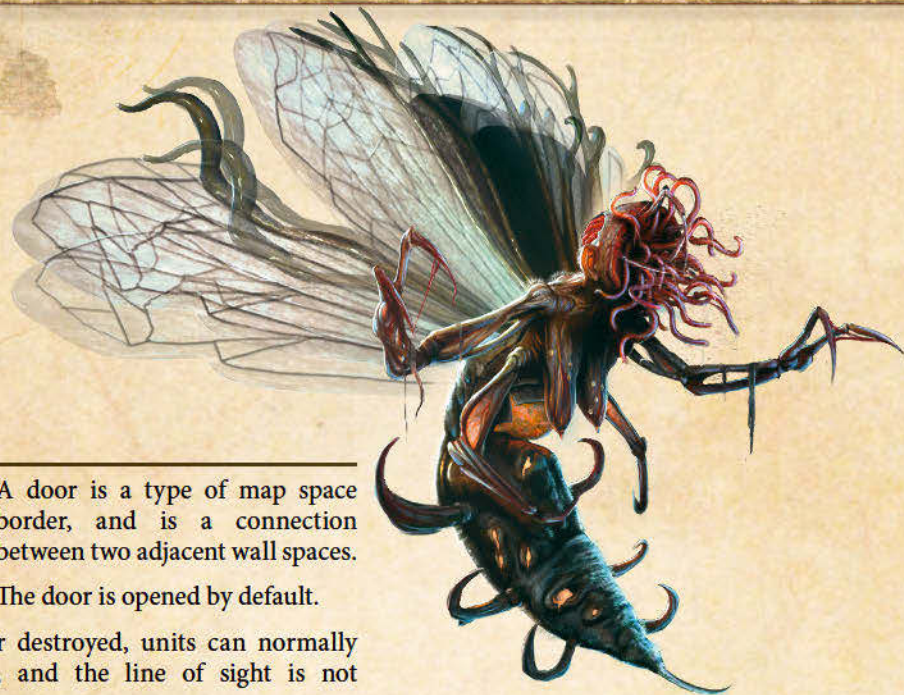
It is a special type of unit that can only be attacked (see «Attack» p24). The attack roll on an exploding barrel must be at least 1 to score a

hit. When an exploding barrel is hit:

- ♦ Attack each unit adjacent to the exploding barrel space for **3**
- ♦ Place a destroyed token on top of the exploding barrel space

When a unit is pushed or pulled into an exploding barrel, treat it as though it is hit.

If a barrel is hit from an arcane attack, the explosion also counts as an arcane attack.



DOOR



A door is a type of map space border, and is a connection between two adjacent wall spaces.



The door is opened by default.

When opened or destroyed, units can normally pass through it, and the line of sight is not obstructed.



When closed, the door acts as a wall.

Any unit adjacent to the door can destroy a closed door for 4 stamina. When a unit destroys a closed door, replace the closed door figure with a destroyed door token. Units cannot activate a door with a destroyed door token on top of it.



SPAWN SPACE (passable)

When you spawn a monster (example: during a spawn phase), place the monster's figure on your nearest spawn space (see «Spawn monster» p13).

EFFECT: OPEN/CLOSE DOOR



If a door is open (door token is not placed on it), an explorer adjacent to it (see «Adjacent» p22) can use 2 stamina to resolve *close door* effect and place a closed door figure.

If a door is closed (has a closed door figure on it), it acts as a wall. An explorer adjacent to a closed door can use 2 stamina to resolve *open door* effect by removing the closed door figure.

Mindless monsters can only destroy closed doors for 4 stamina (see «Mindless monsters» p16).

Scheming monsters can open and close doors for 3 stamina. Additionally, they can destroy opened or closed doors for 4 stamina (see «Scheming monsters» p15).

EFFECT: SEAL SPAWN SPACE

An explorer can seal an adjacent spawn space for 3 stamina and by losing 4 essence (see «Contributing explorers» p19).

When the explorer seals a spawn space:

- ◆ Decrease the monster threat by 1 (to a minimum of 1)
- ◆ If there is a unit on top of the sealing spawn space, destroy it
- ◆ Destroy a spawn space by placing two destroyed tokens on top of it (to differentiate between other map spaces)
- ◆ Resolve *light chapter* effect

A destroyed spawn space counts as an obstacle.



CHAPTER SPACE (obstacle)

Chapter space is usually used to progress to the next chapter. It can be in 3 different states: **UNLIT** (no token on top of it), **LIT** (light token is on top of it), and **DESTROYED** (destroyed token is on top of it).



UNLIT



LIT



DESTROYED

Lighting a chapter space (for example by sealing a spawn space) substantially lowers the cost of its activation.

When explorer activates an adjacent chapter space:

- ◆ For an unlit chapter space the activating explorer loses 3 stamina and 3 essence (see «Contributing explorers» p19). Put a destroyed token on top of it
- ◆ For a lit chapter space the activating explorer only loses 1 stamina. Flip the light token to the destroyed side
- ◆ If an exit token is placed on any map tile or the current chapter is a blocking chapter (see «Blocking chapters» p29), skip further steps
- ◆ Advance to the next chapter by flipping the current chapter to the top side of chapter board (see «Chapter board» p7)
- ◆ Resolve next chapter's «enters play» abilities and reset its spawn and horror rating sliders

EFFECT: LIGHT CHAPTER



Light chapter effect is resolved by sealing a spawn space or some specific card ability.

When the explorer resolves *light chapter* effect, put a light token on a chapter space with no tokens on top of it.

An explorer may only choose the nearest chapter space on their map tile (see «Nearest» p22).

Units on a map tile with a lit chapter space can target ethereal units.

ACTION SPACES

Action spaces are obstacles that can be activated. Once activated, the action space is destroyed (place a destroyed token on it).



WORKBENCH

Explorers can activate an adjacent workbench for 3 stamina to resolve *operate workbench* effect.



EVENT SPACE

Activate an adjacent event space for 2 stamina to either:

- ◆ Restore 1 essence and resolve *invoke explorer event* effect, OR
- ◆ Roll a game die.

EFFECT: OPERATE WORKBENCH

- ◆ Draw the top 3 item cards from any item decks (you can choose the same deck multiple times)
- ◆ You may swap any drawn cards with items from your inventory (equipped or unequipped)
- ◆ Choose 1 card, then keep it or give it to an adjacent explorer
- ◆ Destroy any number of remaining cards, then place the rest on top of their corresponding decks in any order
- ◆ Resolve *use inventory* effect



TRAP LEVER

Explorers can activate an adjacent trap lever for 2 stamina to resolve *trigger traps* effect.

Scheming monsters can activate trap lever for 3 stamina (see «Scheming monsters» p15).

Activate a trap lever when a unit would be pushed or pulled to it.

EFFECT: TRIGGER TRAPS

- ◆ Attack all units on top of trapped spaces on the activating unit's map tile for 3. If there is no activating unit (for example by invoking horror event), attack units on top of trapped spaces on all map tiles.
- ◆ Then, for each other explorer that is adjacent to a trap lever on any map tile, that explorer attacks all units on trapped spaces on their map tile with 3.

EFFECT: GAIN ITEM

- ◆ Draw 2 item cards from the top of any item decks (you can choose the same deck twice)
- ◆ From those 2 cards, choose 1 to either destroy or place on top of its corresponding deck
- ◆ Keep the remaining card or give it to an adjacent explorer. This card is the gained item
- ◆ You may resolve *equip main item* effect using the gained card if it matches your explorer's class item type: Gunman — Apparel, Bruiser — Weapon, Mystic — Artifact, Crafter — any item type



RECHARGE STATION

An explorer can activate an adjacent recharge station for 1 stamina to resolve *recharge* effect.

EFFECT: RECHARGE

- ◆ Roll and resolve the recharge die
- ◆ Trade with any explorer adjacent to either a recharge station (including the activated one) or a workbench, on any map tile.
- ◆ Resolve *use inventory* effect

IF THE ROLL IS EQUAL TO OR HIGHER THAN THE CURRENT HORROR RATING:

Reduce monster threat by 1, otherwise: resolve *reinvoke horror event* effect.

EFFECT: INVOKE EXPLORER EVENT

- ◆ Draw a card from the explorer event deck. If there are no available cards in the deck, then shuffle the destroyed explorer event cards to create a new one
- ◆ If it is a binding event, then the activating explorer takes the event card (see «Binding events» below), otherwise:
- ◆ Place the card face up on top of the destroyed explorer event deck. It is now the current explorer event
- ◆ Resolve its «enters play» card abilities (see «Enters play abilities» p20)

EFFECT: REINVOKE EXPLORER EVENT

Resolve «enters play» abilities of the current explorer event card.

BINDING EVENT

Some explorer events have a binding indicator. The activating explorer takes the event card, and places it next to their explorer card. The event's abilities are now treated as though they are part of their explorer card.



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- Abilities** (Rule text altering game state; Passive, Enters play, Active) 20, 23
- Action Spaces** (Interactable map obstacles; destroyed after activation) 18–19
- Active Abilities** (Deliberately played at a cost) 23
- Adjacency / Adjacent** (Space/border next to unit; must have line of sight) 24
- Adjacency Across Map Tiles** (Units on connected edges are adjacent) 25
- Add Item Level** (Halve existing decks; shuffle in new level items) 20, 21
- Apparel** (Protective items; Torso, Legs, Head) 19
- Arcane Attack** (Attack blocked by target's Will attribute) 14
- Armor** (Attribute; deflects physical attacks) 12
- Artifact** (Magical items; no upgrade/augment slots) 19
- Attack** (Effect; roll dice vs Armor/Will; hit inflicts -1 health) 14
- Attributes** (Armor, Will, Stamina, Health, Essence) 12
- Augment Item** (Inventory Effect; attach to matching horizontal slot) 20
- Augments** (Attachable items for weapons or apparel) 19, 20

B

- Banish Monster** (Remove from map; no essence gained; not considered destroyed) 13
- Barrier** (Impassable map space/border; blocks line of sight) 16, 24
- Binding Events** (Event card attaches to explorer; adds abilities to unit) 22
- Blocking Chapter** (Cannot advance via chapter space; specific condition required) 21
- Bruiser** (Explorer class; main item type: Weapon) 20

C

- Cards In Play** (Unit cards, equipped/consumable items, active events, current chapter) 25
- Chapter Abilities** (Passive, Enters play, or Active available to all explorers) 21
- Chapter Effects** (Reset ratings, Place entry/exit, Start round, Enter endgame) 21
- Chapter Space** (Map obstacle; Activate: Lit 1 stamina, Unlit 3 stamina/3 essence) 18
- Chapters** (Story progress cards; set base spawn/horror ratings) 12, 21
- Chest** (Action Space; Activate: 3 stamina; Resolve: Gain item, Restore 1 essence) 18
- Closest** (Targeting; count movement path spaces; ignore units/closed doors) 12, 24, 28
- Closed Door** (Barrier border; blocks sight/movement; Open: 2 stamina, Destroy: 4 stamina) 17
- Conditional Effects** (Resolves different effects based on trigger/state) 26
- Consumable** (Item; use directly from inventory; destroyed after use) 19

- Contributing Explorers** (Adjacent willing explorers pay essence cost for activating explorer) 12
- Control Monster** (Effect; explorer controls monster's next turn; overrides scheming) 27
- Counted Condition** (Place count tokens; resolves effect(s) when target number reached) 26
- Crafter** (Explorer class; main item type: Any) 20

D

- Default Chapter** (Advance by activating chapter space) 21
- Destroy**
 - Destroy Map Space** (Effect; place destroyed token; becomes non-interactable obstacle) 16
 - Door** (Map border; open/destroyed: passable, closed: barrier) 17
 - Door, Close** (Effect; 2 stamina; places closed figure, becomes barrier) 17
 - Door, Destroy** (Effect; 4 stamina; place destroyed token, becomes passable) 17
 - Door, Open** (Effect; 2 stamina; removes closed figure, becomes passable) 17

E

- Effect Roll** (Roll d10; resolve effect if result \geq target value) 26
- Effects** (Mechanics that change the game state) 26–27
- Enter Endgame** (Chapter Effect; place endgame tile, setup scenario cards) 21
- Enters Play Abilities** (Resolve every time card enters play) 23
- Equip Main Item** (Inventory Effect; unequip current, place new main item) 20
- Essence** (Attribute; used for costs, attack boosts, and as substitute for health loss) 12
- Ethereal** (Untargetable unless specified; affected by non-targeted effects) 12, 27
- Ethereal, Moving Through** (Passable, but cannot end movement on them) 27
- Event Space** (Action Space; Activate: 2 stamina; Restore 1 essence & invoke explorer event OR roll to decrease monster threat) 19
- Exit Map Tile** (Action; 2 stamina on exit token; removes explorer) 16
- Exploding Barrel** (Map obstacle; Hit: 3H to adjacent units; arcane hit = arcane explosion) 17
- Explore Map Tile** (Action; 2 stamina on unexplored edge; attach new tile) 16
- Explorer Event** (Card drawn via Event Space; becomes current explorer event) 19
- Explorer Death** (0 Health; removed, inventory destroyed, player controls scheming monsters) 13
- Explorer Markers, Using** (Track explorer lasting effects; reset start of Explorer phase) 27
- Explorer Phase** (Reset stamina/explorer markers, take turns spending stamina for actions) 11, 22

F

- Floor Tile** (Passable map space; does not block line of sight) 17

G

- Gain Item** (Effect; Draw 2, keep 1, destroy/deck 1; auto-equip if class matches) 20
- Gunman** (Explorer class; main item type: Apparel) 20

H

- Health** (Attribute; damage sustained before death; restored via specific abilities) 12
- Horror Event** (Card drawn in Horror Phase; becomes current horror event) 23
- Horror Markers, Using** (Track monster/horror lasting effects; reset start of Horror phase) 27
- Horror Phase** (One roll d10; invoke horror event if equal or greater than current horror rating) 11, 23
- Horror Rating** (Value to match/beat in Horror phase) 7, 23

I

- Immobile Units** (Cannot move, be pushed, or be pulled) 16, 27
- Increase Monster Threat** (Effect; advance threat slider; reaching last position increases monster level) 23
- Inventory** (Equipped main items, upgrades, augments, unequipped items, consumables) 19–20
- Invoke Explorer Event** (Effect; draw and resolve explorer event; bind or becomes current explorer event) 22
- Invoke Horror Event** (Effect; increase monster threat; draw and resolve horror event; becomes current horror event) 23
- Item** (Weapon, Apparel, Artifact, Consumable; must be equipped to use abilities, except consumables) 19

K

- Kill** (Effect; destroying a unit directly or indirectly) 27

L

- Lasting Effects** (Persists until next phase; tracked by markers; limited stacks) 26–27
- Light Chapter** (Effect; place light token on unlit chapter space; lowers activation cost) 18
- Line of Sight** (Center-to-center line between spaces; blocked by barriers, not obstacles) 16, 24
- Lose the Game** (Conditions; all explorers dead or endgame defeat condition met) 4

M

- Main Item** (Bottom-most equipped item; one per type except one-handed weapons) 19
- Map Tile Elements** (Passable, Obstacles, Barriers) 16–19
- Map Tile Scope** (Abilities; untargeted abilities from a unit affect its current map tile by default) 25
- Melee Targeting** (Target must be adjacent to or same as activating unit) 25
- Mindless Monsters** (Default behavior: find closest target, establish path, execute step by step) 28
- Monster Behavior** (Mindless execution if no dead explorers vs Player-controlled Scheming) 28

Monster Death (0 Health; destroyed; rewards 1 essence if on explorer turn) 13

Monster Phase (Activate all monsters in queue order) 11, 28

Monster Queue (Activation order; new monsters added to end of line) 28

Monster Threat (Slider; max position triggers monster level increase) 7, 23

Move (Action; 1 stamina per space; cannot enter barriers/obstacles) 16

Move Through Effects (Ignore obstacles/unpassable spaces during movement pathing) 16

Multiple Blockers (Attack; one dice roll result applied to all affected units) 27

Multiple Effects (Resolve sequentially in written order) 26

Multiple Targets (Abilities; effect resolves individually on each selected target) 25

Mystic (Explorer class; main item type: Artifact) 20

N

Nearest (Targeting; count direct spaces, ignore barriers and obstacles) 24

Nearest Spawn Space (Targeting; direct count ignoring barriers/obstacles) 22

O

Obstacle (Impassable space/border; does not block line of sight) 16, 24

Operate Workbench (Effect; draw 3, swap, keep 1, destroy rest, resolve use inventory) 20

Ownership and Scope (Abilities; untargeted ability scope defaults to map tile) 25

P

Passable (Map space/border allowing movement; does not block line of sight) 16

Passive Abilities (Continuously influence the game; no cost) 23

Physical Attack (Default attack; blocked by Armor attribute) 14

Pit (Map passable space; units moved/pushed/pulled into it are destroyed) 17

Place Entry Token (Chapter Effect; draw tile, place token, place explorers) 21

Place Exit Token (Chapter Effect; blocks chapter; placed on unexplored edge) 21

Playing Outside Your Turn (Play 0-stamina active abilities between any actions) 22

Progress to Next Chapter (Activate chapter space or meet blocking chapter condition) 21

Pull (Effect; move unit directly towards activating unit/space) 27

Push (Effect; move unit directly away from activating unit/space) 27

R

Range, Ranged (Targeting; up to X spaces; blocked by barriers and obstacles) 25

Range, Ranged Through (Targeting; up to X spaces; ignores obstacles, blocked by barriers) 25

Recharge Station (Action Space; Activate: 1 stamina; Resolve: Recharge effect) 19

Recharge (Effect; roll recharge die, trade with adjacent, use inventory) 19

Refresh Map Space (Effect; remove all destroyed tokens from space) 16

Reinvoke Explorer Event (Effect; resolve 'enters play' of current explorer event) 22

Reinvoke Horror Event (Effect; resolve 'enters play' of current horror event) 23

Reset Spawn/Horror Ratings (Revert slider to default values from current chapter) 21

Resolving Ambiguity (Explorers always choose outcomes for any ambiguity) 28

Rubble (Map barrier; blocks movement and line of sight) 17

S

Scheming Monsters (Dead players manually control monsters, open doors, trigger traps) 28

Scroll Map Tile (Destroy unoccupied tiles to explore beyond 2x2 limit, banish monsters) 16

Seal Spawn Space (Effect; 3 stamina/4 essence; destroy unit/space, -1 threat, light chapter) 17

Shuffle Event Deck (Shuffle destroyed events back into draw deck) 20

Shuffle Item Deck (Inventory Effect; shuffle specific deck, exclude destroyed cards) 20

Spawn Monster (Effect; draw monster, place at end of queue, place on nearest spawn) 22

Spawn Phase (Roll d10 vs current spawn rating per explorer; spawn if equal or greater than current spawn rating) 11, 22

Spawn Rating (Value to match/beat on d10 in Spawn phase) 7, 22

Spawn Space (Map passable space; new monsters placed here) 17

Stamina (Attribute; action points; resets every round; 0 ends turn) 12

Start a New Round (Chapter Effect; reset stamina/markers, skip to Explorer phase) 21

Switch Positions (Effect; swap activating and target unit figures) 27

T

Take (Effect; search deck/discard for specific card, then shuffle) 27

Targeting (Rules for selecting units/spaces: melee, ranged, ranged through) 24–25

Teleport (Effect; move to passable space ignoring barriers/obstacles) 27

The End (Game End; all surviving explorers win) 21

Trade with Explorer (Inventory Effect; 2 stamina; give/receive items with adjacent explorer) 19

Trap Lever (Action Space; Activate: 2 stamina; Resolve: Trigger traps) 18

Trapped Space (Map passable space; units on top attacked when trap triggered) 17

Treat Map Space (Effect; changes space type, removes original features) 16

Trigger Traps (Effect; 3H attack on all units on trapped spaces; adjacent explorers at other trap levers trigger secondary 3L attacks) 18

Two Targets (Abilities; same target can be chosen both times) 25

U

Use Inventory (Action; 3 stamina; unequip, equip, upgrade, augment, give items) 20

Units (Explorers and Monsters) 12

Unequip Item (Inventory Effect; return item and attached augments/upgrades to inventory unequipped) 20

Upgrade Item (Inventory Effect; attach to matching vertical slot) 20

Upgrade Slot (Vertical connection point for items of same type) 19

V

Victory (Conditions; complete endgame condition or final chapter effect) 4

W

Wall (Map barrier border; blocks movement and line of sight) 17

Win the Game (Conditions; all surviving explorers share victory) 4

Will (Attribute; deflects arcane attacks) 12

Workbench (Action Space; Activate: 3 stamina; Resolve: Operate workbench) 19

Wounded (Unit Status; missing at least 1 health) 12

GAME ROUND (P12-P15)

EXPLORER PHASE

SPAWN PHASE


HORROR PHASE

MONSTER PHASE

ATTRIBUTES (P18)

 ARMOR

 WILL

 ESSENCE

 HEALTH

 STAMINA

ITEM TYPES (P30)

 APPAREL

 WEAPON

 ARTIFACT

 CONSUMABLE

 AUGMENT WEAPON/
APPAREL

GAME SETUP (P8)

CHOOSE A SCENARIO

CHOOSE EXPLORERS

SETUP ITEM DECKS

SETUP MONSTER DECKS

SETUP MAP TILE DECK,
AND STARTING MAP TILE

STARTING THE FIRST CHAPTER

ABILITY ICONS

 LASTING EFFECT (P27)

 MELEE TARGETING (P23)

 RANGED TARGETING (P23)

 EFFECT ROLL (P26)

 COUNTED CONDITION (P26)

 UNEQUIP (P32)

 DESTROY (P24)

 HIGH ATTACK (P24)

 LOW ATTACK (P24)



DOOR



WALL

ABILITY TYPES (P20)

COST EFFECT(S) ACTIVE ABILITY

EFFECT(S) PASSIVE ABILITY

 EFFECT(S) «ENTERS PLAY» ABILITY

GAME EFFECTS

Add item level (p28)
Attack (p14)
Augment item (p32)
Banish monster (p19)
Control monster (p25)
Destroy (p24)
Enter endgame (p28)
Equip main item (p32)
Ethereal (p25)
Exit map tile (p34)
Explore map tile (p34)
Gain item (p33)
Increase monster threat (p14)
Invoke explorer event (p37)
Invoke horror event (p14)
Kill (p35)
Light chapter (p36)
Move / Move through (p34)
Open / Close door (p36)
Operate workbench (p32)
Place entry/exit token (p28)

Push / Pull (p35)
Recharge (p37)
Refresh map space (p35)
Reinvoke explorer event (p37)
Reinvoke horror event (p14)
Reset spawn/horror ratings (p28)
Seal spawn space (p36)
Shuffle event deck (p37)
Shuffle item deck (p32)
Spawn monster (p13)
Start a new round (p28)
Switch positions (p35)
Take (p35)
Teleport (p35)
The End (p28)
Trade with explorer (p32)
Treat map space (p35)
Trigger traps (p37)
Unequip item (p32)
Upgrade item (p32)
Use inventory (p32)

MAP ELEMENTS (P35-P37)



CHEST



EVENT SPACE



RECHARGE
STATION

Action Spaces



PASSABLE
SPACE



PIT



RUBBLE



SPAWN SPACE



EXPLODING
BARREL



TRAPPED
SPACE



CHAPTER
SPACE



TRAP LEVER



WORKBENCH