

CHAOS KINGS

Core Rulebook - NOT FINAL RULES (Playtest Rules)

Chaos Kings is a dynamic skirmish wargame. Set in the dystopian realm of Neurogard, each player commands a unique force of highly detailed models. Victory is achieved through tactical positioning and the strategic deployment of Chaos Orbs—powerful artifacts that grant game-changing advantages. To win, you must outmaneuver your opponent, secure key battlefield objectives, and eliminate the opposition.

SECTION 1: YOUR FORCE

This section explains what a Force is, how it is constructed, and how models within a Force function during a game of Chaos Kings.

WHAT IS A FORCE

A **Force** represents everything a player controls during a game, including:

- Models on the battlefield
- Models in the Garrison
- Chaos (CHS)
- Neuroessence (NRO)
- Chaos Cards

All rules that reference a Force apply to the controlling player and all models they control.

MODEL CATEGORIES

All models belong to one of the following categories. These categories are mutually exclusive unless a rule explicitly states otherwise.

SOLOS

Solos are independent elite combatants that operate alone on the battlefield.

- Solos are deployed through Portals.
- Solos draw Neuroessence from their Force's shared Neuroessence Pool.
- Solos follow all standard activation, movement, and combat rules.

Stunned Solos

- When a Solo becomes Stunned, its controlling player must immediately choose one:
 - Leave the model on the battlefield, or
 - Remove the model from play and return it to the Garrison.
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ENCEPHALOCKES

Encephalockes are rare and powerful leaders who anchor a Force's identity and strategy.

Force Construction Rules

- Each Force must include two Encephalockes.
- Only one Encephalocke may be on the battlefield at any time.

Battlefield Rules

- Encephalockes are deployed through Portals.
- Encephalockes generate Neuroessence normally while on the battlefield.

Stunned Encephalockes

- When an Encephalocke becomes Stunned, its controlling player must immediately choose one:
 - Leave the model on the battlefield, or
 - Remove the model from play and return it to the Garrison.
 - If removed in this way, that Encephalocke may not be summoned again during the same Round.
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FREEBLADES

Freeblades are mercenary models that fight alongside a Force without fully integrating into its command structure.

Force Construction

- Any number of Freeblades may be included in a Force's Garrison.

Battlefield Restriction

- A Force may have only one Freeblade on the battlefield at any time.

Allegiance

- Freeblades are always considered Friendly models.
- Freeblades are never considered Allied models.

Rules Interaction

- Freeblades may benefit from rules that reference Friendly models.
- Freeblades may not benefit from rules, abilities, auras, or Chaos Cards that reference Allied models.

Resource Use

- Freeblades draw and contribute Neuroessence to and from the Force's shared Neuroessence Pool.
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THE GARRISON

The Garrison represents all models in a Force that are not currently on the battlefield.

- All models begin the game in the Garrison.
 - Models enter play only by being Summoned through Portals.
 - A Force may have no more than 10 models in its Garrison at any time.
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REINFORCEMENTS

Any model currently in the Garrison is considered a Reinforcement.

- Reinforcements do not generate Neuroessence.
 - Reinforcements cannot be targeted or affected by rules unless explicitly stated.
 - Reinforcements may enter play only via Summoning unless a rule states otherwise.
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EXAMPLE: FORCE COMPOSITION

A legal Force might include:

- 2 Encephalockes
- 5 Solos
- 3 Freeblades

During the game:

- Only 1 Encephalocke may be on the battlefield.
 - Only 1 Freeblade may be on the battlefield.
 - The remaining models stay in the Garrison until Summoned.
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SECTION 2: CORE RULES, DICE, & RULES HIERARCHY

This section defines the universal rules that govern all gameplay in Chaos Kings. These rules establish how dice are rolled, how conflicts between rules are resolved, and how timing and priority function.

DICE

Chaos Kings uses standard six-sided dice (D6).

Rolling a D3

Some rules require a D3 roll.

To roll a D3:

1. Roll 1D6.
2. Divide the result by 2, rounding up.

D6 Result	D3 Result
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1–2	1
3–4	2
5–6	3

RULES HIERARCHY

When two or more rules conflict, resolve the conflict using the following order of precedence:

1. **Model Profile Cards**
2. **Chaos Cards**
3. **Mission Rules**
4. **This Rulebook**
5. **Tournament FAQ / Errata**
6. **Judge Ruling**

If two rules at the same level conflict, the more specific rule takes precedence.

Example:

A model ability that modifies “this model’s melee attacks” overrides a general rule that affects all melee attacks.

APPLYING RULES

Non-Stacking Rules

- If a model is affected by multiple instances of a rule with the same name, apply the effect only once.
- Additional instances are ignored unless the rule explicitly states that it stacks.

Stat Floors

- No stat may be reduced below 0 unless explicitly stated.
 - Dice pools may never be reduced below 1D6.
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SPORTSMANSHIP AND SHARING INFORMATION

Although Chaos Kings simulates violent battles between rival forces fighting for the fate of the 11 Kingdoms of Neurogard, you should still strive to be a good sport in all aspects of the game.

SPORTSMANSHIP

- It's a Friendly Competition: Remember, Chaos Kings is a game for fun and friendly competition.
 - Good Sportsmanship: Win or lose, always be a good sport.
 - Communication: Clear communication and intent are key to smooth gameplay.
 - Fair Play: Always be honest and transparent, especially when sharing information about your models.
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OPEN INFORMATION & GAME INTEGRITY

Chaos Kings is designed for casual and competitive play and requires clear communication.

Open Information

Players must accurately share the following upon request:

- Model stats and abilities
- Active effects and conditions
- Chaos Cards that have been played

Information is hidden only if a rule explicitly states that it is hidden.

TOKENS & MARKERS

Tokens are mandatory game state indicators and represent:

- Conditions
- Chaos Orbs
- Activation status
- Ongoing effects
- Sustained effects

Tokens should be placed next to the affected model or element and must be clearly visible.

GAME AIDS:

- A player may use up to 2 proxy bases and 2 measuring tools during their turn.
 - You may not use proxy bases or measuring tools during your opponent's turn.
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ACTIVE & INACTIVE PLAYER

Understanding who controls timing is critical.

- **Active Player:**
 - During an activation: the player currently activating a model.
 - During an attack: the controller of the attacking model.
 - Outside of an Attack: The player whose turn it is is the active player. The other player is the inactive player.
- **Inactive Player:** the opposing player.

Active/Inactive status does not change until all effects triggered by the current action or attack are fully resolved.

SIMULTANEOUS EFFECTS & PRIORITY

When multiple effects trigger at the same time:

1. The Active Player resolves all of their triggered effects in any order.
2. The Inactive Player then resolves all of their triggered effects in any order.

Repeat this process until all triggered effects are resolved.

EXAMPLE: SIMULTANEOUS EFFECTS

A model is hit by an attack that:

- Inflicts Knocked Down, and
- Triggers a Chaos Ability on hit

The Active Player resolves their effects first. After those are completed, the Inactive Player resolves their triggered effects.

SECTION 3: MODEL PROFILE CARDS & STATS

This section defines how to read and use Model Profile Cards. All models in Chaos Kings have a profile card. An example of a model's profile card is shown here, along with an explanation of the abilities and stats that appear on it.

MODEL PROFILE CARDS

Each model in Chaos Kings is represented by a Model Profile Card. All information on the card is authoritative unless modified by a rule or effect.

A Model Profile Card includes:

- Model Name
- Model Type(s)
- Stats
- Weapons
- NeuroChaotic Actions
- Character Abilities
- Action Line
- Keywords

If a Profile Card rule conflicts with this rulebook, the Profile Card takes precedence.

STATS

SPEED (SPD)

This represents the tool you select when advancing a model during its activation.

Format: X / Y SPD

- X: March distance (free advance)
 - The number represents the template you select when executing a March.
- Y: Dash distance (costs 1 NRO)
 - The number represents the template you select when executing a Dash.

A model may perform one March and one Dash per activation, in any order.

TELEKINETIC THROW (TKT)

Shown as a number and a template.

Format: X / Y TKT

- X: Dice pool used when performing Telekinetic Throws
 - Y: Range template used for Telekinetic Throws and terrain interaction
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ATTACK STATS

All attack stats use the same structure.

Melee Attack (MTK)

Format: X / Y+ MTK

Ranged Attack (RTK)

Format: X / Y+ RTK

NeuroChaotic Attack (NCTK)

Format: X / Y+ NCTK

- X: Dice pool
- Y+: Target Number (TN)

Target Number (TN): Each die rolled that meets or exceeds this value generates one success.

EVASION (EVA)

Format: X / Y+ EVA

- X: Dice pool
 - Y+: Target Number (TN) used to avoid attacks.
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ARMOR (ARM)

Format: X ARM

- ARM reduces the number of net hits after EVA is applied.
 - ARM never reduces net hits below 0 unless explicitly stated.
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EXAMPLE: EVA & ARM

An attack generates 6 successes.

- Defender rolls EVA and generates 2 successes.
- Remaining successes: 4
- Defender has 2 ARM.
- Net Hits: 2

The attacker may select any Action Line column of 2 or fewer.

NEUROESSENCE (NRO)

Format: X / Y NRO

- X: This is the Base Neuroessence a model generates each Round while on the battlefield.
- Y: This is the Maximum amount of NRO the model may hold.

NRO is generated into a shared Force pool and transferred to models from the Neuroessence Pool during the First Phase.

WOUNDS (WDS)

A model's wounds, or WDS, represents the total health of the model. This is shown on its card as a number of cells also known collectively as the Wound Tracker. When a model suffers damage, mark a number of wounds equal to the damage total.

Format: X WDS

- Represents a model's health.
 - When all Wounds are marked, the model becomes Stunned.
 - Wounds are marked from right to left on the Wound Tracker.
 - Current wounds are measured from left to right.
 - A model is wounded when one or more cells on its Wound Tracker are marked.
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REGENERATION LEVEL

Some Wound Tracks include a colored cell indicating the model's Regeneration Level.

- When regenerating from Stunned, the model regenerates Wounds up to this level, including the colored cell.
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SIZE (SIZE)

The physical size of the model. This is used in movement and for determining line of sight.

Format: X SIZE

- Determines Line of Sight
- Determines interaction with terrain

BASE SIZE (BS)

Chaos Kings uses standardized base sizes:

- 1.5
- 1.75
- 2

A model's Base Size is printed on the back of its Profile Card.

RANGE (RNG)

Every model has a range associated with its weapon. The numbers represent the template you select when measuring range to a model, terrain piece, or scenario element.

Format: X / Y RNG

- X: Standard range template
- Y: Extended range template

Attacks made at extended range suffer penalties defined in the Combat rules.

VICTORY POINT VALUE (VPV)

Format: X VP

- Indicates the amount of Victory Points a player is awarded for Stunning a model.
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MODEL TYPES

Model Types describe a model's battlefield role and interactions.

Examples include:

- Encephalocke
- Soldier
- Seer
- Mentalist

Model Types interact with abilities, Chaos Cards, and mission rules.

CHARACTER ABILITIES

Character Abilities are unique rules printed on a Profile Card.

- **Passive Abilities:** These abilities are always active and provide ongoing effects when their conditions are met.
 - **Active Abilities:** These abilities can be triggered by the player at specific moments, such as during the model's activation or when certain conditions are fulfilled. Some may have costs associated with them.
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ALLIED FORCES

If a Profile Card lists Allied Forces, the model may be included in any of the listed Forces and is considered Allied to that Force.

SECTION 4: ADVANTAGES, IMMUNITIES, CONDITIONS

ADVANTAGES

Advantages are permanent rules listed on a model's Profile Card and are always active unless stated otherwise.

Kinetic Armor (X)

- This model suffers X fewer Wounds from NeuroChaotic Actions and Action Line damage results.
- Does not reduce Condition Damage.

Forward Deployment

- This model may be deployed within 7 of its controlling player's deployment edge.

Flight

- This model is SIZE 4.
- This model ignores terrain smaller than its size during voluntary movement.
- This model ignores models smaller than its size when determining LOS.
- Does not suffer Retreating Strikes.

Wayfinder

- This model ignores movement penalties from Rough Terrain and SIZE 1 terrain.

Extrasensory Sight

- This model ignores terrain, cloud effects, and intervening models when determining LOS. This model ignores the first Blind Condition it would suffer each round.

True Sight

- This model ignores Invisibility, Cover, and Wraithlike when making attacks.

Invisibility

- This model cannot be targeted by attacks made by models more than 4 away.

Cloaked

- This model cannot be targeted by Ranged or NeuroChaotic attacks made by models more than 1 away.
- The first melee attack targeting this model each round costs +1 NRO.

Weapon Expert

- This model ignores the Surrounded and Crossfire penalties during its activation.

Stable

- This model ignores the first Knocked Down condition it would suffer each round.

Wraithlike

- This model always benefits from Cover.

Parry

- This model cannot be targeted by Retreating Strikes.

Negation Ward

- The first time each round this model is hit by an enemy attack, that attack automatically misses and has no effect on the hit enemy model.

Immovable Stance

- This model ignores the first Push it would suffer each round.
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IMMUNITIES

If a model is immune to a condition, that condition is never applied and any existing instances are immediately removed.

- **Immunity: Corrosion**
 - **Immunity: Fire**
 - **Immunity: Hex**
 - **Immunity: Neurotoxin**
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CONDITIONS

GENERAL CONDITION RULES

- Conditions persist until removed by a rule or effect.
- A model may be affected by multiple different conditions simultaneously.
- A model may never have more than one instance of the same condition.
- When a model gains a condition, place the appropriate token next to the model.

Condition Damage

- Damage caused by a condition is referred to as Condition Damage. The amount of damage is indicated by the number next to the conditions name.
- Condition Damage:
 - Is resolved during the Final Phase.
 - Ignores Armor (ARM).
 - Ignores damage modifiers unless explicitly stated.

Corrosion (COR) [2]

- A model affected by the Corrosion condition, suffers -1 ARM.
- Suffers 2 Condition Damage in the Final Phase.

Fire (F) [2]

- A model affected by the Fire condition suffers -1 MTK, -1 RTK, -1 NCTK.
- Suffers 2 Condition Damage in the Final Phase.

Neurotoxin (NTX) [2]

- A model affected by the Neurotoxin condition suffers +1 TN when making Telekinetic Throws.
- Suffers 2 Condition Damage in the Final Phase.

Stagger (STG) [0]

- A model affected by the Stagger condition suffers -2 / -2 SPD.

Hex (HEX) (●) [0]

- A model affected by the Hex condition makes an attack, all 6s rolled are treated as 1s.

Blind (BLD) [0]

- A model affected by the Blind condition cannot make Melee or Ranged attacks.

Afflicted (AFF) [0]

- When a model affected by the Afflicted condition uses Rejuvenate or is targeted by Mend the affected model may only regenerate up to 2 Wounds or removes only 1 condition.
- The affected model suffers +1 Condition Damage during the Final Phase if already suffering damage from a condition that causes condition damage.

Targeted (TGT) ([0])

- When attacking an enemy suffering this condition, the active player may reroll any number of dice.
- The condition is removed after rerolls.

Knocked Down (KD) [0]

- The affected model:
 - Does not block LOS.
 - Cannot engage, attack, advance, possess Chaos Orbs, or use NeuroChaotic Actions.
 - Suffers -1 EVA.
 - May forfeit March to remove the condition.

Pinned (PIN) [0]

- A model affected by the Pinned condition cannot Dash.

Stunned [0]

- Inflicted at 0 WDS.
 - Cannot have NRO transferred to it, activate, contest, control, or gain conditions.
 - All other conditions are removed when a model suffers the Stunned Condition.
 - All cells of Neural Distortion are removed when a model suffers the Stunned Condition.
 - Cannot engage or be engaged.
 - If a model is in possession of a Chaos Orb when it suffers the Stunned Condition, scatter the orb.
 - The controlling player chooses to move the model to the Garrison or leave it on the battlefield.
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SECTION 5: GAME SETUP & VICTORY CONDITIONS

This section explains how to prepare a game of Chaos Kings, deploy Forces, score Victory Points, and determine the winner.

THE BATTLEFIELD

- Chaos Kings is played on a 3' × 3' battlefield mat.
 - All distances are measured horizontally unless explicitly stated.
 - Players must agree on terrain placement before the game begins (see Section 14).
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FORCE CONSTRUCTION SUMMARY

Before the game begins, each player prepares a Force with the following parameters:

- Exactly 2 Encephalockes
- 10 total models in the Garrison
- Any number of Solos
- Any number of Freeblades

Only one Encephalocke and one Freeblade may be on the battlefield at a time.

A player may have no more than 7 models on the battlefield at a time.

CHAOS CARD SELECTION

Before setup:

1. Each player selects 10 Chaos Cards to form their Chaos Card Deck.
2. From those 10, each player secretly selects 5 Chaos Cards for the game.
3. Selected Chaos Cards remain hidden until played.

Unused Chaos Cards take no further part in the game.

MISSION DETERMINATION

1. Roll 1D6 to determine the Mission.
 2. Follow the Mission's instructions to place:
 - Scenario Elements
 - Portals
 - Chaos Orbs
 3. Missions may include additional special rules.
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TERRAIN PLACEMENT

Before deployment, players must agree on:

- Terrain type
- Terrain size
- Terrain traits (blocking, rough, interactive, etc.)

Once agreed, terrain traits cannot be changed during the game.

Design Note:

Balanced terrain is critical for gameplay. Tables should be full of terrain and we encourage players to block long fire lanes and encourage scenario interaction.

DETERMINING INITIATIVE (GAME START)

1. Both players secretly select one Chaos Card.
2. Reveal simultaneously.
3. Each player rolls 2D6 and adds the revealed card's Initiative Value.
4. The player with the higher total chooses:
 - To take the first turn, or
 - To go second and choose their deployment edge.

If tied, reroll 2D6 (no modifiers) until resolved.

DEPLOYMENT

STARTING FORCE SIZE

- Each player begins with 5 models on the battlefield.
- One of these models must be an Encephalocke.

MODEL SELECTION ORDER

1. The player with initiative selects 3 models.
2. The opposing player selects 3 models.
3. Players alternate selecting 1 model at a time until each has selected 5 models total.

DEPLOYMENT ZONES

- The first player deploys all selected models within 5 of their rear battlefield edge.
 - The second player then deploys all selected models within 5 of their rear battlefield edge.
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GAME LENGTH

- A game lasts up to 5 Rounds.
 - The game ends immediately when a player reaches 5 Round Points, or at the end of Round 5.
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ROUND POINT VALUES

Round	Round Points
1	1
2	2
3	3
4	2
5	1

VICTORY POINTS (VP)

Victory Points are scored throughout each Round.

STUNNING ENEMY MODELS

- When a model inflicts the Stunned condition on an enemy model:
 - The active player gains VP equal to the enemy model's **Victory Point Value (VPV)**.

SCENARIO ELEMENTS

At the end of each model's activation, that controlling player earns Victory Points for the following:

- **Control**
 - 1 VP: Controlling an element on your side of the battlefield.
 - 3 VP: Controlling an element in the center of the battlefield.
 - 5 VP: Controlling an element on your opponent's side of the battlefield.
 - **Empower**
 - 1 VP: Empowering a Scenario Element
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CONTEST, CONTROL, & EMPOWER

- **Contest:** A model within 3 of a Scenario Element and not Stunned contests it.
 - **Control:** A model within 3 of a Scenario Element with no enemy models within 3 controls it.
 - **Empower:** A controlling model possessing a Chaos Orb empowers it.
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DETERMINING THE WINNER OF A ROUND

During the Final Phase:

- Compare the total VP scored that Round.
 - The player with more VP wins the Round and gains that Round's Round Points.
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TIEBREAKERS (ROUND LEVEL)

If VP totals are tied, resolve in order and stop when broken:

1. Total VPV of allied models Empowering Scenario Elements
2. Total VPV of Stunned enemy models
3. Total VPV of allied models Controlling Scenario Elements
4. Total VPV of allied models Contesting Scenario Elements
5. Number of allied models possessing Chaos Orbs

If still tied, the Round is a draw and no Round Points are awarded.

EXAMPLE: ROUND SCORING

At the end of Round 3:

- Player A scored 6 VP from scenario control and 3 VP from Stunned models.
- Player B scored 7 VP from scenario control.

Player A wins the Round with 9 VP vs 7 VP and gains 3 Round Points.

SECTION 6: ROUND STRUCTURE & TURN SEQUENCE

This section defines the complete structure of a Round in Chaos Kings. All games proceed through these phases in order. No phase may be skipped unless a rule explicitly allows it.

ROUND OVERVIEW

Each Round is divided into four phases:

1. Initiative Phase
2. First Phase
3. Activation Phase
4. Final Phase

All effects, scoring, and resource resets occur within these phases.

1. INITIATIVE PHASE

The Initiative Phase determines which player acts first and establishes Chaos momentum for the Round.

Initiative Procedure

1. Both players secretly select one Chaos Card.
2. Reveal the selected Chaos Cards simultaneously.
3. Each player calculates their Initiative Total:
 - Roll 2D6
 - Add the revealed Chaos Card's Initiative Value
 - Add +1 Initiative for each unspent Chaos (CHS) retained from the previous Round
4. The player with the higher total chooses which player has Initiative.

If totals are tied, both players reroll 2D6 (no modifiers) until resolved.

Initiative Resolution Order

After Initiative is chosen, resolve the following steps in order:

1. The player with Initiative resolves any Chaos Card effects that trigger at this time.
2. Both players reset their Chaos (CHS) to 0.
3. The player without Initiative gains 1 CHS.

2. FIRST PHASE

The First Phase prepares each Force for the Round.

Starting with the player who has Initiative, players complete the following steps one player at a time.

First Phase Steps

1. **Reset Activation Tokens**
 - Remove all activation tokens from allied models.
2. **Generate Neuroessence Pool**
 - Add together the Base NRO of all allied models currently on the battlefield.
 - Apply any modifiers.
3. **Transfer Neuroessence**
 - Transfer NRO from the pool to allied models.
 - A model may not exceed its Maximum NRO.
 - NRO does not need to be fully transferred.

3. ACTIVATION PHASE

The Activation Phase is the primary gameplay phase.

Activation Order

- Starting with the player who has Initiative, players alternate activating models.
- Only models currently on the battlefield may be activated.

Activation Limits

- Each player may activate up to 6 models per Round.
- A model may only be activated once per Round unless a rule states otherwise.

Model Activation

When a model is activated:

- It may perform actions in any order.
- It may end its activation at any time.
- It is not required to spend all NRO.

Place an activation token next to the model at the end of its activation.

Passing Activations

- If a player has no eligible models to activate, they must pass.
 - The opposing player continues activating models until both players must pass.
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4. FINAL PHASE

The Final Phase resolves lingering effects, damage, and scoring.

Starting with the player who has Initiative, players resolve the following steps in order.

Final Phase Steps

1. **Reset Effects**
 - Remove all Ongoing effects.
 - Do not remove Sustained effects.
 - Conditions and activation tokens are not removed at this time.
 2. **Resolve Condition Damage**
 - Resolve all Condition Damage according to Section 4.
 3. **Reset Neuroessence**
 - Remove all NRO from models and return it to the pool.
 4. **Score Victory Points**
 - Calculate VP totals.
 - Determine the winner of the Round.
 - Award Round Points.
 5. **End-of-Round Cleanup**
 - Resolve Regeneration on Stunned models.
 - Discard all Chaos Cards from play.
 - Retain remaining Chaos for Initiative calculation next Round.
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ACTIVE & INACTIVE PLAYER CLARIFICATION

- During an activation, the player activating a model is the Active Player.
- During an attack, the player controlling the attacking model is the Active Player.
- The opposing player is the Inactive Player.

Active/Inactive status does not change until all effects triggered by the current action or attack are resolved.

EXAMPLE: ROUND FLOW

1. Initiative is determined.
 2. Players generate and transfer NRO.
 3. Players alternate activating models, up to 6 each.
 4. Condition Damage and scoring resolve.
 5. Round Points are awarded and the next Round begins.
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SECTION 7: NEUROESSENCE (NRO) SYSTEM

Neuroessence (NRO) represents a Force's mental focus, psychic energy, and tactical bandwidth. NRO is a shared Force resource used for actions, enhance attacks, and power abilities.

NEUROESSENCE OVERVIEW

- Neuroessence is tracked as a shared pool per Force.
 - Neuroessence is generated by models on the battlefield.
 - Neuroessence is transferred from the NRO Pool to models during the First Phase.
 - Neuroessence spent during play transfers to the Force pool unless stated otherwise.
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GENERATING NEUROESSENCE

During the First Phase, each Force generates Neuroessence as follows:

- Add together the Base NRO values of all allied models currently on the battlefield.
- Apply any modifiers from abilities, Chaos Cards, or mission rules.
- Models in the Garrison do not generate Neuroessence.

The total generated Neuroessence forms the Force's Neuroessence Pool for the Round.

TRANSFERING NEUROESSENCE

After generating the Neuroessence Pool, the controlling player transfers NRO to allied models.

Transfer Rules

- A model may receive any amount of NRO up to its Maximum NRO.
 - Neuroessence may be transferred unevenly.
 - Neuroessence in the pool does not need to be fully transferred.
 - Once transferred, Neuroessence remains on the model until spent or removed.
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INFUSION

A model with 1 or more NRO on it is considered Infused.

Infusion Benefits

- An Infused model gains +1D6 to all attack dice pools per NRO on the model.
 - This bonus applies to:
 - Melee Attacks
 - Ranged Attacks
 - NeuroChaotic Attacks
 - This bonus does not apply to:
 - EVA rolls
 - Telekinetic Throws
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SPENDING NEUROESSENCE

Neuroessence may be spent by a model to:

- Dash
- Make Attacks
- Make a Telekinetic Throw
- Use Character Abilities
- Use NeuroChaotic Actions

When Neuroessence is spent:

- Remove the spent NRO from the model.
- Transfer it immediately to the Force's Neuroessence Pool.

NEUROESSENCE & STUNNED MODELS

When a model becomes Stunned and is returned to the Garrison:

- All NRO on that model is immediately transferred to the Force pool.
- The pool is adjusted accordingly during the next First Phase.

If a Stunned model remains on the Battlefield you may use Essence Distribution:

- Essence Distribution - You may transfer any remaining NRO on the stunned model amongst allied models within [6]. Any remaining NRO is transferred to the Neuroessence Pool.

NEUROESSENCE REMOVAL & RESET

During the **Final Phase**:

- All remaining NRO on models is removed.
- Removed NRO is transferred to the Force's pool.
- The Neuroessence Pool does not persist between Rounds.

RESTRICTIONS & SAFEGUARDS

- Neuroessence may only be generated during the First Phase unless a rule states otherwise.
- Neuroessence may only be transferred from the Neuroessence Pool during the First Phase unless a rule states otherwise.
- A model may not exceed its Maximum NRO.
- A force may never have more than 18 NRO in its Neuroessence Pool at a time unless a rule states otherwise.

EXAMPLE: NEUROESSENCE FLOW

At the start of the Round:

- Player A has three models on the battlefield with Base NRO values of 2, 1, and 1.
- Player A generates 4 NRO.

During Transfer:

- Model 1 receives 2 NRO.
- Model 2 receives 1 NRO.
- Model 3 receives 0 NRO.

During play:

- Model 1 spends 1 NRO to Dash.
- Model 2 spends 1 NRO to activate an ability.

At the Final Phase:

- Any remaining NRO is removed and returned to the pool.
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SECTION 8: ACTIONS, MOVEMENT TOOLS, & MOVEMENT

This section defines how models move, take actions, and interact with the battlefield during their activation. All movement and actions fall into clearly defined categories that determine timing, costs, and reactions.

ACTION BASICS

- Actions are performed during a model's activation.
 - A model may perform actions in any order unless stated otherwise.
 - A model may end its activation at any time.
 - Unless stated otherwise, actions may not be interrupted.
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MOVEMENT TOOLS

Chaos Kings uses standardized measurement templates to regulate movement, range, and spatial effects. These tools ensure precision, consistency, and competitive integrity.

All measurements in Chaos Kings must be made using official movement templates.

OFFICIAL TEMPLATES

Chaos Kings uses the following templates:

- 1×2
- 1×3
- 1×4
- 1×6
- 1×2×1×2 (L-Shaped Template)

Each template is exactly 1 unit wide.

Templates are used for:

- March and Dash movement
 - Measuring weapon range (Standard and Extended)
 - Telekinetic Throw range
 - Forced movement (Push, Place, Toward, Away)
 - Scenario distance checks (when specified)
-

GENERAL TEMPLATE RULES

Horizontal Placement

- Templates must be placed flat against the battlefield surface.
 - Templates may not be tilted, elevated, flexed, or angled vertically.
 - All measurements are resolved on a horizontal plane unless explicitly stated otherwise.
-

Contact Requirement

When executing movement:

- One end of the template must begin in base contact with the moving model.
- The model's base must remain touching the template during movement.
- The model may be placed anywhere along the length of the template, provided its entire base fits legally.

When measuring range:

- Measure from the nearest edge of the originating model's base to the nearest edge of the target's base.
- A target is within range if any portion of its base is within the template's length.

MOVEMENT RULES

Movement in Chaos Kings is executed using official movement tools and is governed by a model's SPD stat.

All movement must be resolved as described below.

MOVEMENT TOOLS

- A model's SPD stat determines which movement tool may be used.
 - When executing a movement, the chosen tool must be placed flat against the battlefield surface.
 - The tool may not be tilted, lifted, flexed, or angled vertically.
 - All movement is measured on a horizontal plane.
-

MEASURING DISTANCE

- All distances are measured edge-to-edge from the nearest point of the model's base.
 - Movement distance is measured from the model's starting base position to its final base position.
 - A model is considered within a distance if any part of its base is within that measured distance.
-

EXECUTING MOVEMENT

To move a model:

1. Place the appropriate movement tool so that one end is in contact with the model's base.
2. The model may advance to anywhere along the length of the tool.
3. The model's entire base must fit in its final position.

A model's final position must be in contact with the movement tool.

BATTLEFIELD BOUNDARIES

- A model's base must remain entirely within the battlefield area.
 - No portion of a model's base may extend beyond the battlefield edge at any time.
-

ZERO MOVEMENT

- A model that advances 0 distance is not considered to have advanced.
 - Effects that trigger "when a model advances" do not trigger if the model's base does not change position.
 - A model that rotates in place without changing base position does not count as an advance unless a rule states otherwise.
-

VOLUNTARY MOVEMENT (ADVANCES)

Voluntary movement is referred to as an Advance.

There are two types of Advances:

March

- Cost: Free
- Distance: Use the first value of the model's SPD stat.
- A model may March once per activation.

Dash

- Cost: 1 NRO
 - Distance: Use the second value of the model's SPD stat.
 - A model may Dash once per activation.
-

DASH BONUS

When a model Dashes:

- It gains Chaotic Infusion:
 - Chaotic Infusion - Add +4D6 to the dice pool if the next action is an attack or Telekinetic Throw during that activation.
 - This bonus:
 - Applies to Melee, Ranged, or NeuroChaotic Attacks and Telekinetic Throws
 - Is consumed after the next attack or Telekinetic Throw roll
-

MOVEMENT RESTRICTIONS

- A model may not Advance while Stunned or Knocked Down.
 - A model may not Advance through terrain it cannot legally cross.
-

FORCED MOVEMENT (REPOSITIONING)

Forced movement is referred to as Repositioning and includes Pushes and Places.

Repositioning Rules

- Repositioning is not an Advance.
 - Repositioning does not trigger Retreating Strikes.
 - Repositioning ignores movement penalties unless stated otherwise.
 - A model may not be repositioned while Stunned unless stated otherwise.
-

Push

- A Push moves a model from its current location and places it at a new legal location.
 - Push distance is measured using the appropriate template.
 - If a Push would cause a model to overlap terrain or another model:
 - Stop at the last legal position.
-

Place

- A Place moves a model from its current location and places it at a new legal location.
 - A placed model:
 - Ignores intervening terrain and models
 - Must be placed fully within the specified distance
-

REPLACING MODELS

Certain rules may instruct a player to replace one model with another. When this occurs, resolve the replacement exactly as follows.

REPLACEMENT PROCEDURE

- Remove the Original Model from the battlefield.
 - Determine Base Sizes
 - a. Compare the base size of the original model to the base size of the replacing model.
-

SAME BASE SIZE

If the replacing model has the same base size:

- Place the new model in the exact same position and orientation as the original model.
 - The new model's base must fully occupy the original base's previous position.
-

DIFFERENT BASE SIZE

If the replacing model has a different base size:

- The replacing model's base must occupy the footprint of the original model's base.
-

FORCED POSITIONAL MOVEMENT

(Toward and Away)

Certain abilities and effects move a model toward or away from another model or object. This type of movement does not count as an Advance unless explicitly stated.

Forced positional movement is resolved using the 1×2 template and must follow the procedure below.

STEP 1 — ESTABLISH THE ALIGNMENT LINE

1. Identify:
 - The moving model (the model advancing).
 - The reference model or object (the source of the effect).
2. Draw an imaginary straight line between:
 - The front-center point of the advancing model's base, and
 - The front-center point of the reference model's base.

This line is called the Alignment Line.

STEP 2 — TEMPLATE PLACEMENT

- Place the 1×2 template so that:
 - Both edges are in full contact with the moving model's base.
 - The centerline of the template aligns exactly with the Alignment Line.
 - The template may not be rotated off the Alignment Line.
 - The template defines both the direction and the lane of movement.
-

STEP 3 — DETERMINE DIRECTION

TOWARD

- The movement vector runs from the advancing model toward the reference model.
- The model moves forward within the area of the 1x2 template.

Restriction:

The moving model may not move past the front-center point of the reference model's base.

If the full distance would cause overlap or crossing that point, reduce the movement to the maximum legal distance.

AWAY

- The movement vector runs directly away from the reference model.
- The model moves away within the area of the 1X2 template.

There is no restriction on passing the original starting position unless another rule applies.

STEP 4 — MOVEMENT LANE RESTRICTION

During forced positional movement:

- The advancing model's base must remain entirely within the width of the 1x2 template.
- Imagine two infinite parallel lines extending outward from the long edges of the 1x2 template.
- The advancing model's base may not cross either of these boundary lines at any time during the advance

ENGAGEMENT & DISENGAGEMENT

Engagement

- A model is Engaged when it is in an enemy model's melee range.
- A model is Engaging when it has an enemy model in its melee range.

Leaving Engagement

- If a model leaves engagement during an Advance:
 - The enemy model may make a Retreating Strike.
-

RETREATING STRIKES

- A Retreating Strike is a free Melee attack made against a model leaving engagement.
 - Retreating Strikes:
 - Are resolved immediately when an active model leaves the melee range and/or LOS of an engaging enemy model during an advance.
 - Gain +2D6 to the melee attack roll
 - Can trigger, Damage, the Knocked Down Condition, and Seize.
 - Do not gain Flanking or Surrounded modifiers
 - Do not cost NRO
 - Cannot trigger Chaos generation
 - Cannot trigger NeuroChaotic Action Icons
-

FLIGHT

Models with Flight have special movement rules.

- A model with Flight is SIZE 4.
 - Ignores terrain and vertical distance from terrain smaller than its size during voluntary movement.
 - Does not suffer Retreating Strikes.
-

EXAMPLE: MOVEMENT & DASH

A model with SPD 3 / 4:

- Marches 3 for free.
 - Spends 1 NRO to Dash 4.
 - Makes a Melee attack and gains +4D6 from the Chaotic Infusion bonus.
-

SECTION 9: COMBAT & ATTACKS

This section defines how attacks are declared, resolved, and applied in Chaos Kings. All combat—melee, ranged, and NeuroChaotic—uses the same core sequence to ensure consistency and clarity.

ATTACK OVERVIEW

An attack is any action that uses an attack stat (MTK, RTK, or NCTK) to attempt to inflict effects on a target. Unless stated otherwise, all attacks:

- Require Line of Sight (LOS)
 - Follow the Combat Attack Sequence
 - Generate net hits that determine Action Line results
-

DECLARING AN ATTACK

To declare an attack:

1. Declare the attack type (Melee, Ranged, or NeuroChaotic).
2. Declare the target.
3. Pay any listed costs (NRO, CHS, or other).

A target must be:

- Within range
- In LOS (unless stated otherwise)
- A legal target for the chosen attack

Once declared, an attack must be resolved unless it becomes illegal.

COMBAT ATTACK SEQUENCE

Resolve all attacks using the following steps, in order:

1. **Generate Dice Pool**
 2. **Apply Modifiers (add then subtract)**
 3. **Roll Attack Dice**
 4. **Defender EVA Roll**
 5. **Calculate Net Hits (EVA → ARM)**
 6. **Select Action Line Column**
 7. **Resolve Action Line Effects**
-

1. GENERATE DICE POOL

- Use the appropriate attack stat:
 - MTK for Melee attacks
 - RTK for Ranged attacks
 - NCTK for NeuroChaotic attacks
- Add bonus dice from:
 - Infusion (+1D6 per NRO)
 - Dash bonus (+4D6 to the next attack)
 - Abilities or effects

Dice pools may never be reduced below **1D6**.

2. APPLY MODIFIERS

Apply all modifiers that affect:

- Dice pool size
 - Add then Subtract
- Target Number (TN)

If multiple modifiers apply, apply all unless stated otherwise.

3. ROLL ATTACK DICE

- Roll all attack dice simultaneously.
 - Each die that meets or exceeds the attack's Target Number (TN) generates one success.
-

4. DEFENDER EVA ROLL

- The defender rolls EVA using their EVA stat.
 - Each EVA success cancels one attack success.
-

5. CALCULATE NET HITS

1. Subtract EVA successes from attack successes.
2. Subtract ARM from the remaining successes.

The result is the number of net hits.

If net hits are reduced to 0, the attack fails and no Action Line effects are applied.

6. SELECT ACTION LINE COLUMN

- The attacker selects one Action Line column.
 - The selected column's hit value must be less than or equal to the number of net hits.
 - Any unspent net hits are lost.
-

7. RESOLVE ACTION LINE EFFECTS

- Resolve all effects in the selected Action Line column in order from left to right.
 - Effects that become illegal are skipped.
 - Action Line effects may generate Chaos if stated.
-

ATTACK TYPES

MELEE ATTACKS

- Require an enemy model to be in the attacking models melee range.
 - May only target engaged enemy models.
-

RANGED ATTACKS

- Require LOS.
 - Require the targeted model to be within range.
 - May suffer penalties at extended range (see Profile Card).
-

NEUROCHAOTIC ATTACKS

- Use NCTK unless stated otherwise.
 - May apply conditions or special effects instead of Wounds.
 - Require the targeted model to be within range.
 - May suffer penalties at extended range (see Profile Card).
 - Follow all NeuroChaotic Action rules (Section 10).
-

COMMON ATTACK MODIFIERS

(Bonuses and Penalties)

The following modifiers are applied during Step 2: Generate Attack Dice Pool of the Attack Sequence, unless otherwise stated.

If multiple modifiers apply, apply all relevant modifiers.
Modifiers from the same rule name never stack.

A modifier that references being “engaged” checks engagement status at the moment the attack is declared.

FLANKING (Melee Only)

Requirement:

- The active model is making a Melee Attack.
- The target enemy model is engaged by at least one other allied model.
- The allied model providing engagement must not be the active model.

Effect:

The active model gains +1 to the first number of its MTK Stat for that attack.

Restrictions:

- This bonus is not cumulative.
 - Multiple allied models engaging the target still provide only +1 MTK.
 - Flanking does not apply to Ranged or NeuroChaotic Attacks.
-

SURROUNDED

Requirement:

- The active model suffers the effects when engaged by an enemy model that is not the target of the active model's attack.

Effect:

The active model suffers -1 to the first number of its MTK, RTK, or NCAT for that attack.

Restrictions:

- This penalty is not cumulative.
 - Being engaged by multiple non-target enemies still results in only -1.
-

CROSSFIRE (Ranged and NeuroChaotic Attacks Only)

Requirement:

- The active model declares a Ranged or NeuroChaotic Attack.
- The target enemy model is engaged by one or more models.
- The active model is not engaging the target.

Effect:

The active model suffers –1 to the first number of its RTK or NCAT for that attack.

Restrictions:

- This penalty is not cumulative.
 - If the active model is also engaging the target, Crossfire does not apply.
-

COVER

Requirements: A model gains cover when *all* of the following conditions are met:

- The model is within template 1 of a terrain feature that grants cover.
- A straight line drawn from any point on the attacker's base to any point on the target model's base passes through that terrain feature.

Effect:

When attacking a model benefiting from Cover, the attacker suffers –1 to the first number of its MTK, RTK, or NCAT for that attack.

Restrictions:

- Cover penalties are not cumulative.
 - If an ability states that the attacker ignores Cover, this penalty does not apply.
-

TELEKINETIC THROW MODIFIERS

These modifiers apply during Step 3: Target Number and Modifiers of the Telekinetic Throw Sequence.

Engagement Penalty

If either the active model or the target model is engaged:

- The active model suffers –1 to the first number of its TKT.
- This penalty is not cumulative.

Line of Sight Penalty

If the target model is not within Line of Sight of the active model:

- Increase the Telekinetic Throw TN by +1.
(Example: TN 3 becomes TN 4.)

This penalty stacks with the engagement penalty, as they modify different values.

CONCENTRATION

Requirement:

- The model is not engaged.
- The model is not engaging any enemy models.
- Declared during the model's activation before performing its March.

Effect:

The model may forfeit its March to gain:

- +1 to the first number of its RTK
- +1 to the first number of its NCAT

These bonuses last until the end of the model's activation.

Restrictions:

- The model must choose to forfeit its March before moving.
- If the model has already Marched, it cannot Concentrate.
- Concentration does not modify MTK.

EXTENDED RANGE

When making a Ranged or NeuroChaotic Attack using the Extended Range value of the weapon:

Effect:

The active model suffers:

- -1 to the first number of its RTK, or
- -1 to the first number of its NCAT

Restrictions:

- This penalty applies only when the attack is measured using the Extended Range tool.
 - This penalty is not cumulative.
-

INCORRECT DICE POOLS

If an attack or EVA roll is rolled with an incorrect dice pool:

- The roll is invalid.
 - The entire roll must be rerolled using the correct dice pool.
 - No results from the incorrect roll may be kept.
-

EXAMPLE: FULL ATTACK RESOLUTION

A model makes a Melee attack using MTK 6 / 4+.

- Dice Pool: 6D6
- Rolls: 5 successes
- Defender EVA: 1 success
- Remaining: 4 successes
- Defender ARM: 1
- Net Hits: 3

The attacker selects a 3-hit Action Line column or less and resolves its effects.

DISTANCE MEASURING

All distances in Chaos Kings are measured using official movement templates.

Measurement determines movement, range, engagement, control, and ability legality. All measurements must follow the rules below.

MEASURING TOOLS

- Only official Chaos Kings templates may be used to measure distance.
 - Templates must be placed flat against the battlefield surface.
 - Templates may not be flexed, angled vertically, or lifted during measurement.
 - All measurements are resolved on a horizontal plane unless a rule explicitly states otherwise.
-

EDGE-TO-EDGE MEASUREMENT

- All distances are measured from the nearest edge of the originating base to the nearest edge of the target base.
 - Measure base-to-base, not model-to-model.
-

WITHIN DISTANCE

A model is considered within X if:

- Any portion of its base is within the specified distance from the relevant origin point.

If two bases are exactly the specified distance apart, they are considered within that distance.

RANGE MEASUREMENT

When measuring the range of an attack or ability:

1. Identify the attacking model.
2. Place the appropriate range template so that one end is in contact with the attacking model's base.
3. Check whether the nearest edge of the target model's base is within the template's maximum length.
 - If the target's base is within the maximum range, the target is in range.
 - If the target's base lies entirely beyond the maximum range, the target is out of range.

A model that is out of range cannot be declared as a target.

FREE MEASUREMENT

During their turn, a player may measure:

- Movement distances
- Attack ranges
- Ability ranges
- Control distances
- Scenario distances

Measurement may occur before declaring an action unless a rule explicitly restricts pre-measurement.

LINE OF SIGHT (LOS)

Line of Sight determines whether a model can legally target another model with an attack or ability.

All LOS checks are resolved using the following rules.

DEFINING LINE OF SIGHT

A model has Line of Sight (LOS) to a target model if:

- An unobstructed straight line can be drawn
- From any point on the edge of the attacking model's base
- To any point on the edge of the target model's base

LOS is always determined base-to-base.

OBSTRUCTION

LOS is blocked if the straight line passes through any element that blocks LOS.

The following rules apply:

Terrain

- Terrain blocks LOS if it is defined as LOS-blocking terrain.
- A terrain feature blocks LOS if its Size is equal to or greater than the attacking model's Size.

Players must agree before the game which terrain features block LOS.

Models

- Enemy models block LOS.
 - Allied models do not block LOS to other Allied models.
-

SIZE AND LOS

Size determines vertical presence abstractly.

Smaller to Larger

A model of smaller Size always has LOS to a model of larger Size unless:

- The LOS line passes through terrain that blocks LOS to the larger model.

Enemy models of smaller Size do not block LOS to larger models.

Equal or Larger Terrain

A model's LOS is blocked by any terrain feature with a Size equal to or greater than the attacking model.

If the terrain is smaller than the attacking model's Size, LOS may be drawn over it unless otherwise specified.

SELF LOS

A model always has LOS to itself.

SECTION 10: NEUROCHAOTIC ACTIONS

NeuroChaotic Actions represent a model's ability to manipulate minds, matter, and reality through Neuroessence and Chaos. These actions are powerful, structured, and can bend reality.

NEUROCHAOTIC ACTION BASICS

- NeuroChaotic Actions are listed on a model's Profile Card.
 - NeuroChaotic Actions that target enemy models are considered attacks unless explicitly stated otherwise.
 - NeuroChaotic Actions may be used by:
 - Spending Neuroessence (NRO), or
 - Triggering NeuroChaotic Action Icons (IC) from an Action Line.
-

NEUROCHAOTIC ACTION ENTRY FORMAT

Each NeuroChaotic Action uses the following standardized format:

- **Name** – The action’s title.
 - **Type** – Single Target, AOE, Blast, Pulse, Aura, or Special.
 - **Cost** – NRO cost or ICON.
 - **Range** – Numerical value used for selecting a tool to check range, S (Self), or ICON.
 - **Attack Stat** – MTK, RTK, or NCTK (if applicable).
 - **UPA** – Uses per activation.
 - **Ongoing**– Yes / No / Sustained. Indicates whether a Neurochaotic action lasts until the end of the round or longer.
 - Yes - Lasts until the end of the round.
 - No - Resolves immediately
 - Sustained - Lasts round to round.
 - **Effect** – Complete rules text.
-

USING NEUROCHAOTIC ACTIONS (NRO COST)

1. Declare the NeuroChaotic Action.
2. Declare the target.
3. Check Range
4. Pay the listed NRO cost.
5. Resolve the action.

Targets must be within range and Line of Sight unless stated otherwise.

NeuroChaotic Actions targeting Friendly or Allied models automatically succeed unless explicitly stated otherwise.

ICON-TRIGGERED NEUROCHAOTIC ACTIONS

- Each IC allows the model to trigger one NeuroChaotic Action.
 - ICON-triggered actions:
 - Do not cost NRO.
 - Must target the original attack target unless stated otherwise.
 - Count toward UPA limits.
 - ICON-triggered actions may not trigger additional ICONS.
-

FAILURE

If a NeuroChaotic Action requiring a TN test results in 0 net hits:

- The action fails.
 - No effects are applied.
 - The action ends immediately.
-

AREA OF EFFECT (AOE) NEUROCHAOTIC ACTIONS

AOE Circular Template: 3

NRO-Based AOE Actions

1. Declare the action and pay NRO.
2. Place the AOE template within range.
3. For each affected model:
 - Resolve a TN test against each model using the listed stat.
 - Friendly/Allied models are automatically hit.
 - Models are not considered targeted when resolving an AOE.
4. Apply effects per model.

ICON-Based AOE Actions

- If all TN tests fail, the action has no effect and no template is placed.

Ongoing AOE

- Leave the template in place until the Final Phase.
 - Remove during Reset Effects.
-

BLAST-STYLE NEUROCHAOTIC ACTIONS

Blast notation is written as **X / Y**:

- X: Number of additional models affected.
- Y: Template used to measure distance from the original target.

Blast Resolution:

1. Resolve TN test against the initial target.
2. If successful:
 - Select up to X additional models within Y.
 - Each additional model suffers 2 Wounds.
3. Action Line results are not applied to additional models.

If the initial TN test fails, the action has no effect.

SUSTAINED EFFECTS / ONGOING EFFECT

- A Sustained Neurochaotic Actions is an effect that remains in play throughout the game.
 - A Sustained Neurochaotic Action may only be removed by spending Chaos or an effect that removes Sustained Effects.
 - An Ongoing Effect is an effect that occurs and lasts until the end of the round.
 - Remove Ongoing Effects in the Final Phase.
-

SECTION 11: CHAOS, CHAOS ABILITIES, & CHAOS CARDS

Chaos (CHS) represents volatile battlefield momentum generated through decisive and reactive play. Chaos is a shared Force-level resource distinct from Neuroessence and is governed by strict timing and usage rules.

CHAOS (CHS): CORE RULES

- Chaos is tracked as a numeric value per Force.
- Chaos cannot be reduced below 0.
- Chaos may only be generated and spent when explicitly permitted.
- Chaos resets in the Initiative Phase.

CHAOS GENERATION METHODS

Telekinetic Throw (Positive Momentum)

- When a model successfully performs a Telekinetic Throw targeting a Friendly or Allied model with a Chaos Orb:
 - Gain 1 CHS.

Stunned Enemy Models (Counter-Momentum)

- When a model inflicts the Stunned condition on an enemy model:
 - The enemy Force gains 1 CHS.

Chaotic Action Line Results

- When a Chaotic Action Line column is selected:
 - Gain the listed amount of CHS.
- Chaos is not generated if all effects in the column are invalid.

CHAOS ABILITIES

Chaos Abilities are universal effects available to all Forces. Unless stated otherwise, Chaos Abilities are considered actions.

Each Chaos Ability uses the following standardized format:

- **Name**
- **Cost** (CHS)
- **Timing**
- **Restriction** (if any)
- **Effect**

Chaos Expenditure:

- Players can spend CHS to activate the following abilities.

Phase

- Cost: 1 CHS
- Timing: After a successful Telekinetic Throw

- Effect: Place either the throwing model or the receiving model within 2.

Retaliatory Strike

- Cost: 1 CHS
- Timing: After a melee attack is declared against a model
- Restriction: Once per turn per enemy model; cannot trigger off Retreating Strikes or itself. Does not generate CHS from action line results.
- Effect: After the attack resolves, the target may immediately make a melee attack against the attacker.

Psychic Barrier

- Cost: 1 CHS
- Timing: After an attack is declared
- Effect: The target gains +1 EVA for the duration of the attack.

Rejuvenate

- Cost: 1 CHS
- Timing: During the model's activation
- Restriction: Can be used once per Round per model
- Effect: Regenerate 4 Wounds or remove all conditions from the active model.

Mend

- Cost: 2 CHS
- Timing: During the model's activation
- Restriction: A model may only benefit from Mend once per round.
- Effect: Target another Allied model within 8. That model regenerates 4 Wounds or removes all conditions.

Chaotic Surge

- Cost: 1 CHS
- Timing: During dice pool generation of a TN test
- Restriction: Once per TN test
- Effect: Add +2D6 to the dice pool.

Wayfinder

- Cost: 1 CHS
- Timing: Once per turn during a model's activation
- Effect: The model ignores Rough Terrain and SIZE 1 terrain for the remainder of the turn.

Essence Grounding

- Cost: 2 CHS
- Timing: Once per Round during a model's activation
- Effect: Remove one cell of Neural Distortion from the model.

Unraveling

- Cost: 2 CHS
 - Timing: Once per Round during a model's activation
 - Effect: Remove 1 Sustained NeuroChaotic Action from this model or an allied model within 8.
-

CHAOS CARDS

Chaos Cards represent strategic battlefield manipulation beyond a model's inherent abilities.

Chaos Card Rules

- Chaos Cards are selected before the game.
 - Each player may play a maximum of 1 Chaos Card per Round.
 - Once played, a Chaos Card is removed from play unless stated otherwise.
 - Chaos Cards override core rules unless explicitly stated.
-

CHAOS CARD COMPONENTS

Each Chaos Card includes:

- Name
 - Force Restriction (if any)
 - Chaos Cost
 - Effect
 - Initiative Value
-

CHAOS CARD TIMING

Chaos Cards are categorized as:

- **Active Cards** – Played during the player’s turn at any legal timing window.
 - **Reactive Cards** – Played only when the listed trigger occurs; once per trigger.
-

INITIATIVE VALUE

During the Initiative Phase:

- Add the Initiative Value of the revealed Chaos Card.
 - Add +1 Initiative per unspent CHS retained from the previous Round.
-

CHAOS RESET & RETENTION

- Chaos is counted for Initiative bonuses.
 - Chaos is then reset to 0.
 - After Initiative resolution, the player without Initiative gains 1 CHS.
-

SECTION 12: CHAOS ORBS / NEURAL DISTORTION

Chaos Orbs are volatile battlefield artifacts that drive scoring, Chaos generation, and positional play. This section defines possession, collection, scattering, and Telekinetic Throw interactions.

CHAOS ORB BASICS

- Chaos Orbs are represented by Chaos Orb tokens.
 - A Chaos Orb not possessed by a model is a Loose Chaos Orb.
 - Chaos Orbs cannot be destroyed and cannot leave the battlefield unless a rule states otherwise.
-

POSSESSION RULES

- A model may possess only one Chaos Orb at a time.
 - While possessing a Chaos Orb, a model gains:
 - +2D6 to all attack dice pools
 - This bonus does not apply to Telekinetic Throws.
 - A model's position is considered the Chaos Orb's position.
-

INDICATING POSSESSION

- Place the Chaos Orb token in contact with the possessing model's base.
 - The token may be repositioned for clarity.
 - The Chaos Orb automatically moves with the model.
-

RELINQUISHING POSSESSION

- During its activation, a non-engaged model may relinquish possession at any time.
 - Relinquishing possession:
 - Is not an action
 - Costs no resources
 - The opposing player may place the Chaos Orb within 1 of the model.
 - A model that relinquishes possession may not Collect a Chaos Orb during the same activation.
-

LOSING POSSESSION

A model immediately loses possession of a Chaos Orb if it becomes:

- Knocked Down
- Stunned

When possession is lost:

1. Scatter the Chaos Orb.
 2. Resolve post-scatter possession.
-

COLLECTING A CHAOS ORB

Collection is automatic and does not require an action.

A model may immediately Collect a Loose Chaos Orb if:

- It starts its activation within 1 of the orb, or
 - It advances or is repositioned within 1 of the orb, or
 - A Chaos Orb is Relinquished within 1 of the model
-

COLLECTION RESTRICTIONS

- A model may not Collect a Chaos Orb during the same activation in which it relinquished possession.
 - A Chaos Orb may not be Collected until all effects that placed or scattered it have fully resolved.
-

CONTESTED COLLECTION

If models from opposing Forces are within 1 of a Loose Chaos Orb:

Contested Collection Procedure

1. Each player selects one eligible model within 1 of the Chaos Orb.
 2. Each selected model rolls 2D6 and adds the first value of its TKT stat.
 3. The model with the highest total gains possession.
 4. If tied, the Chaos Orb remains Loose.
-

TELEKINETIC THROW (CHAOS ORBS ONLY)

Telekinetic Throw allows a model to reposition a Chaos Orb to another model.

- Cost: 1 NRO
 - Target: A Friendly or Allied model unless stated otherwise
 - Line of Sight: Not required
 - Path: Straight line from throwing model to target
-

TELEKINETIC THROW SEQUENCE

1. **Declaration & Cost**
 - Declare the Telekinetic Throw and target.
 - Measure Range with the selected tool.
 - Pay 1 NRO.
 - The throwing model immediately relinquishes possession of the Chaos Orb.
 2. **Dice Pool**
 - Generate a dice pool using the throwing model's TKT stat.
 - If Infused, add +1D6 per NRO on the model.
 3. **TN Test**
 - Telekinetic Throw is resolved as a TN 3+ test.
 - The throw succeeds with 2 or more successes.
 4. **Modifiers**
 - -1 TKT if the throwing model or the target is engaged.
 - +1 TN if the target is not in Line of Sight.
 5. **Successful Throw**
 - The target model immediately gains possession.
 - Resolve Chaos generation if applicable.
-

FAILED TELEKINETIC THROW

If the Telekinetic Throw fails:

- The target model may immediately spend 1 NRO to gain possession.
- If this option is used:
 - No Chaos is generated
 - The Phase Chaos Ability cannot be triggered

If the option is declined, scatter the Chaos Orb from the target model's location.

SCATTER RULES

Scatter occurs when:

- A model loses possession due to Knocked Down or Stunned
- A Telekinetic Throw fails and is not recovered

Scatter Procedure

1. Determine direction by starting with the tick that has a dot beside the tick on the model's base. That tick represents the 1 on the D6. Roll 1D6 to determine the direction of the scatter, going clockwise.
 2. Scatter the Chaos Orb template 3 in that direction.
 3. The opposing player places the Chaos Orb at the end of the template.
-

POST-SCATTER POSSESSION

After scattering:

1. The closest eligible model within template 1 may immediately take possession.
 - a. If that model declines, the next closest model within template 1 may choose to take possession.
 2. If multiple opposing models are eligible, resolve the Contested Collection.
 3. If no model takes possession, the Chaos Orb remains Loose.
-

EXAMPLE: CHAOS ORB FLOW

- A model possessing a Chaos Orb becomes Knocked Down.
- The Chaos Orb scatters 3.
- Two opposing models are within 1 of the new position.
- Both players select one model and resolve the Contested Collection.

NEURAL DISTORTION

Neural Distortion represents the destabilizing psychic strain caused by prolonged exposure to a Chaos Orb.

This effect is tracked using the Neural Distortion Track on a model's profile card.

DISTORTION TRACK

- Each model with a Neural Distortion Track has a number of Distortion cells.
- Mark and erase cells directly on the model's profile card.
- A model may never have more marked cells than exist on its track.

GAINING DISTORTION

During the Final Phase, after Victory Points are calculated:

- If a model is in possession of a Chaos Orb, mark one Distortion cell.
-

RECOVERING DISTORTION

During the Final Phase, if a model is not in possession of a Chaos Orb:

- Remove one marked Distortion cell, if any are marked.
 - A model cannot remove more than one cell per Final Phase unless a rule explicitly states otherwise.
-

NEURAL DISTORTION TRIGGER

When the last unmarked cell on a model's Distortion Track is marked:

1. The model immediately suffers the Knocked Down (KD) Condition.
 - a. If a model cannot suffer the Knocked Down (KD) Condition, scatter the orb.
2. The model gains the Neural Distortion status.

This occurs immediately when the final cell is marked, even if it occurs during the Final Phase.

EFFECTS OF NEURAL DISTORTION

A model suffering Neural Distortion:

- Cannot have Neuroessence transferred to it during the next First Phase and may not have NRO transferred to it during the round.
- May still generate its base NRO for the Neuroessence Pool unless a rule states otherwise.
- Is otherwise treated as normal unless another rule applies.

Neural Distortion remains until at least one Distortion cell is removed.

If at least one cell is erased from the track, the model no longer suffers Neural Distortion.

STUNNED INTERACTION

If a model suffers the Stunned Condition:

- Remove all marked Distortion cells immediately.
 - The model no longer suffers Neural Distortion.
-

SECTION 13: PORTALS & SUMMONING

Portals and Summoning govern how models enter the battlefield from the Garrison.

PORTALS

Portal Definition

- A Portal is a fixed battlefield element that allows models to enter play from the Garrison.
 - Portals are represented by 1.75 base markers.
-

Portal Properties

- Portals are considered SIZE 2 for Line of Sight (LOS).
 - Portals are treated as SIZE 1 terrain for movement purposes.
 - Models may not end movement on a Portal.
-

Portal Ownership

- Each Portal is allied to a specific Force unless a rule states otherwise.
 - A model may only be summoned through an allied Portal, unless a rule explicitly states otherwise.
-

SUMMONING OVERVIEW

Summoning allows models to enter play from the Garrison during the game. Summoning is powerful but limited and always represents a strategic tradeoff.

SUMMONING RESTRICTIONS

- A Force may summon a number of models equal to the value of Round Points for that round.
- Summoning may only occur during an active model's activation.
 - It may not interrupt another action.
- Only Solos, Freeblades, and Encephalockes may be summoned unless explicitly stated otherwise.
- All models cost 2 Chaos to summon unless a rule states otherwise.

A model may not be summoned if:

- It was removed from the battlefield earlier in the same Round, or
 - It is an Encephalocke or Freeblade that suffered the Stunned condition earlier in the same Round.
-

SUMMONING PROCEDURE

To summon a model, resolve the following steps in order:

- 1. Declaration**
 - Declare the model to be summoned from the Garrison.
 - Declare the allied Portal that will be used.
- 2. Pay Chaos Cost**
 - Pay 2 Chaos.
- 3. Placement**
 - Place the summoned model within template 1 of the chosen Portal.
 - The model may not be placed within template 1 of any Scenario Element.
 - The entire base must be placed legally.
- 4. Infusion on Entry**
 - The summoned model enters play Infused with Neuroessence.
 - Transfer NRO from the Force pool up to the model's Base NRO.
 - This Transfer does not count as First Phase Transfer.
- 5. Movement Restriction**
 - A summoned model must forfeit its March during its first activation.
 - The model may Dash, attack, and perform other actions as normal.

STUNNED MODELS & THE GARRISON

Returned to the Garrison

- If a model is Stunned and returned to the Garrison:
 - It may be summoned again in a later Round, following all normal rules.

PORTALS & LINE OF SIGHT

- Portals block Line of Sight as SIZE 2 terrain.
- Portals cannot be targeted, damaged, or destroyed unless explicitly stated.
- Terrain effects only interact with Portals if explicitly allowed.

EXAMPLE: SUMMONING FLOW

- During a model's activation, Player A declares a summon.
- Player A spends 2 CHS to summon a Solo.
- The model is placed within 1 of an allied Portal.
- The model receives NRO equal to its Base NRO.
- During its first activation, the model may not March but may Dash and attack.

SECTION 14: TERRAIN & BATTLEFIELD FEATURES

Terrain represents environmental features that affect movement, Line of Sight (LOS), attacks, and positioning. This section standardizes terrain behavior to ensure consistent play across casual and competitive environments.

TERRAIN AGREEMENT

Before deployment, players must agree on the terrain present on the battlefield and assign properties to each terrain feature.

For each terrain piece, players must agree on:

- Terrain category
- Terrain SIZE
- Whether the terrain is Rough
- Whether the terrain blocks Line of Sight
- Whether the terrain is Interactive

Once agreed, terrain properties cannot be changed during the game unless a rule explicitly allows it.

RECOMMENDED AMOUNTS OF TERRAIN

We recommend, at the minimum, the following amount of terrain on the battlefield.

- 3 SIZE 4 pieces of terrain
 - 4 SIZE 3 pieces of terrain
 - 8 SIZE 2 pieces of terrain
 - 16 SIZE 2 pieces of terrain
 - 2 - 4 Forests or Clouds
-

TERRAIN CATEGORIES

Terrain is divided into two primary categories:

- **Non-Interactive Terrain**
 - **Interactive Terrain**
-

TERRAIN SIZE (SIZE)

All terrain features have a SIZE value.

SIZE is used to determine:

- Line of Sight blocking

- Movement interaction
- Eligibility for being thrown

Line of Sight & SIZE

- A model's Line of Sight is blocked by terrain with a SIZE equal to or greater than the model's SIZE.
 - A model may draw LOS over terrain with a smaller SIZE value.
-

NON-INTERACTIVE TERRAIN

Non-Interactive Terrain represents large or fixed battlefield features.

Properties

- Cannot be thrown
- Cannot be destroyed
- May block Line of Sight
- May provide Cover

Examples include:

- Buildings
 - Large rock formations
 - Permanent structures
-

INTERACTIVE TERRAIN

Interactive Terrain represents loose or destructible battlefield objects.

Properties

- Always SIZE 1
- Represented on 1.5 bases
- Provides Cover
- May be thrown
- Is destroyed when thrown
- Must be placed within 3 of a non-Chaos-Orb Scenario Element during setup immediately after determining initiative.

Examples include:

- Crates
 - Barrels
 - Small debris piles
-

ROUGH TERRAIN

Rough Terrain represents difficult ground or unstable surfaces.

Movement Effects

- If a movement template touches Rough Terrain:
 - Reduce the movement distance by 1
 - This reduction applies per movement, not per terrain piece.
-

FOREST TERRAIN

Forests are a specialized terrain type.

Properties

- Forests are Rough Terrain
- Forests block Line of Sight
- Forests are SIZE 3

Line of Sight Rules

- Models may see into a forest.
- Models may see out of a forest.
- Models may not see through a forest unless the target model has a greater SIZE than the forest.

Cover

- A model whose base is completely within a forest gains Cover.
-

CLOUD EFFECTS

Cloud effects represent smoke, fog, magical haze, or similar obscuring phenomena.

- Cloud effects follow the same rules as Forests unless stated otherwise.
 - Cloud effects are AOE template SIZE 3.
 - Cloud effects provide cover if a model's base is completely within it.
 - Cloud effects block Line of Sight through them but allow LOS into and out of them.
 - Cloud effects are not rough terrain.
-

TERRAIN & MOVEMENT INTERACTION

- Models may move over SIZE 1 terrain.
 - If a movement template touches SIZE 1 terrain:
 - Reduce the movement template by 1.
 - Terrain movement penalties do not stack unless explicitly stated.
-

THROWING INTERACTIVE TERRAIN

Interactive Terrain may be thrown using Telekinetic Terrain Throw rules with the additional procedures below.

TERRAIN THROW PROCEDURE

1. **Declaration**
 - Declare the interactive terrain feature being thrown.
 - A model does not need LOS to interact with Interactive terrain.
 - A model does not need LOS to the target.
2. **Range Check**
 - Using a measuring tool, measure the range from the active model's base to the interactive terrain feature using the second value of the model's TKT stat.

- If the terrain is out of range, the throw cannot be attempted.
 - 3. **Cost**
 - Pay 1 NRO.
 - 4. **Target Declaration**
 - Place a 4 template at the edge of the terrain's base.
 - Declare one enemy model within the template as the target.
 - If there are no targets within a 4 template, the throw may not be attempted.
 - 5. **Dice Pool**
 - Generate a dice pool using the model's first number of its TKT stat.
 - If Infused, add +1D6 per NRO on the model.
 - Apply modifiers
 - 6. **TN Test**
 - Resolve as a TN 3+ test.
 - 7. **EVA & ARM**
 - The target rolls EVA.
 - Subtract EVA successes and ARM from the throw successes.
 - 8. **Hit Resolution**
 - If 1 or more net hits remain, the target suffers the following in order:
 - The target is Pushed 3.
 - The target suffers the Knocked Down condition.
 - The target suffers 3 Wounds.
 - 9. **Terrain Destruction**
 - The thrown terrain is destroyed and removed from play, regardless of hit or miss.
-

CHAOS GENERATION

- If a terrain throw successfully hits a target:
 - The active Force gains 1 CHS.
-

EXAMPLE: TERRAIN THROW

- A model throws an interactive crate at an enemy model.
 - The TN test succeeds with 2 net hits.
 - The enemy model is Pushed 3, is Knocked Down, and suffers 3 Wounds,
 - The crate is removed from the battlefield.
-

SECTION 15: GAME END, CLEANUP, & TOURNAMENT APPENDIX

This section defines how games conclude, how unresolved situations are handled, and how Chaos Kings is administered in competitive, casual and organized play.

GAME END CONDITIONS

A game of Chaos Kings ends immediately when any of the following occur:

- A player reaches 5 Round Points.
- The end of Round 5 is completed.

When the game ends:

- No further actions may be taken.
 - No additional scoring is resolved unless explicitly stated.
-

DETERMINING THE WINNER

1. The player with the most Round Points wins the game.
 2. If tied, the player who won the most individual Rounds wins.
 3. If still tied, resolve using Secondary Scoring (Section 5).
 4. If still tied, the game is a draw.
-

CONCESSIONS

A player may concede at any time.

- The conceding player immediately loses the game.
- The opposing player is awarded:
 - A win
 - All remaining Round Points, up to a maximum total of 5

Concessions do not award additional Victory Points.

ILLEGAL GAME STATES

An illegal game state is any situation where rules have been applied incorrectly.

Resolution Priority:

- If detected immediately, rewind to the last legal game state if possible.
 - If rewinding is not possible, correct the error and continue play.
 - If the illegal state materially affected the outcome and cannot be resolved, a judge may declare a draw.
-

MISSED TRIGGERS

Chaos Kings uses mandatory and optional triggers.

- Mandatory triggers must be resolved when their conditions are met.
- Optional triggers may be declined.

If a mandatory trigger is missed:

- Resolve it immediately upon discovery if feasible.
 - If resolving it would significantly disrupt the game state, the trigger is considered lost.
-

DICE ETIQUETTE

- Dice must be rolled in a shared, visible area agreed upon by both players.
- Cocked or unreadable dice must be rerolled.
- Dice that fall off the table are rerolled.
- Incorrect Dice Pools:
 - If a dice pool is rolled with an incorrect number of dice, the roll is invalid.
 - The roll must be fully rerolled using the correct dice pool.
 - No results from the incorrect roll may be kept, modified, or partially applied.

An incorrect dice pool includes missing dice, extra dice, or incorrect modifiers.

When rules questions arise during play, apply rules in the following order:

1. Model Profile Cards
2. Chaos Cards
3. Mission Rules

4. This Rulebook
5. Tournament FAQ / Errata
6. Judge Ruling

Judge rulings are final during an event.

GLOSSARY

Active Player – The player currently resolving an action or attack.

Advance – A voluntary movement (March or Dash).

Allied Model – A model that is part of a Force's core allegiance.

Friendly Model – Any model controlled by the same player, including Freeblades.

Chaos (CHS) – Volatile Force resource used for Chaos Abilities and Chaos Cards.

Chaos Orb – Battlefield object used for scoring and Chaos generation.

Condition Damage – Damage caused by conditions, resolved during the Final Phase and ignoring ARM.

Dash – A paid advance using the second SPD value.

Encephalocke – Leader model type; only one may be on the battlefield at a time.

Final Phase – End-of-round phase where effects, damage, and scoring occur.

Infused – A model with at least 1 NRO on it.

March – A free advance using the first SPD value.

Neuroessence (NRO) – Force resource used to activate models and abilities.

Net Hits – Attack successes remaining after EVA and ARM are applied.

Repositioning – Involuntary movement (Push or Place).

Stunned – Condition suffered at 0 WDS; removes a model from normal play.

TIMING QUICK REFERENCE

- Initiative Phase
- First Phase
- Activation Phase
- Final Phase

Attack Resolution Order:

TN Test → EVA → ARM → Action Line

Tie Resolution:

Resolve immediately using defined procedures.
