The background of the cover is a detailed illustration. On the left, a tall, dark, industrial city with smokestacks and a large green robot standing on a rooftop is visible. In the center, a large black shield-shaped emblem contains the title text. To the right, a sleek, dark spaceship flies through a sky filled with large, white, billowing clouds. In the foreground, two characters are seen from behind, walking through a hazy, golden-brown landscape. One character is wearing a dark hooded cloak, and the other is wearing a green tunic and holding a staff.

ALL'S WELL THAT ENDS

RULEBOOK

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THE WORLD OF ALL'S WELL THAT ENDS

All's Well That Ends is a fantasy campaign adventure game for one to four players, each of which controls one Character. Their story takes place in our world, at a time so far removed from now that none of the surroundings would be recognisable to us. The oceans have drowned a thousand civilisations, and epochs of ice have smothered many more. Furious angels from distant stars have burned our cities to ash, and plagues, war and famine have driven us to the verge of extinction.

Yet here we are again, flourishing amid the spoils, determined to stamp our presence on the face of the world. Determined that this time, the mark we cut will last.

Amongst the cyclopean ruins of fossilised aeons, at the frontier of Civilisation, you and your fellow travellers – reckless profiteers and wayfarers all – band together to explore the untamed reaches of the Western Wildlands. You will hunt down a roving band of slavers and killers, not stopping in your pursuit until justice – as you understand it – has been served.

The game's narrative plays out over several chapters, each of which draws you deeper into the Wildlands as you discover clues, gather allies and become increasingly deadly with new abilities and equipment. Each chapter will usually include one narrative-driven Exploration phase and one combat Scenario phase. Played in sequence, these form a campaign that tracks the story of your Characters, their adventures in the Western Wildlands, and ultimately, their fate. You can also play individual Skirmish Scenarios for a quicker, bloodier gaming experience.

The Wildlands beyond the fringes of Civilisation forgive the ill-prepared traveller little. Although the campaign's opening Scenarios and Explorations gradually introduce more formidable Enemies, complex objectives and formidable challenges, it is recommended that you familiarise yourself with the core rules before you begin.

Over the course of the campaign you may use any combination or number of Characters, and it is possible for players to swap their Character in favour of another before any Scenario. Regardless of the size of your group (and so the number of Characters you play with), all playable Characters are assumed to be present together throughout the campaign, so will take part in narrative elements and dialogue. Just because one is too injured, sick or preoccupied to fight, it doesn't mean they won't shout instructions to you in the middle of combat!

Whether you intend to play through the entire campaign or just want to dip a toe with an introductory Scenario, for your first outing you'll want start on page 2 of the Campaign Book, with the Wilderness Camp Scenario. You can go there now if you're familiar with the rules already, or if you'd rather learn by following the First Game Guide than by reading this book. If you prefer to internalise written rules before you begin, read on.

This isn't a world that has any mercy for the weak or the half-hearted. Nobody will hold your hand, save to drag you into the heat and din of bloody combat.

So the campaign begins.

COMPONENTS



1. Campaign Book x 1
2. Book of Maps x 1
3. Supplemental Maps x 1
4. First Game Guide x 1
5. Character miniatures x 4
6. Character Dashboards x 4
7. Health Dials x 4
8. Character Action cards x 104 (48 starting, 56 upgrade)
9. Player Aids x 4
10. Praxis cards x 8
11. Impulse cards x 96 (12 x each of 8 Praxes)
12. Enemy cards x 32 (12 Enemies, 20 Overlords a/b)
13. Hired Cards x 10
14. Loot cards x 54 (18 starting, 36 upgrade)
15. Death Throes cards x 18
16. Intent cards x 18
17. Equipment cards x 44 (4 starting, 40 supply)
18. Character standees x 5 (4 Characters, 1 Party)
19. Enemy standees x 70 (60 Enemies, 10 Overlords)
20. Mercenary standees x 10
21. Standee holders x 30
22. Round Tracker token
23. Location cards x 110
24. Supply/circulation divider



- | | | | |
|-----|---|-----|---|
| 25. | Location card divider | 37. | Coin x 40 (20 x 1 coin, 20 x 5 coin) |
| 26. | Round Tracker card | 38. | Plot Armour tokens x 12 (numbered 1–12) |
| 27. | Door overlays x 5 | 39. | Retrieval Tokens x 12 (paired A–F) |
| 28. | Character tokens x 48 (12 x 4 Characters) | 40. | Positive modifier tokens x 12 |
| 29. | Trigger tokens x 26 | 41. | Negative modifier tokens x 12 |
| 30. | Potency tokens x 5 | 42. | Floored tokens x 4 |
| 31. | Healthy tokens x 12 | 43. | Trauma tokens x 30 (20 x 1 trauma, 10 x 5 trauma) |
| 32. | Rattled tokens x 12 | 44. | Resolve tokens x 12 (4 x 2, 4 x 1, 4 x 0 resolve) |
| 33. | Wounded tokens x 12 | 45. | Level tokens x 36 (9 x 2–10) |
| 34. | Enemy augment / affliction tokens x 12) | 46. | Health tokens x 60 (9–30) |
| 35. | Brace / void tokens x 24 | 47. | Exploration tokens x 18 |
| 36. | Interactive overlay tokens x 6 (U–Z) | | |


PART ONE: SCENARIOS

Each Scenario contained in the Campaign Book begins with a narrative introduction, describing the immediate events that have escalated beyond your Characters' ability to contain. While this section is optional, players who wish to follow and understand the story elements of the campaign should read this before the Scenario begins. Your objective in each Scenario is to meet its victory conditions (and, if possible, the secondary conditions), as described in the corresponding Scenario Guide. After reading the narrative, you will need to complete the following setup sequence.


SCENARIO SETUP








1. Map setup


The Campaign Book's Scenario Guide indicates the pages from the Book of Maps (and sometimes the Supplemental Maps book) that are used to form the Scenario Map. Create the map in the centre of the play area. Place an Enemy standee of the indicated type on each Enemy spawn hex (a hex bearing an image of that Enemy).



Enemy spawns with the **dormant**  icon are not active at the Scenario's start. Do not add any standees to these hexes.

Note: Grey boxes like this one give additional hints and context. In this section, these are specific to the Prologue Scenario, Wilderness Camp.



There are no Enemy spawn hexes with the  icon in the Wilderness Camp Scenario.


Shuffle the **Intent**  and **Death Throes**  decks. Put them to one side of the Scenario Map, and place all Enemy cards listed in the guide nearby, along with all Enemy **healthy** , **rattled** , **wounded**  and **augment**  / **affliction**  tokens.


Form a Loot deck composed of all **Loot**  cards in circulation. Shuffle the Loot deck and place it near the Intent deck.



Use the starting Loot deck (the 18  cards containing no **coin**  value) during the Wilderness Camp Scenario.


See **Circulation** on page 19.

Gather all **trauma** , **floored** , **resolve** , **brace**  / **void** , **retrieval** , **positive modifier** , **negative** 

modifier  tokens, **Exploration**  tokens (numbered 1–18), and **coin**  (in denominations  and ).


Place the Round Tracker card below the Scenario Map with either its 12-Round side showing or, for Scenarios labelled as 'short' in the Scenario Guide, its 6-round side. Leave space to either side to lay out a row of **Trigger**  tokens. Have the Round Tracker token nearby.

If playing the campaign, cover any **Plot Point**  icons with **Plot Armour**  tokens of the same number that you gained during the preceding **Exploration** phase. For Skirmish Scenarios, instead follow the Skirmish quick start process.

In the Wilderness Camp Scenario only  will be displayed, as no Exploration phase precedes the Scenario.

See **Skirmish quick start** on page 23.

2. Character setup

Each player chooses one Character to act as their avatar. If you are playing the campaign you are likely to keep the same Characters throughout, so choose wisely. Take the corresponding Character miniatures and add each to an available hex marked with their Character icon or any hex marked with  on the Scenario Map.


Locate the Character Dashboards, Action card decks and Player Aids for the Characters participating in the Scenario. Put your Character Dashboard in the centre of your personal play area.



Assign each Character a Praxis card and add it to the Character Dashboards. This must be the Praxis they began the campaign with unless they have been instructed to choose a new one while levelling up. For Skirmish Scenarios you can either choose one or

assign it at random.

When playing the Wilderness Camp Scenario, assign Characters their following recommended Praxis cards:

Marica: the Archagonist Lambik: the Occulted
Groanax: the Zealbreaker Knowman: the Ambuscader

Ensure Characters are levelled and equipped appropriately as indicated by the Scenario **level**  icon to the right of the Scenario title. If playing a Skirmish Scenario, instead follow the Skirmish quick start process (see below). Complete any trading required to acquire new items.

Your Characters enter the Wilderness Camp at  1, so you will not need to level them up yet. But do give them the following **equipment**  items from the supply (at no cost).

Marica: Factory Warpick Lambik: Chained Blade
Groanax: Ranch Mattock Knowman: Knifecaster

See **The level up process** on page 21.




See **Skirmish quick start** on page 23.

See **Trading** on page 23.

Build your Character an Action card deck from their starting Action cards (those numbered 1–12) and any cards acquired during the level up process. The deck must consist of exactly 12 cards for most Scenarios, or 6 cards for those labelled ‘Short Scenario’. Shuffle your Action card deck and place it to the bottom-left of your Character Dashboard.


Take the Impulse deck that corresponds to your Character’s Praxis, shuffle it, and place it to the top-left of your Character Dashboard. *For Short Scenarios only*, place only 6 random cards and discard the remaining 6.

If you are using the First Game Guide during the Wilderness Camp Scenario, give each Character only the cards numbered 1–6 from their Action card and Impulse decks, arranging both numerically so that cards numbered 1 are on top of the decks and 6 are on the bottom. *Do not shuffle them!*

Take a Health Dial and set it to the **health**  value indicated on the Character Dashboard. If you have levelled up your Character, your Dashboard or Body Bag will contain a numbered token equal to your new  – place it over the starting Character  icon, then set your Health Dial to that value.

Gather all tokens bearing your Character’s image.




3. Mercenaries

Each player may hire up to one Mercenary to join their fight, usually paying the price (returning that amount of  to the supply) printed on its Hired Card. Each player who paid for a Mercenary then adds its standee to an unoccupied hex adjacent to their Character, and puts its Hired card in their play area.

You can’t afford any Mercenaries when you start the Wilderness Camp scenario, so skip this step for now.



See **Mercenaries** on page 37.

4. The Trigger Sequence

Locate the **Trigger**  token for each Character and Enemy type taking part in the Scenario. Shuffle the tokens and arrange them face down in a row along the Ready (upper) track of the Round Tracker card, distributed as evenly as possible across the **fast**  and **slow**  sides. This forms the Trigger Sequence.



5. Scenario start

Draw action cards into your hand until you hold a number equal to your current **resolve** . This will generally be 3, unless the Scenario indicates otherwise, or you have lost  over the course of the campaign.


Make sure you have the Campaign Book to hand, open at the Plot Points and Interactions pages corresponding to the Scenario.

Steel yourselves, and prepare for battle.

Once you have set up the Scenario Map and components your tabletop should look something like the following:





- | | |
|-----------------------------------|--------------------------------------|
| 1. Campaign Book | 11. Mercenary standee |
| 2. Tokens | 12. Round Tracker and Trigger tokens |
| 3. Enemy cards | 13. Character Dashboard |
| 4. Coin | 14. Impulse deck |
| 5. Scenario Map | 15. Action card deck |
| 6. Enemy standees | 16. Praxis card |
| 7. Loot deck | 17. Character Equipment cards |
| 8. Death Throes deck | 18. Character tokens |
| 9. Intent deck | 19. Player aid |
| 10. Character miniatures/standees | 20. Hiring card |

A note on tokens: many game effects are marked by adding tokens to the Scenario Map, Standees, Location cards, Character Dashboards or other places. While many tokens of each type required are included with the game, you might run out of tokens of a given type. Tokens are theoretically infinite in number, so if this happens you will need to substitute the token with an indicator of your own devising: a scrap of paper with the required token value, for example. The range of values expressed on a token is similarly unlimited in theory. You may combine tokens of lesser values or create tokens of your own if you need to represent tokens of values not included in the box. The exception is **Exploration**  tokens (numbered 1–18), which are gained and lost at specific points in the narrative. Tokens lost or discarded during play are returned to their relevant supply and can be used or accessed again later.

THE ROUND SEQUENCE

Once setup is complete, you can begin the Scenario! Combat will take place over several rounds – either 6 or 12 depending on the Scenario – until the conditions for finishing the Scenario are met. A round consists of the phases outlined below.

1. Move Round Tracker token and resolve Plot Points


Move the Round Tracker token to the next numbered slot on the Round Tracker card, starting by adding it to the ‘1’ slot in the first round. Each slot will contain either a red **Plot Point**  icon or a green **Plot Armour**  token, depending on the outcomes of the preceding Exploration phase.

Consult the Scenario’s Plot Points page in the Campaign Book and read the corresponding narrative passage. This is followed by an in-game effect. You must complete every element of the in-game effect possible, even if it affects occupied hexes, for example.

If there is no remaining numbered slot to which you can move the Round Tracker token, the Scenario ends.



See **Scenario Outcomes** on page 40.



2. Choose Impulses

Each player draws two cards from their Impulse deck, choosing one to play this round (and then discard when used or at the end of the round) and one to add to their **held pile** for use on a later round. Resolve the effects of any Impulses that are of the **Instant**  type, in any order you prefer.


See **Choose Impulses** on page 17.


3. Resolve Character and Enemy turns

Trigger  tokens start the Scenario face down, so you won’t know the order in which combatants will take their turns during the first round (a combatant is any entity in the Scenario represented by a miniature or standee, principally Characters, Enemies and Mercenaries). Flip the leftmost  token. It will display either a Character or Enemy type image. If it shows a Character, that Character takes a Character turn. If it shows an Enemy, then all Enemies of that type take an Enemy turn.

Resolve the player or Enemy turn, then move their token to the most-central space of either the **fast**  or **slow**  end of the Spent track on the bottom half of the Round Tracker card (according to whether the Action card or Intent card played on that turn was fast or slow), placing it face up.






See **Character turns** on page 24 and **Enemy turns** on page 34.


Continue to resolve  tokens in the Trigger Sequence, working from left to right until all tokens have been moved down to the Spent track. This creates the Trigger Sequence for the next round.

From this point on all  tokens remain revealed face-up, so in subsequent rounds the turn order will be pre-determined, allowing you to plan your actions more effectively.

4. Cleanup

In order:

1. Slide all  tokens up to the Ready track, retaining their order.
2. Resolve any effects that occur at the end of the round, such as those on Character abilities.
3. Flip any  tokens back to their  side.
4. Spend all **brace**  tokens. Discard unspent .
5. Discard all remaining Impulse cards chosen this round (even if their effects were not used).

If you gain the option to store  (for example, through Lambik’s *Prestidigitation* trait), then at this point decide whether to spend them or keep them for a later round.

See **Brace** on page 28.

THE SCENARIO MAP

Each Scenario takes place on a unique map depicting one of the many environments of the Western Wildlands and beyond. For each one the corresponding Scenario Guide tells you which pages from the Book of Maps (and sometimes Supplemental Maps book) to use to build the Scenario Map. These maps are composed primarily of empty hexes that combatants are free to move around and explore, but the landscape of the Western Wildlands is varied, and not without its dangers and opportunities. Elsewhere you will encounter the terrain types and interactive areas detailed here.



1. Destructible terrain (black dotted border)

Destructible terrain counts as blocked terrain but can be removed by specific Scenario effects. If this happens, place a **void** token on the destructible terrain border and treat it as a standard hex border for the remainder of the Scenario.

2. Difficult Terrain (blue border):

When any figure attempts to cross a border of this type using a **move** action or other voluntary movement, reduce the value of that movement by 1 for each difficult terrain border they cross.

Involuntary movements such as the **flee** action and Character abilities that force Enemies to move are not slowed by difficult terrain unless stated otherwise. A combatant that is forced

to move across difficult terrain instead adds 1 to the damage dealt by the source of that movement for each difficult terrain border they are forced to cross (even if that source would otherwise not deal any damage).


See **Damage** on page 29.

See **Flee** on page 28.


3. Occupied hexes

Occupied hexes are those that contain a Player Character miniature or standee, Enemy standee, Mercenary standee or other combatant. A hex can never be occupied by more than one combatant, though it may also hold any number of tokens.

4. Character starting hexes

During Scenario Setup, you may place your Character miniature on any unoccupied hex bearing the  icon. If the Scenario contains icons representing specific Characters instead then they must instead start the Scenario in a predetermined hex.

5. Deadly Terrain (red border)

No combatant can willingly cross a deadly terrain border, though they can be forced to do so by an involuntary movement. Any Enemy or Mercenary who crosses a deadly terrain border instantly has their condition degraded to **dead**  and any Character instantly suffers collapse. Note that if a combatant is forced to cross deadly terrain, it is considered to have died (or collapsed) in the hex into which it is moving.

See **Damaging Enemies and Mercenaries** on page 29.

See **Collapse** on page 31.



6. Enemy spawns

When setting up the Scenario, place a standee of the indicated type on each hex with an Enemy icon. These are the Enemies you face at the outset of the Scenario. If a Scenario instructs you to spawn Enemies, add new standees to *unoccupied* hexes bearing the indicated Enemy icon (do not spawn Enemies at occupied hexes).

7. Blocked terrain (black border)

Hex borders of this type cannot be crossed by combatants or any other game component or effect for any reason. It is not possible for a combatant to draw line of sight through blocked terrain.



8. Interactive hexes



A Player Character must interact with any **interactive**  hex that they *finish* a  action or other voluntary movement on.

Consult the Interactions entry of the Scenario Guide that matches the letter printed on the hex. Unless playing a solo game, another player should read the narrative text and any choices you face in responding to the interaction. They should not read the outcomes (the bullet-point text) that follow the options until you have committed to your choice – you must decide based on your



assessment of the information you have. The reader will then read the consequences of that decision to you.

If playing a solo game, you must read the narrative text and options yourself, so try to resist the urge to read ahead before making your decision!

During a Scenario's setup you may be instructed to randomly distribute  tokens onto  hexes. When doing so, use the tokens whose reverse side shows the indicated letters and distribute them with their letter side hidden from all players. When you interact with a hex of this type, flip the token to discover the letter you must refer to in the Scenario Guide, then remove the token.





Once you have resolved any decisions and all elements of the narrative interaction, you will often be directed to add a  token to the hex (use it to cover the  icon) to indicate that it has been used and no longer provides any further benefit.





9. Dormant Enemies

When setting up the Scenario, do not place standees of the indicated type on hexes with the **dormant**  icon beneath the Enemy icon. These Enemies will be encountered later in the Scenario. If a Scenario instructs you to spawn Enemies, only add new standees to unoccupied hexes with a  icon when that icon is shown in the Scenario Guide.

See **Spawning Enemies** on page 35.

10. Loot hexes

A Player Character that ends a  action or other voluntary movement on a **loot**  hex draws a number of cards from the Loot deck equal to the number printed on the  icon. They then place a  token on the icon to indicate that it has been used and no longer provides any further benefit.

Enemies and Mercenaries may never end any form of movement – even involuntary movement – on an  hex or  hex. If they would move onto one, they simply end that movement in the previous eligible hex. (They may end a movement on any hex covered by a  token or a **retrieval**  token (but they do not interact with the token.)

CHARACTERS

Now that you've got a Scenario set up in front of you and have a general idea of the phases of play, it's time to familiarise yourself with some of the major elements of the game. None of these are more important than your Characters. No two Characters in *All's Well That Ends* have exactly the same strengths or skill set, so in any given situation there is likely to be a better or worse approach depending on the Character you are playing. Your Character's attributes are displayed on the front of the corresponding Character Dashboard (the back contains the Character's Accomplice attributes, covered on page 47).




1. Character name

The name the Character goes by (whether or not that is their real name).


2. Character art






This is an image of the Character acting as your avatar during the Scenario or campaign.




3. Potency/player count

Potency  represents the relative physical, mental, and (where relevant) spiritual power of the Character. This varies depending


on the number of Characters taking part in the Scenario.

Among other things,  determines the following key characteristics for that Character:

- Default damage dealt by their **attack**  actions.
- The value of **defend**  tokens from a  action.
- The amount of **health**  they regain when consuming health-restoring **loot**  items.
- The power of the Character's abilities.

 is often modified in one or more of several ways. Whenever you need to calculate a  value to resolve an action or other effect, bear in mind that any references to  take into account all relevant modifiers.

The most common  modifiers are:

- Action card modifiers: these modify the corresponding action only and are ignored for all other purposes.
- Impulse modifiers: these are chosen at the start of a Scenario round and apply to all  totals during that round.

4. Augment slot

When you gain an **augment** token, place it here. There is only one augment slot, so if you gain a subsequent token, you must discard the first.

5. Affliction slot

When you gain an **affliction** token, place it here. There is only one affliction slot, so if you gain a subsequent token, you must discard the first.

6. Trait

Each Character has a **trait** that represents their outlook on life




through means of an effect that applies whenever that Character is used in a Scenario. It is wise to bear your Character's trait in mind throughout all Scenarios in which they participate, as in many cases it will affect their efficacy, and can influence whether a Scenario is won or lost.

7. Level-up benefits

Each Character has their own set of benefits available for you to choose when they level up. These combine with the benefits determined by their Praxis card, so that every Character and Praxis combination offers a unique set of options.





See **The level up process** on page 21.





8. Level

The current **level**  of the Character, representing their overall prowess. In the campaign the Characters begin the game at  1. Later Scenarios define the  to which you should raise your Characters.

See **Character levels** on page 21.



9. Maximum health

The maximum **health**  of the Character.  represents the Character's ability to withstand pain and bodily wounds. As your Character levels up and becomes more resilient, you will overlay the starting  value with a token displaying a greater value. At the start of any Scenario, the Character's Health Dial is set to the amount displayed on their visible  icon.

When a Character suffers an amount of **damage** , reduce their *current*  by that amount on their Health Dial. Several items and Character abilities enable a Character to **regain** lost , up to, but never exceeding, their maximum  value.


See **Damage** on page 29.



10. Range

A Character's **range**  determines the distance, measured in adjoining hexes, within which the Character is able to target Enemies when taking an  action.

See **Attack** on page 26.

11. Influence




A Character's **influence**  determines the distance, measured in adjoining hexes, which the Character is able to affect with their ability actions.



When a Character throws  items into another hex, the maximum range of the throw is equal to their .



It also denotes the maximum number of hexes distant that a **Mercenary** will willingly stray from its employer Character.




See **Abilities** on page 27, **Items** on page 18 and **Mercenaries** on page 37.


12. Resolve

Characters start their journey with a **resolve**  of 3. This represents a Character of generally sound mind and stalwart purpose. This can be reduced during a Scenario, primarily when a **floored**  Character suffers .

Whenever your  is modified, track this on the resolve section of your Character Dashboard using the  tokens provided.

 can be regained through use of several items, healing effects and quest rewards. It will be in constant flux over the course of a campaign, so make sure to add your current  token to your **Body Bag** between sessions.

Reduced  results in your Character's clarity of thought clouding, and their ability to parse the rhythms of battle to form effective tactics fades. Whenever you draw up new Action cards after discarding one played on your turn, draw until your hand size equals your Character's current  (unless there are none left in your deck, in which case you skip this step). Note that you do not discard Action cards when  is reduced, you only draw fewer.

If a Character's  ever reaches 0, they suffer **collapse**.

See **collapse** on page 31.

ACTION CARDS


When you assume control of a Character, you also gain their unique Action card deck. This initially consists of 12 cards, each of which contains three actions available to you to take when playing that card, and two actions for your Mercenary, if you have hired one. You can upgrade your Character's deck with more powerful cards throughout the campaign.



1. Character name

Each Character's Action card deck is different. Make sure you are using the deck that displays your Character's image on the back.

2. Card level

The Character **level**  at which this card becomes available to choose when levelling up.


3. Card number

The number of the card within the Character's Action card deck.

4. Character icon

A quick visual reminder of which Character the card belongs to.


5. Fast /Slow icon


Shows which side of the Round Tracker card your **Trigger**  token moves to at the end of a turn in which you played this card.

6. Action description

The action the Character is taking in narrative terms.




7. Surge icon

If the two actions connected by the surge icon are taken in the sequence indicated by the icon's arrow, as part of a Focused turn, any additional modifier or effect indicated by the **bonus**  icon will apply to the action taken.

If an action's modifier is followed by an **upgrade**  icon, the action's modifier would instead change to the one that appears after the icon.





See **Surging** on page 24.




8. Action effect

The in-game actions this card enables you to perform when you play it on your turn. This will be a combination of standard actions (**move** , **attack** , **defend** ) or an ability unique to that Character.



9. Action modifier

The value by which the Character attribute relevant to that action should be modified. This impacts the effect of the action taken in the following ways:

Attack  : increase or reduce the amount of **damage**  dealt by a Character's  action, which by default is equal to their **potency** .

Defend  : increase or reduce the value of the token generated when the Character takes a  action. By default this is equal to their .


See **Actions** on page 26.


Ability: an ability action modifier increases or reduces the overall power of a Character's ability. A modifier is applied to your  for the purpose of calculating the ability effect only. Note that ability modifiers do not alter the **influence**  used to calculate the distance at which most abilities are effective.

See **Abilities** on page 27.

Any action you take may be subject to modifiers in addition to those associated with that action. Most importantly, some Impulse cards confer positive or negative modifiers that apply to all actions you take during the round in which they are active.



10. Rampage icons

If the action is backed by a horizontal red blood splash segment, it can be used as part of a rampage action. If you do so, the action's modifier would change to the one that appears after the  icon.

If the action's modifier instead includes the  icon, any additional modifier or effect indicated by the icon will apply to

the action taken.

11. Order icon

If an action carries this icon, after taking the action you may **order**  another Character within your **influence**  to take the same action, with the same action modifier you used (even if you surged or rampaged and gained an upgraded modifier).

See **Orders** on page 28.

12. Mercenary actions

The actions your Mercenary (if you have one) may take when you play this card, and the modifiers to those actions.

See **Mercenaries** on page 37.



PRAXIS AND IMPULSE CARDS

Whenever you choose a Character to participate in Skirmish Scenario, or to join the campaign for the first time, you must choose a Praxis (or you may choose to deal them at random). They are then said to be following that Praxis. A Character's Praxis defines their approach to combat through its corresponding Impulse cards, as well as the benefits they gain from levelling up.

PRAXIS

While a Praxis card includes a unique passive trait that applies to the Character who follows it, its main purpose is to determine the way in which levelling up shapes that Character. The Praxis card slots into the Character Dashboard beside the Level Gains row.



You will retain one Praxis card per Character until such time as you are instructed to upgrade it, but the composition of the corresponding Impulse deck will evolve as Characters level up. During a campaign simply take the evolved Impulse deck corresponding to your Praxis – do not reset it between Scenarios.



1. Praxis name

A reflection of the values or approach the Praxis instils in the Character who follows it.

2. Praxis trait

A benefit a Character following the Praxis gains during Scenarios.

3. Level up row

When following this Praxis, a Character must choose one of the three rows of benefits to gain, in combination with the corresponding Character benefit, when levelling up.

IMPULSE

Each Praxis has a matching Impulse deck of 12 cards, representing the moment-by-moment drives that the Praxis steers them towards. These enable you to perform one-off abilities or modify your Character's attributes during each round of a Scenario. Impulses take one of three forms, indicated by an icon at the top-left of the Impulse card.








Instants







Instants are applied as soon as the Impulse card is chosen during the Choose Impulses phase of a round. If more than one player plays an , they decide the order in which they are resolved.


Effects

The timing of the **effect** will be described on the Impulse card. Generally this will state that it is applied either during your turn or during the round. Within any stated limitations, you determine exactly when the takes place.

Modifiers

Once a **modifier**  Impulse has been chosen, it lasts for the duration of the round. Impulses that apply modifiers to Character attributes such as **potency** , or Character actions such as **move** , **attack**  or **defend** , apply to all actions of the relevant type taken during that round, regardless of whether they occur during your turn.


For example, if an Impulse confers  +1, all your  actions benefit from 1 additional point of movement. If an Impulse confers  -1, all , , and ability actions – as well as any items or other effects you use that round – have 1 subtracted from their total value, because that value is based on your .

 Impulses are discarded during the Cleanup phase at the end of each round.




See **Actions** on page 26.

CHOOSE IMPULSES

At the start of a Scenario, all players shuffle their Impulse decks and place them face down close beside their Character mats.

During the **Choose Impulses** phase of each round (immediately after resolving **Plot Points** ) follow the Impulse sequence outlined below:

See **The round sequence** on page 9.

1. Draw the top two Impulse cards from your deck.
2. Choose one of the two cards you have drawn to be your Impulse for that round. Display your chosen card face-up:
 - If it is an , resolve it immediately, then add it face-down to the **discarded Impulses** pile at the upper-right of your Character Dashboard.
 - If it is an , retain the card face-up until you use its effect as described, then add it face-down to the **discarded Impulses** pile.
 - If it is a , keep the card displayed face-up for the duration of the round, then during the round Cleanup phase add it to the **discarded Impulses** pile.

3. Set the second drawn card face-down above your Character Dashboard in the 'held Impulses' area: this card will not be available again until later in the Scenario.

Impulses added to the discarded Impulses pile cannot be chosen again during that Scenario – you only have one chance to apply each Impulse per Scenario.

Whenever you must choose Impulses but are unable to draw two Impulse cards, shuffle your held Impulses, along with any remaining card in your Impulse deck, to form a new Impulse deck and continue as normal

The Choose Impulses phase repeats each round until you have half your cards in your discarded Impulses pile and the other half in your held Impulses pile – in most Scenarios, this means 6 in each (short Scenarios have half the cards).

The next time you would choose Impulses, shuffle your held Impulses pile to form a new Impulse deck of 6 cards, and continue the process using these.

After a further three rounds you will have 3 held Impulses left. Shuffle these to form a new Impulse deck.

After the next round you will have 1 card in your Impulse deck and 1 in the held pile. Combine these to form a deck of 2 cards and choose one of these in the next round.

On the final round you will have only 1 available Impulse card, and must apply the effects of this in the usual way.

(For short Scenarios of six rounds, the same principal applies, but the number of starting Impulse cards is halved.)

You still draw, play and hold Impulse cards each round even if you are **floored**.



See **Flooring Player Characters** on page 30.


ITEMS

No adventurer expects to last long in the Wildlands outfitted only with the shirt they woke up in and the rusted weapons they set out with. There are much more powerful items to be plundered from the tombs of antiquity and the bodies of fallen foes. These are divided into two categories: equipment and loot.

While a good piece of equipment might last the duration of the campaign, loot is consumed on using: it will aid you in a pinch, but is lost in the process. Potions, herbs, fetishes, bones, scrolls, wands, icons, salts, tinctures, globes, candles; the variety of such objects is endless, their uses beyond counting


EQUIPMENT



All items with the  icon on their back must be equipped by a Character in order to be used, which mean that they have been assigned to an available equipment slot once gained and are displayed in your player area. Some have active effects which you either may or must use (according to their item effects text) when certain conditions are met. Others have passive effects which will change the way your Character functions during a Scenario.  items are not discarded after use.


Each Character enters the fray equipped with their weapon of choice. Over the campaign's course, you will gain access to additional  cards, either by trading for them or gaining them during the level-up process.

See **The level up process** on page 21.

See **Trading** on page 23.

Characters can equip  items in the following slots, providing those items carry the corresponding **slot icon**:

- **Hand**  : each Character can equip up to two hand items. Most hand items are weapons, but some are shields or other strange artefacts left to posterity by long-dead aeons.
- **Armour**  : each Character can equip up to one piece of armour.

An  item carries some or all of the following attributes:



1. Equipment name

A description of the type of implement the card relates to.


2. Character icon

If an equipment item carries the image of a Character, *only* that Character can equip the item. Other Characters can carry it in their pack, for example if they pick it up from the Scenario map, but it must stay in their pack until they sell or donate it.



3. Slot icon

The slot that the item occupies when equipped, either  or .

4. Coin price

This is the amount of **coin**  you must pay to purchase the item. You may sell the item back to the supply for *half of this value*, whenever you have the opportunity to trade.

5. Character level




If an  item carries a **level**  value, *only* Characters of an equal or higher Character level can equip the item. Any Character can carry it in their pack, for example if they receive it as a level-up benefit at a lower level, but it must stay in their pack until they reach the appropriate level or they sell or donate it.

6. Item effects



This text explains how to use the item in a Scenario, and any associated conditions or effects.


LOOT




Items with the  icon on their back must be stored in a Character's belt in order to be used. The belt contains two slots that can be occupied *only* by  items, and these should be displayed in your player area much like  items.




 items can be used at any point on your Character's turn to apply the effect described on the card, even if doing so interrupts another sequence (for example, they can even be used in between the actions of a Rampage). Used  items are immediately discarded to the Loot deck discard pile.

Whenever the Loot deck is empty and you need to draw a  card, shuffle the Loot deck discard pile to form a fresh Loot deck.

Characters do not start the campaign with any  items but are able to buy them between Scenarios (or after the Skirmish quick start process).

See **The level up process** on page 21.




See **Trading** on page 23.

A  item carries some or all of the following attributes:

1. Loot item name

A description of the type of implement the card relates to.



2. Coin price

This is the amount of  you must pay to purchase the item. You may not sell  items at any time. Note that  cards in circulation at the start of the campaign (or any Skirmish Scenario) do not have a coin price.




3. Item effects

This text explains how to use the item in a Scenario, and any associated conditions or effects.


All item cards (cards with either Equipment  or Loot  icons on their back) exist in one of the following locations:

THE SUPPLY


The supply is the available stock of all items that are not in player inventories, in circulation, or present on a Scenario map. By default, all items with a coin cost printed below the item name are present in the supply at the start of the campaign or a Skirmish Scenario (with the exception of any Character's starting weapon). You may look at the supply at any time.


Some  items have no cost printed below the item name. These are still present in the supply, but cannot be obtained except through the level up process, nor can they be obtained again if discarded.



See **The level up process** on page 21.


Any  item that is sold or discarded is returned to the supply and can be purchased again when you have the opportunity to trade.


CIRCULATION

When a Character uses or discards a  item during a Scenario, it is added to the Loot deck discard pile. But while that copy of the item is consumed, others may be found over the course of the campaign. To represent this, at the end of the Scenario, that item enters circulation. Any item used during Exploration immediately enters circulation.

Whenever a  item enters circulation, add it to the circulation side of the supply/circulation divider.



All  in circulation is added to the Loot deck during future Scenario setups for the remainder of the campaign. This applies both to  in the starting Loot deck and any that has been purchased.



Only  items enter circulation.

Although it is discarded when used, purchased  is recoverable because it enters circulation – you need only find more of it on your journey!

See **Scenario setup** on page 6.

CHARACTER INVENTORIES



Any item owned by a Character is considered to be part of their inventory. This includes equipped  items,  items stored in their belt, and any items held in their pack.

Whenever you gain a new  or  item card, choose one of the following free actions:


1. Assign that item to a corresponding empty slot in your inventory (i.e., hand, armour or belt) – *if* you meet all Character and level requirements.

2. Hold it in your pack (if space allows).

3. Move an item currently occupying the corresponding slot to your pack (if space allows) or:


discard an item currently occupying the corresponding slot, returning it to the supply (for ) or the Loot deck discard pile (for ) , or:


use that item ( only), or:

sell that item as part of the same trade ( only),

then assign the new item to that slot – *if* you meet all Character and level requirements.



4. During a Scenario only: throw either the new item or an item currently occupying the corresponding slot (in the latter case add the new item in its place – *if* you meet all Character and level requirements).


You can throw an item to a hex within your **influence**  (this may include the hex you currently occupy or one that another combatant occupies).

The thrown item card should be placed to one side of the Scenario Map. Add a **retrieval** (for example, ) token to the item card, and the matching token to the hex into which you have thrown it.


Any Character who finishes any type of voluntary or involuntary move on a retrieval token may pick up any corresponding items as a free action, even if it is not their turn.

PACKS



Each Character can carry a number of items up to the value of their unmodified **potency**  (the  printed on their Character Dashboard for the relevant player count) in their pack. Pack items are still part of the Character inventory but should be stacked face-down in your player area, as they are considered inaccessible and cannot normally be used during a Scenario.

It is possible to retrieve pack items during the Cleanup phase of a Scenario round, when Characters spend **brace**  tokens. During Exploration, pack items and equipped items can be freely exchanged.

See **Brace** on page 28.

Player counts can vary over the course of a campaign, so if you ever add players between Scenarios (which reduces each Character's , make sure that you immediately sell, discard or donate any items that exceed your new pack limit.






THE SCENARIO MAP

Items dropped or thrown onto hexes of the map during a Scenario can be picked up again but are returned to the supply (for ) or to circulation (for ) if they are still on the map at the end of the Scenario.








CHARACTER LEVELS

Each Character in All's Well That Ends has seen their fair share of battles, skirmishes, and brawls, but none has plumbed the depths of the Western Wildlands, nor uncovered the full extent of the feats of which they're capable. As you play through the campaign, time passes, new skills are learned and existing talents developed. In later Scenarios, this manifests in your Characters levelling up, a process which takes place as part of the Scenario setup.

The recommended **level**  for a Scenario is shown next to the Scenario name on the first page of its Scenario guide, next to the  icon. If you are working through the campaign, this number will either be the same as the recommended  of the previous Scenario, in which case you won't level up at that point, or one higher, in which case all Characters gain one . When gaining a , follow the level up process as outlined below.

THE LEVEL UP PROCESS

1. Add new level token



Add a new  token equal to the Scenario's recommended  to the marked attribute slot on your Character Dashboard. This is to help track your  across the campaign and as a reminder when choosing equipment that has a  requirement. If a token already occupies the  slot, return the old token to the supply. This is a permanent upgrade, so retain the token in your Body Bag between play sessions.

2. Choose level up benefits



When placed in its slot on a Character Dashboard, each Praxis card can be flipped to show three rows of Praxis/Character benefits to choose from during the level up process. Each time a Character levels up, choose one of the three rows available and gain that combination of benefits in any order.



The available benefit types are:


 **Action card:** choose any one of your Character's action cards of your new  or below from the supply, and add it to your deck. It is now part of your deck for the remainder of the campaign.

Higher-level action cards may contain Character ability actions you have not used before. Your Character's Player Aid explains how to take these actions during a Scenario.






 **Equipment:** Each Character and several Praxes have a signature piece of  that can only be obtained by choosing this benefit during the level up process. Take the indicated item from the supply – they have no cost and cannot be sold. They can however be given to an ally (from which point they own the item) during an Exploration phase or Scenario setup, thrown to a map hex during a Scenario, or permanently discarded at any time.


One-time benefits

The third row on each Praxis card is marked 'ONCE'. As indicated, the benefits from this row can only be chosen during a single level up process, after which you must choose benefits from either the first or second row.

The ONCE row gives access to powerful Praxis equipment items, so it might be tempting to choose these very early. However, most of these cannot be equipped until the Character reaches  5, so are not necessarily the best options during the early stages of the campaign.



Mastering your Praxis (explained in a moment) will unlock a new-one time benefit, which you are free to choose during a later level up process.



 **Increase maximum health:** add the indicated amount of **health**  to your Character's maximum , and add a new  token of the corresponding value to the marked attribute slot on your Character Dashboard. If a token already occupies the  slot, return the old token to the supply. This is a permanent upgrade, so retain the token in your Body Bag between play sessions. From this point on, during setup for each Scenario set your Health Dial to the value of the current token.



 **Impulse evolution:** choose any one Impulse card from the supply. You *must* swap it for the card with the same number in your current Impulse deck. This will change the shape of your Impulse deck and the way that your Character functions in combat. Return the Impulse card you removed to the supply.






Note the difference between newly acquired Impulse cards (which you *must* swap permanently into your Impulse deck) and Action cards (which are *added* to your Action card deck).


All Characters follow the level up procedure simultaneously, so an Impulse card returned to the supply by one Character can be claimed by another Character during Impulse evolution at the same level.

 **Loot:** gain the indicated number of **loot**  items from the supply at no cost. This differs from trading because you may look through the items in the supply and choose the ones that you gain, rather than gaining random items. If you do not have room on your belt or pack to store any more items, you may immediately donate this or another item to an ally to make room. You or an ally may use the item if able (or use another item to make room). If neither you nor an ally is able store or use an item, instead add it to the items in circulation.


 **Coin:** gain the indicated amount of **coin**  from the supply.

 **Trauma:** Discard the indicated number of **trauma**  tokens, or as many as you carry up to that amount.




 **Expunge:** Remove any one  from your deck or any one  from circulation (you may look through the  deck but may not take  carried by an ally unless they agree to it). Return it to the game box permanently.

Don't forget, many  items can only be used by Characters of a specific level or above! See **equipment** on page 18.

MASTERING YOUR PRAXIS

Whenever you gain any number of  benefits and swap new Impulse cards into your deck, you reduce the proportion of your deck associated with your starting Praxis.


If your deck contains more Impulse cards from another Praxis than it contains from your current Praxis, you have mastered your current Praxis and from this point on will follow a new one. Return your Praxis card to the supply and take the Praxis card corresponding to the majority of Impulses in your deck (assuming it is available in the supply. If another player has already claimed that Praxis, you retain your existing one). Your new Praxis comes with a new trait to assist you during Scenarios and access to a new range of benefits when levelling up.



Each Praxis can only be followed by one Character at a time. While unlikely, it is possible that multiple Characters will be eligible to gain the same new Praxis during a single level up process. If this happens, eligible players choose between them who will follow the new Praxis and who must keep their existing one. If they cannot decide, the eligible player with the fewest  tokens may choose. If players have equal , the one with the most  chooses.









CHANGING CHARACTERS

During the campaign, any player may take on a Character that has not been used before in place of their existing Character. Do this during the Character setup step of Scenario setup.


Choose an available Praxis for the new Character from the supply and take the matching Impulse deck. If other Characters have taken Impulse cards from that deck as part of their own levelling up, substitute an available Impulse to replace each missing card, counting each against the number of Impulse evolutions that Character receives when levelling up.




In the rare event that a Character must substitute more Impulse cards than they would gain from Impulse evolutions when levelling up (for example, they must substitute 8 Impulse cards because 8 have been taken by other players, but they can only choose 6 new cards through Impulse evolutions to reach the recommended Scenario ) , you must still evolve enough cards to complete a 12-card deck.








Then either follow the level up process until the new Character  is equal to the recommended Scenario  or, for a quicker result, follow the Skirmish quick start guide.

You may prefer to swap your Character for one that has been used in the campaign before. If you do, everything you need will be found in their Body Bag. If the new Character's  is lower than the recommended Scenario  , follow the level up process until their Character  is equal to the recommended Scenario  , then also take an amount of  equal to the Skirmish quick start  value, minus the price of their  and  cards.






TRADING

Your Characters will need to acquire increasingly deadly items to deal with the escalating threats of the Wildlands. Sometimes they will strike lucky and find such artefacts on their adventures, but usually they will have to pay for them with their hard-earned  – by trading.

You can spend your  to buy any number of  items of your choice, buy up to one *random*  item, and/or hire one Mercenary at any point during the level up process.

To trade for an item or to hire a Mercenary, return the amount of  printed on the item's card to the supply, and add the item card to your inventory (all  cost 10  , so to purchase  first pay that amount and then take a random  card from the supply.). If you don't have enough  to afford an item you'd like to purchase, feel free to persuade, beg or threaten other players into giving you some of theirs.  and items can be freely exchanged during Scenario setup and Explorations.



See **Character inventories** on page 20.

You may also sell  items (but *not*  items) while trading. You may sell  to other Characters for any value or service you agree on, or you may sell them back to the supply in exchange for half of the coin price printed on the item's card. Take that much  from the supply and return the item card. If there is no  printed on the card, the item cannot be sold (it can be discarded, and returned to the supply, but since it has no cost you will need to find another way to acquire it again!).


SKIRMISH QUICK START

To simulate the way that the campaign shapes your Characters and their world, follow these steps during setup for a Skirmish Scenario (after which you may trade and hire Mercenaries):



Scenario difficulty











Choose a difficulty level from the following options and then cover the indicated **Plot Point**  icons on the Round Tracker card with the matching numbered **Plot Armour**  tokens:

- Easy: 9 for Scenarios, 5 for Short Scenarios.
- Standard: 6 for Scenarios, 3 for Short Scenarios.
- Hard: 3 for Scenarios, 1 for Short Scenarios.

For standard difficulty, pick the  to be covered at random.

Character setup

Give each Character a  token equal to the Scenario  . Then give them the following benefits listed in this section based on the value of that token.


-  : +1 per  above 1 (+1 more per  above 7).
-  : +1 per  above 1.x
-  : +1 per  above 1.
-  : +15 per  (+10 more per  above 5).





At higher levels, this may cause the Character to master their Praxis, in which case choose another for them.

CHARACTER TURNS

When resolving turns during the Trigger Sequence, sooner or later your Character's Trigger token will be next in line. The din of battle recedes, and clarity – or blind rage – descends. You must do what you can to swing the tide in your favour using the limited options available. For that brief moment, everything is down to you.

TYPES OF TURN

When your Character's **Trigger**  token is revealed (in the first round of a Scenario) or is next the resolve in the Trigger Sequence, first choose which type of turn you will take:



- **Focus**: take any two actions from one Action card in your hand, in any order. At the end of the turn, discard the Action card played and draw new cards until your hand size equals your Character's current **resolve**  (so long as there are cards remaining in your deck).
- **Rampage**: take a combination of actions that complete a **Rampage**  icon from any Action cards in your hand. At the end of the turn, discard the Action card carrying the **closing**  icon and draw new cards until your hand size equals your Character's current  (so long as there are cards remaining in your deck).

Unlike most other card types, discarded Action cards are not recovered when you run out of cards to play – you can only play each card once in any Scenario or Exploration!

Focus

In a Focused turn, take the following steps:




Choose whether to apply the Character or Mercenary actions from your chosen Action card first.





If playing the Character actions first, choose two of the three actions from the top of the card and take them in any order. You may forgo an action to gain 1 **brace**  token, or both actions to gain 2  tokens. Then, if you have hired a Mercenary, move to the Mercenary actions on the bottom of the card and resolve either one, both, or none of them in any order.

If you have a Mercenary you may choose to play the Mercenary actions first: resolve either one, both, or none of the Mercenary

actions from the bottom of the card in any order, then take two Character actions on the top of the card as described above.



Surging

If the two actions connected by the **surge**  icon are taken in the sequence indicated by the icon's arrow on a Focused turn, any additional modifiers or effects indicated by the **bonus**  icon will apply to the corresponding action. If an action's modifier is followed by an **upgrade**  icon, then the action's modifier is instead changed to the one that appears after the icon. This may influence the order in which you choose to take actions.





You are free to take actions that carry  or  icons even if you do not use them to  or  – you simply don't gain any additional bonus or upgrade to the action.







See **Surging** on page 24.


Rampage

In order to take a Rampage turn you must have two or more actions marked with different sections of the  icon, each on a different Action card, in your hand. You must be able to connect these to form a **complete**  icon.




A complete  consists of 1 opening action, any number of sustain actions (even 0) and 1 closing action. No other combination allows you to perform a Rampage. These actions must be taken in that sequence, and you cannot skip any actions. For example, if you are able to take **move**  actions as opening and sustain actions in a Rampage, but would still end those actions out of **range**  for the **attack**  of your closing action, you cannot Rampage and must instead Focus.

While you must be able to choose a valid target (within  / **influence**  for each action, you do not need to achieve anything with that action in order to take it – Marica might take an opening  action but choose to stay in the same hex, then  an adjacent Enemy but deal no damage due to negative modifiers as a sustain action, then use her **heal**  ability on herself for her closing action despite being at maximum **health** . Of course, she would gain little from such a Rampage, but she *could* do it.


A Rampage allows you to take more actions than a Focused turn and offers different action combinations. In addition, when you Rampage any additional modifiers or effects indicated by the  icon will apply to the corresponding Rampage actions.

Although sustain actions are optional, they add to the efficiency of the Rampage by allowing you to take a third (or fourth, or fifth...) action. If you have multiple sustain actions you may integrate them into the Rampage in any order. If you should draw additional sustain actions after taking opening or sustain actions, you may integrate them into the Rampage at any point before you take the closing action.

If an action's modifier is followed by an  icon, then the action's modifier is instead changed to the one that appears after the icon.

A Character's starting Action deck contains only a small number of Rampage actions. As you level up, you will be able to expand your range of available Rampage actions by adding appropriate cards to your deck.

If a Rampaging Character has any Mercenaries, they use the Mercenary actions available on the closing card. They may do this either before or after the rampaging Character actions, as they would if they had Focused.


In rare circumstances, a Focused turn might become a Rampage. This tends to happen if a player begins a Focused turn by taking an action that carries the Opener icon, and then draws a card that enables them to complete a  icon before their second action. For example, an action or an item might enable you to draw a card that contains a Closer action. In such cases, providing you have only taken one action, you may abandon your Focus in favour of a Rampage!





ACTIONS


The main actions a combatant may take fall into one of four types. The first three are **basic actions**: **move**, **attack** and **defend**. The fourth action type is **abilities**. Whenever a combatant takes an action, they must complete it in its entirety before taking another action. In general, actions follow similar steps no matter who is taking them, whether Characters, Mercenaries, Enemies or anyone else, but exceptions are highlighted below.

MOVE




The combatant may move a number of hexes up to the value printed on the action (in the case of Characters) or the default **move**  value (for Mercenaries and Enemies), with each hex moved into being adjacent to the last – also accounting for any additional modifiers.

A combatant may take a  action even if they ‘move’ to the hex they currently occupy (i.e., they stand still).







Combatants can move through their allies but can never finish a  action (or any other form of movement) in a hex that is occupied by another combatant.

Other than restrictions of the  action’s value, Scenario terrain and movement through combatants, you are free to move Characters and Mercenaries as you wish. Enemy movement, on the other hand, is predetermined as follows.

Enemy movement

Whenever an Enemy takes a voluntary  action, they move the minimum distance necessary to bring themselves within **range**  of their target. If this is not possible, they move so as to reduce the remaining distance necessary to bring themselves within  of their target to as low a value as possible.


See **Enemy targets** on page 35.

Ordinarily an Enemy will stop its  action once it has entered  of its target and will advance no further. However, if they have any further movement available to them as part of the action, that Enemy will continue to move *only if it will take an affliction*  action that turn and doing so would bring more Characters within the  of that action. If this is true, then the Enemy will use its remaining  such that it can affect as many Characters as possible with its  action.

Line of sight



Combatants must be able to draw line of sight from the hex they occupy to the hex occupied by the target of any actions, abilities or other effects they wish to use.


Combatants are able to draw line of sight if it is possible to draw a straight line between any point on the hex they occupy to any point on hex their target occupies without crossing a blocked terrain hex side.

The one exception to this rule is that line of sight is not required to issue an **order**  (see page 28).






ATTACK

The combatant deals **damage**  equal to their **potency**  to an eligible target within their **range** .

Characters will generally target Enemies, but all combatants are eligible targets. When a Player Character (not a Mercenary or Enemy) takes an  action, they first discard any **defend**  tokens they are carrying.




A Character may also apply the effects of up to *one* of their equipped weapons to their  action (this applies even if they are equipped with more than one weapon).


For Enemies, eligible targets include any Characters (whether Player Characters or Mercenaries) and are chosen according to the rules for Enemy targets.




If no eligible target is within the attacking combatant’s , they may not take the  action. If a combatant attempts to take an  action but their target moves beyond their  in response – for example by using an Impulse card effect – the  action cannot be taken and is wasted. Do not target another combatant with that action.



See **Damage**  on page 29.










DEFEND



The combatant gains a  token equal to their . A combatant can only hold one  token at a time, though they may discard a token in order to gain another of greater value.

For Player Characters this takes the form of an augment token of that value which is placed over the number value on their Health Dial, so that their current **health**  is no longer visible.



For Enemies and Mercenaries, flip their condition token to the side showing a  icon (if they don't have a condition token place a green  token next to their standee). The value of the token is always equal to that Enemy type's current .

 tokens reduce the  dealt to the token's holder, *from any source*, by the token's value, to a minimum of 0.

- If value of the  token is greater than the  dealt, the target suffers no  and the  token remains in play. If the source was a combatant's action, that action is still considered to have been taken.
- If the value of the  token is less than or equal to the  dealt by the source, reduce the  dealt by the value of the  token, then discard (for Player Characters) or flip (for Enemies and Mercenaries) the token. Resolve any remaining  dealt as usual.


Don't forget, when a Player Character (not a Mercenary or Enemy) takes an  Action, they first discard any  tokens they are carrying.

ABILITIES

Every combatant, whether Player Character, Mercenary or Enemy type, has a number of unique **abilities**. For Enemies and Mercenaries these abilities are further divided into **augments**  and **afflictions** , representing defensive/evasive actions and offensive actions respectively.





Character abilities are more diverse, but they still refer to augment and affliction tokens depending on the general effects of the ability. Augment-style actions tend to have icons with green backgrounds, while affliction-style action icons have red backgrounds.


Player Characters



Player Character abilities are listed on the relevant Character Player Aid. Your first three abilities are available from the start of the campaign and at Character **level**  1. You start with several ability actions in your starting Action card deck and they can be used in any Scenario or Exploration.

The remaining abilities listed on the Player Aid are not available until you gain access to higher-level Action cards containing the icons of those abilities. Choosing those cards when you level up and adding them to your deck will allow you to access the abilities in a Scenario or Exploration.



When you choose to take an ability action from one of your Action cards, use the action icon to locate the corresponding entry on your ability list and follow the directions there to resolve the ability. The following are general principles for using abilities, though specific ability instructions always take precedence over general principles:





Potency: the efficacy of most abilities relates to your  in some form. As with  and  actions, all modifiers and bonuses that relate directly to  should be applied to the ability action.

Influence: many abilities can target Enemies within a Character's **influence** , giving them greater range than most attack actions. Unless specified, an ability of this type requires the user to draw line of sight to the target.






Tokens: abilities that require you to place augment or affliction tokens use the pool of numbered tokens bearing your Character's image. The sunburst side  is your augment token, while the bloody side  is your affliction token.





Mercenaries and Enemies

Mercenaries and Enemies each have one  and one  action printed on their Hired card or Enemy card respectively.

When a Mercenary takes the / action, choose *either* their  or  ability as described on the Hired card and follow the directions for that action in order to take it.


See **Mercenaries** on page 37.


An Enemy will take  or  actions when the Intent card drawn for their Enemy type directs them to, if they are able. Follow the directions on the Enemy card to take the action. If the effect of an  or  action is based on an attribute, such as , use the Enemy's attribute of that type, accounting for any applicable modifiers.

If an Enemy's  or  action requires them to place a token, they use an  or  token respectively.




See **Enemy turns** on page 34.

ORDERS

If the **order** icon  is present next to any basic action icon on a Character's Action card, the corresponding action is an order action (in addition to the action type defined by the icon).


If you take that action, first resolve it as normal. You may then issue an order to another Character or to *your* Mercenary, providing they are within your . If the ordered ally chooses to follow the order, they immediately take the same type of action as a free action, using your Action card modifier. (A Mercenary will always follow its employer's orders, but never another Character's.)



Other than using your Action card modifier, the ordered Character's modifiers apply, such as those from Impulse cards, augment or affliction tokens.

Most normal action restrictions apply. A character can only follow an order to  if a target enemy is within their , while a floored Character can only follow an order to , for example. The one exception unique to orders is that a Character does not require line of sight to another Character or Mercenary to issue an order to them.


ADDITIONAL ACTIONS


Brace

As part of a Focused turn you may choose for your Player Character to **brace**  instead of taking one or both of their Action card actions that turn.

When bracing, take one  token for each action you are forgoing, and put them on top of your  token once you have

moved it to the Spent track of the Trigger Sequence.

During the Cleanup phase of the round, you will spend your  tokens. Each token spent allows you to do up to two of the following, in any combination:

- Move your  token one space to the left or right in the Trigger Sequence – so moving your turn ahead of the token to your Characters' left or behind the one to your right in the next round.
- Retrieve any one item from your pack, either adding it to an empty eligible item slot or swapping it with an item currently equipped to a corresponding eligible slot.


Then discard all  tokens, whether you have spent them or not.



Hold


The combatant takes no actions on its turn this round. This action is found on some Enemy Intent cards.

See **Intent cards** on page 33.

Flee

The combatant takes an involuntary  action, except that each hex it moves into must be more distant from its target than the last. If it is not possible for the combatant to increase its distance from its target, it does not move any further.

When an Enemy causes a Character or Mercenary to , treat that Enemy as the Character or Mercenary's target. If any source other than an Enemy causes a Character or Mercenary to , treat the Enemy closest to that Character or Mercenary as their target (players decide on ties).






If two or more hexes are equally valid to move into, players choose the destination hex, with the exception that a combatant taking a  action will only move into deadly terrain if it has movement left to expend and no other valid hex to move into. Note that deadly terrain hexes do not always have borders printed on all sides like a standard hex, but if a fleeing combatant has movement left to expend it will cross a deadly terrain border as if it were entering a new hex.



See **Difficult terrain** on page 10.




DAMAGE

For better or worse, your success in the Western Wildlands will depend on your ability to inflict bodily harm on the myriad hostile forces arrayed against you there, and to withstand the many wounds that they would deal to you.


DEALING AND SUFFERING DAMAGE


Damage  is represented in different ways for different types of combatant. But one vital distinction is common to all: *dealt* refers to the raw output of any source of , i.e., the value of that source of  before any mitigation such as  reduction by **defend**  tokens or moving out of range occurs.

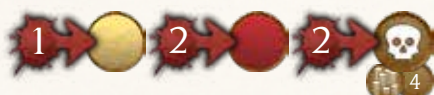
Sometimes you will be instructed to deal  to your own Player Characters or Mercenaries, for example by a **Plot Point** . When this happens, try not to feel bad, it's not *really* you hurting them, it's the game!

 *suffered*, conversely, always refers to the amount of  dealt that is not mitigated – and that goes on to affect the game state – whether that means reducing the **health**  of a Character or the condition of an Enemy or Mercenary.

DAMAGING ENEMIES AND MERCENARIES





Enemies and Mercenaries treat  in the same way. The following rules refer to Enemies but apply equally to both.





Each Enemy type has a Condition Track at the top of its card. This consists of coloured icons representing the possible conditions connected by  thresholds: red arrows containing numerical values specific to that Enemy type.







The condition of individual Enemies is tracked with condition tokens placed next to their standees on the Scenario Map. An Enemy can carry only a single condition token at a time. Condition tokens should always be moved together with Enemy standees.

The possible Enemy conditions are:



Healthy: Enemies begin a Scenario in a healthy condition unless Scenario setup instructions say otherwise. Healthy enemies usually carry no token but may gain a green  token if they take a  action. There is no healthy icon on Enemy cards. When a healthy Enemy suffers , their condition degrades to **rattled** .





Rattled: rattled enemies carry a yellow  token, which is flipped to its  side when defending. When a rattled Enemy suffers , their condition degrades to **wounded** .





Wounded: wounded enemies carry a red  token, which is flipped to its  side when defending. When a wounded Enemy suffers , their condition degrades to **dead** .



Dead: a dead enemy is removed from the Scenario Map, sometimes after resolving a Death Throes card.

See **Death Throes** on page 30.



When any one  action, ability, item or other source deals an amount of  to an Enemy, check that Enemy's current condition token.










Then consult the Condition Track on that Enemy type's card, checking the value of the  threshold that connects their current condition with the one to its right (following the  arrow). This shows how much  they must be *dealt* from one source in order to *suffer* .





If the total  dealt, after all modifiers are applied, equals or exceeds the  threshold value, that enemy suffers  *equal to the*  *threshold value*, and their condition degrades.

An enemy with no condition token or a  is healthy. This means they must suffer an amount of  equal to the first value (printed beneath the Enemy image on the Enemy card) in order for their condition to degrade.




The icon  denotes **damage equal to the acting combatant's potency**.

A single source might deal so much  that it meets or exceeds the combined value of more than one  threshold. If so, degrade the Enemy's condition once for each threshold met.



Any  dealt that fails to meet a target Enemy's next  threshold is wasted, so there is little point dealing an amount of  less than the Enemy's next threshold. If an Enemy is dealt more than enough  to degrade its condition once (to , for example), but not enough to degrade it a second time (in this case to ) the Enemy only *suffers*  equal to the first threshold, their condition degrades once (to ) and all excess  is wasted.

Remember that  tokens reduce the damage *dealt* by a source. If an Enemy's condition token is showing its  side, you must first deal enough  to remove the token before dealing any remaining .


When an Enemy's condition degrades, swap the current condition token assigned to the enemy for the appropriate new token.


Some effects may cause an Enemy's condition to improve. If this happens, replace the condition token on that Enemy's standee with the one indicated by the ability. If it simply states that their condition improves, the hierarchy is always:  >  > .

Killing Enemies and Mercenaries

Whenever an Enemy's or Mercenary's condition degrades to , they are killed or wounded beyond their ability to continue fighting. In most circumstances, immediately remove their standee and any tokens assigned to them from the Scenario Map. If they are the last Enemy of that type on the Map, also remove their **Trigger**  token from the Trigger Sequence.

Death Throes

If your Character is *adjacent* to an Enemy when they cause their condition to degrade to , immediately draw the top card from the Death Throes deck. Read the narrative on the top half of the card and then follow all instructions on the bottom half in order.






While some Death Throes cards carry nasty surprises, many represent the Characters looting their opponents' remains for **coin**  or useful items. Coin in particular is very scarce in the









Western Wildlands and is difficult to acquire by other means.

Mercenaries and Solo Allies do not draw Death Throes cards.

If the Death Throes deck is empty and you need to draw a Death Throes card, shuffle the Death Throes discard pile to form a fresh deck.


DAMAGING PLAYER CHARACTERS


Each time any effect – most commonly an Enemy's  or  action – deals  to a Player Character, first check whether the target Character carries a  token or has any other means of reducing  dealt to them.



After reducing , the Character suffers  equal to the remaining  dealt. Reduce their current **health**  (the number shown on the target Character's Health Dial) by the amount of  suffered. If a Character suffers so much  that their Health Dial must be moved to 0, they are immediately **floored** . Ignore any further  from that source.

Flooring Player Characters

A Player Character whose Health Dial is reduced to 0 becomes **floored**. They are dazed, reeling, bleeding out or otherwise on the edge of incapacitation. But they're not yet done. They still have a very limited part to play in the remainder of the Scenario.

Assign a floored  token to the Character's miniature.





So long as you have Action cards remaining in your Action card deck and/or hand, you will continue to play one on each of your turns while . However, you must take Focused turns only and the only options that remain available to you are:



- Take  actions on the Action card played.
- Brace  by forgoing one or more actions.
- Use items.






You may not take any other type of action.







Plot Point  and **Plot Armour**  effects apply to  Characters as normal.



You continue to choose and apply an Impulse card at the start of each round, as normal.





A  Character can still interact with any **interactive**  or **loot**  hex in which they end a  action. So even slashed, pierced and burned, if they can crawl to a chest they might find a healing item. Should you be so fortunate, you can immediately use it and return your Character to action.




While a Character carries the  token, they are no longer an eligible target for Enemy actions. If the Enemy that floored that Character has further actions to take on their turn, they will not target or affect the same Character with any form of those actions. Any other Enemies that trigger later in the round will ignore  Characters for all purposes.


However, a  Character can make themselves easy prey for Enemies, if they are not careful. If such a Character takes a  action, flip the  token to its  side immediately afterwards. A Character with a  token is targeted by Enemies as usual.


During the Cleanup phase of each round, if *all* Characters carry a  token (showing either side), flip all  tokens to their  side (Enemies will deliver the finishing blows on their turn). Otherwise, flip all  back to their  side (Enemies assume those Characters have succumbed to their wounds and will again not target them until they next take a  action).

It is possible for Characters to move around the Scenario Map in other ways than taking  actions and so retain their  token.

While floored, regardless of whether their token is on its  or  side, each time the Character would suffer any amount of damage from any source they instead lose one  (regardless of how much  would have been suffered in that instance).

If a floored Character regains any amount of , change their Health Dial to the new value and immediately remove their  or  token. From that point on they act as normal and can be targeted by Enemy actions as normal.



Remember, a Focused turn can become a Rampage if you sequence your action correctly. This can apply to floored Characters when they Focus if their first action contains an opening Rampage icon *and* causes them to regain .


Regaining health does not affect any  lost while floored – that remains lost until you find another means to recover it.

Some Characters have traits or other rules that change the actions available to them when floored. Such rules take precedence over the general rules for floored Characters.

Collapse

While Player Characters don't die during the course of a Scenario, they can come very close, suffering *collapse*.

If your Character's  is ever reduced to 0, they suffer collapse. They have been crushed in both body and spirit, far beyond their ability to fight on. Remove their miniature from the Scenario Map and remove their **Trigger**  token from the Trigger Sequence. Their augment and affliction tokens remain in play at their current location and continue to function as normal.

A Character who suffers collapse gains one **trauma**  token.



Trauma is only relevant to the campaign, and can be ignored during Skirmish Scenarios.

If all Characters participating in a Scenario have suffered collapse, the Scenario immediately ends with a *failure* outcome. If you are playing a Skirmish Scenario, you may choose whether or not to attempt the Scenario again. If you are playing as part of the campaign, follow the rules for Scenario outcomes.

See **Scenario outcomes** on page 40.

Trauma

More significant than bodily damage or weakened resolve, Characters suffer significant traumas over the course of their exploits in the Western Wildlands.

Each time a Character gains trauma by any means, take a  token from the supply and add it to your Character's Body Bag. At the campaign's conclusion, Characters'  are used to determine their ending narrative, and, ultimately, their fates.

See **All's Well That Ends** on page 48.

ENEMIES

Each Scenario sees a motley assortment of Enemies – human, monstrous and bizarre – pitched against your Characters in a perilous struggle for survival. Each Enemy type comes with an Enemy card that details its attributes and abilities, as well as a number of standees representing individual combatants. The actions Enemies take are determined by a combination of Intent cards drawn at the start of each Enemy type turn and the condition of individual Enemies of that type.

ENEMY CARDS



1. Enemy type name and icon

Who, or what, these Enemies are. The Enemy types present in a Scenario are listed in the Scenario Guide.

See **Scenario setup** on page 6.

2. Condition track

An Enemy's condition determines how much **damage** it must suffer for its condition to degrade (and ultimately before it dies) and also the actions it will take when an Intent card for that Enemy type is drawn.

See **Damaging Enemies and Mercenaries** on page 29.

See **Intent cards** on page 33.

3. Coin reward

This is the amount of **coin** a typical Enemy of this type carries, indicating what you might expect to earn for killing one

(most commonly by drawing a Death Throes card).

See **Death Throes** on page 30.

4. Augment ability

The action an Enemy will take if the Intent card drawn for that Enemy type indicates that it will take an **augment** action. These actions typically benefit or enhance the Enemy and have an unlimited range or area of effect.

5. Affliction ability

The action an Enemy will take if the Intent card drawn for that Enemy type indicates that it will take an **affliction** action. These actions are typically offensive and have their own **range** value that applies only to this action.

6. Move

The maximum number of hexes an Enemy can cover in their **move** action.

See **Enemy movement** on page 26.





7. Potency

As with Characters, **potency** determines the default an Enemy **attack** action will deal and the value of their **defend** tokens. In many cases it also determines the effectiveness of their **augment** and **affliction** actions.

8. Range

The distance, measured in adjoining hexes, within which the Enemy is able to target Characters when taking an **attack** action.

See **Attack** on page 26.

Enemy , , and  attributes may be modified, often by **Plot Points**  or other Enemy abilities. When this happens, add a modifier token of the appropriate value beneath the attribute on the Enemy card. The modified value applies to all Enemies of that type for the duration of the Scenario, unless an effect further modifies or removes the token.




INTENT CARDS

1. Intent card number

The Intent deck consists of 18 numbered cards, each of which contains a different combination of Enemy actions. Generally, the higher the Intent card number, the more powerful the actions Enemies will take on the turn in which the card is drawn.



2. Fast/slow icon

Once all Enemies of the relevant type have taken a turn, this icon determines whether their **Trigger**  token moves to the first available slot on the **fast**  or **slow**  end of the Spent track, determining that Enemy type's place in the Trigger Sequence for the next round.

3. States

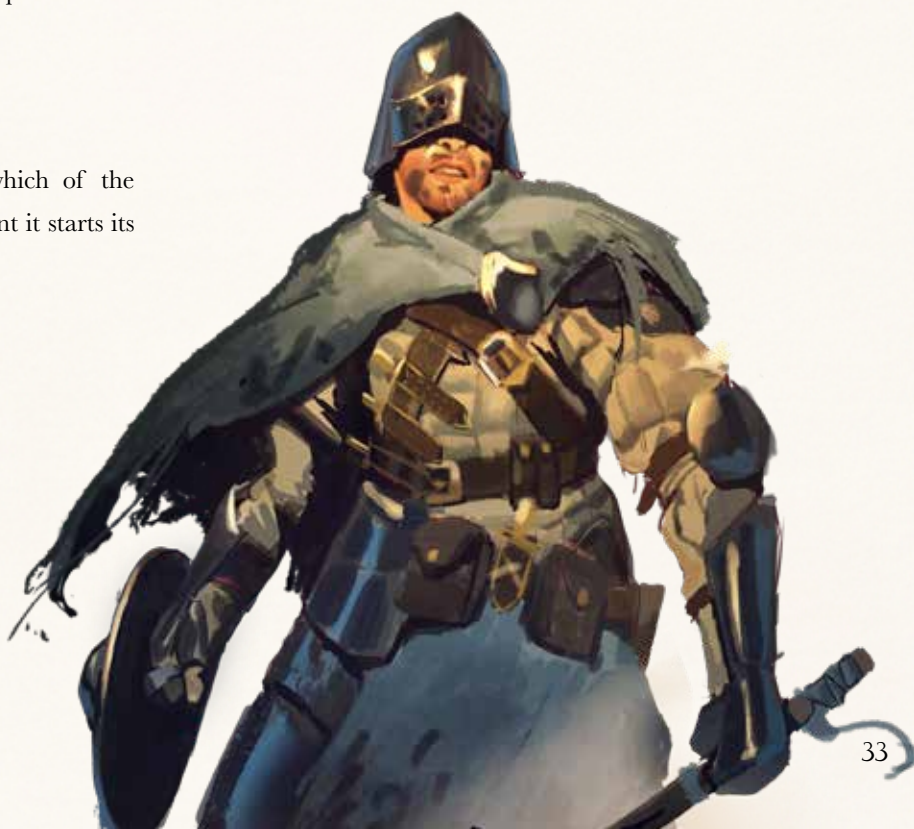
Reading top to bottom, use this to determine which of the available states an individual Enemy is in at the point it starts its turn, and so which actions it will attempt.

See **Enemy turns** on page 34.

4. Actions

The type of actions an Enemy in the corresponding state will attempt when it starts its turn.



The cruel frontier landscape of *All's Well That Ends* brings many of its travellers close to the fringes of sanity. By day the sun pounds at their scalps and their nerves, parching throats raw, setting distant mirages in memory of everything they have left so far behind. By night, forsaken howls roll off the Hot Flats, and the distant whorls of the Ichoranda war with the dark. At any time dread beasts, merciless raiders or tortured abominations might fall upon them, dashing their dreams to the dust. Even a cold-blooded killer comes to flinch at every rustle of leaves, to stab instinctively at his own shadow, and to weep, laughing, into his gruel when he knows the gods, or all manner of unknown higher powers, have taken umbrage at his deeds.







ENEMY TURNS

When an Enemy Trigger token must be resolved in the Trigger Sequence, all Enemies of that type will take a turn. To determine what each Enemy of that type will do, draw an Intent card: note that you draw exactly one Intent card per Enemy Trigger token – its contents are applied to all Enemies of that type.

Starting with the Enemy of that type that is closest to a Character (players decide any ties), each Enemy follows steps 1 to 3 below. After the first eligible Enemy has completed these steps, move on to the next closest Enemy of the same type, beginning at step 1.








If an Enemy **Trigger**  token must be resolved and there are no Enemies of that type remaining on the Scenario Map, instead remove the  token from play and place it on the Enemy card for that type of Enemy. Do not remove the card, as it is always possible more Enemies of that type may spawn later in the Scenario (see Spawning Enemies below).

1. Establish the Enemy's state



The Enemy's *state* is a combination of its condition and its location on the Scenario Map that determines the actions it will attempt to take on its turn. Conditions take priority, so first check whether the Enemy has suffered **damage**  – if it has it will have a **wounded**  or **rattled**  condition token assigned to it. Whether such tokens are showing their  side or not makes no difference.

See **Damaging Enemies and Mercenaries** on page 29.

The Enemy states (in descending order of priority) are:



-  **Wounded:** any Enemy that carries a  condition token.
-  **Rattled:** any Enemy that carries a  condition token.
-  **Engaged:** any Enemy within a number of hexes equal to their **range**  of a Character (including Mercenaries and/or Solo Allies).
-  **Closing:** any Enemy that meets none of the criteria above.

2. Check the Intent card to determine the Enemy's actions

Reading top to bottom from the conditions list on the Intent card drawn for that Enemy type, find the first state that applies to that Enemy. *They will attempt to take all actions associated with the first state that applies to them.* For example, if a  Enemy is also engaged, it will attempt to take all  actions, then will end its turn. It will not also attempt to take engaged actions.

If the Intent deck is empty and you need to draw an Intent card, shuffle the Intent discard pile to form a fresh deck.






3. The Enemy attempts to take all actions associated with its state

Reading left-to-right from the Enemy actions associated with the state identified, the Enemy takes as many of the actions as they are able, in the order they are presented. If any actions cannot be completed at that time (for example, if an Enemy is out of  when its Intent card would cause it to take an **attack**  action), it does not take that action but attempts the next action to the right of that result, if there is one.


4. Other Enemies of the same type take their turns

Find the Enemy of the same type who is next closest to any Character and has not yet taken a turn during this Enemy type turn. Follow steps 1 to 3 above for that Enemy. Continue this process until all Enemies of that type have taken a turn.



5. Move the Trigger token

Once all Enemies of that type have taken a turn, move their  token to the most central space of either the **fast**  or **slow**  end of the Spent track on the bottom of the Round Tracker card, according to the  or  icon on the Intent card, placing it face up. Then discard the Intent card.





SPAWNING ENEMIES

If you are instructed to *spawn* Enemies during a Scenario, you will need to add Enemy standees to the Scenario Map. You will generally be required to Spawn Enemies at either Enemy starting locations or at **dormant**  Enemy locations.

Only spawn enemies at unoccupied hexes, with the exception of Overlords, which spawn in the closest empty hex if their assigned hex is occupied (Overlords are covered shortly).




When spawning Enemies, add a standee of that Enemy type at each location specified. If there is more than one instance of the specified location – the specified location is  and there are three  hexes on the Scenario Map, for example – spawn a standee at every location of that type. If there are not enough standees of that Enemy type in reserve, spawn only as many as you have, spawning in the hex closest to a Character first and then working back, with players deciding any ties.



Spawned Enemies behave in exactly the same way as other Enemies of that type: unless you are instructed otherwise, they enter the Scenario healthy and take their turns when their Enemy type triggers as normal.

If there is no  token for the spawned Enemy type in play add one to the next  slot on the Ready track of the Round Tracker card. This means that Enemies with no  token in play that spawn at the start of a round, for example that are spawned by a **Plot Point** , will always trigger first. If Enemies with no  token spawn during another combatant's turn, make space in the Trigger Sequence to add the spawned Enemy's token immediately after the currently active  token.

ENEMY TARGETS


For any Enemy actions (and for any other effects that require you to establish their target) an Enemy's target is one of the following, listed in priority order:

1. The closest Player Character within their  and line of sight (if tied, the target is the Player Character with the least remaining **health** .
2. The closest Mercenary within their  and line of sight (If tied, the target is the Mercenary whose condition has degraded the furthest).

3. The Character that they can bring within their  and line of sight by using the lowest possible value  action (or actions).

If the above priorities result in a tie, players decide the Enemy's target from among the tied options.



For the purposes of determining an Enemy's targets and choosing your own targets, the term 'Character' always includes Player Characters, Solo Allies and Mercenaries.

Enemies will treat hexes occupied by other Enemies that prevent them entering  of a target as if they were blocked hexes, so will attempt to find a route to another, eligible target, even if that target is proximally more distant.






Determine an Enemy's target before it attempts to take its actions. It then takes actions in the normal way.

An Enemy's target might change *between* actions but cannot change *midway through* an action. This is most relevant if the Enemy flees – it continues to flee from its initial target even if that brings it closer to another Character.

See **Flee** on page 28.

Occasionally it may be impossible for an Enemy to establish a target. For example, if all Characters are on a part of the Scenario Map that is separated from the Enemy by blocked terrain, preventing them from bringing a Character within their . In such cases the Enemy will take its **augment**  action (minus any elements that require it to establish a target) instead of any actions printed on its Intent card.

ENEMY ACTIONS

Intent cards contain combinations of the basic actions found on Action cards, with the addition of the **augment** , **affliction** , **flee**  and **hold**  actions. These are presented followed by any modifier that should be applied. Modifiers are applied in the same way as they are to Characters, with the exception that an Enemy's default **move**  value is printed on its Enemy card, not on the Intent card.

See **Actions** on page 26.

OVERLORDS

In some Scenarios you will be faced with an Overlord – a unique boss-level Enemy – as well as its weaker minions. Overlord cards come in two parts. While Overlord cards and actions contain many elements similar to those of regular Enemies, they do have a few notable differences.

Additional Overlord attributes

1. Overlord Enemy type icon

Overlord images are inset into a different Enemy type icon to differentiate them from standard Enemies.



2. Special rules

Each Overlord has one or more special rules that will affect how you interact with them over the course of the Scenario. These are generally passive effects, so you should make sure you're familiar with them before beginning the Scenario.

3. Overlord condition track and bonuses

An Overlord's condition track works much like a regular Enemy's but has several more stages. Overlords begin a Scenario with a **healthy** token on the first green space of the track. With each threshold met, move the token to the next icon to mark your progress through the Overlord's condition stages. Change the token to the relevant colour when the Overlord becomes or , and flip it if the Overlord gains a token.

Whenever an Overlord's condition degrades to a point where its token enters a stage bearing a bonus icon, they will gain that bonus (which often means taking an action). This happens after the action that damaged it has been fully resolved. If any other actions or effects are contingent on the damaging action being

taken (for example, an Impulse effect that happens after you take an action), you choose the order in which these effects are resolved.

An Overlord only gains a bonus when their condition *degrades* to the indicated level, never when it *improves* to that level. However, they may gain the same bonus multiple times if their condition improves after they first gain a bonus and then degrades *again* to that level.




4. Defeat text and outcomes

Not all Overlords must (or can) be killed, but all will have a means of defeating them. If you manage to kill or otherwise defeat the

Overlord, do not draw a **Death Throes** card, instead read the text here and gain any rewards or other consequences indicated.

MERCENARIES

*Though beset by terrible odds, the protagonists of *All's Well That Ends* can call upon the aid of other adventurers, if they can scrounge enough coin to afford it. Several Mercenaries are available to hire before Scenarios, each one offering a set of hard-earned combat skills.*

Mercenaries are hired during Scenario setup. Each Mercenary is represented by a Hired card. To hire a Mercenary, either choose a Hired card your Character has gained, or pay for one from the supply. You may only hire a Mercenary whose **level**  value (displayed next to their *Mercenary title* on the hired card) is equal to or below your Character's . You must also pay **coin**  equal to the hire price for that Mercenary if you are taking it from the supply. Take that Hired card and a Mercenary standee.

For the price you have paid, that Mercenary will work for you for the duration of exactly one Scenario. The Mercenary is yours to control for that Scenario (or until you collapse or they die), and your Character becomes their *employer* Character. At the end of



See **Trading** on page 23.

Only one Mercenary of a given type may be recruited at any time, so no other Character can employ that Mercenary type while it is working for you. Each Character can employ one Mercenary at any time. Return their Hired card to the supply after the Scenario.

HIRED CARD



1. Level and Hire price

The minimum  at which a Character is able to hire this Mercenary, and the amount of  a prospective employer must pay to do so



2. Mercenary title

While few Mercenaries work with you (or survive) for long enough for you to commit their names to memory, they generally fit into a combat archetype, identified by their Mercenary title. Of course, you may prefer to name your Mercenaries. Just try not to get too attached.

3. Mercenary art


An indelible image of your employee to sear into your mind. Try to remember them like this rather than in the grip of their final, horrible demise.

4. Damage threshold


The amount of **damage**  that must be dealt to degrade the Mercenary's condition (and the amount of **health**  that must be regained to improve it).

See **Damaging Enemies and Mercenaries** on page 29.

5. Augment ability

The augment option that can be chosen when a Mercenary takes the  action on an employer's Action card. Usually a more defensive ability.

6. Affliction ability


The affliction option that can be chosen when a Mercenary takes the  action on an employer's Action card. Usually a more offensive ability.





7. Move

The default number of hexes the Mercenary can cover as part of a **move**  action.


See **Move** on page 26.

8. Potency

The relative physical, mental, and (where relevant) spiritual power of the Mercenary. **Potency**  determines the following key Mercenary characteristics:

- The default damage dealt by their **attack**  actions.
- The value of their **defend**  tokens.
- The power of their **abilities**  .

9. Range

The distance, measured in adjoining hexes, within which the Mercenary is able to target Enemies when taking an  action.




See **Attack** on page 26.


MERCENARIES IN COMBAT

During the Mercenaries step of Scenario setup, each Mercenary hired to participate is deployed in an unoccupied hex adjacent to their employer Character. The player controlling the employer keeps that Mercenary's Hired card in their play area.

See **Scenario setup** on page 6.

Each round, when you would take a Character turn, choose for your Mercenary to take a turn either immediately before or immediately after your Character.



If a Mercenary begins their turn outside their employer's **influence** , they take no actions. Instead move the Mercenary any number of hexes (by a viable route), to place them in an eligible hex within their employer's . If no viable route exists, place them as close as possible to their employer's  (they still take no actions on that turn).














Assuming they begin their turn within their employer's ,



a Mercenary's turn consists of them taking either one, both or neither of the actions on the *Mercenaries* section at the bottom of the Action card their employer has discarded (or will discard, if the Mercenary's turn is first) that round, in any order.






If your Mercenary takes a turn before their employer, you *must* play and discard the same Action card from which they took their actions on your Character turn. This may take the form of a Rampage action only if the Mercenary took their actions from the card with the Rampage's closing action.

Mercenaries' actions are not affected by active Impulses, but any modifiers on the Mercenary half of the Action card are applied to the attributes on the corresponding Mercenary Hired card.


A Mercenary may , , and use abilities as if they themselves were a Character, with the following exceptions:

- When taking a  action, a Mercenary may not deliberately move beyond their employer's , and cannot end any form of movement on top of **interactive**  or **loot**  hexes.
- When a Mercenary causes an adjacent Enemy's condition to degrade to **dead** , do not draw a Death Throes card. Remove the Enemy standee from the map as if they had not been adjacent.
- Mercenaries  in the same way as Enemies (which means they do not lose their  tokens when they .
- Mercenaries cannot carry any items or .
- When a Mercenary takes the   action, choose *either* their  or  ability described on the Hired card.



A Player Character may  on their turn such that their Mercenary is no longer with their , if they wish.

When  is dealt to a Mercenary, check the  threshold required for them to suffer , just like you would when dealing  to an Enemy. When they do suffer , degrade their condition and assign the appropriate condition token to their standee.


See **Damaging Enemies and Mercenaries** on page 29.


When a Mercenary's condition reaches , that Mercenary is killed and takes no further part in the Scenario. Return their Hired card and standee to the supply. A Mercenary of the same type can be hired the next time players have the opportunity to trade.

See **Trading** on page 23.





If any effect causes a Mercenary to regain **health** , the healing effect must equal or exceed the  threshold needed to improve their condition in order to have any effect. If it does, replace the condition token on that Enemy's standee, following the hierarchy:




A single healing effect may improve a Mercenary's condition by more than one level, if it causes them to regain sufficient .

A Mercenary will keep fighting even if their employer is **floored** , but if a Mercenary's employer suffers collapse, the Mercenary is removed from the Scenario along with them. Return their Hired card and standee to the supply.

See **Collapse** on page 31.

Mercenaries can be the target of  and  abilities in the same way that Characters can. Similarly, they may only carry one  and one  token at a time (choose to either keep these on the Hired card or beside the Mercenary standee, as you prefer).

Remember that Enemies consider Mercenaries to be Characters when taking  actions.



SCENARIO OUTCOMES

Whether playing a Skirmish Scenario or in order to progress the campaign, each Scenario must be completed and must have an outcome. Things might not end as you would wish them to, but you can be sure that they will end.

A Scenario is completed in one of the following two ways:

SUCCESS

A Scenario is considered a success when the Scenario *victory conditions* have been met. Once these conditions are met the Scenario is completed immediately. Do not resolve any further rounds, turns, actions or even effects.

Some Scenarios have *secondary conditions* that are not considered when determining whether a Scenario is completed but might change the overall outcome.

FAILURE

A Scenario is failed and ends immediately if any of the following apply:

- All Characters participating in the Scenario are currently collapsed.
- The Scenario victory conditions have not been met and there is no remaining numbered slot to which you can move the Round Tracker token at the start of a round.
- It is no longer possible to complete the Scenario victory conditions.
- Players choose to surrender, ending the Scenario before completing its victory conditions.

OUTCOMES

Once a Scenario is completed, consult the Scenario Outcomes for that page. This will generally instruct you to draw a **Location** card with which to start the next Exploration phase. The card number drawn is often determined by your success or failure in the Scenario.


See **Part Two: Exploration** on page 41.

The Location card can be read, and the corresponding Exploration phase played, either straight away or in a later session. If you choose to play it at a later point, simply add the Location card indicated to your Body Bag.

PART TWO: EXPLORATION

After completing a Scenario you will be directed to draw a numbered Location card, determined by your success or failure, and to progress to the next Exploration section of the Campaign Book. The Location card will determine the rewards and forfeits you receive and will begin a new chapter in the narrative. This location will allow you to access several others, with which you will build a map of the local area and journey inexorably deeper into the Wildlands.

LOCATION CARDS

Each Exploration is played using the Campaign Book and a deck of square **Location cards**. All Location cards should be stored in numerical order in the game box on the 'Undiscovered' side of the Location card divider. When instructed, locate the numbered card required to begin that Exploration (for example, ) and move all Location cards with a *lower* number to the 'Discovered' side of the divider (these will generally be cards you did not encounter during an earlier Exploration). The indicated Exploration section in the Campaign Book text will state whether the upcoming Exploration is *short* or *long*.

PREPARING FOR EXPLORATION






Clear your play area of the following components, returning them to the game box/Character Body Bags:




- The Book of Maps and Supplemental Maps.
- Enemy standees and cards
- Mercenary standees and Hired cards
- Intent cards
- Death Throes cards
- Enemy Trigger tokens
- Enemy affliction/augment tokens
- Condition tokens
- Modifier tokens
- Loot tokens
- Brace/void tokens
- Praxis cards
- Impulse cards
- All miniatures



This will leave you with the following components accessible for the Exploration:

- The Campaign Book
- Character Dashboards and overlaid tokens
- Character items
- Character Action cards
- Character coin
- Character tokens
- Character Trigger tokens
- The Loot deck
- The Round Tracker card and token
- Trauma tokens

Set each Character's Health Dial to their maximum **health**  value and retrieve their Action cards. Locate the party standee. You will also need access to the **equipment** , **loot**  and **coin**  supplies, as well as the **Exploration**  tokens numbered 1–18.

Remove all **Plot Armour**  tokens from the Round Tracker card and return them to the supply. Turn the card to its 12-round side for a full Exploration or its 6-round side for a Short Exploration. Add the Round Tracker token to the slot indicated according to the number of players. Create a randomised Trigger Sequence using the face-up **Trigger**  token for each Character taking part, along the **fast**  end of the Ready track.


Create an Action card deck for each Character, containing a number of cards equal to the total number of rounds on the Round Tracker card (either 6 or 12). Also gather each Character's tokens into two piles, each containing tokens numbered 1–6. Keep one pile with the tokens' affliction side face-up, and one with the tokens' augment side face-up.





Read the narrative text on the Location card, then flip it to show the art on its back and place it in the centre of the play area to enter the region in which the Exploration will take place. Add the party standee to the card. You have now entered the location.




EXPLORATION ROUNDS

The party will need to scout out and explore their surroundings if they are ever to achieve their goals in the Wildlands. As they push deeper into the local environment, they will test their values and abilities against interactions with the local populace, strange artefacts and otherworldly terrain.

An Exploration takes place over a number of rounds, during which you have the opportunity to scout your surroundings, interact with the locals or other entities you find there, rest and find clues to determine your next steps.


As with Scenarios, the Round Tracker determines how much time remains for you to complete your Exploration. If the tracker ever reaches the last number on the track and you would need to advance it further, you run out of time: immediately read the final quest entry for that chapter in the Campaign Book, marked .


Each Character will take a turn during the round, beginning with the Character whose **Trigger**  token is in the leftmost position of the Trigger Sequence. That player will either **scout**, **quest**, or **rest** on their turn. Once they have completed their turn, they move their  token down to the Spent track of the Round Tracker, just as in a Scenario. Whether they move to the **fast**  or **slow**  end of the sequence is determined by the icon printed on the Action card they play.




The player whose  token is now in the leftmost position of the Ready track then takes their turn, until all players have moved their  tokens to the Spent track. Once all players have taken a turn, advance the Round Tracker to the next numbered space, slide  tokens up to the Ready track and begin the next round.

EXPLORATION ACTIONS




Scout




Scouting allows you to attempt to reveal a Location card that is adjacent to the card the party currently occupies and is indicated by a **travel** , and to move the party to that location.





To take the action, draw a hand of Action cards from your deck, up to the value of your current **resolve** .



If the  icon is *not* attached to an icon box containing a **move**  icon and value (as is usually the case), then providing you draw at least one card containing a  action of any value, you


have succeeded in the scout action.




If the  icon is attached to an icon box containing a  icon and value, then at least one of your drawn cards must contain  actions that, when combined, are equal or greater than the icon box value in order to succeed.

If you succeeded and the  icon points to a space on the map currently unoccupied by a card, draw the numbered Location card indicated by the  icon and read the descriptive text on its front (numbered) side. If the text is followed by any instructions to gain rewards or suffer penalties, do so now. Then flip that card to its location art side and add it to the play area, adjoining the  icon to form a contiguous Location Map.



Choose and discard any one of your drawn cards containing a  action. (If the  icon is attached to an icon box containing a  value, then you must discard a card containing  actions that, when combined, equal or exceed that value). You may then choose one of the remaining cards in your hand to place face-down on the top of your Action card deck. Place any remaining cards face-down in any order on the bottom of the deck.


If you draw cards containing no  actions (or cannot equal the value of the  in the icon box), you have failed the scout action: reveal no new Location card and do not move the party. Choose any one card to discard. You may still choose one of the remaining cards in your hand to place face-down on the top of your Action card deck. Place any remaining cards face-down in any order on the bottom of the deck.


You may immediately move the Character standee representing the party onto the adjacent Location card indicated by the  icon. Or you may prefer to wait where you are, but if you do so, you or another player must take a successful scout action in the future to move onto the adjacent Location card.

Whether you succeeded or failed, move your  token down to the Spent track of the Trigger Sequence according to the  or  icon on the card you played, then end your turn.

Quest


You may quest as your action for your turn whenever there is an uncovered blue **quest**  icon on the Location card the party currently occupies. If all  icons on that card have been covered by Character tokens, you must instead scout or rest.

An uncovered  icon contains a unique number and is attached to one or more icons that indicate the type of quest available and the requirements for success. You must decide based on these indicators whether you will attempt the quest action – before learning the potential rewards for success or forfeits for failure. Sometimes, for example, you will realise that another Character's chances of success are much higher than your own, in which case you may prefer to scout or rest instead.


If you choose to attempt the quest, consult the *quests* section for the current Exploration in the Campaign Book. Find the entry corresponding to the number on the  icon. A second narrating player (ideally not the one attempting the quest, unless playing solo) should first read the descriptive text to you.


You then attempt the quest, which will take one of two forms:




Investigation

An investigation is marked only by the **investigation**  icon.

An investigation requires you to make a decision on behalf of your Character. To take the action, have the narrating player read the two options that follow the descriptive text, after which you pick one of those options to represent your Character's response. The narrating player then reads the linked text for the option chosen, located in the grey box below, and you gain any rewards and suffer any forfeits associated with your choice.

Draw a number of Action cards from your deck equal to your Character's . Choose and discard any one of those cards. You may then choose one of the remaining cards in your hand to place face-down on the top of your Action card deck. Place any remaining cards in any order on the bottom of the deck.

From your supply of Character augment tokens, add the lowest-numbered token available to the corresponding  icon on the Location card (an augment token indicates successful completion of a quest, and an investigation is always considered to have been successfully completed).


Move your  token to the side of the Spent track that corresponds to the  or  icon on the card you discarded, then end your turn.

Note that some Characters are inflexible when faced with certain ethical or practical decisions: if your Character's icon is present next to an investigation option, you *must* choose that option.

Challenge

A challenge is marked by an *action icon box* containing a success value and a number of action icons.

Challenges require you to meet criteria in order to gain a benefit, such as items, allies or information. The criteria are conveyed by the action icon box. You must meet or exceed the criteria of an action icon box using your Action card deck.









To attempt the challenge, draw a number of action cards equal to your Character's . If you draw at least one card that meets or exceeds the criteria using any combination of Character actions, you have succeeded in the challenge. If none of your drawn cards meet or exceed the criteria using any combination of Character actions, you have failed.

Challenge criteria












- Success value (e.g., 5): This is the total value of the specified actions and abilities that you must meet

or exceed from the actions on a single Action card in order to succeed in the challenge. Calculate the value based on your Character actions and abilities of the matching type/s, adding together all eligible instances on the card you choose to use.


- Speed (e.g., ): If an icon is shown here, only actions and abilities from an Action card of that speed will count towards success. If neither icon is shown, either a  or  card can be used.
- Actions and abilities (e.g., , **tresspass** ): Only icons visible here will count towards success. Action card modifiers are applied when calculating the value of actions. If the **potency**  icon is displayed here, any **attack** , **defend**  or ability actions will contribute towards success.



All icons related to Rampage and Surge actions, including additional bonuses and modifiers, are ignored for the purposes of a challenge.





For example, the challenge icon box shown has a success value of 5. That value must be met by a combination of  and  actions found on a single  card.


 Action cards with a total  value of 5 or more are not common (hint: each Character starts the campaign with two), but as Knowman knows the  ability, he can also add the value of any  actions on a  card that he plays (i.e., his modified  for that action). This makes Knowman a more viable Character to attempt this challenge.

Assisting a challenge

If you attempt a challenge but fail to meet or exceed the criteria, up to one other player whose Character knows any abilities (*not* basic actions) represented in the action icon box may choose to assist you. If they do, they reveal Action cards from the top of their deck, one at a time, until they have revealed a number of their choosing less than or equal to their .

For each matching ability icon revealed, add one to the result of your challenge. Also add the value of any modifiers to those abilities. The  or  icons of the card/s drawn are ignored during an assist.





For example, if another player used the Action card shown to assist in the example challenge, they would add 1 to your result due to the  icon, but the  icon would be ignored. If the  had also had a  modifier, they would have added a total of 2 to your result.

Once the challenge is resolved, the assisting player must discard *all* cards revealed in this way. They do not move their  token during an assist.







After comparing the values of your drawn cards with the challenge criteria, follow one of the processes below, according to whether you succeed or fail to meet or exceed the criteria:

Success

- Choose and discard one of the Action cards that meets the action icon box criteria.
- You may then choose one of the remaining cards in your hand to place face-down on the top of your action card deck.
- Place any remaining cards face-down in any order on the bottom of the deck.
- The narrating player reads the *success* text for the quest.
- Gain any rewards listed in the success text (and suffer any associated forfeits).
- From your supply of Character augment tokens, add the lowest-numbered token available to the corresponding  icon on the Location card (an augment token represents success in a quest).
- Move your  token to the side of the Spent track that corresponds to the  or  icon on the card you discarded, then end your turn.




Failure

- Choose and discard any one of your drawn Action cards.
- You may then choose one of the remaining cards in your hand to place face-down on the top of your Action card deck.
- Place any remaining cards face-down in any order on the bottom of the deck.
- The narrating player reads the *failure* text for the quest.
- Suffer any forfeits listed in the failure text (and occasionally, gain any rewards).
- From your supply of Character affliction tokens, add the lowest-numbered token available to the corresponding  icon on the Location card (an affliction token represents failure in a quest).
- Move your  token to the side of the Spent track that corresponds to the  or  icon on the card you discarded, then end your turn.





Exploration rewards

Any item rewards gained during an Exploration are treated just as if they had been gained during a Scenario, with the exception that they may be given to or exchanged with another player at any time, providing neither player's Character has suffered collapse.

See **Loot** on page 19.



Some rewards instruct you to 'Add **Plot Armour**  at +X. This represents your positive influence in the world as it shapes the challenges ahead. Retrieve the corresponding numbered  token. At the start of the next Scenario, this is added to the Round Tracker on top of the corresponding **Plot Point**  icon.



See **Scenario setup** on page 6.

If you gain a numbered **Exploration**  token as a reward, find that token in the supply and keep it in your play area during Explorations and Scenarios and in any one Character's Body Bag between sessions.  tokens sometimes change the quest options available to you during Explorations or even the outcomes of Scenarios. They are considered the shared property of all Characters (not just the Character who carries it or whose turn it is), so if an effect occurs when the party has a specific  token it will occur if *any* Character currently has that token in their play area (unless specifically stated otherwise). If you are ever instructed to discard a  token, whoever has it returns it to the supply (ignore the instruction if no one carries that token).



Collapse



Just like in Scenarios, Characters can overexert themselves during Explorations. A Character who has no remaining cards in their Action card deck (an unlikely situation, but possible if a Character is too generous with assisting in challenges) suffers collapse at the end of the action that reduces the number of Action cards in their deck to 0.




Remove the collapsed Character's  token from the Round Tracker. They immediately suffer one **trauma**  and take no further part in the Exploration.

Unlike a Scenario, during Exploration a Character who has 0  at any time on their turn does not immediately suffer collapse. They *must* rest on their turn to regain .

Rest




You may take a rest action on your turn. Resting is useful if no available quests appeal and you are unable or unwilling to scout, or if you are low on . If you are on 0  at the start of your turn you *must* take a rest action.



To take the rest action, first regain one . Then draw a number of action cards from your deck, up to the value of your current . Choose and discard any one of those cards. You may then choose one of the remaining cards in your hand to place face-down on the top of your Action card deck. Place any remaining cards face-down in any order on the bottom of the deck.



Move your  token to the side of the Spent track that corresponds to the  or  icon on the card you discarded, then end your turn.

ENDING AN EXPLORATION

The Exploration phase ends in one of three ways:

1. At any time that a quest instructs you to progress to the next Scenario.
2. When the Round Tracker is in the final slot of the Round Tracker card and you would need to advance it further. In this case you run out of time and will read the  text found at the end of the chapter.
3. When all Characters taking part in the Exploration have suffered collapse. Each Character suffers one additional , then read the  text found at the end of the chapter.

When the Exploration ends, check the augment and affliction tokens each player has added to  icons on the Location Map. Each Character whose highest-value affliction token is greater than their highest-value augment token – including Characters who suffered collapse during the Exploration – suffers one .

Each Character who currently has 0  regains one .

Then return any affliction and augment tokens to their owning players. Clear away all Location cards, adding them to the *discovered* side of the Location card divider in the game box. Also return the party standee to the box. You are then ready to either proceed to the next Scenario, or to pause the campaign.

See **Pausing the campaign** on page 46.


PAUSING THE CAMPAIGN

The story of All's Well That Ends takes place over many months, and it is likely that your campaign will too: certainly it is impossible to complete it in one sitting. You will likely have to pause the campaign between gaming sessions, in which case you will need to record your progress.

RECORDING CAMPAIGN PROGRESS

You may pause the campaign at the end of any Scenario or Exploration.

If you pause after completing a Scenario, read the Scenario Outcome then add the first Location card for the following Exploration phase to the Body Bag of any one Character participating in that campaign. Resume the campaign in a future session by reading and laying out that Location card.


If you pause at the end of an Exploration, add any **Plot Armour**  tokens you obtained to the Body Bag of any one Character participating in the campaign, and simply keep your Campaign Book open on the first page of the next linked Scenario (as instructed at the end of the Exploration), or use a bookmark. Resume that campaign in a future session by reading the introductory text to that Scenario.

RECORDING CHARACTER PROGRESS

Your Character progress is simply a collection of the various cards and tokens you have accrued on your journey. These are stored along with the Character dashboard in Body Bags. The components you should store between sessions are:

- Character Dashboard
- Player Aid
- Health Dial
- All Character augment/affliction tokens
- All starting and acquired Action cards
- Praxis card
- Impulse deck
- **Level**  token
- **Health**  token
- **Resolve**  token
- **Equipment**  cards
- **Loot**  cards
- **Coin**  tokens



When you resume the campaign, simply retrieve these components and add them to your player area, ready to return to the fray.




All other components can be stored away between sessions. Use the divider provided to separate  items in circulation from those in the supply.

SOLO PLAY


If you wish to play All's Well That Ends on your own, you will take control not only of your Player Character but also of an Accomplice. To choose an Accomplice, simply flip the Character Dashboard for any Player Character other than your own onto its Accomplice Dashboard side, and add it to your player area. Accomplices operate very much like Player Characters (with you making all decisions for them) and any in-game effects that target or affect 'Characters' will also apply to your Accomplice. They do, however, differ in some important ways, detailed below.



ACCOMPLICES



Your *Accomplice* does not use Action and Impulse cards and does not follow a Praxis. They start with no **equipment**  items and cannot equip them, but they may carry up to two **loot**  items in their belt and may use any that are applicable. They may carry items in their pack as if they were a Player Character.


Your Accomplice's maximum **health**  is determined by your Player Character's current **level**  and is shown on the track at the bottom of the Accomplice Dashboard. Use the Accomplice Character's Health Dial to track their current .

Accomplices in Scenarios

During Scenario Setup, you will need to add a token to each of the Accomplice Dashboard tracks representing your Accomplice's abilities, and one to their **defend**  track.



On each track, place one of your Accomplice's Character token on the rightmost number that is less than or equal to your . It is recommended that you add the lowest-numbered Character tokens first, because your Accomplice will have a sufficiently high **potency**  that you are less likely to need those tokens while playing through the Scenario.



If a track has no number less than or equal to your , you have not yet unlocked that ability – add a **void**  token to that ability's icon instead.









Your Accomplice has their **Trigger**  token added to the Trigger Sequence just like a Player Character's. However, on their turn their actions are chosen from the Mercenaries section of your Player Character's Action cards, in a similar way to a Mercenary's actions.


Importantly, you may choose the Mercenaries actions *from any one Action card in your hand*, not just the card you are playing or have played on your turn during that round.




If you have no cards in hand (for example, you have played your final Action card earlier in the round), they must choose actions from the last Action card you discarded.





An Accomplice reduced to 0 **resolve**  suffers collapse as normal, but their  does not otherwise impact their action options.


If your Character suffers collapse during a Scenario, remove them from the Scenario Map as usual. However, if your Accomplice has *not* suffered collapse by that point, they may continue the Scenario and can potentially reach a successful outcome without you. When your Character suffers collapse, immediately draw Action cards from your Character's deck until you have a hand size equal to the value of your *Accomplice's* current **resolve** . Your Accomplice then continues to take Mercenaries actions from any one Action card in your hand, but from now on you must discard the chosen Action card at the end of their turn and draw new cards until you have a hand size equal to *their* current .

When your Accomplice takes the /  action, choose a  or ability action on their Dashboard that is not covered by a  token. They take that action exactly as if they were a Player Character. Then move the token for that action one slot to the left. If there are no numbered slots remaining, remove the token from that track and place a  token on that action's icon. If all tracks have  tokens, choose to either  or **attack** .




Each time your Accomplice takes an action on their turn, you may 'spend' (only) one  or ability action slot by moving the token for that action one slot to the left. If you do so, add +1 to the value of the action you are taking.

At the end of your Accomplice's turn, move their  token to the **fast**  or **slow**  end of the Spent track of the Round Tracker according to the speed of the Character Action card that they used to take their actions.


If they took the / action and the action slot you moved their token *onto* had a  or  icon, instead move them to the end of the Spent track that matches that icon.


An Accomplice never gains **coin** . Any  that they would gain is given to your Character instead.






Your Accomplice cannot employ a Mercenary, meaning you will only ever have one Mercenary in play.


Whenever you have the opportunity to purchase a random  item from the supply (for example, during the level up process or as a **quest**  reward from an Exploration), you may purchase up to one additional  item for the same cost (which in theory then belongs to your Accomplice, though they can of course return it to you at any time between Scenarios).



Solo Allies in Explorations



Set up your Accomplice Dashboard as for a Scenario. As with Scenarios, your Accomplice uses your Mercenaries actions during Exploration. Whenever you would normally draw Action cards to determine the success or failure of your Accomplice's action on their turn, instead draw a number equal to your Accomplice's current  from your *Character's* Action card deck.



If you do not have enough Action cards remaining in your deck, make up the deficit by using cards from the top of your discard pile. Move the Accomplice's  token according to the speed of the card played.



An Accomplice may use the / action to represent  and ability actions that are not covered by a  token just as in a Scenario. When they do so, move the Character token on the corresponding track on their Dashboard one slot to the left. If there are no numbered slots remaining, remove the token from that track and place a  token on that action's icon.

Do not discard your played Action card once your Accomplice has taken their turn (even if a  effect tells you to discard cards) but do return any cards to your discard pile that were drawn from there. You may return one card to the top of your deck and must place any remaining cards on the bottom, in any order.

When your Accomplice attempts to scout a location with an icon box containing a  icon and value attached, ignore the  value printed on their Accomplice Dashboard and instead count

the value of their  actions as being equal to their **potency** .

You cannot assist your Accomplice in a challenge, but they can assist you if the required ability is on their Accomplice Dashboard and is not covered by a  token. If they do, simply move the token for their ability one or more slots to the left – to a maximum number of spaces equal to their  – adding one to the result of your challenge for each slot that the token moves.



If your Character suffers collapse during an Exploration, remove their **trigger**  token from the Round Tracker as usual. Your Accomplice may continue without them by drawing cards up to the value of their  from the top of your discard pile on their turn.



ALL'S WELL THAT ENDS

Many months and countless leagues from where you began, your story will reach its inevitable end. After the dust and blood of the final Scenario has settled, still you must make harrowing decisions before you can know any kind of rest.

The Campaign Book will guide you through the closing narrative of the campaign, but just as important as the impact you make upon the world is the toll the world takes on you.

Once you have completed the campaign narrative, add up the **trauma**  tokens in the possession of each Character. In any Character order, consult the epilogues at the back of the Campaign Book, reading only the outcome that corresponds to the number of  in that Character's possession.

If you accumulate enough trauma, your Character's fate might not be to your liking. But you can always come back for another turn on the wheel, and strive for a better outcome in your next life

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SCENARIO ROUND SUMMARY

1. Move Round Tracker token and resolve Plot Points

- Move the Round Tracker token to the next numbered slot on the Round Tracker card.
- Resolve **Plot Point** or **Plot Armour** .
- If there is no remaining numbered slot, Scenario ends.

2. Choose Impulses

- Each player draws two Impulse cards, then chooses one to play this round and adds the other to their **held pile** for use on a later round.
- Resolve any played **Instants** .

3. Follow the Trigger Sequence

- (First round only): Flip the leftmost token on the **Ready** track on the top half of the Round Tracker card, placing it face-up. The Character or Enemy type shown takes a turn (see Scenario Turn Summary below).

- (Subsequent rounds): The Character or Enemy type-whose (flipped) is furthest left takes the first turn.
- Move their token (face-up) to the most-central space of either the or end of the **Spent** (bottom) track.
- Continue to resolve tokens (flipping them in the first round), working from left to right until all combatants have taken a turn and moved to the **Spent** track.

4. Cleanup

1. Slide all up to the **Ready** track.
2. Resolve any effects that occur at the end of the round.
3. If *all* Characters carry tokens showing , flip them all to . Otherwise, flip tokens back to their side.
4. Spend all tokens. Discard unspent .
5. Discard all remaining Impulses played this round.

SCENARIO TURN SUMMARY

Character turns (page 24)

Choose either:

- **Focus:** take any two actions from one Action card, in any order. At the end of the turn, discard the Action card played and draw new cards until your hand size equals your Character's current .
- **Rampage:** take actions that complete a icon from any Action cards in your hand. At the end of the turn, discard the Action card carrying the icon and draw until your hand size equals your .
- If you have a **Mercenary**, they take their actions either before or after yours, taking one or both from the Mercenary actions on the Action card you played (or will play).

Enemy turns (page 34)

1. Draw an card for that Enemy type.
2. Establish the state (/ /) of the Enemy of that type that is closest to a Character.
3. That Enemy takes all actions it is able to from those listed against its state on the card, reading left to right.
4. Follow steps 1–3 for all Enemies of that type.

Actions (page 26)

- **Move** : a number of hexes up to the value.
- **Attack** : Deal = () to a target within and line of sight (able to draw a straight line between the source's hex and target's hex without crossing blocked terrain).
- **Defend** : Gain token = . Token reduces dealt from all sources by its value. Discard when dealt equals or exceeds token value.
- **Abilities:** See Player Aid/Enemy Card/Hired Card as appropriate.
- **Brace:** Characters only. Forego a Focused turn action to gain a token. Spend during Cleanup to either move your token two spaces, retrieve two pack items, or one of each.
- **Flee:** an involuntary action with each hex moved into being more distant from its target than the last.
- **Hold:** Enemies only. Do nothing.