

ALL'S
WELL
THAT
ENDS

RULEBOOK

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THE WORLD OF ALL'S WELL THAT ENDS

Welcome back to our world, in a future so distant that none of the surroundings are recognisable. The oceans have drowned a thousand empires, 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, beyond the frontiers of Civilisation, you and your fellow travellers – reckless profiteers and wayfarers all – band together to brave the untamed reaches of the Western Wildlands. You each had the misfortune to be born Unointed – one of the countless downtrodden serfs who live and die at the whims of the Cabal's high houses. But you are living proof that there are bonds far stronger than shackles. And so you find yourselves on the hunt for a roving band of slavers and killers, relentless in your pursuit until justice – as you understand it – has been served.

THE CAMPAIGN

All's Well That Ends is a fantasy adventure game of exploration and tactical combat that plays out over ten 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. Most chapters consist of one narrative-driven Journey phase and one combat Encounter phase. Played in sequence, these form a campaign that tracks the story of your Unointed, their adventures in the Western Wildlands, and ultimately, their fate. You can also play individual Skirmish Encounters for a quicker, bloodier gaming experience.

Over the course of the campaign you may use any number and combination of Unointed, and it is possible for players to swap their Unointed in favour of another before any Encounter. Regardless of the size of your group (and so the number of Unointed you play with), all playable Unointed 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 Encounter, your adventure begins at the start of the Campaign Book, in the Wilderness Camp. You can go there now if you're familiar with the rules already or intend to learn them by following the First Game Guide included with the game. Otherwise, you had best read the rest of this Rulebook first.

Because your adventure starts at the Wilderness Camp, this book begins by explaining the rules for Encounters. Following that, it details the rules for Journeys.

This isn't a world that has any mercy for the weak or the half-hearted. The Wildlands beyond the fringes of Civilisation forgive the ill-prepared traveller little. Nobody will hold your hand, save to drag you into the heat and din of bloody combat.

So your campaign begins. Do not claim that you weren't warned.

COMPONENTS



Campaign Book x 1



First Game Guide x 1



Book of Maps x 1



Supplemental Maps x 1



Unointed Dashboards x 4



Player Aids x 4



Health Dials x 4



Unointed miniatures x 4



Unointed standees x 5
(4 Unointed, 1 Party)



Tactics cards x 104 (12 starting and 14 upgrade per Unointed)



Praxis tiles x 8



Impulse cards x 96
(12 x each of 8 Praxes)



Equipment cards x 44



Round Tracker board x 1



Round Tracker marker x 1



Enemy cards x 12



Enemy standees x 70



Overlord cards x 20



Hired cards x 10



Intent cards x 18



Loot cards x 54



Death throes cards x 18



Mercenary standees x 10



Standee base x 30



Door overlays x 5



Card dividers x 2



Location cards x 110

Tokens

- Unointed augment X / affliction X x 48 (12 x 4 Unointed)
- Potency 2 x 5 (2 x 2/3, 1 x 3/4, 1 x 4/5)
 - Trigger x 27
- Plot armour x 12 (numbered 1–12)
- Healthy / defend x 12
- Rattled / defend x 12
- Wounded / defend x 1
- Enemy augment / affliction x 12
- Trauma / calling x 30 (20 x 1 trauma, 10 x 5 trauma)
 - Dazed / alert x 4
- Resolve x 12 (4 x 2, 4 x 1, 4 x 0)
- Level x 36 (9 x 2–10)
- Health x 60 (9–30)
- Brace / void x 24
- Positive +1 / negative -1 modifiers x 12
- Exploration X x 18 (numbered 1–18)
- Retrieval x 12 (paired A – F)
- Interaction x 6 (U, V, W, X, Y and Z)
- Coin x 40 (1 x 20, 5 x 20)


PART ONE: ENCOUNTERS


Each Encounter in the Campaign Book begins with a narrative introduction, describing the immediate events that have escalated beyond your Uninteds' ability to contain. Players who wish to follow the story elements of the campaign should read this before the Encounter begins. Below this you will find any special rules that apply to the Encounter as well as the victory conditions you must meet in order to succeed in it. After reading the narrative, you will need to complete the following setup sequence, which covers how to set up the Encounter itself and then your individual Uninted.


ENCOUNTER SETUP




In the bottom-left corner of the Encounter page in the Campaign Book is a thumbnail image of the Encounter Map. Any numbers overlaying the image are the page numbers in the Book of Maps (and sometimes the Supplemental Maps book) that you need for the Encounter. Lay the Book of Maps onto your play area with those pages visible: this is now your Encounter Map – you will play directly onto the page.

Enemies

Some Map hexes contain icons representing **enemies** . These are enemy spawn hexes. You will need to place standees for the pictured enemies onto the Map. Enemies are easily identified by their icon image, but the Campaign Book also lists all enemy types present in the Encounter, for easy cross-referencing.

For each enemy icon on the Map, find one of the matching **standees** , slot it into a standee base (use a different colour for each enemy type), and stand it upright on the icon.





Note that enemy spawn hexes with the **dormant**  icon are *not* active at the Encounter's start. *Do not add any standees to these hexes.*



Also find the enemy  cards and **trigger**   tokens with the same enemy icons printed on them. You'll add those a little later.

You may need the remaining standees of these enemy types later in the Encounter, so keep them (and some spare standee bases) close by.

Cards




Find and shuffle the two decks of cards that have the following icons on their backs:

- **Death throes**  
- **Intent**  


Form a Loot deck composed of all **loot**   cards in circulation, then shuffle it.

See **Circulation** on page 19.



All **Trigger** tokens have one  side and one 'face-up' side showing the combatant's icon, for example  or .

UNOINTED SETUP

Each player chooses one Unointed to act as their avatar. Then prepare your Unointed for battle by following the level up, trading and/or hiring mercenaries processes (see page references below) as indicated by the Encounter **level**  icon to the right of the Encounter title in the Campaign Book. (Skip this step if you are playing through the first Encounter, Wilderness Camp.) If playing a Skirmish Encounter, instead follow the Skirmish quick start process. Complete any trading required to acquire new items.










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

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















See **trading** on page 23.

See **hiring mercenaries** on page 37.

Once you have chosen and prepared your Unointed, find the following components specific to them:

- **Miniature (or standee):** add this to any Map hex with your Unointed's icon or  printed on it .
- **Dashboard:** set this up in the centre of your personal play area, with its 'Unointed' (not 'Accomplice') side showing .
- **Health Dial:** set this to the **health**  value indicated on your Dashboard (or on your health overlay token, if you have one) and keep it close by .
- **Tactics  cards:** shuffle all starting tactics cards along with any have gained so far during the campaign, and place them face-down to the bottom-left of your Dashboard to form your tactics deck .
- **Praxis tile:** your default tile is noted on your Dashboard (e.g., Marica's is *The Cohorion*). If you have mastered your praxis, you will have an alternative. Slot it into place with its calling-side (showing text, not columns) face-up . For Skirmish Encounters you can either choose a praxis tile or assign one at random.
- **Impulse  cards:** your default impulse cards all share the same name as your praxis (e.g., all of Marica's 12 cards have *The Cohorion* printed at the top) though these may change over the campaign's course. Shuffle your deck of 12 impulse cards and place them face-down to the top-


left of your Dashboard  to form your  deck.

- **Unointed tokens:** 12 double-sided tokens (two sets numbered 1–6) with your Unointed's icon printed on them . Keep these in a pile in your personal play area.
- **Equipment  and loot  cards:** slot up to one equipment card, charged-side up ( not ), into each space with a matching icon printed on it at the bottom of your Dashboard, and up to one loot card into each space with a  icon at the top. If you have not yet purchased any equipment, your Unointed starts with the card noted above 'Hand 1' on their Dashboard . You do not start the campaign with any loot, but may accumulate some during or between Encounters.
- **Player Aid:** keep your Unointed's Player Aid close by for reference when taking turns and ability actions .
- **Potency  overlay token:** the value of the token you'll need varies with the number of Unointed in the Encounter – the possible combinations of player count and potency are shown in the legend at the top-right of your Dashboard .
- **Trigger  token:** shuffle your Unointed's token together with the tokens of all other Unointed in the Encounter and the enemy trigger tokens you found earlier. Arrange them face-down 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 .

If you are playing a solo game, you will also need to set up your Accomplice – a simplified Unointed who will support you in combat (and, importantly, absorb their share of incoming assaults).

See **solo play** on page 47

Final preparations



Draw cards from your tactics deck into your hand until you hold a number equal to your current **resolve** . This will generally be three, unless you have lost resolve over the course of the campaign.

Steel yourselves, and prepare for battle.

THE ROUND SEQUENCE

Once setup is complete, you can begin the Encounter! Combat will take place over a fixed number of rounds until the conditions for finishing the Encounter are met. A round consists of the four phases outlined below.

1. Advance the plot


Move the Round Tracker marker 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 Journey phase.

Consult the Encounter'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.


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

See **Encounter outcomes** on page 40.

2. Follow impulses


Each player simultaneously draws and lays out the top two cards from their Unointed's **impulse**  deck.

They choose one of those cards to follow this round (keeping it visible in their personal play area close to their components) and 'hold' the other card for a later round by placing it into the indicated slot above their Dashboard.





Resolve the effects of any chosen impulse cards that are of the **instant**  type, in any order players prefer.

See **follow impulses** on page 17.

3. Trigger

Trigger  tokens usually start the Encounter 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 Encounter represented by a miniature or standee, principally Unointed, enemies and mercenaries). Flip the leftmost trigger

token. It will display either an Unointed or enemy icon. If it shows an Unointed, that Unointed takes an Unointed turn. If it shows an enemy, then all enemies of that type take an enemy turn.

Resolve the Unointed or enemy turn, then move their trigger 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 board (according to whether the **tactics**  or **intent**  card played on that turn was fast or slow), placing it face-up.





See **Unointed turns** on page 24 and **enemy turns** on page 34.


Continue to work from left to right, flipping and resolving trigger tokens 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 trigger tokens remain revealed face-up, so in subsequent rounds the turn order will be predetermined, allowing you to plan your actions more effectively.

4. Cleanup

In order (players choose the resolution order within each step):

1. Slide all trigger 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 Unointed abilities.
3. Flip any  tokens back to their  side.
4. Spend all **brace**  tokens. Discard unspent .
5. Discard all impulse cards chosen this round (even if their effects were not used).

If you gain the option to store  tokens (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 ENCOUNTER MAP


Each Encounter takes place on a unique map depicting one of the many environments of the Western Wildlands and beyond. 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 Blocked hex sides (black border)

Blocked hex sides 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** hex sides, and combatants are not considered adjacent to hexes separated by it.

2 Difficult hex sides (blue border):

When any combatant attempts to cross a **difficult** hex side using a **move**  action or other voluntary movement, they must spend two movement instead of one to cross that hex side and enter the adjacent hex.




Involuntary movements such as the **flee**  action and Unointed abilities that force enemies to move are not slowed by **difficult** hex sides unless stated otherwise. A combatant that is forced to cross a **difficult** hex side instead adds one to the **damage**  dealt

by the source of that movement for each **difficult** hex side they are forced to cross (even if that source would otherwise not deal any ).

See **damage** on page 29.

See **flee** on page 28.



3 Deadly hex sides (red border)

No combatant can willingly cross a **deadly** hex side, though they can be forced to do so by an involuntary movement. Any **enemy**  or **mercenary**  who crosses a **deadly** hex side instantly has their condition degraded to **dead**  and any Unointed instantly suffers collapse. Note that if a combatant is forced to cross a **deadly** hex side, 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.

4 Occupied hexes

Occupied hexes are those that contain an Unointed 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.



5 Unointed starting hexes

During Encounter setup, you may place your Unointed miniature or standee on any unoccupied hex bearing the  icon. If the Map shows specific Unointed icons instead then they must start the Encounter in the predetermined hexes.

6 Enemy spawn hexes


As well as placing standees of the indicated type on each hex with an enemy icon during Encounter setup, you will spawn new enemies on these hexes if you are instructed to do so during the Encounter. Only add new standees to *unoccupied* hexes bearing the indicated enemy's icon (do not spawn enemies at occupied hexes).

7 Dormant enemy spawn hexes

When setting up the Encounter or spawning enemies, do not place standees of the indicated type on hexes with the **dormant**  icon beneath the enemy icon unless that icon is included in the corresponding Campaign Book entry (for example, if the Campaign Book instructs you to spawn enemies at ).

See **spawning enemies** on page 35.



8 Interactive hexes



An Unointed must interact with any **interactive**  hex that they *finish* any form of action on (whether voluntary or not).

Go to the Interactions pages for the Encounter in the Campaign Book and find the entry that matches the letter printed on the hex. Unless you are 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 narrate 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 an Encounter's setup you may be instructed to randomly distribute lettered  tokens onto black  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 Campaign Book, 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 **void**  token to the hex. Use it to cover the  icon, indicating that it has been used and cannot be interacted with again.

9 Loot hexes

An Unointed that ends any form of action (whether voluntary or not) 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 action – 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.)

Now you've got an Encounter set up in front of you and have a general idea of the phases of play and what you'll find on the Map. Next, it's time to familiarise yourself with some of the major components and elements of the game. None of these are more important than your Unointed.

UNOINTED


No two Unointed 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 Unointed you are playing. Your Unointed's attributes are displayed on the front of their Unointed Dashboard (the back contains the Unointed's Accomplice attributes used in Solo Play, covered on page 47).





- The amount of **health**  they regain when consuming health-restoring **loot**  items.

- The power of their abilities.

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

The most common  modifiers are:

- **Tactics**  card modifiers: these modify the corresponding action only and are ignored for all other purposes.

- **Impulse**  card modifiers: these are chosen at the start of an Encounter round and apply to all potency totals during that round.


1 Unointed name

This may or may not be your Unointed's real name.




2 Unointed art

An image of the Unointed acting as your avatar.

3 Potency/player count

Potency  represents the overall physical, mental, and (where relevant) spiritual power of your Unointed. This varies depending on the number of Unointed taking part in the Encounter.

Among other things,  determines the following key characteristics:

- Default damage dealt by their **attack**  actions.
- The value of **defend**  tokens from a  action.

4 Praxis tile slot and level-up benefits


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

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


5 Trait

Each Unointed has a unique **trait** that applies during an Encounter. It is wise to bear your Unointed's trait in mind throughout all Encounters, as in many cases it will affect their efficacy, and can influence whether an Encounter is won or lost.


6 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.

7 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.


8 Level


The current **level**  of the Unointed, representing their overall prowess. In the campaign the Unointed begin the game at level 1. Later Encounters define the level to which you should raise your Unointed during setup.

See **Unointed levels** on page 21.

9 Influence



An Unointed's **influence**  determines the distance, measured in adjoining hexes, which the Unointed is able to reach with their ability actions and their **orders** .


When an Unointed throws **loot**  items onto another hex, the maximum range of the throw is equal to their influence.

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

See **abilities** on page 27, **items** on page 18 and **mercenaries** on page 37.

10 Maximum health


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

When an Unointed suffers an amount of **damage** , reduce

their *current* health by that amount on their Health Dial. Several items, abilities and effects enable an Unointed to **regain** lost health, up to, but never exceeding, their maximum health value.




See **damage** on page 29.


11 Range


An Unointed's **range**  determines the distance, measured in adjoining hexes, within which the Unointed is able to target enemies when taking an attack action.


See **attack** on page 26.

12 Resolve

Unointed start their adventures with a **resolve**  of 3. This represents an Unointed of generally sound mind and stalwart purpose. This can be reduced during an Encounter, primarily when a **dazed**  Unointed suffers **damage** .

Whenever your resolve is modified, track this on your Unointed Dashboard using the  tokens provided.

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

If an Unointed's resolve ever reaches 0, they suffer **collapse**.

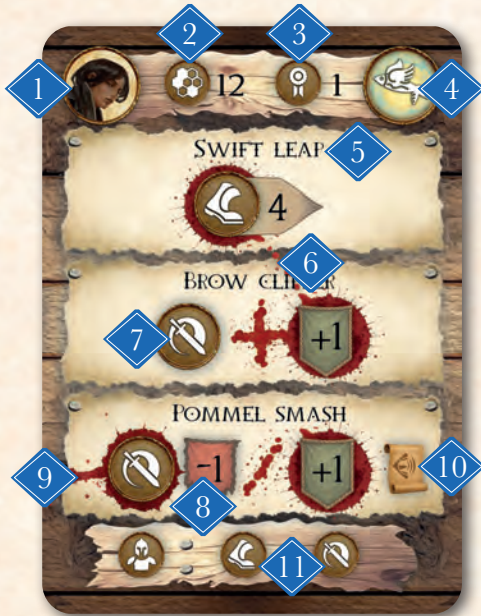
See **collapse** on page 31.

13 Card slots



Your Dashboard is bordered by a number of slots for organising the various cards you will need to manage during an Encounter. Your default starting weapon is listed above the bottom-left slot.


TACTICS CARDS

When you assume control of an Unointed, you also gain their unique tactics 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 Unointed's deck by adding more powerful cards throughout the campaign.






6 Surge icon

If the two actions connected by the vertical blood splatter of a **surge** (the written surge icon is ) are taken in sequence (top to bottom) as part of a focused turn, any additional modifier or effect indicated by the **bonus**  icon and set against a bloody background will apply to the second action taken.

If an action's modifier is followed by an **upgrade**  icon, the action's modifier will instead change to the one that appears after the icon, and again is set against a bloody background.




See **surging** on page 24.



7 Tactics effect

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

8 Tactics modifier

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

Attack  : increase or reduce the amount of **damage**  dealt by an Unointed's attack action, which by default is equal to their **potency** . (So in this case, Marica's potency would be modified by -1).


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

See **actions** on page 26.


1 Unointed icon

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


2 Card level

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

3 Card number


The number of the card within the Unointed's **tactics**  card deck.

4 Fast /Slow icon


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

5 Tactics description



The action the Unointed is taking in narrative terms.


Ability: an ability action modifier increases or reduces the overall power of an Unointed's ability. A modifier is applied to your potency 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.

9 Rampage icons

If the action is backed by a horizontal red blood splatter segment, it can be used as part of a **rampage** action (the written rampage icon is ). If you do so, the action's modifier will change to the one that appears after the  icon and set against a bloody background.


If the action's modifier instead includes the  icon, any additional modifier or effect indicated by the icon, and again set against a bloody background, will apply to the action taken.

10 Order icon

If an action carries this icon, after taking the action you may **order**  another Unointed 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.

11 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 TILES AND IMPULSE CARDS

Whenever you choose an Unointed to join the campaign for the first time (or to participate in Skirmish Encounter), you must choose a unique praxis (or you may choose to deal them at random) and gain the praxis tile of the same name. They are then said to be following that praxis. An Unointed's praxis defines their approach to combat through its corresponding impulse cards and calling, as well as the benefits they gain from levelling up.

PRAXIS

Your Praxis tile slots into the Unointed Dashboard above the level-up benefits columns. During an Encounter, keep its 'calling' side face-up (as below).



Whenever you follow the level up process to increase your Unointed's level, you will flip the tile to complete the level-up benefits columns, then choose one column to take benefits from.



You will retain one praxis tile per Unointed until such time as you are instructed to upgrade it, but the composition of the matching **impulse** deck will evolve as Unointed level up. During a campaign simply take the evolved impulse deck corresponding to your praxis – do not reset it between Encounters.

1 Praxis name

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

2 Calling

The means by which this praxis enables your Unointed to gain **calling** tokens.

See **callings** on page 40.

3 Level-up benefits

When following this praxis, an Unointed must choose one of the three columns of benefits to gain, in combination with the corresponding Unointed benefit, when levelling up.



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

IMPULSE



Each praxis has a matching **impulse** deck of 12 cards, representing the moment-by-moment urges that the praxis steers its Unointed follower towards. These enable you to perform a one-off ability or modify your Unointed's attributes during each round of an Encounter. 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 **follow impulses** phase of a round. If more than one player chooses an  for their Unointed, they decide the order in which they are resolved.

Events

The timing of the **event**  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 Unointed attributes such as **potency** , or Unointed 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 move actions benefit from one additional point of movement. If an impulse confers  -1, all attack, defend and ability actions – as well as any items or other effects you use that round – have one subtracted from their total value, because that value is based on your potency.

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

See **actions** on page 26.


FOLLOWING IMPULSES

At the start of an Encounter, each player shuffles their **impulse**  deck and places it face down to the top-left of their Unointed Dashboard.

During the **follow impulses** phase of each round (immediately after the **advance the plot** phase), complete the following sequence:

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 in your player area.

- If it is an , resolve its effect immediately.

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

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

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

Whenever you must **follow 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 **follow 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 Encounters, this means six cards in each.


During the **follow impulses** phase of round seven, shuffle your held impulses pile to form a new impulse deck of six cards, and continue the process using these.

In round ten you will have three held impulses left. Shuffle these to form a new impulse deck.

In round 11 you will have one card in your impulse deck and one in the held pile. Combine these to form a deck of two cards and follow one of these impulses.

For the final round you will have only one available impulse card, and must apply the effects of this in the usual way.

(For short Encounters 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 **dazed** .

See **dazing Unointed** 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 must be equipped by an Unointed in order to be used, which mean that they have been assigned to an available equipment slot below their Dashboard. They have active effects which you may choose to use (or not) when the specified conditions are met. At the start of an Encounter they are equipped with their **charged**  side face-up. They are not discarded after use, but are instead flipped to their **exhausted**  side.






Equipment can be recharged by meeting the conditions printed on its  side. When you do so, flip the card back to its  side.


Each Unointed enters the fray equipped with their weapon of choice (printed at the bottom of their Dashboard). Over the campaign's course, you will gain access to additional  cards, either by trading or during the level-up process.

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

See **trading** on page 23.

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

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

If an equipment item carries the image of an Unointed, *only* that Unointed can equip the item. Other Unointed can carry it in their pack, for example if they pick it up from the Encounter 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 Unointed level

If an  item carries a **level**  value, *only* Unointed of an equal or higher level can equip the item. Any Unointed 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.


5 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.

6 Item effects

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

LOOT

Items with the **loot**  icon are stored in one of two belt slots at the top of the Unointed Dashboard. These slots can be occupied *only* by loot items.

Loot items can be used at any time during your Unointed'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 loot items are immediately discarded to the loot deck discard pile.



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

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

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

See **trading** on page 23.

A loot 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 **Price**

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

3 **Item effects**

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

All item cards (cards with either **equipment**  or **loot**  icons printed on them) exist in one of the following locations:

THE SUPPLY

The supply is the available stock of all items that are not in Unointed inventories, in circulation, or present on an Encounter 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 Encounter (with the exception of Unointed starting weapons). You may look at the supply at any time.

Some equipment 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 equipment 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 an Unointed uses or discards a loot item during an Encounter, it is added to the loot deck discard pile. But while that copy of the item is consumed, other copies may be found over the course of the campaign. To represent this, at the end of the Encounter, that item enters circulation. Any item used during a Journey immediately enters circulation.



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

All loot in circulation is added to the loot deck during future Encounter setups for the remainder of the campaign. This applies both to loot in the starting loot deck and any that has been purchased. Only loot items enter circulation.




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



See **Encounter setup** on page 6.


UNOINTED INVENTORIES


Any item owned by an Unointed 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 equipment or loot item card, choose one of the following free actions:

1. Assign that item to a corresponding empty slot in your inventory (i.e., ,  or ) – *if you meet all Unointed 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 an item () only) currently occupying the corresponding slot, or:

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

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



4. During an Encounter 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 Unointed 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 Encounter Map. Add a **retrieval**  token to the item card, and the matching token to the hex into which you have thrown it.


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

PACKS



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

It is possible to retrieve pack items during the **cleanup** phase of an Encounter round, when Unointed spend **brace**  tokens. During Journeys, 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 Encounters (which reduces each Unointed's , make sure that you immediately sell, discard or donate any items that exceed your new pack limit.


THE ENCOUNTER MAP

Items dropped or thrown onto hexes of the map during an Encounter 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 Encounter.





UNOINTED LEVELS

Each Unointed 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 Encounters, this manifests in your Unointed levelling up, a process which takes place as part of Encounter setup.

The recommended **level**  for an Encounter is printed to the right of the Encounter title in the Campaign Book. If you are working through the campaign, this number will either be the same as the recommended level of the previous Encounter, in which case you won't level up at that point, or one higher, in which case all Unointed gain one level. When gaining a level, follow the level up process as outlined below.

THE LEVEL UP PROCESS

1. Add new level token


Add a new  token equal to the Encounter's recommended level to the marked attribute slot on your Unointed Dashboard. This is to help track your level across the campaign and as a reminder when choosing equipment that has a level 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 an Unointed Dashboard, each praxis card can be flipped to show three columns of benefits to choose from during the level up process. Each time an Unointed levels up, choose one of the three columns available and gain that combination of benefits in any order.



The available benefit types are:

 **Tactics card:** choose any one of your Unointed's tactics cards of your new level 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 Unointed ability actions you have not used before. Your Unointed's Player Aid explains how to take these actions during an Encounter.





 **Equipment:** each Unointed and several praxes have a signature piece of equipment 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 a Journey phase or Encounter setup, thrown to a map hex during an Encounter, or permanently discarded at any time.


One-time benefits



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

The ONCE column 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 Unointed reaches level 5, so are not necessarily the best options during the early stages of the campaign.



Mastering your current praxis (explained in a moment) will give you access to a new praxis, and so 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 Unointed's maximum health, and add a new  token of the corresponding value to the marked attribute slot on your Unointed 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 Encounter 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 Unointed functions in combat. Return the impulse card you removed to the supply.




Note the important difference between acquiring new **impulse**  cards (which you *must* swap permanently into your impulse deck) and **tactics**  cards (which are *added* to your existing tactics card deck).


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

 **Loot:** gain one **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 one 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 another Unointed to make room. You or another Unointed may use the item if able (or use another item to make room). If neither you nor another Unointed is able to 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 remove any one  from circulation (you may look through the loot deck but may not expunge loot 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 Unointed of a specific level or above. See **equipment** on page 18.

MASTERING YOUR PRAXIS

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

If your deck contains more impulse cards from any one other praxis than it contains from your current praxis, you have mastered your current praxis and from this point on will follow the new one.


When this happens, return your praxis tile to the supply and take the praxis tile corresponding to the majority of impulses in your impulse deck (assuming it is available in the supply. If another player has already claimed that praxis, retain your existing one). Your new praxis comes with a new calling to follow during Encounters and access to a new range of benefits when levelling up.

Each Praxis can only be followed by one Unointed at a time. While unlikely, it is possible that multiple Unointed 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 **trauma**  tokens chooses. If players have equal trauma, the one with the most **coin**  chooses.




CHANGING UNOINTEDED

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

Choose an available praxis for the new Unointed from the supply and take the matching impulse deck. If other Unointed 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 Unointed receives when levelling up.




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





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

You may prefer to swap your Unointed 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 Unointed's level is lower than the recommended Encounter level, follow the level up process until their Unointed level is equal to the recommended Encounter level, then also take an amount of coin equal to the Skirmish quick start  value, minus the price of their  and  cards.




TRADING

Your Unointed 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 coin – by trading.

You can spend your coin 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 Unointed setup step of Encounter setup.

To trade for an item or to hire a mercenary, return the amount of coin 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 coin to afford an item you'd like to purchase, feel free to persuade, beg or threaten other players into giving you some of theirs. coin and items can be freely exchanged during Encounter setup and Journeys.


See **Unointed inventories** on page 20.

You may also sell  items (but *not*  items) while trading. You may sell  to other Unointed for any value or service you agree on, or you may sell them back to the supply in exchange for half of the price printed on the item's card. Take that much coin from the supply and return the item card. If there is no coin value 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 Unointed and their world, you may follow these steps during Unointed setup for a Skirmish Encounter (after which you may trade), instead of the complete level up process:



Encounter difficulty











Choose a difficulty level from the following options and randomly draw the corresponding number of **plot armour**  tokens:

- Easy: 9 for Encounters, 4 for Short Encounters.
- Standard: 6 for Encounters, 3 for Short Encounters.
- Hard: 3 for Encounters, 1 for Short Encounters.

Cover the **plot point**  icons on the Round Tracker board with the matching numbered **plot armour**  tokens drawn.

Unointed setup

Give each Unointed a  token equal to the Encounter  . 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.
-  : +1 per  above 1.
-  : +10 per  (+5 more per  above 5).






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

UNOINTED TURNS

When resolving turns during the trigger phase of each round, sooner or later your Unointed'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 Unointed's **trigger**  token is revealed (in the first round of an Encounter) or is next to resolve in the trigger sequence, first choose which type of turn you will take:




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


Unlike most other card types, discarded tactics cards are not recovered when you run out of cards to play – you can only play each card once in any Encounter or Journey.

Focus

In a focused turn, take the following steps:




Choose whether to apply the Unointed or **mercenary**  actions from your chosen tactics card first.



If taking the Unointed actions first, choose two of the three actions from the top of the tactics card and take them in any order. You may forgo an action to gain one **brace**  token, or both actions to gain two  tokens. Then, if you have a mercenary, they take either one, both or none of the  actions on the bottom of the tactics card in any order.

If you have a mercenary, you may choose for them to take their actions first: resolve one, both or none of the  actions from the

bottom of the tactics card in any order, then take two Unointed actions from the top of the tactics card as described previously.



Surging

If the two actions connected by the vertical blood splatter of a **surge**  are taken in sequence (top to bottom) as part of a focused turn, any additional modifier or effect indicated by the **bonus**  icon and set against a bloody background will apply to the second action taken. If an action's modifier is followed by an **upgrade**  icon, the action's modifier will instead change to the one that appears after the icon, and again is set against a bloody background. 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 surge or rampage – 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 tactics card in your hand. You must be able to connect these to form a *complete*  icon.





Opening












Sustain





Closing


A complete  consists of *one* opening action, any number of sustain actions (even zero) and *one* 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 a closing **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 and set against a bloody background will apply to the corresponding rampage actions.

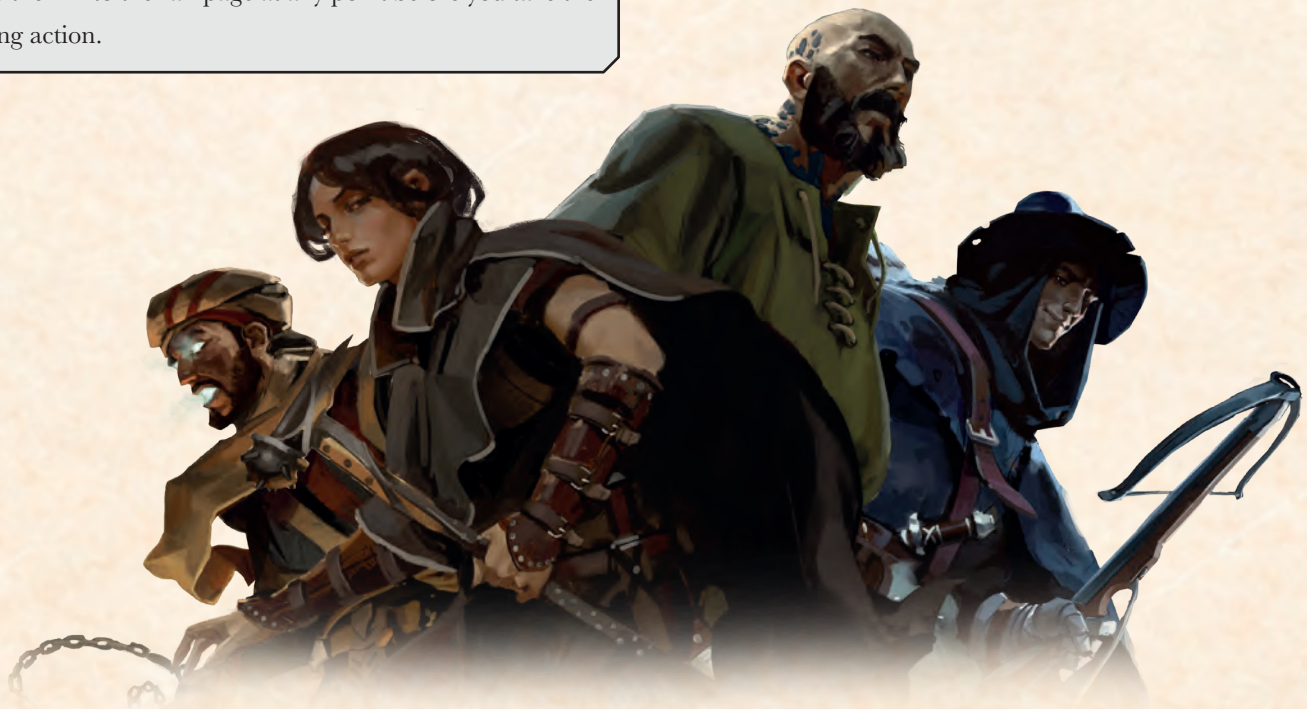
Although sustain actions are optional, they add to the efficiency of the rampage by allowing you to take a third (or fourth, or fifth...) action. If you have multiple sustain actions you may integrate them into the rampage in any order. If you should draw  additional tactics cards containing sustain 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 and is set against a bloody background.

An Unointed's starting tactics card 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 Unointed has a mercenary, that mercenary takes their actions from the  actions available on the closing card. They may do this either before or after the rampaging Unointed actions, as they would if the Unointed 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 opening icon, and then draws a tactics 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 closing 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 Unointed, 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 Unointed) 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 move 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 move action (or any other form of movement) in a hex that is occupied by another combatant.

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

Enemy movement

Whenever an enemy takes a voluntary move 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 range of their target to as low a value as possible.

See **enemy targets** on page 35.

Ordinarily an Enemy will stop its move action once it has entered range 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 allow it to affect more Unointed and/or mercenaries with that action. If it would, the enemy will use its remaining move such that it can affect as many Unointed as possible with its affliction 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 they wish to take or other effects they wish to use (or to the target hex itself, for actions that target hexes) – *with no exceptions*. If they cannot, they must choose another target or take a different action.

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** hex side.

ATTACK

The combatant deals **damage**  equal to their **potency**  (often shortened to ) to a target within their range.

Unointed will generally target enemies, but all combatants are eligible targets. When an Unointed (not a mercenary or enemy) takes an attack action, they first discard any **defend**  token they are carrying.



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



For enemies, eligible targets include any Unointed or mercenaries and are chosen according to the rules for enemy targets.



If no eligible target is within the attacking combatant’s range, they may not take the attack action. If a combatant attempts to take an attack action but their target moves beyond their range in response – for example by using an impulse card effect – the attack 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 potency. 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 Unointed this takes the form of an Unointed **augment**  token of that value, which is placed over 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 or mercenary's current potency.


Whenever a combatant carrying a  token would be dealt damage from any source, first apply the following:

- If the value of the  token is greater than the damage dealt, the target suffers no damage and retains the token.
- If the value of the  token is less than or equal to the damage dealt by the source, reduce the damage dealt by the value of the  token, then discard (for Unointed) or flip (for enemies and mercenaries) the token. Resolve any remaining damage dealt as usual.


Don't forget, when an Unointed (not a mercenary or enemy) takes an attack action, they first discard any  token they are carrying.

ABILITIES

Every combatant, whether Unointed, 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.





Unointed 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. (Note that the nature of these actions does not necessarily correspond to the colour of token they confer – see the note on tokens to the right – e.g., sometimes an 'augment-style' ability will confer a  token.)



Unointed abilities



Each Unointed's abilities are listed on the corresponding Player Aid. Your first three abilities are available from the start of the campaign and at Unointed **level**  1. You start with several ability actions in your starting **tactics**  card deck and they can be taken in any Encounter or Journey.

The remaining abilities listed on the Player Aid are not available until you gain access to higher-level tactics 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 an Encounter or Journey.





When you take an ability action from one of your tactics cards, use the action icon to locate the corresponding entry on your ability list and follow the directions there to resolve it. 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 combatants within the Unointed's **influence** , giving them greater range than most  actions. Of course, an ability of this type still requires the user to draw line of sight to the target.








Tokens: abilities that require you to place Unointed augment or affliction tokens use the pool of numbered tokens bearing your Unointed's image. The green side  is your augment token, while the red side  is your affliction token. No combatant or hex can gain more than one augment and one affliction token from the same Unointed – if they would gain a second token of the same type, discard the first.





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  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 an Unointed's tactics 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 Unointed or to *your* mercenary, providing they are within your influence and line of sight. If the ordered ally chooses to follow the order, they immediately take the same type of action as a free action, using your tactics card modifier. (A mercenary will always follow its employer's orders, but never another Unointed's.)


Other than using your tactics card modifier, the ordered Unointed's modifiers apply, such as those from impulse cards, augment or affliction tokens.

Most normal action restrictions apply. For example, an Unointed or mercenary can only follow an order to attack if a target enemy is within their range, while a **dazed**  Unointed is only able to follow an order to move.

ADDITIONAL ACTIONS

Brace




As part of a focused turn you may choose for your Unointed to **brace**  instead of taking one or both of their tactics card actions that turn.

When bracing, take one brace token for each action you are forgoing, and put them on top of your trigger 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 brace tokens. Each token spent allows you to do up to two of the following, in any combination:

- Move your trigger token one space to the left or right in the Trigger Sequence – so moving your turn ahead of the token to your Unointed's 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 intent cards.

See **intent cards** on page 33.

Flee



The combatant takes a forced move action, except that each hex it moves into must be more distant from its target than the last (measured in absolute terms). 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 an Unointed or mercenary to flee, treat that enemy as the Unointed or mercenary's target. If any source other than an enemy causes an Unointed or mercenary to flee, treat the enemy closest to that Unointed 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 flee action will only move across a **deadly** hex side if it has movement left to expend and no other valid hex to move into. Note that hexes adjacent to **deadly** hex sides 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** hex side as if it were entering a new hex.


See **deadly hex sides** 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: damage *dealt* refers to the raw output of any source of damage, i.e., the value of that source of damage before any mitigation such as damage reduction by **defend**  tokens or moving out of range occurs.

Sometimes you will be instructed to deal damage to your own Unointed or mercenary, 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!

Damage *suffered*, conversely, always refers to the amount of damage dealt that is not mitigated – and that goes on to affect the game state – whether that means reducing the **health**  of an Unointed or the condition of an enemy or mercenary.

DAMAGING ENEMIES AND MERCENARIES




Enemies and mercenaries treat damage 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 **enemy**  card. This consists of coloured icons representing the possible conditions connected by damage **thresholds** : red arrows containing numerical values specific to that enemy type. A typical condition track looks like:







The condition of an individual enemy is tracked by the condition token placed next to its standee on the Encounter 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 an Encounter in a healthy condition unless 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 damage, 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 damage, 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 damage, their condition degrades to **dead** .



Dead: a dead enemy is removed from the Encounter Map, sometimes after resolving a **death throes**  card.


See **death throes** on page 30.

When any one attack action, ability, item or other source deals an amount of damage to an enemy, check that enemy's current condition token (if they have one).




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



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

An enemy with no condition token or a  token is healthy. This means they must suffer an amount of damage equal to the first value on the condition track in order for their condition to degrade to **rattled** .




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

A single source might deal so much damage 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 damage dealt that fails to meet a target enemy's next damage threshold is wasted, so there is little point dealing an amount of damage *less* than the enemy's next threshold value. If an enemy is dealt more than enough damage 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* damage equal to the first threshold, their condition degrades once (to ) and all excess damage is wasted.

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



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

When 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 Encounter 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 Unointed is *adjacent* to an enemy when they cause their condition to degrade to , immediately (before removing the enemy standee) 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 Unointed 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 Accomplices 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 UNOINTEED


Each time any effect – most commonly an enemy's **attack**  or **affliction**  action – deals **damage**  to an Unointed, first check whether that Unointed carries a  token or has any other means of reducing damage dealt to them.



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

Dazing Unointed




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



Assign a **dazed**  token to the Unointed's miniature (or standee).


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





- Take **move**  actions on the tactics card played.
- **Brace**  by forgoing one or both actions.
- Use items.






You may not take any other type of action.


Plot point  and **plot armour**  effects apply to dazed Unointed as normal. They continue to choose and apply an **impulse**  card at the start of each round, as normal.




A dazed Unointed can still interact with any **interactive**  or **loot**  hex in which they end an 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 Unointed to action.




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


However, a dazed Unointed can make themselves easy prey for Enemies, if they are not careful. If a dazed Unointed takes a  action, flip the  token to its **alert**  side immediately afterwards. An Unointed with an  token is targeted by enemies as usual.


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

It is possible for Unointed to move around the Encounter Map in other ways than taking move actions and so retain their dazed token showing its  side.

While dazed, regardless of whether their token is on its  or  side, each time the Unointed would suffer any amount of damage from any source they instead lose one **resolve**  (regardless of how much damage would have been suffered).

If a dazed Unointed 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 dazed Unointed 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 dazed – that remains lost until you find another means to recover it.

Some Unointed and items have rules that change the actions available while dazed. Such rules take precedence over the general rules for dazed Unointed.

Collapse

While Unointed don't die during the course of an Encounter, they can come very close, suffering **collapse**.

If your Unointed'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 (or standee) from the Encounter Map and remove their **trigger**  token from the Trigger Sequence. Any of their Unointed tokens remain in play at their current location and continue to function as normal.

An Unointed who suffers collapse gains one **trauma**  token.


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

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

See **Encounter outcomes** on page 40.

Trauma

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

Each time an Unointed gains trauma by any means, take a  token from the supply and add it to their Body Bag. At the campaign's conclusion, the total amount of trauma they suffered determines their ending narrative, and, ultimately, their fates.

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

ENEMIES

Each Encounter sees a motley assortment of enemies – human, monstrous and bizarre – pitched against your Unointed 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 that an individual enemy will take are determined by a combination of the intent card drawn when that enemy type triggers and the condition of that individual enemy.

ENEMY CARDS



1 Enemy type name and icon

Who, or what, these enemies are. The enemy types present in an Encounter are listed in the Encounter page in the Campaign Book.

See **Encounter 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 Unointed, **potency** determines the default damage an enemy **attack** action will deal and the value of their **defend** token. In many cases it also determines the effectiveness of their augment and affliction ability actions.

8 Range

The distance, measured in adjoining hexes, within which the enemy is able to target Unointed or mercenaries when taking an  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 Encounter, 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**  end or **slow**  end of the Spent track of the Round Tracker board, establishing that enemy type's place in the Trigger Sequence for the next round.



3 Conditions

Reading top to bottom, use this to determine which of the available conditions 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 condition 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 type triggers (their 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 an Unointed (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 Map, instead remove the trigger token 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 Encounter (see spawning enemies on the next page).


1. Establish the enemy's condition


The enemy's condition determines the actions it will attempt to take on its turn – for healthy enemies only, this can be modified by its location on the Encounter Map. 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 conditions (in descending order of priority) are:




Wounded: any enemy that carries a  condition token.

Rattled: any enemy that carries a  condition token.

Engaged: any healthy enemy within its **range**  and line of sight of an Unointed or mercenary.


Healthy: any healthy enemy that is not engaged.

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 condition that applies to that enemy. *They will attempt to take all actions associated with the first condition that applies to them.* For example, if a wounded enemy is also engaged, it will attempt to take all wounded 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 condition

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 taken at that time (for example, if an enemy is out of range 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. Move the trigger token

Once all enemies of that type have take a turn, move their trigger token to the most central space of either the **fast**  or **slow**  end of the Spent track at the bottom of the Round Tracker board, 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 an Encounter, you will need to add enemy standees to the Encounter Map. You will generally be required to Spawn Enemies at either enemy spawn hexes or at **dormant**  enemy spawn hexes.

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


When spawning enemies, add a standee of that enemy type at each spawn hex specified. If there is more than one instance of the specified hex type – the hex type is  and there are three  hexes on the Encounter Map, for example – spawn a standee at every spawn hex 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 an Unointed 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 Encounter healthy and take their turns when their enemy type triggers as normal.

If there is no **trigger**  token for the spawned enemy type in play, add one to the next  slot on the Ready track of the Round Tracker board. This means that enemies with no trigger token in play that spawn at the start of a round (for example, any that are spawned by a **plot point** ) will always trigger first. If enemies with no trigger 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 trigger 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 Unointed within their range and line of sight (if tied, the target is the Unointed with the least remaining **health** .
2. The closest mercenary within their range and line of sight (If tied, the target is the mercenary whose condition has degraded the furthest).


3. The Unointed that they can bring within their range and line of sight by using the lowest possible value move 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 'Characters' always includes Unointed, Accomplices and mercenaries.

Enemies will treat hexes occupied by other enemies that prevent them entering range 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 **flee**  – it continues to flee from its initial target even if that brings it closer to another Unointed.

See **flee** on page 28.

Occasionally it may be impossible for an enemy to establish a target. For example, if all Unointed are on a part of the Encounter Map that is separated from the enemy by blocked terrain, preventing them from bringing an Unointed within their . In such cases the enemy will take its **augment**  action (minus any elements that require it to establish a target) instead of each action that it cannot take.

ENEMY ACTIONS

Intent cards contain combinations of the basic actions found on tactics 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 Unointed, 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 Encounters 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. This also helps to indicate that when spawning overlords, they can be spawned on a hex adjacent to their spawn hex if the spawn hex is occupied. If this happens, spawn them in the adjacent hex closest to an Unointed (with players deciding in the event of a tie).

2 Special rules

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

3 Overlord condition track and bonuses

An overlord's condition track works much like a regular enemy's but has several more stages. During Encounter setup, place a **healthy** token on the overlord icon at the start of the track. When an overlord's condition degrades, move the token to the next icon (or further if appropriate) to mark your progress through the overlord's condition stages. Change the token to the relevant colour when the overlord becomes **injured** or **bleeding**, and flip it if the overlord gains a **defend** token.

Whenever an overlord's condition degrades to a point where its token enters or passes through a stage bearing a bonus icon, they will gain that bonus (which often means taking an action). If it would gain multiple bonuses, it gains them in the order that the token moves through them.

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 card effect that happens after you take an attack 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, read the text here and gain any rewards or other consequences indicated. Do not draw a **death throes** card even if you are adjacent to the overlord.

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 Encounters, each one offering a set of hard-earned combat skills.*

HIRING MERCENARIES

During Encounter setup, each Unointed may hire up to one mercenary to join their fight, by paying the price (returning that amount of **coin**  to the supply) printed on its **hired**  card. They may only hire a mercenary whose **level**  value (displayed at the top left of the hired card) is equal to or less than their own level.

When you hire a mercenary, your Unointed becomes their *employer*. Add the mercenary's standee to an unoccupied hex adjacent to your Unointed, and put its hired card into your play area.


For the price you have paid, that mercenary will work for you for the duration of exactly one Encounter. The mercenary is yours to control for that Encounter (or until you collapse or they die). After the Encounter, return their hired card and standee to the supply.

Only one mercenary of each type may be recruited at any time, so no other Unointed can employ the same mercenary while it is working for you.

See **trading** on page 23.

HIRE CARD

1 Level

The minimum  at which an Unointed is able to hire this mercenary.


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 Hire price



The amount of coin a prospective employer must pay to hire the mercenary.

4 Condition track



The amounts of **damage**  the mercenary must suffer for its condition to degrade (and ultimately before it dies).

See **damaging enemies and mercenaries** on page 29.


5 Augment ability

The **augment**  option that can be chosen when a mercenary takes the **mercenary ability augment**  on an employer's tactics card. Usually a more defensive ability.

6 Affliction ability

The **affliction**  option that can be chosen when a mercenary takes the **mercenary ability augment**  on an employer's tactics card. Usually a more defensive 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 **mercenary abilities** .

9 Range


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



See **attack** on page 26.

MERCENARIES IN COMBAT


Each round, when you would take an Unointed turn, choose for your mercenary to take a turn either immediately before or immediately after your Unointed.

See **types of turn** on page 24.








If a mercenary begins their turn outside their employer's **influence** , they take no actions. Instead move the mercenary any number of hexes (without crossing a **blocked** or **deadly** hex side), to place them in an eligible hex within their employer's influence. If no viable route exists, place them as close as possible to their employer's influence (they still take to actions on that turn).



Assuming they begin their turn within their employer's influence, a mercenary's turn consists of them taking either one, both or neither of the **mercenary**  actions at the bottom of the **tactics**  card their employer has played (or will play, 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 tactics card from which they took their actions on your Unointed 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 the **impulse**  card chosen for your Unointed that round, but any modifiers on the mercenary half of the tactics card are applied to the attributes on the corresponding mercenary's hired card.


A mercenary may move, attack and use abilities as if they themselves were an Unointed, with the following exceptions:

- When taking a move action, a mercenary may not deliberately move beyond their employer's influence, 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 defend in the same way as enemies (which means they do not lose their  tokens when they attack.
- Mercenaries cannot carry any items or coin.
- When a mercenary takes the  action, choose *either* their  or  ability described on the hired card.





An Unointed may  on their turn such that their mercenary is no longer within their , if they wish.

When **damage**  is dealt to a mercenary, check the damage threshold required for them to suffer damage, just like you would when dealing damage to an enemy. When they do suffer damage, 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 Encounter. 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 damage threshold needed to improve their condition in order to have any effect. If it does, replace the condition token on that mercenary's standee, following the hierarchy:  >  > 

A single healing effect may improve a mercenary's condition by more than one level, if it would cause them to regain sufficient health.

A mercenary will keep fighting if their employer is **dazed** , but if a mercenary's employer suffers collapse, the mercenary is removed from the Encounter along with them. Return their hired card and standee to the supply.

See **collapse** on page 31.

Mercenaries can be the target of **augment**  and **affliction**  abilities in the same way that Unointed can. Unlike Unointed (but like enemies), any augment or affliction tokens they would gain are added beside their standee on the Map, and move with them. (This can be a blessing or a curse, depending on the source!)

Remember that when an enemy's affliction action affects 'Characters,' this includes mercenaries as well as Unointed.



ENCOUNTER OUTCOMES

Whether playing a Skirmish Encounter or in order to progress the campaign, each Encounter 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.

Each Encounter is completed in one of the following two ways:

1. SUCCESS

An Encounter is considered a success when the Encounter victory conditions (listed on the Encounter page in the Campaign book) have been met. Once these conditions are met the Encounter is completed immediately. Do not resolve any further rounds, turns, actions or even effects.

Some Encounters have secondary conditions that are not considered when determining whether an Encounter is completed but might change the overall outcome.

If your Encounter is a success, read the success entry from the Encounter Outcomes in the Campaign Book. This will instruct you to draw a numbered location card with which to start the next Journey phase. The location card can be read, and the corresponding Journey 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 any Unointed's Body Bag.

2. FAILURE


An Encounter is failed and ends immediately if any of the following apply:

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


If your Encounter is a failure, read the failure entry from the Encounter Outcomes in the Campaign Book. This will instruct

you to draw a location card with which to start the next Journey phase. (The card drawn for a failure will be different to the one drawn had the Encounter been a success.) Just as with a success result, the location card can be read, and the corresponding Journey phase played, either straight away or in a later session. If you choose to play it at a later point, add the location card indicated to any Unointed's Body Bag.

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




When an Encounter is failed, all Unointed gain one **trauma** . This includes Unointed who did not participate in the Encounter, and is in addition to any trauma gained by Unointed who suffered collapse. Add this trauma to Unointed Body Bags.

CALLINGS

Each Unointed feels a personal calling, listed on their praxis tile. Following that calling leads to deep inner peace, while neglecting it brings turmoil. Regardless of whether an Encounter ends in success or failure, at its conclusion count the number of **calling**  tokens each Unointed has gained during it. Give Unointed who did not participate in the Encounter a number of calling tokens equal to the Encounter level. If you are playing a solo game, give your Accomplice a number of calling tokens equal to the Encounter level plus one. Then each Unointed (or Accomplice), including those who did not participate, gains or loses trauma according to the following ranking system:

- Most calling tokens: lose one trauma.
- Second-most calling tokens: do not gain or lose trauma.
- Third-most calling tokens: gain one trauma.
- Fewest calling tokens: gain two trauma.


After all trauma is gained or lost, discard all calling tokens.

There can be no ties. Whenever there would be a tie, the Unointed or Accomplice with the highest **resolve**  wins, then the highest maximum **health** , then the highest **influence** .

PART TWO: JOURNEYS

After completing an Encounter you will be directed to draw a numbered location card, determined by your success or failure, and to progress to the next Journey 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 Journey 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 Journey (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 Journey). The indicated Journey section in the Campaign Book text will state whether the upcoming Journey is *short* or *long*.

PREPARING TO JOURNEY

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






- The Book of Maps and Supplemental Maps
- Enemy standees and enemy 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 tiles
- Impulse cards
- All miniatures




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



- The Campaign Book
- Unointed Dashboards
- Potency overlay token
- Unointed items
- Unointed tactics cards
- Unointed coin
- Unointed tokens
- Unointed trigger tokens
- The loot deck
- The Round Tracker board and marker
- Trauma tokens



The party standee

Set each Unointed's Health Dial to their maximum **health**  value and retrieve their **tactics**  cards. Locate the party standee and slot it into a standee base. 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 board and return them to the supply. Turn the card to its 12-round side for a full Journey or its 6-round side for a Short Journey. Add the Round Tracker marker to the slot indicated according to the number of Unointed joining the Journey. Create a randomised Trigger Sequence using the face-up **Trigger**  token for each Unointed, along the **fast**  end of the Ready track.

Shuffle the tactics card deck of each Unointed. Also gather each Unointed's tokens into two piles, with each containing tokens numbered 1–6. Keep one pile with the tokens' **augment**  side face-up, and one with the tokens' **affliction**  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 Journey will take place. Add the party standee to the card. You have now entered the location.



JOURNEY ROUNDS

Your Unointed 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.

A Journey 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 Encounters, the Round Tracker determines how much time remains for you to complete your Journey. 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 Unointed will take a turn during the round, beginning with the Unointed whose **trigger**  token is in the leftmost position of the Trigger Sequence. They will either **scout**, **quest**, or **rest** on their turn, playing a **tactics**  card in each case. Once they have completed their turn, move their trigger token down to the Spent track of the Round Tracker board, just as in an Encounter. Whether they move to the **fast**  or **slow**  end of the sequence is determined by the icon printed on the tactics card they play.


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

JOURNEY 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**  icon, and to move the party to that location.

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

If the travel 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 move action of any value, you

have succeeded in the scout action.

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

If you succeeded and the travel icon points in a direction currently unoccupied by a card, draw the numbered location card indicated by the travel 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 travel icon to form a contiguous Journey Map.


Choose and discard any one of your drawn cards containing a move action. (If the travel icon is attached to an icon box containing a move value, then you must discard a card containing move 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 tactics card deck. Place any remaining cards face-down in any order on the bottom of the deck.

You may immediately move the Unointed standee representing the party onto the adjacent location card indicated by the travel 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.

If you draw cards containing no move actions (or cannot equal the value of the move 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 tactics card deck. Place any remaining cards face-down in any order on the bottom of the deck.

Whether you succeeded or failed, move your trigger token down to the Spent track of the Trigger Sequence according to the fast or slow 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 quest icons on that card have been covered by Unointed tokens, you must instead scout or rest.

An uncovered quest 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 Unointed’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 Journey in the Campaign Book. Find the entry corresponding to the number on the quest icon. A second narrating player (ideally not the one attempting the quest, unless you are playing solo) should first read the descriptive text to you.



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

Investigate

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

An investigation requires you to make a decision on behalf of your Unointed. To take the action, have the narrating player read the two options (in bold) that follow the descriptive text, after which you pick one of those options to represent your Unointed’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 tactics cards from your deck equal to your Unointed’s resolve. 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 tactics card deck. Place any remaining cards in any order on the bottom of the deck.

From your supply of Unointed **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 trigger token to the side of the Spent track that corresponds to the fast or slow icon on the card you discarded, then end your turn.

Note that some Unointed are inflexible when faced with certain ethical or practical decisions: if your Unointed’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 tactics card deck.

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



order to succeed in the challenge. Calculate the value based on your Unointed actions and abilities of the matching type/s, adding together all eligible instances on the card you choose to use.

- Speed (e.g., ): If a speed icon is shown in parenthesis here, *only* actions and abilities from a tactics card of that speed will count towards success. If neither icon is shown, either a fast or slow card can be used.
- Actions and abilities (e.g., , **trespass** ): Only icons visible here will count towards success. Tactics 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.

Fast tactics cards with a total move value of 5 or more are not common (hint: each Unointed starts the campaign with two), but as Knowman knows the trespass ability, he can also add the value of any trespass actions on a fast card that he plays (i.e., his modified potency for that action). This makes Knowman a more viable Unointed 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 Unointed knows any abilities (*not* basic actions) represented in the action icon box may choose to assist you. If they do, they reveal tactics 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 resolve.

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 fast or slow icons of the card/s drawn are ignored while assisting.



For example, if Knowman used the tactics card shown here to assist you in the example challenge, he would add one to your result due to the trespass icon, but the slow icon would be ignored. If the trespass had also had a  modifier, he would have added a total of two to your result.





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

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 tactics 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 deck.
- Place any remaining cards face-down in any order on the bottom of your 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 Unointed **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 trigger token to the side of the Spent track on the Round Tracker board that corresponds to the fast or slow icon on the card you discarded, then end your turn.




Failure

- Choose and discard any one of your drawn tactics cards.
- You may then choose one of the remaining cards in your hand to place face-down on the top of your deck.
- Place any remaining cards face-down in any order on the bottom of your 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 Unointed **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 trigger token to the side of the Spent track on the Round Tracker board that corresponds to the fast or slow icon on the card you discarded, then end your turn.


Journey rewards

Any item rewards gained during a Journey are treated just as if they had been gained during an Encounter, with the exception that they may be given to or exchanged with another player at any time, providing neither player's Unointed 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 Encounter, this is added to the Round Tracker board on top of the corresponding **plot point**  icon.

See **Encounter 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 Journeys and Encounters and in any one Unointed's Body Bag between sessions. These tokens sometimes change the quest options available to you during Journeys or even the outcomes of Encounters. They are considered the shared property of all Unointed (not just the Unointed who carries it or whose turn it is), so if an effect occurs when the party has a specific exploration token it will occur if *any* Unointed currently has that token in their play area (unless specifically stated otherwise). If you are ever instructed to discard an exploration token, whoever has it returns it to the supply (ignore the instruction if no one carries that token).

Collapse

Just like in Encounters, Unointed can overexert themselves during Journeys. An Unointed who has no remaining cards in their tactics card deck (an unlikely situation, but possible if an Unointed is too generous with assisting in challenges) suffers collapse at the end of the action that reduces the number of tactics cards in their deck to 0.

Remove the collapsed Unointed's trigger token from the Round Tracker. They immediately gain one **trauma**  and take no further part in the Journey.

Unlike an Encounter, during Journeys an Unointed who has 0 resolve at any time on their turn does not immediately suffer collapse. They *must* rest on their turn to regain resolve.

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 resolve. If you are on 0 resolve at the start of your turn you *must* take a rest action.


To take the rest action, first regain one resolve. Then draw a number of action cards from your deck, up to the value of your current resolve. 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 tactics card deck. Place any remaining cards face-down in any order on the bottom of the deck.

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

ENDING A JOURNEY

The Journey phase ends in one of three ways:

1. At any time that a quest instructs you to progress to the next Encounter.
2. When the Round Tracker marker is in the final slot on the Round Tracker board 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 Unointed taking part in the Journey have suffered collapse. Each Unointed suffers one additional trauma, then read the  text found at the end of the chapter.

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

Each Unointed who currently has 0 resolve regains one resolve.

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 Encounter, 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 Encounter or Journey.

If you pause after completing an Encounter, read the Encounter Outcome then add the first location card for the following Journey phase to the Body Bag of any one Unointed participating in that campaign. Also add an **exploration**  tokens the party has gained. Resume the campaign in a future session by reading and laying out that location card.


If you pause at the end of a Journey, add any **plot armour**  tokens you gained to the Body Bag of any one Unointed participating in the campaign. Also add an **exploration**  tokens the party has gained. Keep your Campaign Book open on the first page of the next linked Encounter (as instructed at the end of the Journey), or use a bookmark. Resume that campaign in a future session by reading the introductory text to that Encounter.

RECORDING UNOINTEED PROGRESS

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

- Unointed Dashboard
- Player Aid
- Health Dial
- All Unointed **augment** , **affliction**  tokens
- All starting and acquired **tactics**  cards
- Praxis tile
- **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 Unointed but also of an Accomplice. To choose an Accomplice, simply flip the Dashboard for any Unointed other than your own onto its Accomplice side, and add it to your player area. Accomplices operate very much like Unointed (with you making all decisions for them) and all in-game effects that target or affect Unointed will also apply to your Accomplice. They do, however, differ in some important ways, detailed below.



ACCOMPLICES



Your Accomplice does not use **tactics**  or **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.


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





Accomplices in Encounters

During Encounter 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 Unointed token on the rightmost number that is less than or equal to your Unointed's current level. It is recommended that you add the lowest-numbered Unointed tokens first, because your Accomplice will have a sufficiently high **potency**  that you are less likely to need those tokens while playing through the Encounter .

If a track has no number less than or equal to your level, 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. However, on their turn their actions are chosen from the **mercenaries**  section of your Unointed's tactics cards, in a similar way to a mercenary's actions.




Importantly, you may choose the mercenaries actions *from any one tactics 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 tactics card earlier in the round), they must choose actions from the last tactics card you discarded.



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




If your Unointed suffers collapse during an Encounter, remove them from the Encounter Map as usual. However, if your Accomplice has *not* suffered collapse by that point, they may continue the Encounter and can potentially reach a successful

outcome without you. When your Unointed suffers collapse, immediately draw tactics cards from your Unointed's deck until you have a hand size equal to the value of your *Accomplice's* current resolve. Your Accomplice then continues to take mercenary actions from any one tactics card in your hand, but from now on you must discard the chosen tactics card at the end of their turn and draw new cards until you have a hand size equal to *their* current resolve.

When your Accomplice takes the  action, choose a defend or ability action on their Dashboard that is not covered by a void token. They take that action with reference to that Unointed's Player Aid, exactly as if they were a standard Unointed. 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 void token on that action's icon. If all tracks have void tokens, choose to either **move**  or **attack** .


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

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

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

An Accomplice never gains **coin** . Any coin that they would gain is gained by your Unointed instead.


Your Accomplice cannot employ a mercenary, meaning you will only ever have a maximum of one mercenary in solo play.


Whenever you have the opportunity to purchase a random loot item from the supply (for example, during the level up process or as a **quest**  reward from a Journey), you may purchase up to one additional loot 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 Encounters).

Accomplices in Journeys

Set up your Accomplice Dashboard as for an Encounter. As with Encounters, your Accomplice uses your mercenary actions during a Journey. Whenever you would normally draw tactics 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 resolve from your *Unointed's* tactics card deck.

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

An Accomplice may use the  action to represent defend and ability actions that are not covered by a void token just as in an Encounter. When they do so, move the Unointed 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 void token on that action's icon.

Do not discard your played tactics card once your Accomplice has taken their turn (even if a **quest**  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 move icon and value attached, ignore the move value printed on their Accomplice Dashboard and instead count the value of their move actions as being each 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 void 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 resolve – adding one to the result of your challenge for each slot that the token moves.



If your Unointed suffers collapse during a Journey, 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 resolve 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 Encounter 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, which will be shaped by the choices you have made and the **exploration**  tokens you have gained along the way.

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 Unointed. In any Unointed order, consult the epilogues at the back of the Campaign Book, reading only the outcome that corresponds to the number of  in that Unointed's possession.

If you accumulate enough trauma, your Unointed'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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
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
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ICON REFERENCE

ICON	NAME	DESCRIPTION	RULEBOOK
ATTRIBUTES	 Potency	Determines the effectiveness of most actions, from attack damage to defence tokens and ability effects, as well as items.	p. 12
	 Level	Determined by the Encounter level, an Unointed's level is a measure of their personal progress and development.	p. 13
	 Influence	The area of effect of Unointed abilities. Also the distance at which they can order allies, direct mercenaries and throw loot.	p.13
	 Health	The amount of damage an Unointed can suffer before becoming dazed. Once dazed, any damage instead reduces resolve by one.	p.13
	 Range	The number of hexes away that a combatant's attack action can reach.	p. 13
	 Resolve	The number of tactics cards an Unointed draws up to after discarding a card. If resolve reaches 0, they suffer collapse.	p. 13
ACTIONS	 Move	Move the combatant into a number of adjacent hexes up to the value of the action. Slowed by difficult hex sides.	p. 26
	 Attack	The combatant deals damage equal to their potency to one target within range and line of sight.	p. 26
	 Defend	Defend tokens reduce any incoming damage by the token's value. Discard the token when that value is met or exceeded.	p.27
	 Brace	Unointed spend brace tokens during cleanup to move on the Trigger Sequence and retrieve items from packs.	p.28
	 Draw	Draw a tactics card from your Unointed's deck. This may cause your hand size to exceed the value of your resolve.	p. 25
	 Order	Order another Unointed or their mercenary to repeat the attached action as a free action with the same modifier.	p. 28
	 Augment	An ability action, usually healing or defensive.	p.27
	 Affliction	An ability action, usually offensive and more dangerous than an attack.	p.27
	 Flee	A forced form of movement, causing the combatant to move away from their target.	p. 28
	 Hold	The combatant takes no actions on their turn.	p. 28
	 Fast	When a fast card is played on an Unointed or enemy type's turn, their trigger token moves to the front of the Spent track.	p. 9
	 Slow	When a slow card is played on an Unointed or enemy type's turn, their trigger token moves to the back of the Spent track.	p. 9
OTHER	 Interact	An Unointed finishing an action on an interactive hex must resolve the corresponding interaction in the Campaign Book.	p.11
	 Loot	An Unointed finishing an action on a loot hex draws the indicated number of loot cards.	p.11
	 Dazed	An Unointed reduced to 0 health becomes dazed. They can take only move actions on their turn and are ignored by enemies.	p. 30
	 Alert	A dazed Unointed who takes a move action flips their dazed token to its alert side, and can be targeted by enemies.	p. 31
	 Expunge	Remove a loot item from circulation or a tactics card from your deck, returning it to the game box.	p. 9
	 Void	A token placed on interactive and loot hexes on the Encounter Map to indicate they cannot be used again.	p. 11
	 Trauma	Gained over the course of the campaign, most often by failing Encounters and gaining too few calling tokens.	p.31
	 Calling	Gained by meeting conditions specific to the Unointed's praxis. Talled at the end of an Encounter to determine trauma.	p.40
	 Tactics	Unointed cards containing their actions and mercenary actions. Tactics cards are chosen and played during Unointed turns.	p. 14
	 Impulse	Cards linked to a specific praxis. Unointed draw two each round, choosing one to follow and one to hold for later.	p. 16
	 Instant	A type of impulse card, resolved as soon as it is chosen during the follow impulses phase.	p. 17
	 Event	A type of impulse card, resolved whenever instructed on the card.	p. 17
	 Modifier	A type of impulse card that modifies attributes or abilities for the duration of that round.	p.17
	 Intent	Cards that determine how enemies will behave on their turn, each with a unique combination of actions.	p.34
	 Dead	A dead enemy or mercenary is removed from the Encounter Map. Also the icon for death throes cards.	p. 30