

Rise of the Exiled

The Rule Book

Rise of the Exiled

“After the Infernals attacked, The Realm was left in shambles. The people were desperate to feel safe. Naturally, the factions came forward to offer their services, with Kheima, Master of The Coalition, rising to safeguard The City.

Less than a decade into Kheima’s rule, however, would-be assassins attempted to cut her reign short. While she defeated her attackers, Kheima was never the same.

Kheima wanted absolute control of The City, and the other factions were to be added to her ranks, or removed. All would be made to follow her law, and all would be safe.

Only Kheima forgot one thing. Factions aren’t so easily defeated.”

An excerpt on the Faction War, taken from the recorded history of Malshin Pontas, circa 23 AC.

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OBJECT OF THE GAME

Destroy your enemy. Be the only team with at least one character still in play, after all damage has been dealt and all abilities resolved.

COMPONENTS

15 Character Cards



14 Character Reference Cards



16 Clear-plastic Throwing/Weapon Cards



12 Variant Cards



14 Hit Point Sliders



SETTING UP THE GAME

1. Divide all players into two or more even teams (1 vs 1, 2 vs 2, 3 vs 3, etc.)
2. Players each choose a character from the available twelve (factions/colors do not have to play as a team)
3. Use the guide below to make sure each player has ALL their respective character, reference and weapon cards. Or use our online character guide at <http://www.riseoftheexiled.com/guide/>

The Coalition



The Venery



The Order of 1000 Doors



The Netherwalkers



4. Each player chooses a starting location on the field of battle next to their teammates. We suggest a table, though any flat surface will do
5. Opposing sides should be two to three feet apart
6. You cannot place your character more than two feet away from your nearest ally
7. Read all character abilities out loud before the start of the game



An example set up for a three-versus-three game.

Each character has at least one ability to enhance their usefulness on the field of battle. These abilities can be found on each character's accompanying reference cards.

Rule clarifications can also be found at the end of this rule book.

Note: Factions/colors do **NOT** have to play on the same team.

Note: When playing on a table, your character card must stay at least two inches from the edge of the table.

Note: Character abilities supersede the standard rule set.

PLAYING THE GAME

Unlike other games that rely on dice rolls or random chance, Rise of the Exile's combat is all about throwing cards. The game takes place in two phases, the Attack Phase and the Movement Phase.

The Attack Phase

On the attack phase, each player will simultaneously throw their character's weapon card at the opposing team, an ally or another strategic objective. When making an attack throw, each player **must** keep their arm at least one foot above the playing area and **must** release their throw before their hand crosses the vertical plane created by the edge of their own card (the plane of attack).

At times, your opponent may be to the front, side or rear of your character card. As your enemy moves, so does the plane of attack, which is always the edge of your card that is nearest to your target.

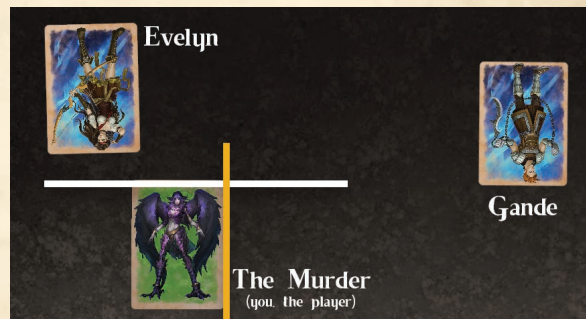


A legal throw, with the hand not crossing the plane of attack.



An illegal throw, with the hand crossing the plane of attack.

Using your hand to block incoming throws from the enemy is also not allowed.



The white line is the plane of attack if Evelynn is the target. The orange line is the plane of attack if Gande is the target.

You are not restricted to throwing from the side of the table/playing area where you started the game—you may move around it to make your throw more natural.

All players make their attack throw at the same time. You may not choose to wait until others have thrown their cards before making your own attack. Have one player call out "One, two, three... Attack!"(or something similar) to signify when the throw should be made. Consult your reference card to know which weapon should be thrown if there is more than one.



Weapons and characters range in size, but if any part of the weapon art on the card overlaps with an enemy's hit zone, damage is dealt. All parts of the weapon art count for damage, including weapon handles.

The clear plastic of the card does not count for damage. If the card slides underneath a character card, it also does not count for damage. The total damage dealt will vary based on the location where the weapon card overlaps, as well as any other ability in play.

DAMAGE CHART

HEAD	3 Damage
BODY	2 Damage
ARM/LEG	1 Damage

Each character's starting health is seven, and hit points are lost according to the damage chart shown above (unless otherwise stated on a character's reference card). Players must keep track of their health total at all times.



Headshot! Gande takes three damage, as noted by moving the slider on his reference card.

Even if a weapon hits multiple damage zones on an enemy, it does not deal damage multiple times. Only the highest damage-yielding region is counted for a thrown weapon. For example, if a weapon overlaps both an arm and a head, only the regular headshot damage is dealt.



In this example, the disk weapon card overlaps with the chest and the arm, but only body shot damage is applied. The mace hits the leg for an additional one damage.

It is possible, common even, to take damage from more than one source during a single turn. In the example above, the mace and disk combine to deal three damage.

While rare, a thrown weapon that overlaps with two enemy players will deal damage to both players. If you fight too close to your allies, you open yourself up to collateral damage.

After all damage has been resolved, any characters that have zero remaining hit points are defeated and removed from the game (unless otherwise stated). Remove their cards from the table and return them to the game box.

Note: Allied attack throws do **not** count for damage (this includes your own attack throws).

Character Card



FRONT



BACK

Each character card has two sides—One without outlines and one with outlines. You can play using either.

When playing with the outlines, the weapon art must cross the outline (not just touch it) to count for damage.

The Movement Phase

After all damage has been dealt and any players with zero remaining hit points have been removed, the movement phase begins. Each player may slide his character up to one card length in any direction.

Moving closer to your enemy makes the following attack throw easier, as you may now release your card at a distance that is closer to the enemy. Characters are not required to move.

If you are the last remaining member of your team, you must move closer to the enemy, or not at all.

Accidental throws during the movement phase do not count and are ignored. That player must throw again during the attack phase.



Klim-Klam can move in any direction—up, down, left, right or diagonally.

Similar to the attack phase, all movement must happen simultaneously. Consider selecting one player to call out “One, two, three... Move!” to unify all player movement.

After all players have finished their movement, another attack phase begins, taking into account any abilities that were utilized during the movement phase.

WINNING THE GAME

Play continues in this manner, an attack phase followed by a movement phase, until only one team is left standing. That team wins. In the case of a tie, there are no winners.

ABILITY ICONS

The back of each reference card has icons that indicates when each ability may be used.



Movement: This ability may be activated during the movement phase.



Attack: This ability may be activated during the attack phase.



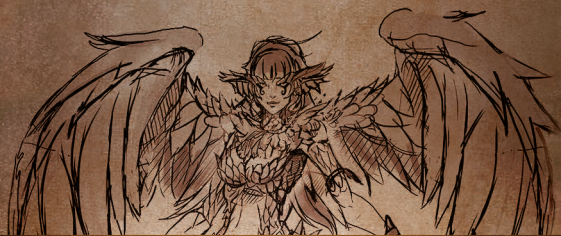
Anytime: This ability may be activated at any point in the game.



Passive: This ability is always activated when specified game conditions are met.



Reactive: This ability may be activated when specified game conditions are met.



Character Guide



Stop! Before starting play, consult the guide on page 5- 6 and make sure every player has **EVERY** card for their selected character. Or use our online guide at <http://www.riseoftheexiled.com/guide/>

Stop! Play a game first, only consulting the character guide if you have questions during standard play.

The Coalition



Hedina Clarifications



In this example, The Murder's weapon hits Hedina's leg, while also overlapping with a foot-spike. The Murder will deal one damage and take one damage in return. Nahtha misses her throw, but her scythe overlaps with a shoulder-spike. Nahtha takes one damage while dealing none.

Note: Hedina's passive can be triggered by Klim-Klam's splash damage (assuming Klim-Klam cannot change the direction of his splash to avoid Hedina's spikes).

It's possible for a single throw to overlap with multiple spikes along Hedina's armor. Even in this case, however, only one damage is dealt back to the attacker.

Klim-Klam Clarifications



Klim-Klam missed his flask throw, but his splash damage reaches two opposing characters, dealing one damage to each. Notice how Klim-Klam can dictate the direction of the splash to avoid The Intrusion of Roaches' armor.

Klim-Klam's splash damage is not additive, meaning a valid hit will only deal regular damage to the target.

However, even after hitting a valid target for regular damage, the splash may still damage other nearby enemies.



The Veneru



The Intrusion of Roaches Clarifications



The Intrusion is hit twice, but both attacks are blocked by his armor. After this, he has two "blocks" remaining. His armor can block damage for three rounds before it is discarded.

Badon's weapon is unique in that each part of the whip deals damage individually. In the above example, The Intrusion would block one damage and take two damage.



It's important to note that attacks against the Intrusion that do not overlap with his armor deal damage normally. In this example, The Intrusion would take two damage.

The Murder of Crows Clarifications



It doesn't matter where you are hit by The Murder, her crows will blind you. In this example, the Murder hits Badon in the foot. As a result, Badon must make his next attack throw with his eyes closed.



Gande Clarifications



Characters who can forego their own movement to improve their weapon throw, like Mandice or Evelyn, cannot activate that ability on turns where Gande has used his ability to move them.

Allies who are hit by Gande's weapon must consent to being pulled.

If Gande hits Gleem, he can choose to pull himself to Gleem, but he cannot pull Gleem. The same is true for an enemy vine. If Gande hits an allied vine, however, he may activate his ability like normal.



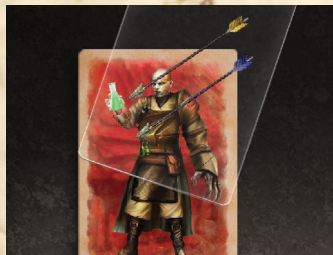
Nameless Clarifications



Players controlling Nameless must make their attack throws with one weapon in each hand. The smaller weapon is his shuriken, the larger is his star knife.

Evelynn Clarifications

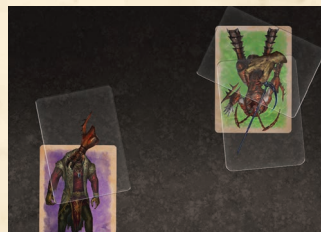
If Evelynn moved prior to landing this shot, she would deal three damage like any other character. If she used her “Take Aim” ability and did not move, she would deal an additional point of damage, for a total of four.



The Netherwalkers



The Zombie Horde Clarifications



If the zombie is eliminated on a turn where they participate in the death of another character, that character returns as a zombie—the Horde isn’t defeated just yet.

The Intrusion of Roaches and Gleem are exceptions to this. That pesky Roach persists for one round after death, and Gleem is immune to zombification.

In order to turn the Intrusion into a zombie, you would need to damage him after his “Persist” ability has activated.

When a character comes back to life as a zombie, they have only three hit points and take one damage on body and limb shots.

If the zombie weapon overlaps with one of Hedina's spikes, the Zombie Horde chooses which zombie takes the damage.

Nahtha Clarifications



If Nahtha goes ethereal to escape damage, she also dodges all effects that would have been applied, like blindness from The Murder or being pulled by Gande.

Badon Clarifications



Badon's weapon is unique in that only the whip ends deal damage. In the example above, even though a large part of the weapon hits Gleem, no damage would be dealt.

GAME VARIANTS

Moderator Variant (when odd player count) - Have a moderator act as referee for your game. They can call when to throw or move, as well as settling any disputes.

Friendly Fire - Attack throws that land on your allies (or yourself) apply normal damage. Gande is an exception in that his attacks don't hurt allies (but may still hurt himself).

Factions - Each team can only use players from the same faction (Venery vs Coalition for example).

Blocking - Throw your weapon on yourself to act as a shield. Each source of damage is reduced by one for that turn. Hedina's Defensive Stance ability works as normal in this variant.

Free-for-all - Every hero for themselves. Last warrior standing wins.

Reinforcements - Add a character to each side of the battle (to accommodate late arrivals).

Item Variant -

Items are **one-time use** abilities typically gained from a treasure chest. Start the game with any number of chests, chosen at random, spread out evenly in between the opposing teams. The chest image should be facing up. During the game, you can use your attack to “open” a chest. To do so, you throw your weapon card at the chest.

If you are the only one to hit the chest, you may flip the card and gain the item immediately. If any number of opponents also hit the chest, no one gains the item and the card remains face-down. If multiple teammates hit the chest—and no enemies—you may choose who receives the item. You must decide who is gaining the item before the card is revealed, as the item may be a trap.

Potion and Scroll items may be activated immediately, or during a later movement phase. Potions and Scrolls may be given to a teammate during the movement phase. Unused items are stolen upon death by the enemy who dealt the final blow. If multiple enemies participated in that attack, they must decide who gains the unused item.

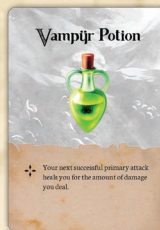
Finally, traps are unique in that when you reveal one, you must immediately do what is written on the card. The effect is always bad.

The Items



Health Potion: Restore 2 of your missing hit points. Cannot be used to go over your starting hit point total.

Clarification: Like other items, the Health Potion can only be used during the movement phase, except immediately after you have gained it. It cannot be given to a dying ally, as you may only give items during movement phases.



Vampyr Potion: Your next successful primary attack heals you for the amount of damage you deal.

Clarification: This cannot heal you above your starting health total. Primary attacks include all damage dealt during an attack throw with your characters main weapon. While Klim-Klam's splash damage and Nameless' shuriken are not included, Badon's weapon heals for all damage dealt.



Scroll of Mass Confusion: All enemies must make their next attack throw with their off-hand.

Clarification: A right-handed player would throw with their left hand, for example. Nameless is immune to this effect.



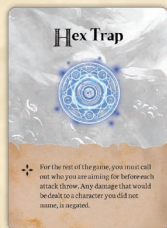
Scroll of Ricochet: After your next successful attack, you may make a one-time throw from the position of the struck enemy using the same weapon card. You must choose a new target.

Clarification: Whatever weapon triggers this effect must be used for the second throw (i.e. Nameless' shuriken). Does not trigger from splash damage.



Scroll of Divine Protection: Choose an allied player. Their character(s) may not drop below one hit point for as long as you remain in the game.

Clarification: This effect will keep each zombie alive, until you are defeated. Excess damage that would defeat a character is wasted.



Hex Trap: For the rest of the game, you must call out a single character that you are aiming for before each attack throw. Any damage that would be dealt to a character you did not name is negated.

Clarification: Klim-Klam's splash damage may only hurt a single player, though this may still damage multiple zombies, if the zombies were called out. If you forget to call out a player, your throw is counted as a miss.



Tome of the Exiled: Your next attack deals an additional two damage. This effect is wasted on a miss.

Also, you may activate free shipping at RiseoftheExiled.com with promo code: exiled

Clarification: This effect can only be applied to one source of damage and does not trigger from Klim-Klam's splash damage. The bonus is applied only to one end of Badon's whip.



Terrain Variant -

Start the game with any number of terrain spaced evenly on the field of play. Moving your character on top of the terrain card (not underneath) gives you additional effects as long as you remain on that card. The effects are listed below.

Forest: Take 1 less damage, to a minimum of one, from each source

Mountain: Deal one more damage on each attack throw

Swamp: Immune to weapon damage. At the start of each movement phase, before you move, take 2 damage.

Tunnel (2 cards): After moving on top of a tunnel card, immediately travel to an area adjacent to the second tunnel on the battlefield.

Capture the Gemstone -

Place two gemstones on both sides of the playing area. Choose starting hit points for the gemstones. Characters are no longer eliminated, but must wait two attack phases before respawning after death. This does not refresh twice-per-game abilities.

Gemstones cannot be moved, but Gande may pull himself to one. Gemstones take one damage on successful hits, per source. Splash damage applies. Badon and Evelyn can only deal one damage per attack. The game ends when one team destroys the other's gemstone. This may result in a tie.



SINGLE PLAYER - THE GHOST BRIDE

What's this? You see a scythe lying on the ground. It calls to you, a ghostly glow emanating from the blade. You bend down and pick it up, but the moment your fingers wrap around the strangely warm hilt, you hear a bloodcurdling shriek. Nahtha, the Ghost Bride is awake, and she's after you!

1. Place Nahtha roughly 4-6 card lengths from the edge of a table.
2. Throw the clear plastic scythe card at Nahtha. You must release your throw from behind the table's edge.
3. If any part of the scythe weapon overlaps with Nahtha's head, you deal 3 damage. Body shots deal 2 damage and arm shots deal 1.
4. After each attack, move Nahtha one card length toward you.
5. You have until she reaches you to do 7 damage and banish the angry ghost... Otherwise, she'll claim your soul (you lose).

SINGLE PLAYER - TARGET PRACTICE

Place the "target" four card lengths from Nameless' character card. Using Nameless' shuriken (small weapon) only, try and score as many points as possible in six rounds.

Each round you may do **ONE** of two things, throw or move. Move one card length forward to make subsequent throws easier, or throw your weapon to score points according to the numbers listed on the target. Only the highest scoring zone hit counts towards your total.

Tally your points after six rounds and compete for the high score.

<5-Points
5-Points
10-Points
15-Points
20-Points
30-Points

Recruit
Apprentice
Adept
Sensei
Grand Master Assassin
Even death trembles at your name...



THANK YOU

Without the special contributions of the following people, this game never would have happened. Thank you for your support.

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For questions, visit our contact form at RiseoftheExiled.com/contact-us/
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Paper texture created by Freepik

Quick Play Guide

Set Up (Pg 5)

- Split into even teams. Choose characters, find reference and weapon cards
- Read aloud each character's abilities
- Teams are ~2 - 3 feet apart. Allies are ~1 - 2 feet apart
- Players start with 7 hit points

Attack (Pg 8)

- Use abilities when appropriate
- Each player throws their weapon simultaneously from behind their character, one foot above the playing area
- If a weapon overlaps with an enemy, damage is dealt based on the highest zone hit
- Headshots deal 3, body shots deal 2 and appendages deal 1 damage (see reference card for hit zones)
- Return characters with 0 hit points to the game box

Movement (Pg 14)

- Use abilities when appropriate
- Each player may move one card length in any direction
- Movement is simultaneous
- When only two players remain, they may only move toward each other

Repeat attack and movement phases until only one team is left



Learn to play



Movement: This ability may be activated during the movement phase.



Attack: This ability may be activated during the attack phase.



Anytime: This ability may be activated at any point in the game.



Passive: This ability is always activated when specified game conditions are met.



Reactive: This ability may be activated when specified game conditions are met.