

Chaos in the Old World

Reference Sheet

Game Turn

1. The Old World Phase.
2. The Draw Phase.
3. The Summoning Phase.
4. The Battle Phase.
5. The Corruption Phase.
6. The End Phase.

Region Order

1. Norsca.
2. Troll Country.
3. Kislev.
4. The Empire.
5. Bretonnia.
6. Estalia.
7. Tilea.
8. The Border Princes.
9. The Badlands.

1. The Old World Phase

During the Old World Phase, a single card is drawn from the Old World deck and its italicized instructions carried out immediately. This should be carried out by the player with the lowest Dial Threat.

2. The Draw Phase

During the Draw Phase, each player draws cards according to the instructions on his Power Sheet.

There is no Chaos Card hand size limit.

3. The Summoning Phase

Each player takes it in turn to Summon a Figure or play a Chaos Card. This process is repeated until each player chooses not to act or has run out of Power Points.

Summoning follower figures:

1. Choose one of your Figures.
2. Pay the selected figure's Power Point cost.
3. Place it on a legal board Region.

Playing Chaos Cards:

1. Choose a card from your Chaos Card hand.
2. Pay the selected card's Power Point cost.
3. Place the card on an empty card space on any of the nine Regions and carry out its effect.

4. The Battle Phase

The Battle Phase is carried out according to the Region order.

To resolve battle, each player in the normal player order does the following:

1. Calculate the number of battle dice available and roll them. Check for addition dice gained from Explosions.
2. Assign hits to legal targets.

A Figure that suffers enough hits to kill it is tipped onto its side until all players have resolved their battle results.

5. The Corruption Phase

Domination Step:

Domination Value = sum of Chaos Card costs + quantity of Figures.

The player with the highest Domination Value compares this to the Region's Resistance. If it exceeds this, Victory Points equal to the Region's Conquest Value are scored.

Corruption Step:

1. Check each Region in order.
2. Each player places one Corruption Token for each Cultist in that Region.
3. If the total of Corruption Tokens is 12 or more, that Region is Ruined.

6. The End Phase

1. Remove Chaos Cards from the board.
2. Resolve Hero Tokens.
3. Resolve Old World Cards.
4. Score Ruined Regions.
5. Advance Dial Threat.
6. Check for End of Game.

Check for End of Game

1. The game ends if one or more players' Threat dials have reached their Victory dial instruction.
2. The game ends if one or more players have scored 50 or more Victory Points.
3. The game ends if five Regions have been Ruined.
4. The game ends if the Old World Card deck is empty.