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## Aeons end legacy rules

Skip the content MSRP 79.99 Release January 23, 2019 Designer Kevin Riley Illustrator Gong Studios, Daniel Solis Aeon's End: Legacy is the first older cooperative deckbuilding game. Aeon's End: Legacy is a complete campaign where you build your character over multiple games. Use them to fend off ever more powerful archenemies to defend Gravehold, humanity's last bastion. At the end of each game, you're choosing new upgrades for your character and more powerful player cards that you can bring to market. At the end of the campaign, you'll have unique characters, new nemes' and new player cards that you can play with forever and add to all other Aeon's End content. Aeon's End: Legacy is unlike other legacy games – it's a full campaign, a standalone game, and an expansion. 45-90 min 1-4 14+ Read more about Aeon's End: Legacy at BGGBuy Aeon's End: Legacy from Amazon This is one in a series of contributions to the board game Aeon's End: Legacy. You can access all my other posts HERE. This post contains hints & tips for the first game of the campaign, and does not contain spoilers. Aeon's End is pre-packaged to simplify initial setup. You can play within 15 minutes to crack the plastic. All the individual elements of the game come in their own decks, so organize your first game is incredibly fast. This post should not be a substitute for the rule book or a sheet. It is a complementary one that highlights some of the important parts. Normally I would recommend the Rodney Smith, Watch It Played Video, but Aeon's End Legacy starts with a simplified version of the game so there could be spoilers. I recommend that you stick to the attached rules. It does a very good job. Punch Boards There are only 3 types of tokens at the beginning of the game. Life tokens used for both the players and the servants they are fighting. Power tokens, placed on power cards. They count until the actual effect of the map is triggered. And split-turn order tokens that are only used in a 4-player game. You can find out how this works on page 12 of the rules. Page 2 of the rulebook lists the content of the game. There are many empty spaces filled with new content as you progress through the campaign. I use 2 small tackle boxes that fit well into the room where the A.B.C.D boxes are located at the moment. By dividing the life tokens into both boxes, it means that 4 players at the table have easy access to them. Dividers Aeon's End is a deck builder, and it comes with many dividers to keep the game organized. Place the partition walls well the card, in whatever order. I play all hero cards and delivery cards in front, archenemy cards on the back and the legacy and the advanced decks in the middle. Deck 1a Deck 1a consists of the offer market cards for the first game. there there 3 gemstones (purple), 2 relics (blue) and 4 spells (yellow), and their cost, in aether, is in the upper right. The gems give you more aether so you can buy the more expensive cards. Relics have an effect that occurs immediately. And spells are prepared for a break and then cast at the beginning of the next turn. For more information on violations, see below. Cards refer to each player and ally. Each player contains the active player. Each ally means one of the active player teammates. A player who has played Ethereal Hand cannot draw two cards. But a player who has played Neural Wreath can focus his own break and/or prepare a spell for a break. Store this deck in front of the power divider in the card fountain. Players Mats The 4 double-sided player mats all work the same way. Choose your favorite character or color. You can see 5 obvious stripes for stickers where you will change your character during the campaign. Some non-obvious stickers are also added. Decisions are made during each game of the campaign. Injuries Once you've selected your character, you can name them. You don't have to do it right away, but it will be important how the game progresses. You start each game with 10 lives and 3 injuries, in the configuration below. Spells are prepared for an injury during the player's main phase and cast at the beginning of the next turn. Spells are prepared for an open break or a closed break that has been focused in this round. Breach I is open at the beginning of the game and you spend aether to focus or open up their other injuries. Deck 1b All players start Game 1 with an identical 5-card starting hand and a 5-card deck. 4 crystals to buy market cards or focus/open their injuries, and 1 spark to deal 1 damage. Each player who starts the hand and deck is kept in front of their specific mage divider. Deck 1b also includes a reference card for each player and the turnorder cards that decide .. Well... players/nemesis rotation order. The round order deck varies depending on the number of players. For details on how to create the lap order deck, see page 8 of the rulebook. A player who rotates pages 12 to 16 of the rule book comprehensively explains a move. I will only highlight a few points for new players. The player mat lists the order in which you build your deck. So 4 crystals on top and 1 spark on the floor. You never mix your cards. If you draw more cards and your deck is empty, just turn your discard pile over to be your new deck. Spells are immediately thrown over their discard pile before you finish the effect after the word Cast: You don't have to cast spells that are prepared for an open break. You can remain prepared for an indefinite number of revolutions. Cards purchased from the market will immediately go to your discard pile unless it is otherwise You play relics and gems in your main phase in front of you to take advantage of them. They are discarded at the end of the main phase in the order you selected. You must run all text on a gem stone or relic, if possible. If you are unable to run all the text, you cannot be prevented from playing a card. You can play cards to win Aether, even if you don't spend the whole aether on your turn. Unused aether is lost. You don't have to play all the relics and gems in your hand. Anyone you don't play will stay in your hand for the next move. You can't discard spells. They remain in your hand if you do not prepare them for a break. You draw back up to 5 cards at the end of the move. Any cards you have not played will reduce the number of cards you draw. The Legacy Deck The story of the campaign begins with the prologue before the rulebook and then continues in the Legacy Deck. Each card is printed at the front and back and has a title, a text in italics, and instructions in a straight sans serif font. The cards are numbered so that the deck can be rebuilt if necessary. Unzip the legacy deck and place it in front of the legacy divider. The first Nemesis Strictly taken, the rest of the setup is done as you read through the legacy deck. I've hidden it under spoiler tags in case you want to keep it secret until you're ready to play. Read the one hand from step 4, or come back here when you're ready to play. Envelope Chapter 1 - The OrdealOpen the envelope and remove the contents. The divider goes well into the card and holds the Nemesis cards when you pack the game. A nemesis mat has instructions and its difficulty assessment set up on the back. The front of the mat shows the rules required in the fight against it, and also their whole life, in a red circle directly under his name. Maelstrom has 99 lives, so take the archenemy life dial and rotate the dials until they show 99. You will have noticed that on a dial with 2 numbers, 99 is the largest number possible. So the first archenemy you fight in the campaign has the maximum life an archenemy can have. This may seem strange, but the challenge of an archenemy is partly based on the life she has, partly on her rules, and partly on her arch-enemy deck. Deck 1c Deck 1c There are 2 parts to Deck 1c. First, you have an Assist Deck. Don't look at this deck or mix it. Place it, with your face down, on the right side of the Nemesis mat. Draw a map from it if you Keyword Assist. The rest of Deck 1c is the archenemy deck. Don't look at this deck or mix it. Place it with your face down on the left side of the Nemesis mat. Draw the first map after building Maelstrom and bring it into play. You will draw a new map on each archenemy spin. There are 3 types of Nemesis cards. Attack cards that are smaller enemies with a persistent effect that is triggered with each archenemy spin. And power power triggered after a certain number of revolutions. A POWER 2 card has set 2 power tokens on. Each consecutive Nemesis spin removes a power token. The card effect is triggered when there are no power tokens on the card. Some power cards have a way to discard the card before it is triggered. If a player can meet the requirements of his turn, you can avoid the effects altogether. The Nemesis Turn This is explained very clearly on pages 17 & 18 of the rule book. Some important reminders: First, solve the effects of all cards in the game, from the oldest to the newest. Then draw a card from the archenemy deck. When you draw an attack card, you immediately trigger and drop its effect. When you draw a servant or power card, add it to the right of all the cards currently in play and place the required life or power tokens on it. Then solve immediately: effect. If you can fully resolve only one option on an OR card, you must select this option. When a player loses all his or her life marks on an archenemy turn, he becomes exhausted. If an exhausted player takes damage, instead, Gravehold deals twice as much damage. This includes excessive damage when a player is initially exhausted. When a card deals damage to the player with the lowest lifetime, it always deals that damage to the unexhausted player with the lowest lifetime. The first battle against the first archenemy does not require too many clues. The game is straightforward, as a first fight should be, and you'll get a good sense of how a fight works. The Assist and Nemesis decks are preset, so the only randomness in Game 1 is in the cards you buy from the offer. Use your 1 Aether Crystals to buy the smaller spells and relics. And use them to get gems to get the purchasing power for the big ticket items. End of the game ... if you reduce the Nemesis life to 0. win if there are no cards in the Archenemy Deck and there are no servants or powers in play. when Gravehold has 0 life. when all players are exhausted. Good luck. And have a lot of fun. Fun.

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