

# GAINING LP STONES



You may gain LP Stones several ways,

**SUCCESSFULLY HITTING/DESTROYING:**

**ACTIVE DARKNESS CARD = 1 STONE**

**STRONGHOLD = 1 STONE**

**BREACH = 1 STONE**

**MONARCH = 1 STONE**

**IN SOME CASES YOU MAY EVEN GAIN LP STONES FROM EVENT CARDS.**



## REMEMBER

When you gain an LP Stone, place it in your **Storehouse** on the matching color of the enemy target you hit/defeated. **EXAMPLE:** If Suffering was hit place the stone on Purple. Once you have a stone for a color you no longer gain additional stones for that color. Stones cannot be traded with other Wielders.

## EVENTS & GIFTS

If a **Gift, Blessing** or **Event** mentions removing **Darkness Cards** or gaining **LP**, you only receive one **LP Stone** for each **Active Darkness** slain (*top card of a stack of Darkness*). If a **Gift, Blessing, Event, or Card** allows you to remove more than one **Darkness Card** in a single stack of Darkness, you only gain one **LP Stone** for the **Active Darkness** removed.

## ONCE YOU HAVE ALL SIX STONES:

Immediately **Draw a Heaven's Armies Card**, remove your **LP Stones** and place the **Angel** in your **Storehouse**. This card stays there until it is played on the board. If you have an Angel in your **Storehouse** you gain a **+1 Boost** from that Angel.

**WARRIOR ANGEL = +1 LIGHT BOOST**

**GUARDIAN ANGEL = +1 FAITH BOOST**

**SOARING ANGEL = +1 GUIDANCE BOOST**



**IMPORTANT:** You may only have one Angel at a time in your **Storehouse**. While you have an Angel in your **Storehouse** you no longer collect **LP Stones**. You can trade/swap Angels as a **Free Action** with players in your **Zone**, but you cannot trade/swap **LP Stones**. The recipient of the Angel must remove all **LP Stones** that they have collected before placing the **Heaven's Armies Card** in their **Storehouse**. Angels may be played immediately but **LP Stones** must first be removed from the **Storehouse**.

**NOTE:** If a Warrior Angel is played you will gain one **LP Stone** for the **Active Darkness** in that **Zone**.

## RULE REFINEMENT #3

**RED TEXT IS THE NEW REFINED RULE**

**THIS RULE REFINEMENT IS FOR PART 1 OF PAGE 28 IN THE "BATTLE GUIDE."**

### 1. DRAW FROM THE HEAVEN'S ARMIES DECK

THIS CAN BE DONE BY COMPLETING CERTAIN OBJECTIVES OR **GAINING ALL 6 LP STONES**. YOU CAN PLACE THE CARD IN YOUR **STOREHOUSE** TO BE USED ANYTIME DURING THE CHOSEN PHASE WHILE NOT IN COMAT. EACH WIELDER MAY ONLY CARRY ONE ANGEL AT A TIME. IF YOU GET ANOTHER, YOU MAY PASS IT TO ANOTHER WIELDER IN YOUR ZONE OR YOU MUST PLAY AN ANGEL AT THAT MOMENT. IF ANOTHER PLAYER TAKES THE ANGEL **THEY MUST REMOVE ANY LP STONES THEY HAVE TO STORE IT** OR PLAY IT AT THAT MOMENT, **KEEPING THEIR LP STONES**.

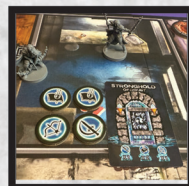
## FIGHTING MONARCHS

## RULE REFINEMENT #4

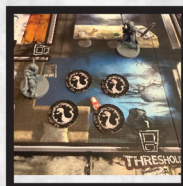
**THIS RULE REPLACES BATTLING MONARCHS ON PAGE 38 IN THE "BATTLE GUIDE" AS WELL AS THE MOVEMENT OF EACH MONARCH.**

After a **Stronghold** has fallen, collect all of the **Weapon Tokens** marking that door and flip them upside down. Shuffle the tokens, then stack them & place the stack face-up on top of the **Captive Token** in the **Exit Room**.

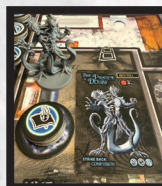
### REMOVE STRONGHOLD



### FLIP & SHUFFLE WEAPON TOKENS



### STACK & FLIP WEAPON TOKENS



The top **Weapon Token** on the stack is the weapon type you must use to successfully hit the **Monarch**; remove it after a successful hit from the matching weapon type. Repeat this process until all tokens are removed, signifying the **Monarch's** defeat. Do not draw an **Event Card** for the last token.

## MONARCHS FLEE

If your strike is successful against a Monarch, remove that token from the stack, roll the colored die and move the **Monarch** the same number of **Zones** equal to their **SP**, towards the **Dark Zone** matching the colored die result. If unclear on the direction, player's choice. Then draw an **Event Card**.

**EXAMPLE:** If you rolled Red, and the **Monarch** has **3 SP** move the **Monarch** three Zones towards the **Fear Dark Zone (Red)**. If the **Monarch** is **Blind** or **Frozen**, they will not move.

**REMEMBER:** *Blind rarely works on Monarchs. There's only one Discernment card and some Event cards that can do this.*

## NOTES

- **Monarchs** now move as the last step of **Darkness Phase**
- **Monarchs** movement does not apply to **The Beast**
- **Angels** and **Wielders** do not keep **Monarchs** from moving
- **Monarch** movement stops if/when it reaches the rolled **Dark Zone**, forfeiting any remaining movement
- If the **Monarch** is already in the rolled **Dark Zone**, re-roll until a new **Dark Zone** is identified
- **Monarchs** can move in and out of **EXIT** doors
- **Monarchs** cannot move through **Strongholds** unless otherwise stated in *Alternate Missions*.
- **Monarchs** cannot enter/pass through **Cleansed Buildings**
- A **Monarch's** movement ends if they move into a **Frozen** zone. If the zone they are moving from is **Frozen** they will not move, instead, the ice is broken and the **Frozen Card** is removed, freeing the Monarch to move on their next move.
- If a **Monarch** is hit with a weapon that is not on top of the stack, they will still move, but the token remains. **Event Card** is still drawn.

- **THE DUKE OF SICKNESS** still does not move when hit by **Melee Strikes** and moves only one zone towards the Wielder that struck him from a distance. He does move at the end of Darkness Phase per *"Monarchs Flee"* rule (mentioned left).

- **THE COUNSELOR OF FEAR** moves all the way to the matching **Dark Zone** that was rolled; regardless of its **SP**.

## MONARCH'S SINISTER STRIKE

When a **Monarch** moves into a **Wielder occupied Zone**, their movement is paused and they immediately attack the **Wielder** closest to **Leadership** (*counterclockwise*) in that **Zone**. Once resolved, their movement continues without further attacks. If the Monarch is struck during this interaction they **Flee** and their movement is reset (roll again).

**NOTE:** If the **Monarch** is moving because they were **Fleeing** from a strike-- once they have finished moving, draw an **Event Card**.

## MONARCH'S STRIKE DIE (OPTIONAL)

If any Wielder is playing with three or more **Refinement Levels** revealed, the **Monarchs** will use a d8 **Strike Die** in place of the d6 for their **Strike Backs** and **Monarchs** are a **Light of 14** to hit.



## NEW FROZEN RULES

**Frozen** cards now remain on the board through one **Darkness Phase** and are removed at the beginning of the next **Chosen Phase**. If an enemy that is **Frozen** would move, they instead remain where they are, the ice is broken and the **Frozen** card is removed. **Leap** is considered movement.

**Spawn/Spawn Strikes** from **Frozen Zones** are canceled and instead breaks the ice. All other Frozen rules apply (page 26). When targeting a zone to freeze it you need a **Light of 12**.