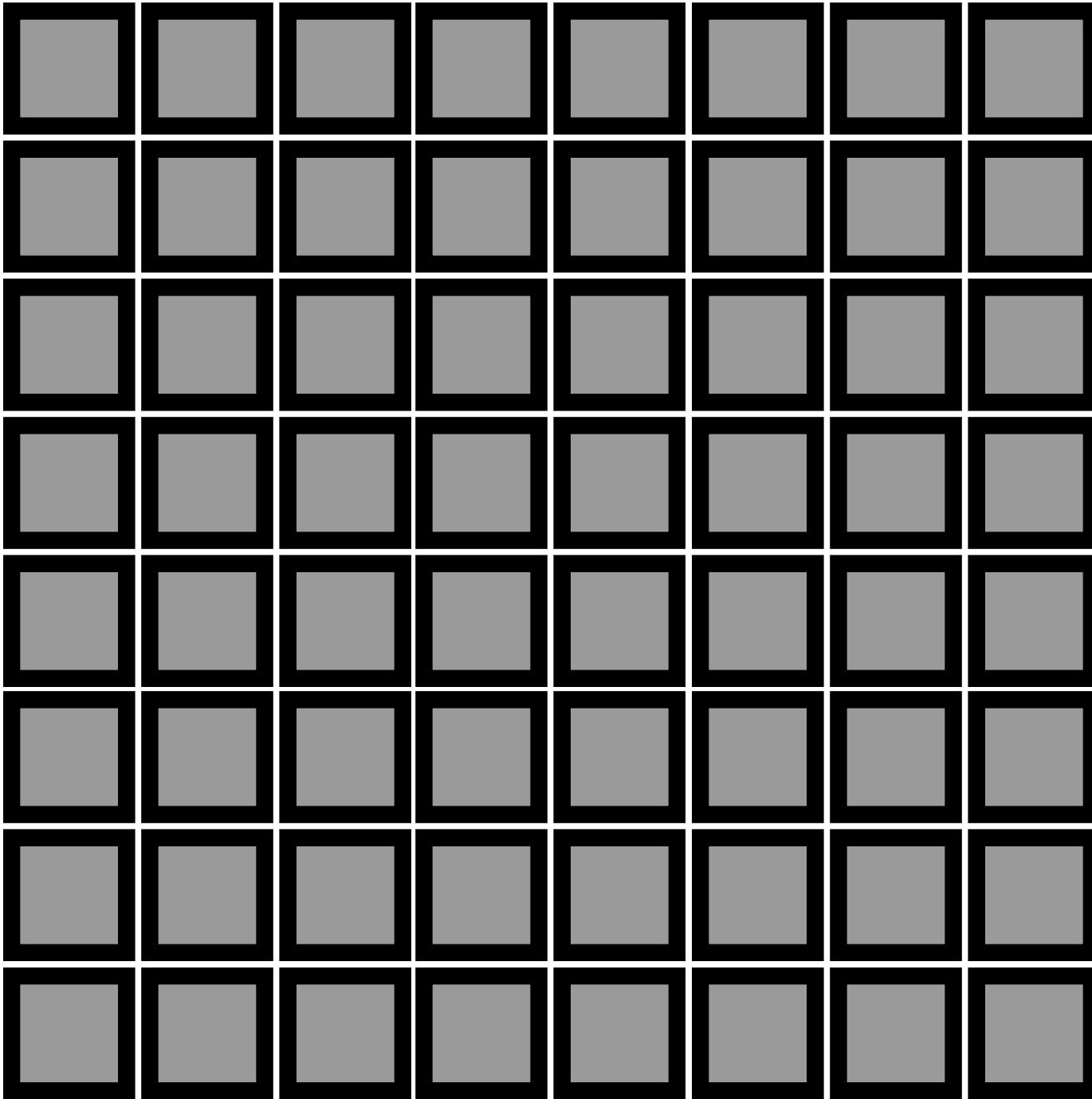


Heaven

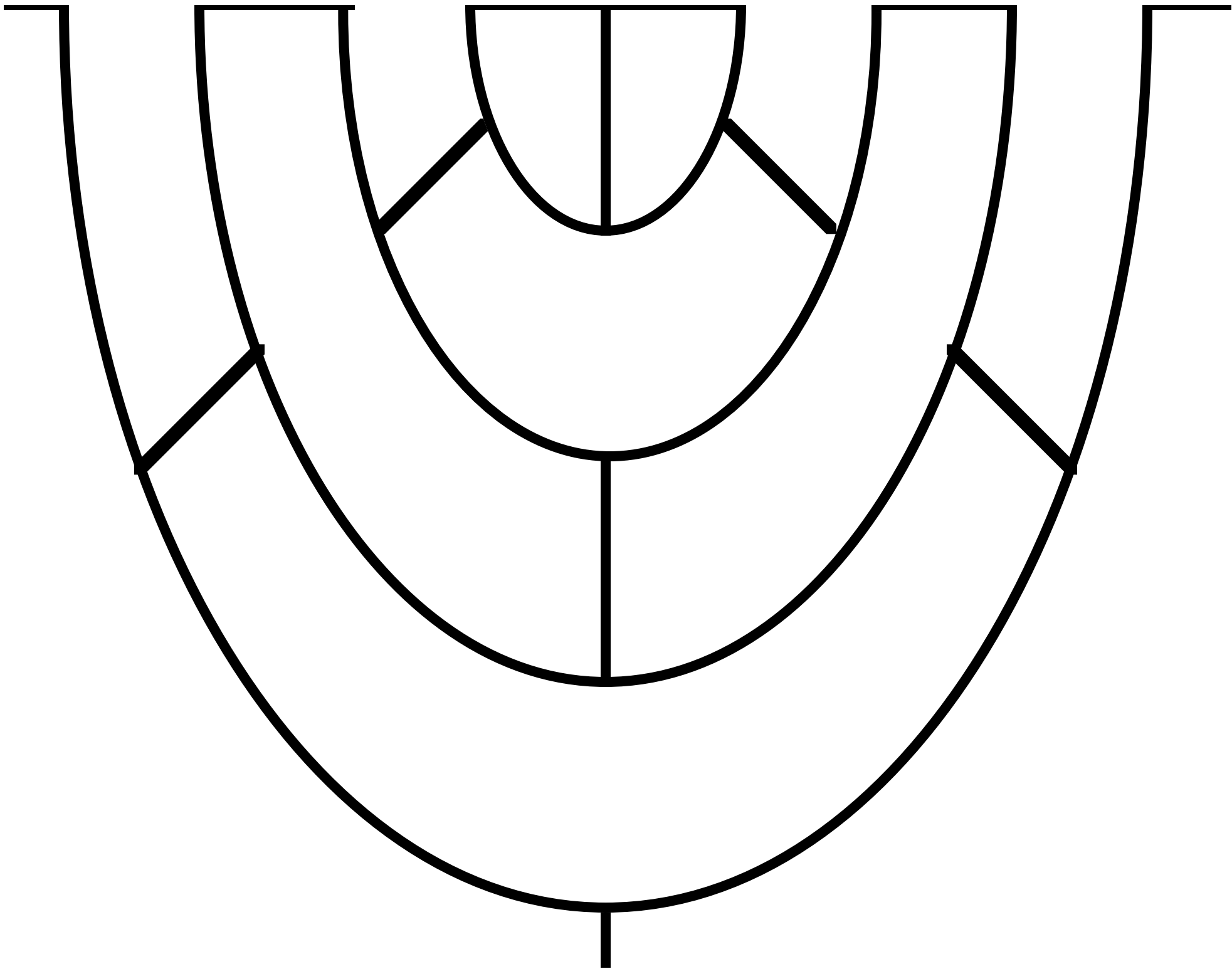
Limbo

Step 1

Step 2



This is a sheet of 64 neutral people pawns.

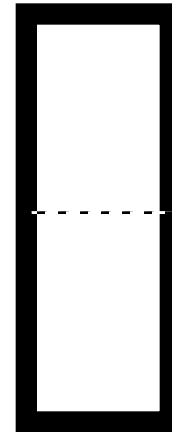
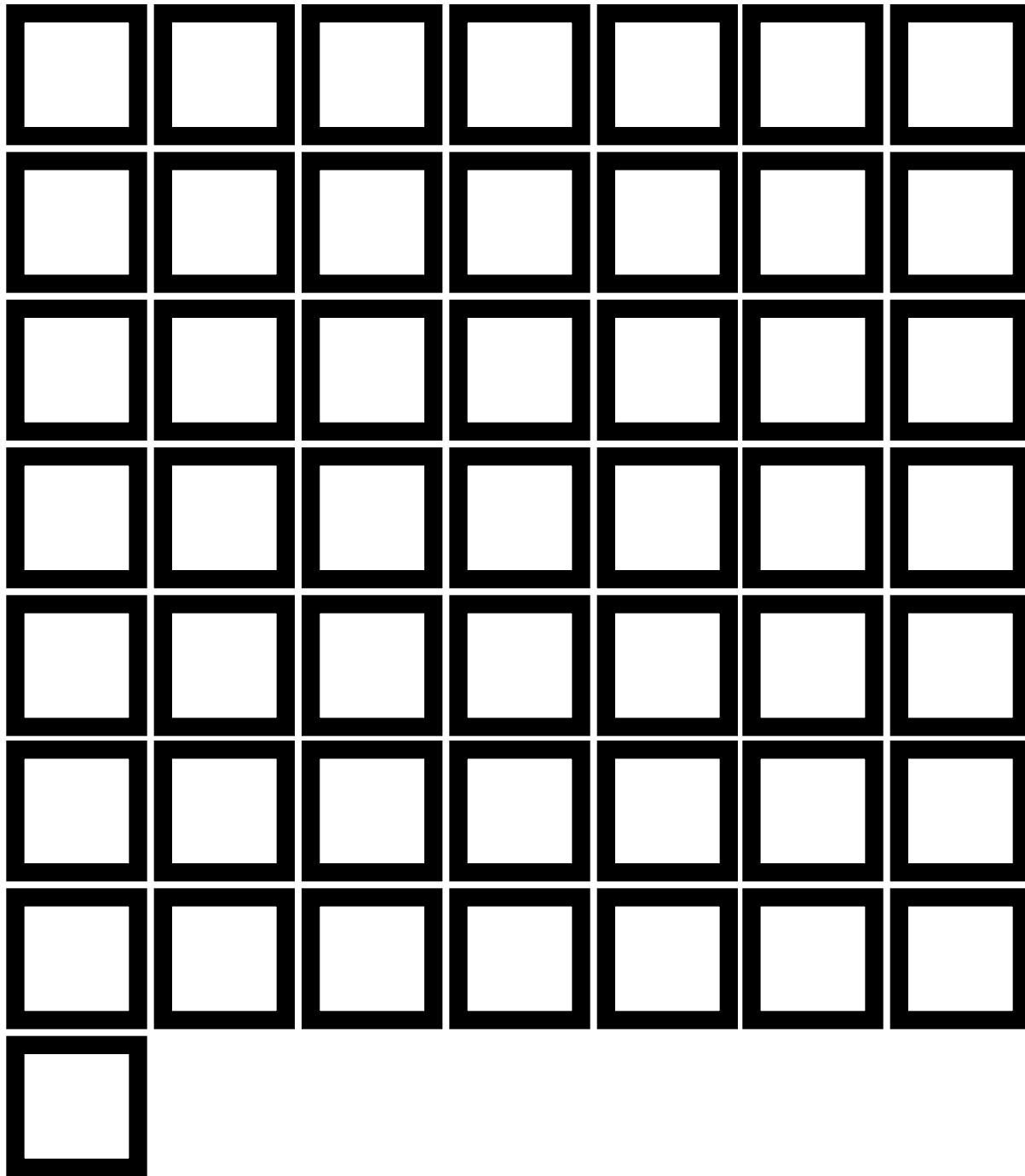


Underworld

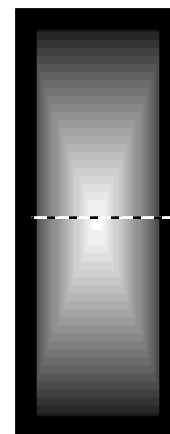
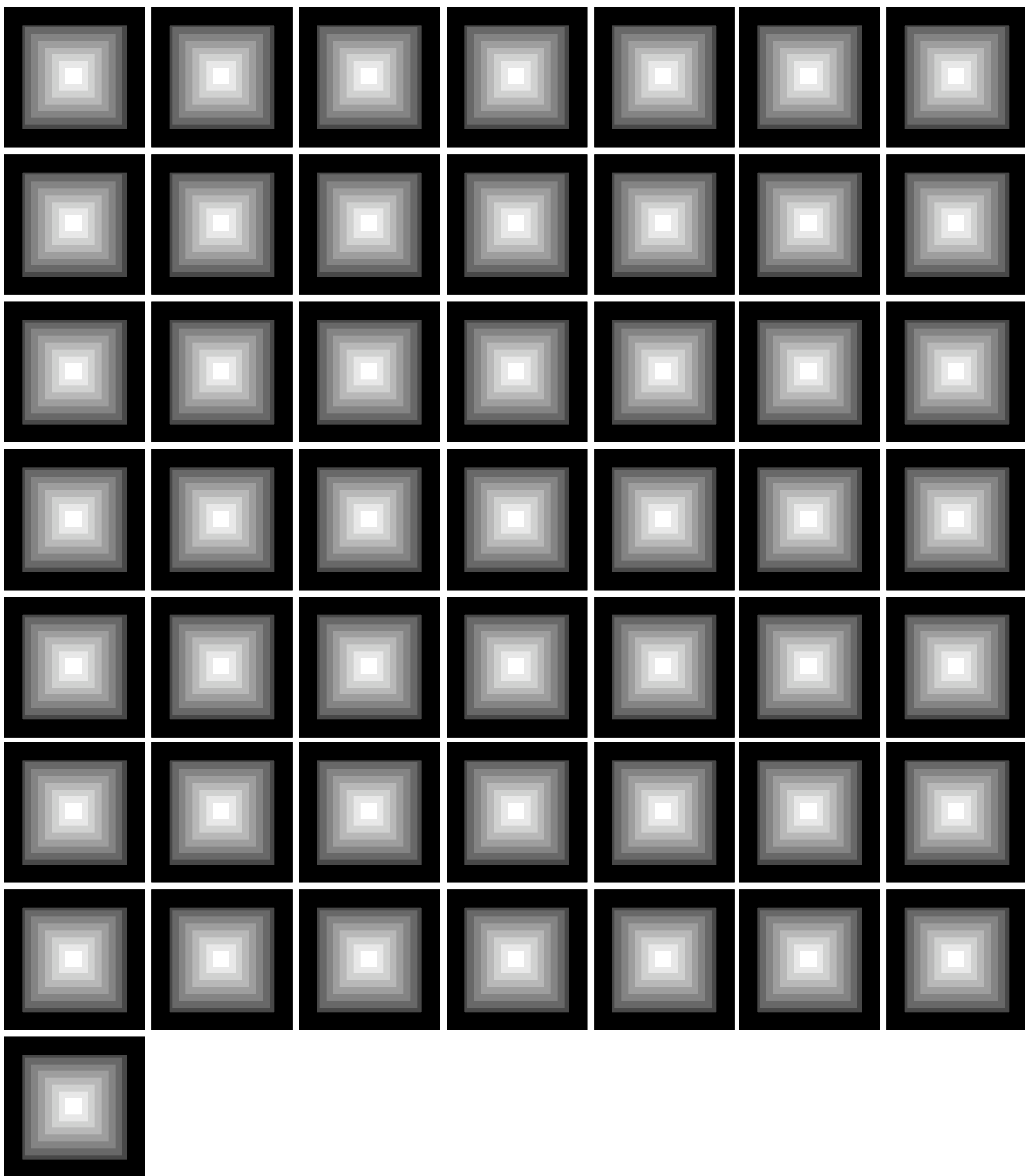
Styx

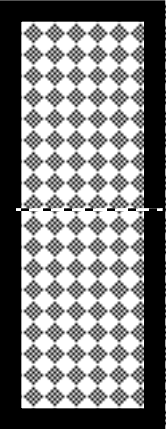
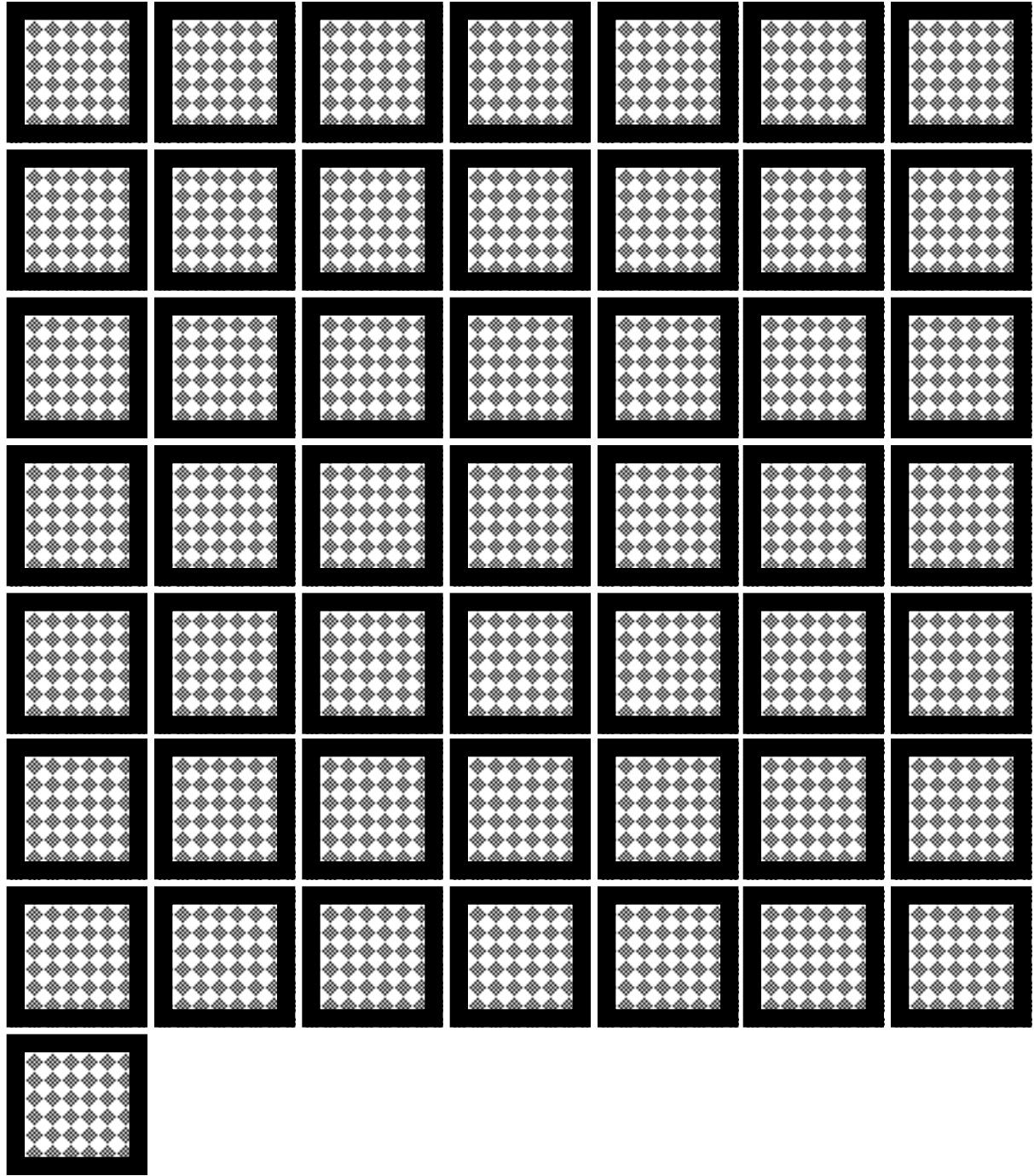
Disaster Chart

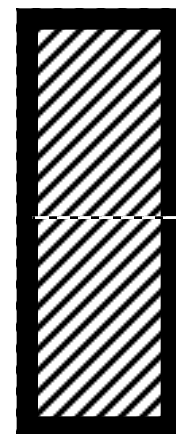
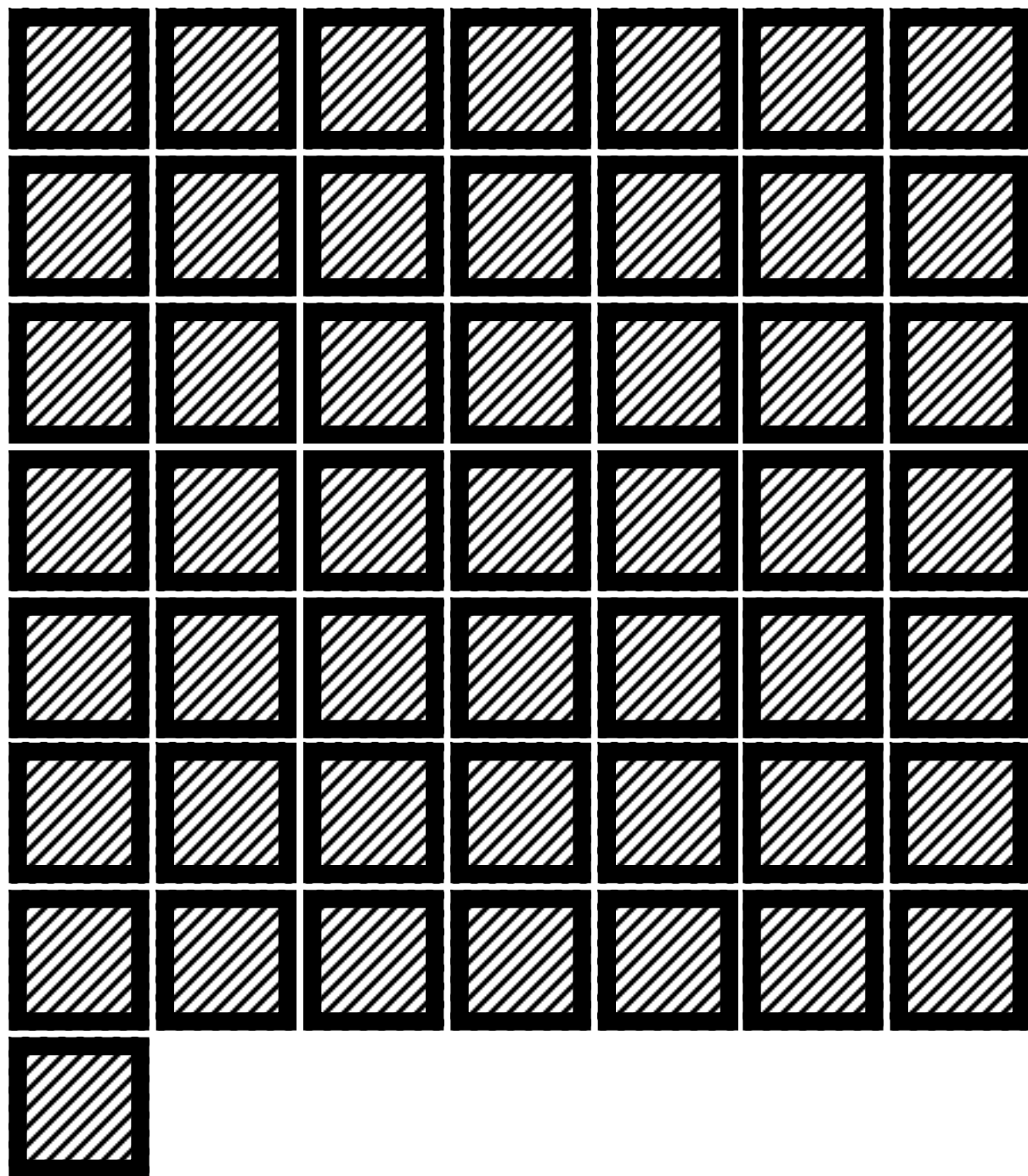
- 1) The player with the divine favor totem must move 3 units to the Underworld.
- 2) All players must move 1 unit to Styx.
- 3) Move 10 neutral units to Limbo Step 1.
- 4) Any player who declares Total War next turn may move a piece from his or her stash to Heaven.
- 5) Pick a region. Move all player units there to Styx. Move all neutral pieces to Limbo Step 1.
- 6) Any region with more than 4 pawns in it loses half its pawns to Styx, starting with player pawns.
- 7) Any region with a hero in it loses half its pawns to Styx, starting with player pawns.
- 8) Lift all hero tokens. Put them back after the next Disaster resolves.
- 10) Move all souls in Limbo Step 2 to the Underworld.



-







Recruit

Cost: Move up to 2 neutral people pawns from your hero's region to the piece stash.

Resolve: Replace them with the same number of your pawns from your piece stash.

Convert

Cost: Move another player's pawn from your hero's region to that player's piece stash.

Resolve: Replace it with one of your pawns from your piece stash.

War!

Cost: Move any pawn that isn't yours from your hero's region to Styx.

Resolve: If that pawn's controller has any pawns left in that region, he or she may pay the cost and resolve this action or choose not to pay the cost. If you remove a neutral pawn, the player on your left acts for the neutral pieces. Neutral pieces go to the first step of Limbo instead of Styx.

Total War!

Cost: Move one of your pawns from your hero's region to Styx.

Resolve: Move any pawn that isn't yours from your hero's region to Styx. If that pawn's controller has any pawns left in that region, he or she must pay the cost and resolve this action. If you remove a neutral pawn, the player on your left acts for the neutral pieces. Neutral pieces go to the first step of Limbo instead of Styx.

Ascend

Cost: None.

Optional Cost: You may move one of your pawns from your hero's region to Styx.

Resolve: Move up to 3 of your pawns from your hero's region to Heaven. If you paid the optional cost, you may move all of your pawns from your hero's region to Heaven.

Boom!

Cost: Move three of your pawns from the board to your piece stash.

Resolve: Move three neutral pieces from the piece stash to the first step of Limbo. Move all pawns that belong to other players from your hero's region to Styx. Move all pawns that are yours from your hero's region to Heaven. Move all remaining pawns to the first step of Limbo.

Influence

Cost: None.

Resolve: Move up to 5 pawns (neutral or yours) from their region to a adjacent region. The pawns do not have to be of the same type, and they do not have to start or end in the same region.

Empower

Cost: Remove your avatar from its region. Replace it with one of your pawns from your piece stash.

Resolve: Remove one of your pawns from any region. Replace it with your avatar.

Accelerate

Cost: You must play two divine action cards at the same time you play this card. Move two of your pawns from the board to your stash.

Resolve: Move two neutral pieces from the piece stash to the first step of Limbo. Pay the cost for and resolve one of the action cards you played with this card, then pay for and resolve the other action card.

Double

Cost: You must play another divine action card at the same time you play this card. Move two of your pawns from the board to your stash.

Resolve: Move two neutral pieces from the piece stash to the first step of Limbo. Pay the cost for and resolve the action card you played with this card, then pay for and resolve that card again. You may pick a new target for the second use.

Recruit

Cost: Move up to 2 neutral people pawns from your hero's region to the piece stash.

Resolve: Replace them with the same number of your pawns from your piece stash.

Convert

Cost: Move another player's pawn from your hero's region to that player's piece stash.

Resolve: Replace it with one of your pawns from your piece stash.

War!

Cost: Move any pawn that isn't yours from your hero's region to Styx.

Resolve: If that pawn's controller has any pawns left in that region, he or she may pay the cost and resolve this action or choose not to pay the cost. If you remove a neutral pawn, the player on your left acts for the neutral pieces. Neutral pieces go to the first step of Limbo instead of Styx.

Total War!

Cost: Move one of your pawns from your hero's region to Styx.

Resolve: Move any pawn that isn't yours from your hero's region to Styx. If that pawn's controller has any pawns left in that region, he or she must pay the cost and resolve this action. If you remove a neutral pawn, the player on your left acts for the neutral pieces. Neutral pieces go to the first step of Limbo instead of Styx.

Ascend

Cost: None.

Optional Cost: You may move one of your pawns from your hero's region to Styx.

Resolve: Move up to 3 of your pawns from your hero's region to Heaven. If you paid the optional cost, you may move all of your pawns from your hero's region to Heaven.

Boom!

Cost: Move three of your pawns from the board to your piece stash.

Resolve: Move three neutral pieces from the piece stash to the first step of Limbo. Move all pawns that belong to other players from your hero's region to Styx. Move all pawns that are yours from your hero's region to Heaven. Move all remaining pawns to the first step of Limbo.

Influence

Cost: None.

Resolve: Move up to 5 pawns (neutral or yours) from their region to a adjacent region. The pawns do not have to be of the same type, and they do not have to start or end in the same region.

Empower

Cost: Remove your avatar from its region. Replace it with one of your pawns from your piece stash.

Resolve: Remove one of your pawns from any region. Replace it with your avatar.

Accelerate

Cost: You must play two divine action cards at the same time you play this card. Move two of your pawns from the board to your stash.

Resolve: Move two neutral pieces from the piece stash to the first step of Limbo. Pay the cost for and resolve one of the action cards you played with this card, then pay for and resolve the other action card.

Double

Cost: You must play another divine action card at the same time you play this card. Move two of your pawns from the board to your stash.

Resolve: Move two neutral pieces from the piece stash to the first step of Limbo. Pay the cost for and resolve the action card you played with this card, then pay for and resolve that card again. You may pick a new target for the second use.

Recruit

Cost: Move up to 2 neutral people pawns from your hero's region to the piece stash.

Resolve: Replace them with the same number of your pawns from your piece stash.

Convert

Cost: Move another player's pawn from your hero's region to that player's piece stash.

Resolve: Replace it with one of your pawns from your piece stash.

War!

Cost: Move any pawn that isn't yours from your hero's region to Styx.

Resolve: If that pawn's controller has any pawns left in that region, he or she may pay the cost and resolve this action or choose not to pay the cost. If you remove a neutral pawn, the player on your left acts for the neutral pieces. Neutral pieces go to the first step of Limbo instead of Styx.

Total War!

Cost: Move one of your pawns from your hero's region to Styx.

Resolve: Move any pawn that isn't yours from your hero's region to Styx. If that pawn's controller has any pawns left in that region, he or she must pay the cost and resolve this action. If you remove a neutral pawn, the player on your left acts for the neutral pieces. Neutral pieces go to the first step of Limbo instead of Styx.

Ascend

Cost: None.

Optional Cost: You may move one of your pawns from your hero's region to Styx.

Resolve: Move up to 3 of your pawns from your hero's region to Heaven. If you paid the optional cost, you may move all of your pawns from your hero's region to Heaven.

Boom!

Cost: Move three of your pawns from the board to your piece stash.

Resolve: Move three neutral pieces from the piece stash to the first step of Limbo. Move all pawns that belong to other players from your hero's region to Styx. Move all pawns that are yours from your hero's region to Heaven. Move all remaining pawns to the first step of Limbo.

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Cost: None.

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Empower

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Accelerate

Cost: You must play two divine action cards at the same time you play this card. Move two of your pawns from the board to your stash.

Resolve: Move two neutral pieces from the piece stash to the first step of Limbo. Pay the cost for and resolve one of the action cards you played with this card, then pay for and resolve the other action card.

Double

Cost: You must play another divine action card at the same time you play this card. Move two of your pawns from the board to your stash.

Resolve: Move two neutral pieces from the piece stash to the first step of Limbo. Pay the cost for and resolve the action card you played with this card, then pay for and resolve that card again. You may pick a new target for the second use.

Make one more copy of this sheet. That way you'll have one set for each player..