





Module Notes

The Rules

Corrections and interpretations.

This:

4.3 End of Turn

was in the Rules Index but there was no actual Rule 4.3 in the rules. So this has been added:

4.3 End Of Turn. Other player starts his turn.

The Module

The Combat Arenas – useful for PBEM games to hide selected Child aspects from view

If, at the start of his Combat phase, a player has initiated combat by having moved Children into a hex or hexes containing hostile Children, for each combat hex he moves his Child units from the main map to his Combat Arena(s) and sets their aspects (Flip). He flags each combat hex with an Arena marker counter from the Game Piece Palette (see below). He also notes in the combat hex the number of CHEZ and BORG units involved in the combat (using Unit Count Marker Counters – see below). His opponent then moves Children from each combat hex to his Combat Arena(s) and sets their aspects. The second player (opponent) then resolves the combat removing any dead pieces from the arena (to the appropriate CHEZ/BORG Tower map). If combat continues the note of the remaining combat units is adjusted. The second player then selects new aspects for his surviving Children. The first player sets his aspects and resolves this round of combat. This continues until there are no surviving hostile units in any arena. At the end of combat the surviving Children in the arenas are moved back to the main map and the Arena marker counters and Unit Count Marker Counters are deleted from the map.

The Towers of Balance

Rather than storing dead Children beneath the Tower of Balance counters on the main map, they may instead be stored in the areas accessed via the CHEZ Tower and BORG Tower buttons. Dead Children are moved from the Arenas to the appropriate area for the god. A resurrected Child is moved (drag and drop) during the Reinforcement phase from this area to the top of the appropriate Tower of Balance counter on the main map.

The Arena Marker Counters

After the CHEZ and BORG Child counters have been transferred from the main map to the arenas, an Arena marker counter can be used to flag the Arena being used for the main map hex.

The Unit Count Marker Counters

During combat it is important to know how many hostile Children in a hex are participating in the fight. To find this out, players cannot just look in the opponent's arena as that would show them the aspects selected for the Children by their opponent for the upcoming combat round. So, for CHEZ and BORG, there are 4 count markers (1, 2, 3, 4) each. When a player moves into a hex with hostile Children he: moves the Arena marker into the hex; moves the CHEZ and BORG units into the Arena (1, 2 or 3) maps; and moves one CHEZ and one BORG unit count marker from the Game Piece Palette to the combat hex to indicate the number of units involved in the combat. After each round of combat, the count units are adjusted to reflect how many Children are still alive.

The God Counters

The God Counters show how many lives remain for the god, starting at 3. Each time that a life is lost the counter may be flipped (CTRL F or menu/Flip) to reduce the display of the number of lives left. When life 1 is lost, the player has lost the game.

The Child Counters

The Child Counters show the current aspect (Stone, Blade, Fog) of the Child. They may be flipped (CTRL F) to change the aspect currently selected. Flip can also be achieved via the (right click) menu.

The Turn Tracker

At the end of each turn the Turn Tracker counter may be flipped (CTRL F or menu/Flip) to show whose turn it is to play, CHEZ or BORG.

The Player Reference Card (PRC and PRC Terrain) buttons

The Player Reference Card (PRC and PRC Terrain) buttons can be used to display reminders of the rules and the different terrain types on the map.

Appendix A – Board Game Geek

<https://boardgamegeek.com/boardgame/5203/annihilator-oneworld>