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## Aeons end legacy how to play

This is one of a series of publications on the board game Aeon's End: Legacy. You can access all my other posts [HERE](#). This post contains tips and tips for the first game in the campaign, and won't contain Spoilers. Aeon's End is prepackaged to make initial setup simple. You may be playing within 15 minutes of breaking the plastic. All the separate elements of the game come in their own decks, so organizing your first move is incredibly fast. This post is not intended to be a replacement for the rule book or single sheet. It is a supplement, which highlights some of the important parts. Normally I would recommend the rodney Smith, Watch plays video, but Aeon's End Legacy starts with a simplified version of the game, so there could be Spoilers. I recommend you keep the attached rule book. He does a very good job. Punch boards There are only 3 types of tiles at the beginning of the game. Life Tokens, used for both players and fighting minions. Power tokens, placed on power cards. They count backwards until when the actual effect of the card will be activated. And split the turn order tiles that are only used in a 4-player game. You can see how it works on page 12 of the rule book. Page 2 of the rule book shows the content of the game. There are plenty of empty spaces, which will be filled with new content as you progress through the campaign. I'm using 2 small rigging boxes, which fit very well in the space where the A,B,C,D boxes are right now. Dividing the life tokens into both boxes means that 4 players on the table have easy access to them. Dividers Aeon's End is a deck builder, and comes with plenty of dividers to keep the game organized. Place the dividers on the card well, in any order that works for you. I play all hero cards and supply cards on the front, nemesis cards on the back, and legacy and decks evolved in the middle. Deck 1a Deck 1a consists of supply market cards for the first game. There are 3 gems (purple), 2 relics (blue) and 4 spells (yellow), and their cost, in ether, is in the top right. Gems give you more ether, so you can buy the most expensive cards. Relics have an effect that occurs instantly. And the spells prepare for a gap, and then cast at the beginning of your next turn. Learn more about violations below. The cards will refer to any player and any ally. Any player includes the active player. Any ally means one of the active player teammates. So a player who played Etherea Hand, can't draw two cards. But Player who played neural crown can focus their own gap and/or can prepare a spell in a gap. Keep this cover in front of the power supply divider in the card well. Player Mats The 4 double-sided player rugs work exactly the same way. Choose your favorite character or your favorite color. You can see 5 obvious strips for where you'll modify your character throughout the campaign. Some non-obvious stickers are added as well. Elections are taken during each party of the campaign. Violations Once you've chosen your character, you can name them. You don't have to do it immediately, but it will be important as the game progresses. You start each game with 10 life, and 3 gaps, in the configuration below. Spells prepare for a gap during the main phase of players, and are cast at the beginning of the next turn. Spells are prepared for an open gap, or a closed violation that has focused on that round. Violation I is open at the beginning of the game, and you spend ether to concentrate or open up your other gaps. 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 your gaps, and 1 spark, to deal 1 damage. Each initial hand and deck of players is stored in front of your specific wizard divider. Deck 1b also contains a reference card for each player, and the turn order cards, which will decide. Not bad... player/nemesis on duty. The turn order deck will be different depending on the number of players. Details about creating the turn order deck can be found on page 8 of the rule book. A player turns pages 12 through 16 of the rule book and fully explains a player turn. I'm going to highlight some points for the new players. The player's carpet lists the order in which you build your deck. So 4 crystals at the top, and 1 spark at the bottom. You never shuffle your cards. When you need to draw more cards, and your deck is empty, simply flip your discard pile to be your new deck. Cast spells immediately go over your discard pile, before resolving the effect after the word Cast:. You don't have to cast spells prepared for an open gap. They can remain ready for an indefinite number of laps. Cards purchased on the market immediately go to the top of your discard pile, unless otherwise noted. You play relics and gems in front of you during your main phase to get their benefit. They are discarded at the end of the main phase in the order you choose. You should run all text in a gem or relic if possible. Not being able to execute all the text does not prevent you from playing a card. You can play cards to win ether, even if you don't spend all the ether on your turn. The unsent ether is lost. You don't have to play all the relics and gems in your hand. Any one you don't play will remain in your hand for the next turn. You can't rule out spells. They stay in your hand you don't prepare them for a breach. You recover up to 5 cards at the end of your turn. Any card you haven't touched reduces the number of cards you draw. The legacy cover The story of the campaign begins with the prologue in front of the rule book, and then continues in the legacy deck. Each card is printed in front back, and has a title, italicized history text, and instructions in a straight sans serif font. Cards are numbered so that the deck can be rebuilt if necessary. Unwrap the legacy cover and place it in front of the legacy divider. The first Nemesis Strictly Speaking, the rest of the configuration is done as you read through the inherited cover. I hid it under Spoiler Tags in case you want to keep that a secret until you're ready to play. Read the sheet from step 4 or come back here when you're ready to play. About Chapter 1 - The ordeal Open the envelope and delete the content. The splitter enters the card well, and will keep the nemesis cards when you pack the game. A nemesis ester has set instructions and its difficulty rating on the back. The front of the carpet shows the rules required when fighting it, and also its total life, in a red circle just below its name. Maelstrom has 99 life, so take the life sphere from the nemesis, and rotate the spheres until they show 99. You will have noticed, that on a dial with 2 numbers, 99 is the largest possible number. So the first nemesis you fight in the campaign, has the maximum life a nemesis can have. This may seem strange, but the challenge of a nemesis is based in part on the life it has, partly on its rules, and partly on its nemesis cover. Deck 1c There are 2 parts on deck 1c. First, you have a support cover. Don't look, you don't shuffle this deck. Place it, face down, to the right of the nemesis carpet. Draw a letter from it when you see the Assist keyword. The rest of deck 1c is the nemesis cover. Don't look, you don't shuffle this deck either. Place it face down to the left of the nemesis mat. Depending on Maelstrom's settings, draw the first card and put it into play. You'll draw a new card on each nemesis shift. There are 3 types of nemesis cards. Attack cards, which have an immediate effect. Minion cards, which are smaller enemies with a continuous effect that activates in each nemesis turn. And the power cards, which will fire after a certain number of turns. A POWER 2 card has 2 power tokens placed on it. Each successive nemesis shift will see a deleted power token. The effect of the cards will be activated when there are no power tokens on the card. Some power cards have a way to discard the card before it is activated. If a player can meet the requirements in their turn, they can avoid the effects all together. The twist of Nemesis This is very clearly explained in pages 17 and 18 of the rule book. Some important reminders: First solve the effects of all the cards in play, from the oldest to the most Then draw a card from the nemesis deck. When you draw an attack card, resolve its effect immediately and remove it. When drawing a minion or power card, add it to the right of any card currently in play and place the necessary life or power tokens on it. Then resolve any effects immediately. If you can only 1 option on an OR card, you must choose that option. If a player loses all of their life chips in a nemesis turn, they run out. When an exhausted player takes damage, he deals twice as much damage to Gravehold instead. This includes excess damage when a player is initially exhausted. When a card deals damage to the player with the lowest life, it always deals that damage to the un exhausted player with the lowest life. The first battle fighting the first nemesis does not require too many clues. The game is direct, as a first battle should be, and you will get a good idea of how a battle works. Assist decks and nemesis are predefined, so the only randomness in game 1 is on the cards you buy from the source. Use your 1-ether crystals to purchase the smallest spells and relics. And use them to get gems, to get the buying power for the big ticket items. Conclusion of the game You ... gain when Nemesis' life is reduced to 0, win when there are no cards in the nemesis deck, and there are no minions or powers at stake. Lose when the grave has 0 lives, lose when all players are exhausted. Good luck. And have fun. End of Eon, BGG. The legacy of the word. Две партии мы уже сыграли, поэтому решил поделиться первыми впечатлениями и рассказать об отличительных чертах «наследия». •А• End of Aeon, a. , á. • , á. Iron City. Плюсы в этом несомненно имеются. Во-первых, вы избавляете себя от нудного тасования и тем самым экономите время. А, во-вторых, при отправлении сыгранных или купленных карт в сброс вы сами выбираете их порядок и таким образом a little control over his workhorse -- the deck. Let's say you can plan the output of certain spells that are coming together. The second feature, which also has a beneficial effect on planning, is the system of so-called breaks or portals, whose energy is used by the characters for the caste of spells. Yes, yes, unfortunately (at least for me), Aeon's originality in terms of final fit doesn't shine. Vanilla fireballs, relics, crystals - all this does not excite, and illustrations do not force you to stop your eyes on them. But let's get on with the portals. The fact is that spells are not immediately played with your hand, and necessarily go through the preparation phase. That is, first we put them in the portals, and only then, in the next move, can we activate the effects. That's how we beat the boss and the minions who call them. By the way, initially the magician is available energy from a portal, and to open the rest will require the local ether currency. And the third unusual nuance concludes in determining the order of the course. It is dictated by a special deck consisting of four Hero cards and two enemy cards. Each round of this deck is shuffled again (eh, after all, something will have to shuffle). It turns out that initially it is difficult to predict who and when it will walk, but at the end of the round the circle narrows. Add a light. Basically, this is all Aeon's End chips. Otherwise, a fairly common dekbilder for 2-4 participants: with exit decks, more powerful card market, currency and bosses with their properties, special attacks and henchmen. What brings the word proverbial To begin with, we have to say that this box can be a great guide to the Aeon's End series, which right now, in addition to the basic game, and lots of additions, complicating. In Aeon's End: Legacy, some rules and card types are gradually introduced, making it easier to master all key mechanics. In addition, at the end of the campaign, most cards can be used as an addition to the database (no need to break anything during the passage). Considering the story and the inherited component, the first couple of games turned out to be interesting in terms of gameplay and interaction between magicians as well as rich in plot events. I'm not going to say we saw something mega-amazing, but we've already managed to open a couple of boxes and stick the rules and tablets of wizards with new abilities. In addition, our decks have been filled with unique maps, the market has new spells, and the number of portals available for spell placement has increased. Enemies also did not remain indebted, they began to evolve, increasingly strong and sophisticated. And, yes, maybe other missions surprise us with something like this (as it was in the first season of Pandemic and SeaFall), because, in fact, this is just the beginning. By the way, judging by the number of head envelopes, the heroes are waiting for 7 tests. But it seems that some of them need (or can) return to victory. As for the story, it all begins with the siege of the wizards' hometown by a huge globular monster, demolishing everything in its path with its saws. Players continue to act as disciples, not matryia wizards, and are only told to hold subjects until they are colder, by beating the boss. It is curious that when opening the first envelope (there for each stage head there is a special envelope with the boss) we were a little surprised when we saw the power of the enemy. It's just that enemies here usually have 50-70 lives, and this as much as 99. And this is the first batch developers want to attract players? Overall, we were sad and prepared for the fact that we will be shattered. But then the twist of the plot presented a positive surprise in the form of the help of those very supreme wizards. I would also like to say that the story itself is well fed by all kinds of decks, collected in a strictly defined order, and enemies are not a random set of minion cards and attacks, and also woven plot threads and are a reflective link in the adventure chain. As long as I like it. It appears to be a solid dynamic cooperative for the formation of effective roofs and close interaction with comrades in the workshop. Of course, it lacks stars from the sky, as it brings nothing innovative to the genre, but at the same time gives an interesting choice and food for thought. Bosses add replayability, forcing them to react differently, to adjust. Let's see what happens next, but for now 7.5/10. Nothing irritable and intalmistic was noticed. I expect steep turns, so maybe I'll go eight. 8.