



TORE NÆSS



LOUIS GENNART

# INSURRECTION

## Game rules

*In a Shadowed land, where only darkness exists,  
Queen Kristin Weaves her web, within the mists.  
A gift from Tore, corrupted by the night,  
A tainted mark to drown the light.*


*But one alone won't serve her right,  
She yearns for ten to claim the night.  
Her loyal thralls obey her call,  
While rebels rise to break her wall.*

*The fate of realms, both dark and light,  
Now rests on you - Choose wrong or right.*



## OBJECTIVE



In **Insurrection**, you play a Rebel Leader who rises against the tyrannical **Queen Kristin**. On the path to Kristin's Keep, you will recruit troops to build the best possible army from your hand of cards. Each of these cards will earn you points at the end of the game. How the game ends depends on the players. Either the Rebels manage to overthrow Kristin, or Kristin retains her throne if she manages to gather **10 Corruption marks** .

*Will you choose to bet on the Good side and defeat Kristin, or conspire with the forces of Evil and wager on the victory of the Evil Queen?*

# COMPONENTS



• 70 People cards



• 14 Leader cards



• 1 Rebel Fortress card



• 1 Kristin's Keep card



• 12 Land cards (Basic/Advanced)



• 1 Rebels token



• 6 Game aid cards



• 1 Score-pad

Each player draw a card

Number of People cards added at the start of the turn

Type of Land (Base or Advanced)



## DETAIL OF CARDS



## GAME SETUP



**1/ FORM THE PATH** by placing the Rebel Fortress card followed by 4 randomly drawn Land\* cards and ending the path with the Kristin's Keep card. Then place the Rebels tokens to the left of the Rebel Fortress card.

\*During your first few games, we recommend playing with the Basic Lands. Take two A Lands and two B Lands and place them randomly.

**NOTE:** The Rebel Fortress and Kristin's Keep cards work like normal Land cards.

2/ **DEAL 3 People cards** to each player, then form a draw pile with the remaining **People cards**.

3/ **DEAL 2 Leader cards** ★ to each player. Players choose one and put the other back in the **Leaders**★ deck. (This deck will only be used on certain Advanced Land effects. If you are playing with the Basic Lands, you can put them back in the box.)

4/ **DEAL**, to each player, a **Game aid card** if necessary.

The last player to have bullied someone or something is designated the first player. If you are all angels, designate the first player at random.

## GAME END

There are two conditions for ending the game:

• **THE GOOD SIDE WINS**, if the game lasts until the end of the 6<sup>th</sup> Round.

Kristin is overthrown and a new Regent takes her place!

• **THE EVIL SIDE WINS**, if, during a **Corruption** ⚡ check, there are **10 or more** face-up **Corruption marks** in the play area.

Kristin retains her throne and appoints a new first lieutenant to her side...

**NOTE:** In both cases, regardless of how the game ends, the player with the most points wins the game.

## GAMEPLAY

A game lasts a maximum of 6 Rounds, but may end earlier if evil side wins.

### - Round Overview -

Each of the 6 Rounds takes place as follows:

#### 1 ADVANCE TOWARD KRISTIN'S KEEP

- (A) **Move** the Rebels token to the right on the next card of the Path.

**NOTE:** If you are playing on Advanced Lands, remember to read the effect of the Land at that time, as it may change the standard rules.

- (B) **Place** face-up, in the play area, as many **People cards** from the deck as the value at the top of the Land card where the Rebels token has just arrived.



- **Corruption Check:** If there are **10 or more Corruption marks** ⚡ face-up in the play area, **the Evil side wins** ⚡, the game ends and players move to the endgame phase and score points immediately. Otherwise, the game continues.





(A)



(B)



**ADVICE:** Place your cards in two separate rows.  
Above, place all cards with at least one **Corruption** icon.  
Below, place cards without **Corruption** icon.

## 2 PREPARE THE TURN

- Each player draws a new **People** card and adds it to their hand (this is indicated on each Land card).
- Then, simultaneously, each player chooses one of the cards in their hand and places it face-down in front of them. (It's allowed to play your **Leaders**★ card as any **People** card).
- Players reveal the card they played simultaneously.
- Starting with the **highest initiative**, then in descending order of initiative, players take their turns.



## 3 PLAYER TURN

Each player, in order of initiative, performs the following actions:

- (Optional)** If you are playing with Advanced Lands, the player can benefit from the Land's effect. If you are playing with Base Lands or the Land does not grant an effect to the player, skip this step.
- (Optional)** If the revealed card has a **Remove** icon and/or **Look** icon, apply the effect(s) in any order you choose (see below).

**Remove** icon: Choose a face-up card in the play area and place it in the graveyard (area next to the draw pile).

**Look** icon: Secretly look at **the top card of the People deck**. Return it to the bottom of the deck or add it face-up to the play area (you may pick up this card in the next step).

- The player selects a card face-up from the play area and adds it to their hand. (They can't pick their own card played this turn.)
- Finally, the player places the card they played face-up in the play area, making it available to the next players.

**ADVICE:** Remember to always organize the cards into two rows, separating those with **Corruption** icon from those without.

**Corruption Check:** If, at the end of a player's turn, after they have taken a card back into their hand, there are **10 or more Corruption marks** icon face-up in the play area, **the Evil side wins** icon. However, the game will only end when **ALL players** have completed their turns.

If **the Evil side wins** during a player's turn: All remaining players take their turns as normal, but players must leave at least **10 Corruption marks** face-up in the play area.

If, at the end of the last player's turn in the initiative order, Evil side has not won, and it is not the end of the 6<sup>th</sup> Round (at Kristin's Keep), **start a new Round**.

**Example :**



Jeanne plays first, she played "Chaos".



On her turn, she takes back a "Tamer" and adds "Chaos" face-up to the play area. The number of **Corruption marks** is now **11**. **The Evil side wins** but the game isn't over yet.



**Grégory** plays after Jeanne and takes back "Tore" and place his "Skeleton" face-up. He leaves at least **10 Corruption marks** face-up in the play area.




It's Benjamin's turn, who played a "Gnoll". He **can't apply the Eliminate** effect of his card because if he kills a card, there won't be **10 Corruption marks** left at the end of his turn. Furthermore, he can only take back one card with **1 Corruption marks**, leaving 10 at the end of his turn. He therefore takes the "Skeleton" previously left by Gregory and places his "Gnoll" in the center of the table. **The game ends.**

*In the very rare case where the only way to leave 10 Corruption marks forces the player to take back their own card, the player must take back the card they played.*






## • End of the Game and Scoring •

At the end of the 6<sup>th</sup> Round, or if **the Evil side won** , the game is over.

At this point, players reveal their hand and count their points. You can use the score pad to help you by counting each card separately.

If any cards have an **“End of Game”** effect, apply them now in order of initiative from highest to lowest (you may consult other players’ hands to apply these effects).

### NOTE:

- All references to icons refer to the icons on the cards in the player’s hand.
- However, some cards, such as the Dwarf, have the words **“Face-Up”** written on them. This means that for this condition, only the cards face-up in the play area are looked at, not the cards in your hand.
- Some cards (such as the Goblin) have their points change depending on the outcome of the game. If the Good side wins, the Goblin scores **3 points**, but if the Evil side wins, it scores **9 points**. This effect is always indicated by the icon .
- Some cards have fixed points and points that depend on the type of icons you have in your hand. For example, the Occultist scores **2 points + 1 point** per Soldier icon  and **1 point** per Minion icon  in your hand.

The player with the most points wins the game. In case of a tie, the player with the **Leaders**★ with the lowest initiative wins the game.

## • Example •



Jeanne has the following cards: Dragon, Tamer, War Bear x5, Prophet, Gnoll, and Yel, the Druid.

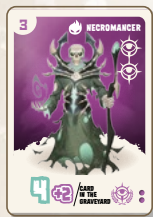
- The Good side won, so her **Dragon** earns her **7 points**.
- Her Tamer earns her **16 points** (2 + 2x7pts).
- She has the most **War Bears**, so each one earns her **7 points**. (5 x 7pts = 35pts).
- Unfortunately, another player has a **Prophet**, so it only scores **4 points**.
- The Good side won, so her **Gnoll** only earns her **4 points**.
- **Yel, the Druid**, earns her **9 points** (3 points x 3 pairs of Animal and Corruption icons).

**Jeanne has a total of 75 points.**

## CLARIFICATIONS

- Evil side cannot win in the middle of a player's turn.
- Land effects apply before cards effects (Remove ~~XX~~ and Look ).
- A player may no longer have a **Leader** ★ or may have multiple **Leaders** ★ in their hand.
- Only cards removed using the Remove effect ~~XX~~ are placed in the graveyard. The rest of the cards, when discarded, are returned to the bottom of the deck.
- If there are not enough cards in the deck to prepare the turn or apply an effect , don't reshuffle the graveyard. Instead, skip these steps.

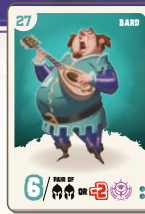
## PEOPLE



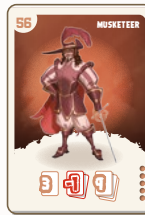
**Necromancer:** The Necromancer always scores 4 points but will only score bonus points based on the number of cards in the graveyard if the Evil side wins.



**Shadow:** Shadow scores 0 points if the Good side wins, 7 points if Evil side wins, but 15 points if the Evil side wins while the Rebels token is on "Kristin's Keep" location.



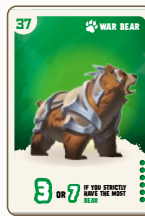
**Bard:** The Bard scores 6 points per pair of Soldiers in your hand if the Good side wins, but scores -2 points if the Evil side wins (if you have 4 Soldiers, it earns you 12 pts).



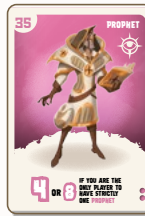
**Musketeer:** The Musketeer scores points based on how many you have.

- 1 Musketeer: 3 pts
- 2 Musketeers: each -1pt ( -2pts total)
- 3 Musketeers: each 9 pts (27pts total)

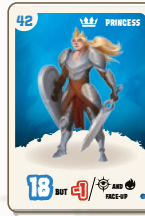
If you have more than 3 Musketeers, you start a new collection.



**War Bear:** A strict majority is required. In the event of a tie between players, no one has the most Bears.

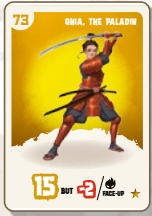



**Prophet:** A Prophet face-up in the play area isn't considered to be in a player's hand.



**Princess:** The Princess's score may be negative if there are more than 18 face-up Minion and/or Corruption marks in play area.

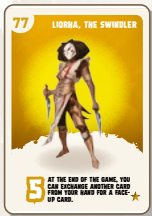
# LEADERS



**QHIA:** May have a negative score if there are 8 or more face-up Minion  in the play area.

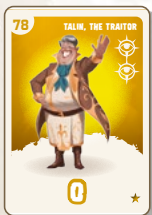


**AZEL:** Azel scores 3 points for each pair of face-up Corruption marks in the play area. And 0 points if Evil wins. Thus, his maximum score is 12 points (if there are 8 or 9 Corruption marks).

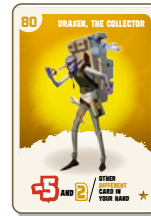


**LIONRA:** When you exchange your card at the end of the game, you can retrieve or discard a Prophet or a War Bear to vary the score of the other players or yourself. You can also, if the Evil side won, take a card with Corruption marks, even if this causes the number of Corruption marks to fall below 10 (but this does not change the

outcome of the game). Do not apply the Remove or Look effects of the card you are exchanging.




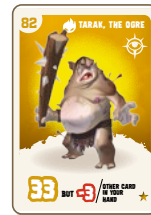
**TALIN:** Talin is used to help the Evil side win before other players can react since Talin have a high Initiative and 2 Corruption marks. At the end of the game, he will earn you 0 points.



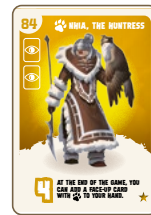
**DRAXEN:** Draxen only counts the other cards in your hand that you have one copy of. So, if you don't have any duplicate cards at the end of the 6 Rounds, he will earn you  $9 \times 2 \text{pts} - 5 \text{pts} = 13 \text{pts}$ .




**FENRIZ:** Fenriz loses 1 point for each other card in your hand, except for those with a Minion  icon.



**TARAK:** Each other card in your hand reduces Tarak's points by 3. So from the start of the game, Tarak is only worth 24 points (which is normal).



**NHIA:** if there is a face-up Animal card  in the play area, the player may add it to their hand as an additional card.



# CREDITS

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If you cannot find the answer to one of your question in these rules, please consult the game's FAQ on our website:

[www.laboitedejeu.fr/insurrection/](http://www.laboitedejeu.fr/insurrection/) or by scanning this QR Code.



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