ASCENSION TACTICS
-INFERNO-

The Story So Far...

In the original Ascension Tactics, a powerful being named Immoh pulls champions from throughout Ascension's history into a pocket dimension of his own design, a realm built as a testing ground for a new pantheon of gods. He appeared before the gathering of legends and spoke:

"I've scoured history for Vigil's greatest champions and brought all of you here, to this pocket of eternity, to choose a new pantheon. Through wits, cunning, or violence, you will earn the power to recreate Vigil. There will be many choices ahead, but in the end, only two outcomes: oblivion or ascension."

Dartha, master of the Arha temple, ultimately discovers that a grand illusion has blinded them all. The pocket dimension is the hellscape called Deoful, and Immoh is the arch-devil known as Xeron, the architect of the illusion. Xeron reveals that by spilling the blood of their friends, allies, and heroes, he has all the power he needs to resurrect Samael, the fallen one, the first among devils, and the long-dead ruler of Deoful.

In the final battle of the original Ascension Tactics, the champions defeat both Samael and Xeron. With Samael destroyed and Xeron now in hiding, the Arch-devil Kythis has taken control of the infernal realm, forcing its people to submit to his might, and so begins Ascension Inferno!

Dartha offers to return the champions to their place in history but asks if a few brave champions would stay to help redeem the world of Deoful. "Before Samael's fall, Deofol was a realm of beauty, love, and life. I believe that the corruption here can be healed, and I intend to stay and restore this world. It will not be easy, but those of you who wish to join me will find an adventure worthy of your legend. The choice is yours, Godslayers."

It is up to the champions of Vigil, alongside a few rebellious monsters, to bring peace to the twisted lands, and set Deoful on a path to redemption.

Love That Never Dies...

Of the many scenarios included in the final game, the scenario included for the Reviewer copy is called "Love That Never Dies".

The champions of Vigil find a place of great power in Deoful: a corrupt temple to Samael from long before his fall when he was Vigil's god of love and passion. Dartha and Sadranis believe that they will claim a foothold in the Inferno by consecrating this unholy space.

To consecrate the area, your champions must hold the three shrines long enough for Dhartha and Sadranis to finish their ritual. To amplify the sorcerers' power and hasten the ritual, you can also attempt to light the four beacons surrounding the temple grounds. Of course, Kythis' spies have caught wind of the plan, and the arch-devil has sent his minions to ensure that your champions fail.

Contents (subject to change depending on Kickstarter outcomes!)

- Game board
- 40 white border starting cards
- 20 Quest cards
- 114 black back Center Deck cards
- 35 blue back Champion cards
- 38 red back Scheme cards
- 42 silver border 15 Mystics, 15 Heavy Infantry, 4 Rat Champion cards, 4 Portal cards, 4 Coop mode Portal cards
- 3d printed Miniatures
- 30 Treasure tokens
- 3 punch boards of miscelaneous tokens and scenario building terrain
- Combine with Ascension Tactics for over 30 playable scenarios
- Over 50 Champion standees
- Over 50 Miniatures available through Kickstarte!

Whats new in Ascension Tactics: Inferno

Inferno builds off of an already robust set of rules and mechanics established with the first Ascension Tactics game. If you need a refresher on the rules of Ascension Tactics, go to www.StoneBlade.com/rules and download the Ascension Tactics Rules. The following are the new mechanics specific to the updtaes of Inferno.

Transform Champions

- When a Transform condition is met, you replace your Champion card and that Champion's miniature with the new Champion referenced in the original Champion card.
- **For Example:** Emma Ironheart Transforms into Mecha Ironheart if you play a Construct and have two or more in play. When this happens, turn Emma Ironheart onto the Mecha Ironheart side and replace the Emma Miniature in play with the Mecha Ironheart Miniature. The Champion remains in the same place it was prior to the Transform. You will continue to play with Mecha Ironheart for the remainder of the game.





Minion Champions

- Some Champions are considered Minion champions. These Champions can't gain devour soul tokens or equip constructs but instead have unique mechanics, such as replicating themselves, or copying eachother's abilities.





Fallen Faction

- There is a new playable faction of cards in Inferno - The Fallen. There are Fallen Champions, Constructs and Heroes.



Quest Cards

- Quests are a new card type in Inferno that grant exceptionsl rewards to players who successfully meet the conditions listed on the Quest card.
- When gained, Quests go to a players discard pile, just like a Hero or Construct card.
- Each Quest allows the player playing it to draw a card. After that, if the condition of the Quest is met that turn, the Quest reward is gained and attaches to any Champion of the player's choice.
- For example: The Enlightened Quest **Leap of Faith** requires a player to have another effect that Commands a Champiion for free to be completed. As a Reward, **Leap of Faith** will attach to a Champion, giving is bonus stats and even reducing the Command cost of the attached Champion.
- Quest Rewards are not removed when a Champion is defeated.
- Quests can be gained by players through **Explore** given by other cards as well as through Scenario specific mechanics.



New Campaign Mode Supporting up to Four Players

Setup

When starting a campaign, first remove all Fallen Champions from the Champion deck.

Players may then shuffle the Champion deck and draft rosters as they would in a normal draft mode. Alternatively, players can hand select their Champions to play through the campaign.

The number of Champions on each player's roster is determined by how many players are participating:

- One player - 4 Champions
- Two players - 3 Champions per player.
- Three players - 2 Champions per player. Each player will use the Co-op banner (pictured to the right.)
- Four players - 2 Champions per player, Each player will use the Co-op banner (pictured to the right.)



Rats

- Rats are a new always available Minion Champion.



Corrosive Widow Web Tokens

- The Corrosive Widow places Web tokens onto the board.
- Corrosive Widow may be depoloyed

Reach

- Reach is a new Champion ability.
- A Champion with Reach can attack up to two hexes away and their attacks ingnore line of sight rules.

Explore

- When a player explores, they can look at the top two cards of the Quest deck. They then select one to acquire and place the other on the bottom of the Quest deck.

Devour Soul Tokens

- Some cards will cause you to place a Devour Soul Token (pictured below) onto a Champion.
- When this happens, take a Devour Soul Token from the box and place it onto the Champion card of your choice (when an effect gives you a choice) or onto the Champion directed by the card giving the token.







Updated Map and Terrain look

Although the look of the Inferno Map has been updated, many of the spaces function the same as they did in Ascension Tactics.


Forest


Honor Shrine


Beacon


Lit Beacon


Treasure


Portal