Cults of London

A HISTORICA ARCANUM GAME

ALPHA RULEBOOK

METIS
CREATIVE

G o L

Amidst the fog and smog of the Choking City, souls knighted under the signs of the damned stars, dance the dance of the dead. Unsheathed daggers and echoing chants bind the Reaper to the old cobblestone streets. The false prophecy takes root.

On a baleful night, at a dimly lit gallery, a grand painting was unveiled to an audience of dark means. As the velvet curtain fell off the oaken frame - a scene of madness and murder was made manifest. Within the painting, signed by No One, were the evocative depictions of carnage - among the faces of the victims and perpetrators were those of the dark attendants of the reveal.

The moments of terror in the gathering room would have been the end of the delirium, had those who beheld the painting been ordinary men and women. They were not. They were the rot in the arcane heart of London, spellslingers of a bygone Era, privy to the eldritch secrets and the terrors from beyond. Even then, peace could have been preserved, had the depicted scenes not come to fruition. Apprentices and family members, lovers and relics were brutalized in the same fashion as it was painted - a prophecy painted on a bone-colored canvas.

It took but mere days for the arcane underbelly of the city to fall into anarchy, as the fingers were pointed, and blood was drawn. The War of the Cults had begun.

Welcome to Historica Arcanum: Cults of London, a cut-throat strategy game where players take control of occult cabals vying for the control of Victorian Era London. Conduct Rituals, Slay Eldritch Horrors, and Plot Assassinations!

Important Information

This rulebook is for the Alpha version of Historica Arcanum: Cults of London. While the core gameplay will remain the same, we may alter the balancing, turn sequencing and victory conditions to hone in on the fun and strategy aspects of the game.

Feel free to give feedback on any aspect of the gameplay, rules writing, or content. You can reach us through our **EMAIL**, **DISCORD**, or our **SOCIALS**.

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COMPONENTS

1x Game Box

1x Game Board

12x Location Tiles

4x Faction Mats

30x Anomaly Standees

1x Anomaly Tracker

12x Card Holders

36x Anomaly Holders

6x Outpost Standees

12x Anomaly Miniatures*
(Deluxe Edition Only)

Action Card Decks for The Factions

1x Action Deck for
The Purge Faction

1x Action Deck for
The Royal Society Faction

1x Action Deck for
The Mohocks Faction

1x Action Deck for
The Golden Dawn Faction

1x Rules Reference Booklet
1x Learn to Play Booklet

1x Operator Deck

1x Anomaly Deck

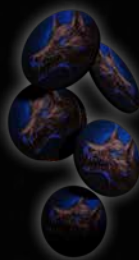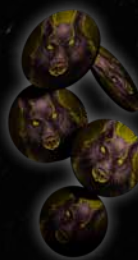24x Location Cards

1x Relic Deck

1x Secret Ritual Deck

Control Token for The Factions

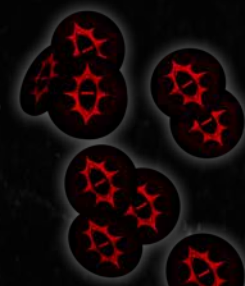18x Control Tokens for
The Purge Faction

18x Control Tokens for
The Royal Society Faction

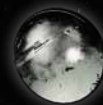18x Control Tokens for
The Mohocks Faction

18x Control Tokens for
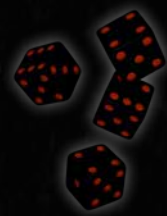The Golden Dawn Faction

50x Insight Tokens

4x Victory Point Markers

1x Turn Tacker Token

1x First Player Token

4x D6 Dices

WAR OF THE CULTS (3-4 PLAYERS)

GAME SETUP

1. **Location Tiles (A)** are randomly placed on their slots on the Board.
2. **Roll for Turn Order.** The Turn Order is determined by rolling a d6. The player with the highest roll goes first, and the Turn Order follows in a clockwise order.
3. Starting from the first player in the Turn Order, each player chooses a Faction and places their **Faction Mat (B)** in front of them.
4. Each player takes their faction's **Action Cards (C)**, shuffles them, and places their decks next to their Faction Mats. The Location of the deck is designated on the mat. Each player then draws 5 Action Cards.
5. Each player is given a **Location Card Deck (D).**
6. Shuffle and place the **Secret Ritual Deck (E)** on the board, then give each player one Secret Ritual card.
7. Each player gets their faction's own **Control Tokens (F)** and **Outpost Tokens (G)** and places them in front of them. Each player places one of their Normal Control Tokens on the slot 0 of the **Victory Point Tracker (H).**
8. The **Operator Deck (I)** is shuffled and put on or next to the board in a location all players can easily access. Immediately discard one Operator to the **Graveyard (J).**
9. The **Relic Deck (K)** is shuffled and put on or next to the board in a location all players can easily access. Immediately discard a Relic to the **Auction House (L).**
10. The **Anomaly Deck (M)** is shuffled, and their tokens/standees/minis are readied near the board.
11. Each player is given 4 **Insight Tokens (N)**. Other Insight tokens are readied near the board in the Insight Pile.
12. **The War of the Cults begins!**

QUICK REFERENCE BOX

A: Location Tiles
B: Faction Mat
C: Action Cards
D: Location Card Deck
E: Secret Ritual Deck
F: Control Tokens
G: Outpost Tokens

H: Victory Point Tracker
I: Operator Deck
J: Graveyard
K: Relic Deck
L: Auction House
M: Anomaly Deck
N: Insight Tokens
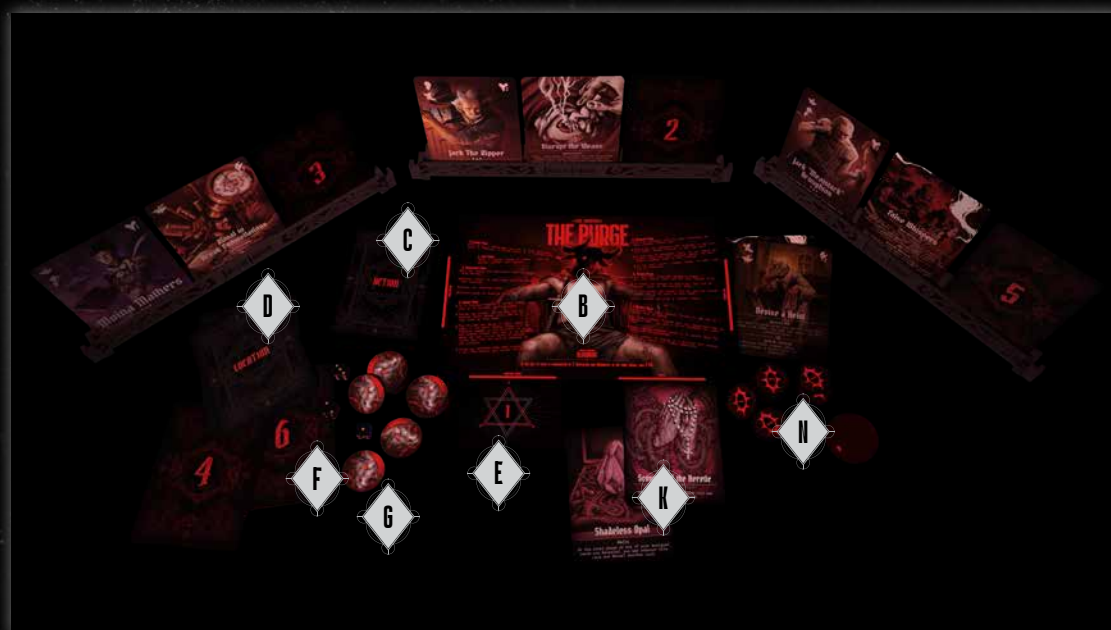
GAME OVERVIEW

The main goal of Historica Arcanum: Cults of London - The War of the Cults Game Mode is to reach 13 Victory Points; controlling Locations, achieving faction-specific goals, scoring through finishing Secret Rituals, or burning a significant number of insight tokens.

The game follows a specific order of phases which guide the player actions.

1. PLANNING PHASE

The Planning Phase is when players assign Operators, Action Cards, and Location Cards to plot their movements.

6. REFRESH PHASE

The Refresh Phase sees all surviving Operators come back to their owners' hands, alongside insight tokens, and Victory Points to those who scored this turn.

2. INTEL PHASE

The Intel Phase is when players use their insight tokens and Quick Actions to reveal and twist their rivals' plans.

5. OPERATION PHASE

The Operation Phase sees Operators who were successful or unbothered in their Combat Phase conduct their missions in their assigned Action Cards.

3. COMMITMENT PHASE

The Commit Phase is when the players rearrange their committed cards one last time in light of new intelligence from the previous phase.

4. COMBAT PHASE

Occurs when one or more operators and anomalies have been assigned and present at a specific location - and results in death, victory, or retreat of those who are involved.

1. PLANNING PHASE

Players can use 0 to 3 Card Holders. Each Card Holder has three slots, for 3 Cards: **Location Indicator, Operator, and Action**. The **Location Indicator** is from 1 to 6 and represents which Location an Operator goes to. An **Operator** has its own abilities, and the **Action Card** lets a player claim a Location and use the Operation effect of the Action Card.

The cards assigned to the **Card Holders** must not be seen by other players in this stage.

Once a player assigns all their cards, they must verbally declare they have done so. After everyone declares that they are ready, the Intel Phase begins.

2. INTEL PHASE

Following the turn order, each player can **spend 2 Insight Tokens to reveal a card** in another players' Card Holders. The revealed cards cannot be changed in the next phase. If a player prefers not to spend Insight tokens, they must verbally declare that they are "Passing". The turn order continues until all players have Passed.

A player who declared that they are Passing can no longer spend Insight tokens, but can **still use their Action Cards** if any of their Quick-Actions are applicable to this Phase.

There is no limit to how many cards can be revealed in this Phase.

If all cards in a Card Holder are revealed, the player that revealed the last card gains 1 Insight Token.

3. COMMITMENT PHASE

The players can rearrange their hidden cards according to the information they received on the Intel Phase. They can **swap** from Holder to Holder or **change cards** between their hands and their Holders. Only unrevealed cards can be changed, any card that is seen by other players must stay on their assigned slots, unless specified otherwise by another gameplay effect.

Once all players commit to their plans, they must verbally declare they have done so. After everyone declares that they are ready, the end of the Commitment Phase begins, and all players simultaneously reveal their assigned cards to the Card Holders.
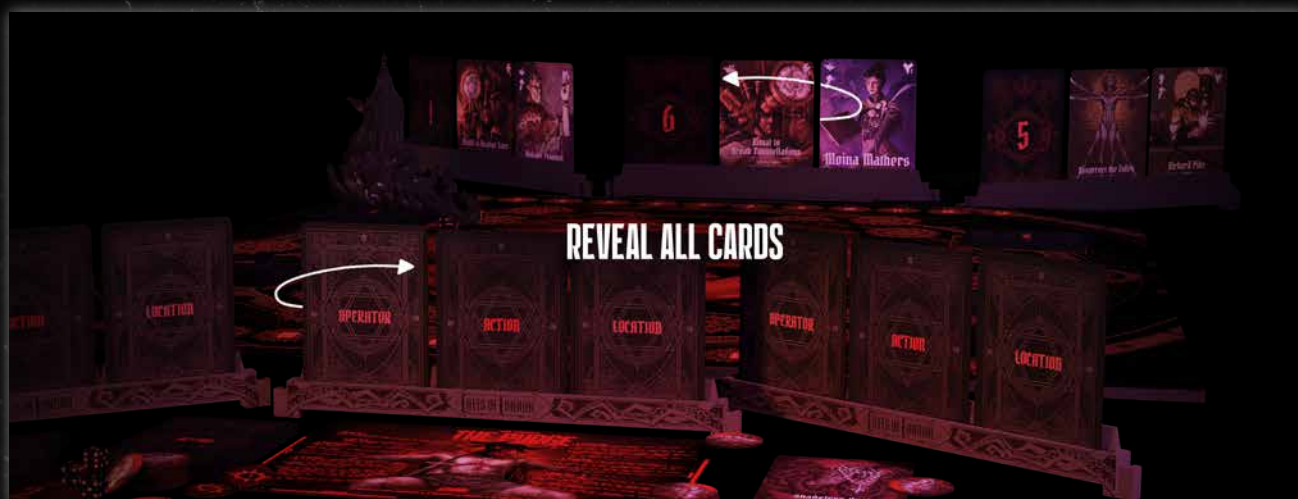
4. COMBAT PHASE

- If more than one player has assigned the **same Location** for their actions, if any Operator has gone to a location that contains an anomaly, or if an anomaly spawns on a Location containing any Operator (even if a Combat was resolved in that Location in this turn), **Combat occurs.**

- **If there is more than one Combat encounter in the round**, the Locations' numbers determine the combat order. For example, if combat occurs in Location 2 and 4, Location 2 goes first.
  - **If an Anomaly has spawned** as a result of Spell Rebound on a Location containing an Operator, resolve that Combat immediately before continuing with any other action.

- During the Combat, players may use any relevant **Quick Action** cards.
  - The turn order determines in which order these cards will be played if any are overlapping.
  - These cards must be played one at a time, alternating between players.

- All the Cards that modify the Combat Score must be played before the dice are rolled, unless specified otherwise.
- The Spell Rebound Costs of these Quick Action cards are all added up together and reflected on the Spell Rebound Tracker after Combat is resolved.

- The players may decide on avoiding combat if there is one empty Control Token slot per Operator present in the location, or if the Control Tokens that need to be removed for each player belong to another player that does not have an Operator in the Location.
  - **This rule does not apply** if at least one player prefers to resolve Combat.

- **If Combat occurs**, after playing all the relevant Action Cards, all combatants in a location roll a d6 and apply possible modifiers. The player with the highest result, if they have also reached the Combat Score of the Anomaly (if present), assigns one hit to one enemy Operator or an Anomaly in the location.

- Anomalies automatically assign one hit to all Operators who have a final Combat Score lower than the Combat Score on the Anomaly's Card.

- After a hit is assigned a turn of Combat is considered complete. All modifying effects are reset, unless specified otherwise.

- The players who have surviving operators may declare Retreat after a turn of Combat is complete. If ALL players participating in combat agree, the Combat ends, and all players are considered unsuccessful in accomplishing the Operation in their Action Cards. The Operators are immediately returned to their players' hands. Retreat cannot be used if there is an Anomaly in the Location.

- The combat resumes until only one Operator remains in the Locations. Operators that are defeated (reaching 0 hit points) immediately go to discard piles, and any Action Cards or Relics they carry are also discarded, unless specified otherwise by an effect.

5. OPERATION PHASE

Surviving Operators succeed in implementing their plans: in other words, the Operation aspect of the Action Cards is carried out in the Location.

First, the player may remove one Control Token from the location. Then, they can put one of their own Control Token in the Location. If, for any reason, they are unable to place a Control Token, the Operation aspect of the Action Card can not be used.

This phase also follows the turn order when resolving the effects of the Action Cards and placement of Control Tokens.

6. REFRESH PHASE

The Refresh Phase is when all the upkeep of the end of round occurs.

1. All Surviving Operators return to hands.
2. All used Action Cards are put into Discard Piles.
3. If there are effects on Anomalies, they are resolved. If there are multiple anomalies with effects, they are resolved based on the Location order.
4. Victory Points are scored. Players may choose to burn 10 Insight tokens for 1 VP this phase.
5. Auction Starts: Bidding for the Relic on top of the Auction House begins. Players can take turns biddingbid on the Relic with their Insight Tokens taking turns. The Highest bidder takes
   the Relic. In a case where no one enters the auction, the Relic is discarded.
6. All players are given 2 Insight tokens.
7. All players may discard any number of unused Action Cards from their hands. They draw up to their hand limit - which is 5 unless specified otherwise with a gameplay effect. Afterwards, they may discard up to two cards from their hands, and once again draw to their hand limit.
8. All exhausted cards are refreshed.

In the Historica Arcanum universe, Reality is a vengeful power that punishes those who break its rules through the use of magic - with an effect called Spell Rebound. This is the origin of supernatural monsters, eldritch horrors, rifts in reality, and abhuman species - and for Cults of London, where Anomalies come from.

Represented by the Spell Rebound Tracker in the game, some Action Cards and Relic Cards, with their **Spell Rebound Cost, may summon Anomalies.**

Once a card or an effect that has an associated Spell Rebound Cost is played or exhausted, **increase the Spell Rebound Tracker designated by the cost.**

Once the Spell Rebound Tracker hits 12, the player that triggered it draws an Anomaly card. The card holds specific features belonging to the monster.

- The Spell Rebound Tracker immediately resets to 0 when an Anomaly is triggered, with the excess Spell Rebound cost disregarded. However, there are some faction-specific cards which may start the Tracker at a higher number once reset.

After the combat ends, put the relevant Anomaly standee on the board by randomly determining the Location with a d6. The Anomaly has these effects on a Location:

- Outposts on this Location do not affect combat rolls.
- No player can score victory points with Control Tokens or effects depending on this Location.
- No secret objectives can be scored if a player's Control Token needed to fulfill one coincides with the Location that is infected with an Anomaly.

If an anomaly is spawned on a Location that contains any number of Operators, resolve the Combat there immediately.

For an anomaly to be defeated, the player who coincides with an Anomaly must roll equal to or higher than the Anomaly's Power Level. If a player fails to roll higher, it is hit by the Anomaly. If more than one player fights an Anomaly, the highest roll assigns the hit.

Anomalies are defeated once their Hit Point reaches 0. If that happens, put away the Anomaly standee, and the Anomaly card immediately, unless specified otherwise.

The player who assigned the hit that reduced the Anomaly to 0 Hit Points earns 2 Insight tokens.

At the end of a Refreshment Phase, Anomalies may or use special effects. Check out their cards fo**r specific conditions.**

SPELL REBOUND TRACKER

SPELL REBOUND COST

Awaken the Slain

HIT POINTS

ANOMALY MINIATURE

ANOMALY STANDEE

Scissorhands

COMBAT PROWESS

Roll a d6 at the Refresh Phase. T Anomaly moves to the Location corresponding with the result

HIT POINTS

Sherlock Holmes

SECRET RITUALS

There are many Secret Rituals in the game that players can attempt to draw on the board and get **Victory Points** from.

For example, the secret ritual below can be completed by putting one Control Token to form the shape of a triangle. This can be completed by putting Control Tokens to Locations 1-3-5 or 2-4-6. The alignment of the Shape does not matter, only that the shape is complete with the correct number of Control Tokens on all nodes.

At the score Victory Points section of each Refresh Phase, if a player has completed their Secret Ritual shape, they must reveal the card to the other players, score the points shown in the card, and Discard the Secret Ritual card.

Some Secret Rituals require you to have different numbers of Control Tokens on a specific point in the shape. While the alignment of the shape does not matter, you must have the correct number of Control Tokens in the specified nodes of the shape.

The hand limit for Secret Ritual Card Rules is 3. If you draw an additional Secret Ritual Card, you must discard one in your hand immediately.

You can only score one Secret Ritual per turn.

VICTORY POINTS

There are **4 default ways** of scoring victory points in Historica Arcanum: Cults of London. At the Refresh Phase, the players go in Turn Order to Score Victory Points.

1. **Controlling 2 Locations at the start of the Refresh Phase = 1 VP**
    *   You need to have at least two control tokens in a location to control that location.
    *   You can score a maximum of 3 VPs for controlling all 6 Locations per turn.

2. **Completing a Secret Ritual = X VP**
    *   As long as the Secret Ritual shape is not broken until the Score Victory Points stage in Refresh Phase, you can score the specified VPs on the Secret Ritual card.
    *   You may only score 1 Secret Ritual card per turn.

3. **Burning 10 Insight Tokens = 1 VP**
    *   You may burn Insight Token in the same turn order as you are scoring VPs.
    *   You may score unlimited VPs with this method per turn.

4. **Faction Specific Conditions = X VP**
    *   Achieving the Faction Specific Victory Condition during any time in the round is enough to score specified VPs this way.
    *   You may score your Faction Specific Victory Condition once per turn.

At the end of the Refresh Phase, once a player reaches 13 points, they are immediately declared the winner.

If multiple players reach 13 points or more, the highest score wins.

If there is still a tie, check out these two aspects in order: the one with a total of more Control Tokens on the board, and the one with the most Insight Tokens remaining.

If there is still a tie, tied players share the victory.

VICTORY POINT TRACKER

THE ELDRITCH ONSLAUGHT (SOLO MODE)

COMING SOON!

KEYWORDS AND COMPONENT DETAILS

ACTION CARDS

Each faction has their own unique deck of Action Cards, placed near their Player Mat. Action Cards can be played in two ways: as an **Operation** or as a **Quick Action**.

Operations are designated with the upper text on an Action Card and can only be played if the action card is placed on a Card Holder with an Operator and Location during the Planning Phase.

Quick Actions (E) are designated with the lower text on an Action Card that comes after OR; in this case, the card is not placed in the Card Holder and instead can be played from the player's hand to directly affect the game. They have specific conditions and different phases regarding when they can be played, which will be explained in their respective cards. Once they are played, they are immediately discarded and taken into the discard pile.

The upper-left corner of the cards may have **Skill Requirements (A)** for an Action Card, and it is applied to the Operation part of a card. The upper-right corner of the card may have **Spell Rebound Cost (B)** and they are applied to both Operations and Quick Actions of a card.

A player can have up to 5 Action Cards in hand. During the Refresh Phase, new cards are drawn if the hand is not 5. A player draws a card until the number of the cards on their hand reaches 5.

After new cards are drawn each Refresh Phase, each player can discard up to 2 cards from their hand to draw 2 new cards.

If you can't have 5 Action Cards in your hand, shuffle your discard pile to form a new Action Deck and draw until you have 5.

Devise a Heist

Operation

You draw 3 cards from the Relics deck and keep [?] of them. You put the other in the discard pile.

— OR —

Quick Action

You discard this combat after a combat you won to steal a Relic from the player you defeated.

A: Skill Requirements **C:** Card Name
B: Spell Rebound Cost **D:** Operation Effects
E: Quick Action Effects

ANOMALY

An Anomaly prevents any points being scored on the Location it exists on, and it also bars that location from being used on Secret Rituals.

If any **Operator** is present at a **Location** where an **Anomaly exists**, resolve **Combat** immediately.

All Anomalies have Power Levels. This indicates the minimum Combat Score that should be passed to assign one wound to the Anomaly.

For example, Whispering Terror has a Power Level 4. An Operator must at least reach 4 as their Combat score. Anomalies do not roll dice, they automatically assign one hit to any Operator who failed to beat their Power Level.

If there are multiple Operators on a Location Tile with an Anomaly, only the highest rolling player can assign a hit - and they can choose to assign that hit to the rival Operator rather than the Anomaly. However, Anomalies will assign hits to ALL Operators who score below their Power Level.

Each Anomaly slain awards the players –with an Operator that engaged in Combat with an Anomaly and survived until the Refresh Phase of that round– with 1 Insight Token.

Anomalies may also have unique effects and rewards for slaying them. You can refer to the Anomaly card for information on how to resolve this.

If players wish, they can use their Relic on another player's behalf if they both engage against the same Anomaly.
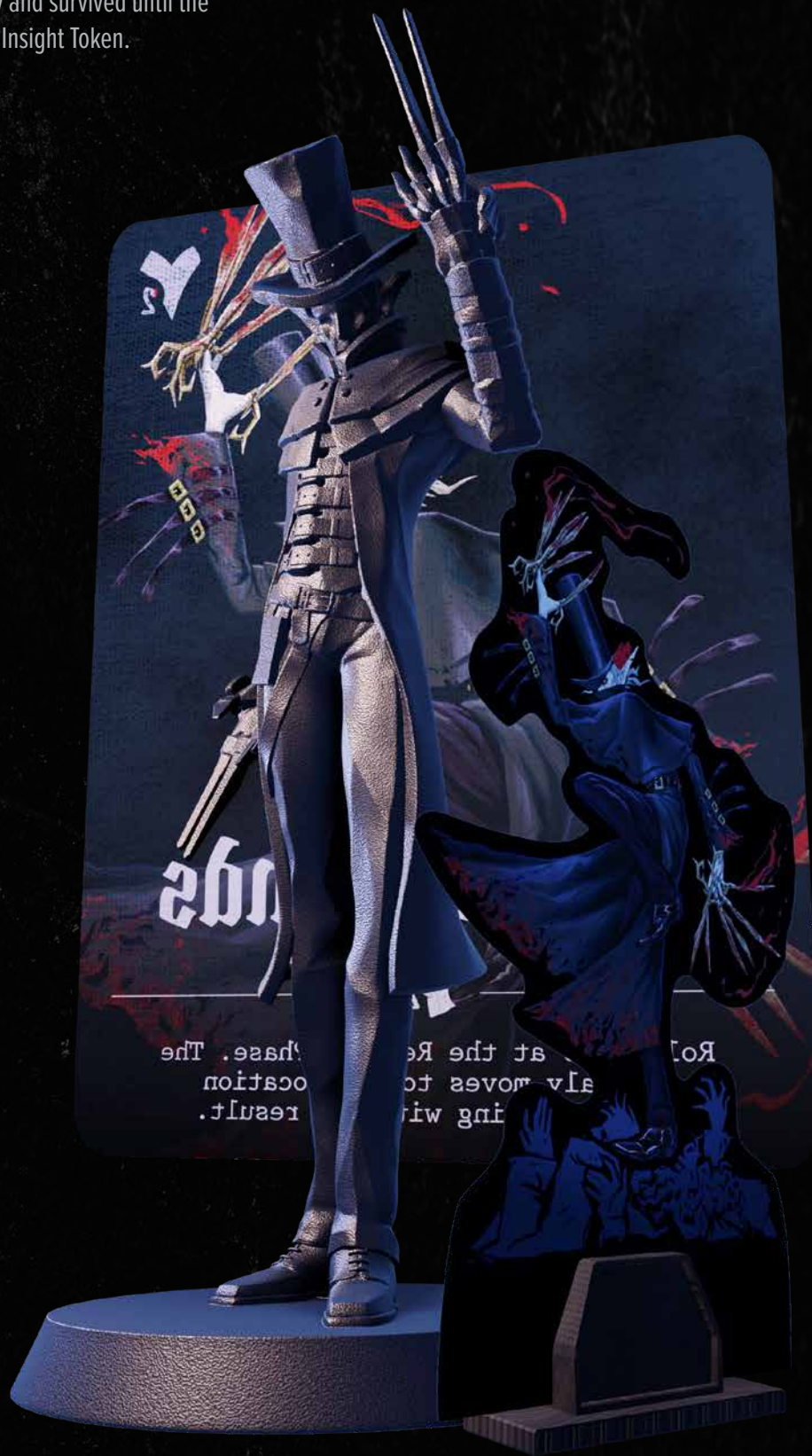
A: Anomaly Health Bar **C:** Combat Prowess
B: Anomaly Name **D:** Anomaly Effect

BOARD

The board is made up of 6 Locations Tiles. Players can control a Location by placing Control Tokens on locations. A Location may have up to 3 Control Tokens total in their designated Spots. A player counts as "controlling the location" if it has two Control Tokens on a Location. In a classic 3-4 player ''War of the Cults'' game, for each 2 controlled Locations, a player scores 1 Victory Point at the Refresh Phase. Other game modes will have different rules regarding VPs and Locations, explained in their respective sections in the rulebooks.

A: Anomaly Card Pile
B: Control Token Slot
C: Operator Card Pile
D: Operator Graveyard
E: Victory Point Tracker
F: Location Tile
G: Spell Rebound Tracker
H: Relic Auction House Pile
I: Relic Card Pile
J: Turn Tracker
K: Secret Ritual Card Pile

COMBAT

If at least two Operators coincide in the same Location, combat may occur. Players can have an agreement to not fight, but if at least one side wishes for combat, it is initiated. The rolls are made simultaneously, and bonuses may be added depending on the Action Cards played or some other circumstances. The highest roller assigns a hit to another Operator.

COMBAT ROLL

It is a d6; rolled during the combat. After all modifiers have been placed, the final score is called Combat Prowess.

COMBAT PROWESS

It is the end result of a Combat Roll after all modifiers have been put in. Also, it refers to an Anomaly's default Combat Roll.

CONTROL

Having two Control Tokens in a Location means that you control that Location.

CONTROL TOKENS

These tokens are to designate a player's authority over a Location and to be used on Victory Point Tracker. There are three types of Control Tokens: Normal tokens, Outpost One, and Outpost Two. A player can put away a Normal Control Token and insert a new one after any successful Operation in the Location that the Operation took place in.

COST

For an Operation to be carried out, or a Quick Action to be played from one's hand, the Cost must be paid. It increases the Spell Rebound Tracker by the designated amount.

DEFEATED

The Operators that are sent to the Discard Pile due to losing all their health in a combat count as defeated.

DUPLICATE

Some Operator Cards are duplicates of each other. They are identical in every way: Health, Skills, Name and Art wise. If a revealed Operator during the Intel Phase is a Duplicate of an Operator in your hand, you can discard that Operator and your opponent discards the Duplicate.

EXHAUSTION

Using a card's ability may exhaust a card. Exhaustion means turning the card down. Exhausted cards are turned back up in the Refreshment Phase.

FACTION MATS

These are given to each player at the start of the game. The faction mats offer a quick glance at the gameplay flow, and have each faction's faction specific victory conditions written on them.

A

+ LUX DOMINUS +

THE PURGE

ACTION DECK (B)

DISCARD PILE (C)

1. Planning Phase
Play up to 3 Operations. As part of each Operation, place 1 Operator, 1 Action Card, & 1 Location Card.

2. Intel Phase
Spend 2 Insight tokens to reveal a card in another player's Card Holder.

3. Commitment Phase
- You may change the unrevealed cards in their Card Holders.
- Declare "Pass" in turn order once you commit your selection.
- Reveal all committed cards.
- Resolve based on Location Order.

4. Combat Phase
- If a Location contains 2 or more Operators or an Anomaly, initiate combat.
- During the combat, players may use any relevant Quick Action cards, one at a time based on turn order.
- The Players may decide to avoid combat if there is one empty Control Token slot per Operator present in the Location, or if the Control Tokens that need to be removed for each player belong to another player that does not have an Operator in the Location.
- After all modifiers have been placed, roll a D6. The highest roll assumes the Hit.

5. Operation Phase
- Surviving Operators finalize their Operations on their assigned Action Card.
- Operations are finalized first according to the Location order, second according to the turn order.
- To finalize an Operation: first, you may remove any control token from that Location; second, you must place a Control token at that Location.
- If you can't place a Control token, you can't finalize an Operation.

6. Refresh Phase
- All Surviving Operators return to Hands.
- All used Action Cards are put into Discard Piles.
- If there are effects on Anomalies, they are resolved, based on the Location order.
- Victory Points are scored. You may burn 10 Insight tokens, for 1 VP based on turn order.
- All players are given 2 Insight tokens.

7. Anomaly Rules
- Increase the Spell Rebound Tracker by the cost of a played card or effect.
- If Spell Rebound Tracker hits 12, immediately draw an Anomaly Card, and roll a D6 to determine its Location.
- Spell Rebound Tracker resets to 0. Excess Spell Rebound cost is disregarded.
- If an Anomaly is spawned at a Location that contains Operators, resolve the Combat immediately.

VICTORY CONDITION
BLOODHUNT
If you kill at least a combination of 3 Operators and Anomalies in the same round, gain 2 VP.

LOCATION CARDS (E)

RELICS (F)

D

A: Faction Name
B: Slot for Action Deck
C: Slot for Discard Pile
D: Faction Specific Victory Condition
E: Slot for Location Cards
F: Slot for Relics

GAINING/DRAWING

Taking the mentioned resource from the board.

INSIGHT TOKENS

One of the main currencies in the game. Insight Tokens can be used in the following ways:

- During the Intel Phase, Spend 2 tokens to reveal a card assigned in another player's Card Holder.
- During the Intel Phase, Spend 2 tokens to discard a Secret Ritual and draw a new one. This can only be done once per turn.

Spent Insight Tokens go to the Insight Token pile.

LOCATION & LOCATION TILES

There are 6 Locations on the board. They are numbered 1 to 6. The Location Tiles (for example, the Tower of London) are distributed on the board randomly. So, in each game, Location Tiles can occur at different numbers.

Location Tiles carry a name with them and during Game Setup, they must be placed randomly. For example, one game may have the British Museum in Location 1, while another game could be put in Location 3. When a player controls a Location, check out the Location Tile for its bonus.

A: Location Assignment on the Location Card
B: Name of the Location Tile
C: Effect of the Location Tile

SLOT

There are 3 Slots in each Location. When an Operation of a player is successful in a Location, that player must put a Control Token to a Slot.

SKILLS

Operators come with Skills - and Operations require certain Skills to be played. Operations can only be played together with Operators that possess one of the Skills in an Operation's Skill Requirements.

OPERATION

They are the upper actionable text on Action Cards. If an Action Card is put on the Card Holder, its upper text can be carried out if the Operator survives the Combat Round and doesn't Retreat. Each Operation carried out successfully can remove a Control Token, and then place a Control Token in an empty slot on the Location. If you can not or do not choose to place a Control Token in a Location, you can't carry out an Operation. The Operations are carried out in numerical order, from Locations 1 to 6. If more than one Operation is carried out in the same Location, the turn order applies.

OPERATORS & OPERATOR CARDS

They are needed to carry out Operations of the Action Cards. The players are limited to 6 Operators.

These cards represent the characters at the disposal of your faction. They are required for an operation to be carried out at a Location.

Operators have Skills. Skills are required to carry out the Operations of the Action Cards and to signal which gameplay effects would target them. The skills are: Strength, Finesse, Arcana, and Charisma.

If two Operators of opposing factions go to the same Location as a result of their Action Cards, these situations must be considered:

- The players can decide to initiate combat or not. If all agree on not to initiate one, the combat is skipped for that Location. However, if at least one player desires combat, it is initiated.

- If the combat is skipped, Operations are carried out by Turn Order. If a player can't put a Control Token on the Location or has at least one Control Token belonging to their faction on the Location, they can't carry out the Operation and the Operator and the Action Card is returned to their hand.
- When an Operator loses a Combat round, has a hit assigned to them, and its health reaches 0, it is immediately put into the Discard pile, unless specified otherwise.

Each faction has one Legendary Operator that cannot die as a result of Combat and has to come back to the Player's hand if it dies in Combat. If a player has no Operators in hand as a result of the Legendary Operator's death, the player loses all Insight.

The surviving Operators' health return to maximum in the Refreshment Phase.

In your hand, you can have a maximum of 6 Operators, if more Operators are recruited, one Operator of choice must be sent to the Operator Discard Pile immediately.

A: Operator Skills   **C:** Name of the Operator
B: Operator Health Bar   **D:** Effects of the Operator (If there is one)

OUTPOST TOKENS

There are two types of Outpost Tokens. Outpost One and Outpost Two. These tokens can only be discarded by Burn or Wildfire cards. If you happen to engage in combat in a Location you own Outpost One adds +1 to all your rolls and Outpost Two adds +2.

QUICK ACTION

They are the lower actionable text on Action Cards. When certain circumstances occur, you can directly play and discard an Action Card in order to carry out the lower text on the cards. Requirements on a card are not needed for Quick Acitons.

POWER LEVEL

Anomalies have Power Levels, and a combatant must score equal to or above the Power Level to score a hit.

RELIC CARDS

These powerful items can be drawn by players through some Operations, Quick Actions, and other unique situations. Drawn relics must be placed openly on a player's area of the board.

A player may have a maximum of 3 Relics in front of them. If more Relics are drawn, one Relic of the player's choice must be sent to the Auction House immediately.

Some relics constantly affect the gameplay, but some relics must be exhausted (turned face down) to be used, and have some certain effects that apply one time. The exhausted cards are refreshed in the Refreshment Phase.

A

Shadeless Opal

Relic

At the intel phase if any of your assigned cards are Revealed, you may exhaust this card and Reveal another card.

B

A: Name of the Relic   **B:** Relic Effects

REQUIREMENT

For an Operation to be carried out, an Operator must have the required Skills on them.

REVEAL

During Intel Phase, a player can spend 2 Insight Tokens to reveal a card from an opponent's Card Holders. That card can't be changed during the Commitment Phase.

SECRET RITUAL CARDS

These cards are secret objectives that could be completed by the players. The Secret Ritual card showcases a shape that must be completed, as well as the amounts of Control Tokens in each of the shapes' nodes, and the Victory Point gained from scoring this Secret Ritual. The alignment of the shape does not matter, but it must be complete with enough Control Tokens in the correct nodes.

SPELL REBOUND TRACKER

Some Action Cards have a Spell Rebound Tracker cost. When those cards are played, the spell rebound tracker increases by the amount shown in the Action Card.

The moment the Spell Rebound Tracker hits 12, a card must be immediately drawn from the Anomaly deck. Roll a d6 for this Anomaly to find out at which location the Anomaly will spawn in. Afterwards, place the Standee/Mini for this Anomaly on top of the Location Tile corresponding to the dice result, and place the Anomaly card close to that Location Tile.

If an Anomaly spawns on a Location Tile containing any Operators, resolve Combat on that location immediately before continuing with any other Actions.

Refresh the Spell Rebound Tracker to 0 after an Anomaly has spawned. Any excess points on the Spell Rebound Tracker are disregarded.

STEALING

Taking the mentioned resource from another player. It is designated on the card which player is stolen from. If it is not designated, any player will do.

TURN TRACKER

It is on the board to track the turns that have passed.

VICTORY TRACKER

Players put one of their Control Tokens to this area to designate their Victory Points (VPs). All Victory Points are scored during the Refreshment Phase. Overall, Victory Points represent a faction's influence in the War of the Cults. The game ends if any player reaches 13 Victory points. The first player to do so wins the game.
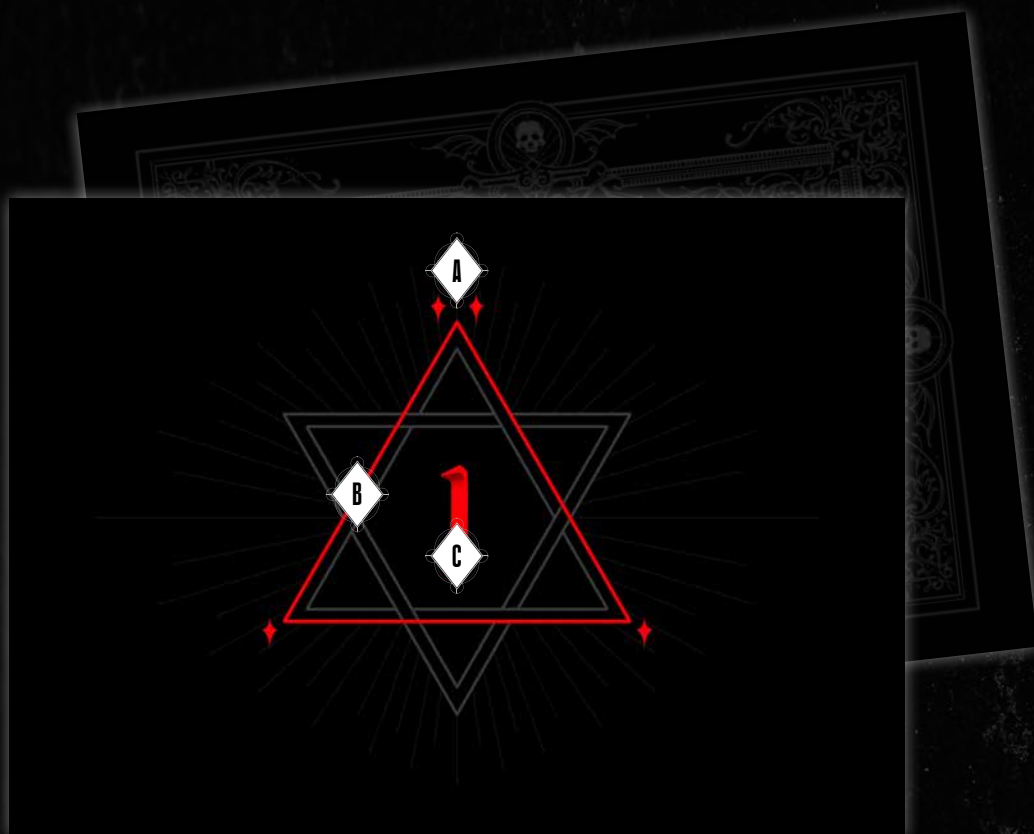
A: The Shape of the Secret Ritual
B: The Shape of the Ritual
C: Victory Point Count

Thank you so much for your love and support!

We encourage you to give feedback on the Historica Arcanum: Cults of London Gameplay and Rulebook in the **GameFound comments**, our **Discord Server**, or via **Email**.