

BONEYARD

An army of undead is marching forward.
Your job is to put them to rest in your boneyard.

Avatar Card: This is you...

Each turn one player must confront the undead at the **front of the line (FoL)**. To defeat the undead he or she must have a **HIGHER strength (Str)** than the undead. You can find your strength at the top right of your avatar card.

Your avatar's **ability** can be used any time you are the active player.

To win the game you must have the undead listed at the bottom of the card resting in your boneyard.



Undead Cards: These are your foes...

At the start of the game place 6 undead in a line. The FoL is furthest from the undead deck.

The newest undead in your boneyard is called your **fresh corpse (FC)**.

There are 4 **breeds** of undead, **skeletons, zombies, ghouls & wraiths**. If you fail to defeat an undead its breed determines the consequence.



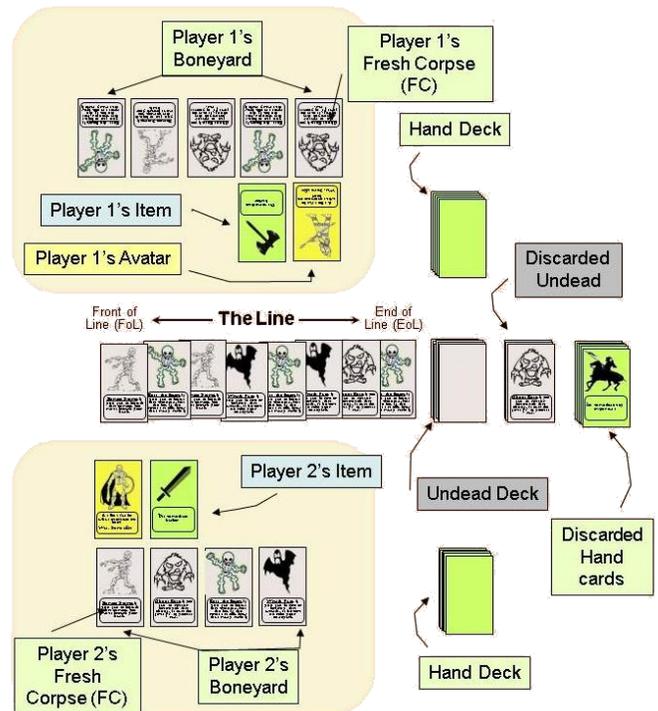
There are four **affinities** of undead, **blood, bone, ash & rime**. If your FC has the same affinity as the undead you are confronting you gain +2 Str. If it has the opposite affinity you have -2 Str.

Blood ● is the opposite of **Bone** ○

Ash ■ is the opposite of **Rime** □

There are also some undead which are more powerful than the majority of **lesser** undead you will face. These **greater** undead have additional abilities that can affect the game. When a greater undead is added to the line, read aloud its power for everyone. Necromancers are greater undead but they are not one of the four standard breeds.

At the start of each player's turn add a new undead to the **end of the line (EoL)**.



Hand Cards: These are your tools...

At the start of the game draw 5 hand cards. On your turn, after you add a new undead to the line you can draw a card. If you have 2 or less cards in your hand you can draw 2.

On your turn you can **throw** a hand card to add +1 to your Str. This can only be done once per turn. The card's effect does not activate

There are four types of hand cards.



Action: You can play one of these on your turn. The effect lasts until the end of the turn.



Blessing: These can only be played on your turn but you can play as many as you have. The effects last until the end of the turn.



Item: You can only play an item on your turn but the effect lasts until the card is removed. You can only have one active item at a time. You can throw your current item for a +1 and then place a new item in the same turn. You can use the power of the new item but not the thrown one



Curse: Curses are only played on other player's turns. You can throw a curse on your turn since its power does not activate.

You can only have 8 cards in your hand at the end of your turn. If you have more than that you must discard any extras.

Add a Bone...

When you confront an undead you get to add the result of a d4 to your Str.



Standard Turn Order - 1) Add undead to EoL 2) Draw card(s) 3) Confront FoL.