

Pathologic

RULES OF PLAY



CONTENTS

ABOUT THE GAME	4	PLAYING AS A HEALER	22
GAME PIECES, PARTS, AND ELEMENTS	5	Phase 1: Setup22
GENERAL RULES	12	Phase 2: Actions23
GETTING READY TO PLAY	13	Actions Summary27
Setting up the game13	EVIDENCE AND WIN CONDITIONS	28
Setting up the Healers and Wards14	ADDITIONAL RULES	29
Setup Example.15	Three-Player Game29
Turn Order.16	Two-Player Game29
PLAYING AS THE PLAGUE	16	CREDITS	31
Phase 1: Movement17		
Phase 2: Infection or Blockade18		
Ward Death20		
Phase 3: Strains21		

“After the Ern experiment failure, the Bureau sent me to the Gorkhon under special orders. The goal: to stop the epidemic that had broken out in a small town of cattle herders. Status four, a potential pandemic. Mortality rate: 70%. They even set a deadline, it all had to be done in five days. A death sentence, that’s what it was.

On arrival I followed standard procedure, declaring my absolute emergency powers. Hasty interrogations revealed that the whole town was supported by a few key figures. The joints of the machine. These people had to be preserved at any cost.

Next, a sudden stroke of luck. Three healers turned out to have been in town since the very beginning of the outbreak, each offering their own serviceable solution to the issue.

No elaborate data on their personas, I’m afraid. Just the basics.

Daniil Dankovsky, a Bachelor of Medicine. A thanatologist from the Capital. He studies death. A rational, logical thinker. He offered an eccentric theory that had to do with soil contamination. Convenient.

Artemy Burakh, a local man. He had gone away to study medicine, came back later. An intriguing theory based on blood and its circulation — his approach was rooted in the local tradition of the steppe people.

Then there was a random beggar called Clara. She expressed obvious pathologic conditions (bioenergetic manipulation, extrasensory powers). I didn’t take her seriously at first, but rectified my mistake quickly.

All in all, each of them offered compelling arguments. I had the luxury of choice. And the Town — the Town had a chance to survive.”

From the statement of Aglaya Lilich, state inquisitor, received under interrogation (IV-2.2)

ABOUT THE GAME

Pathologic is a board game for 2 to 4 players.¹ The goal of the game is to save (or condemn) a town that has been seized by an outbreak of an unknown disease.

One of the players represents the Plague. The Plague's goal is to destroy the most important townspeople (known as the Wards), whose death would bring the demise of the whole settlement. The movement of the Plague is concealed from other players; the only traces left are the various disease Strains that the Plague leaves in the town districts. In some cases, the Plague can reveal themselves in one of the districts, killing one of the residents immediately.

Up to three players act on behalf of the Healers. Their goal is to collect enough Evidence to prove that their proposed method of treatment is the only one able to end the outbreak. The Healers acquire Evidence by taking part — either personally or via their Wards — in the Events that occur on the Town Map. Their theories, however, are mutually exclusive. While they are all working against the Plague, in the end there can only be one winner. An average game session will take about an hour to complete.

¹ The game works best with 4 players, so this is the situation the core ruleset describes. Adjustments required to enable two-player and three-player sessions are explained in the “**ADDITIONAL RULES**” section at the end of this rulebook.

GAME PIECES, PARTS AND ELEMENTS

1 Game Rulebook

1 Town Map

4 Character sheets
(three for the Healers, one for the Plague)

4 Quick Reference sheets
(three for the Healers, one for the Plague)

3 Healer pieces

9 Ward pieces

12 black piece stands

12 white piece stands

9 Obituary cards

1 Blockade token

3 Pact tokens

24 Plague Strains

3 Ticker tokens

1 Plague's Notebook

15 Event cards

10 Bachelor Prescription cards

10 Haruspex Prescription cards




10 Changeling Prescription cards

45 Resource counters (15 of each type)

A HEALER CHARACTER SHEET

Each of the Healers gets their own Character sheet, distinguished by their emblem. The roman number beside the emblem marks the order in which the Healers should normally take their turn. The Character sheet also lists the Wards with whom the Healers have a special relationship. The names of these Wards – three per each Healer – are highlighted in the table where all nine Wards are grouped by the type of Resource that they are able to produce.



Throughout the game you will often come across the Healers' individual emblems (the Vial , the Kidney  and the Palm ). Everything marked by one of these symbols is in some way connected to the Healer whom this emblem represents.

A HEALER / WARD PIECE

A Healer may use any Ward to resolve an Event, however, more Evidence is collected when the Event is completed by a Ward in their care. Thus, every Ward piece carries an emblem of the Healer who is responsible for them.



Each of the Wards has access to a specific Resource type, also marked on their Ward piece.

A BLACK / WHITE PIECE STAND



When a Healer or a Ward are in Quarantine, the Plague cannot harm them in any way. Conversely, leaving the Quarantine makes them vulnerable to the Plague, but also allows them to move and resolve Events.

At the start of a game, a black stand and a white stand are attached to every such piece. Further on, their current status as quarantined or non-quarantined is denoted by the colour of the stand facing upwards: black if they're quarantined, white if they're not.

THE PLAGUE CHARACTER SHEET



The Plague Character sheet contains the information on the Ward / Healer relationship that allows the Plague to compose a Hit List comprised of one Ward per each of the three Healers.

The Resource types that the Wards can offer the Healers are also marked on the sheet.

RESOURCE COUNTERS



There are three types of Resources: Coins, Secrets, and Keys. These represent different approaches to how the Events in town may be resolved. Subsequently, each of the Wards has access to one type of Resource as well, and can use Resources of this type to resolve Events.



THE TOWN MAP (THE GAME BOARD)

The Town Map represents the town itself and an expanse of the Steppe beside it. The Healers and the Wards can only move within the limits of the town. The Plague can move within the limits of the town, but may also venture into the Steppe.

The game board is, essentially, a map of the town divided into districts, through which the river flows. For the purposes of Healer/Ward movement, the river may only be crossed if there is a bridge present. There are four bridges marked on the Town Map: two for each of the inflows.

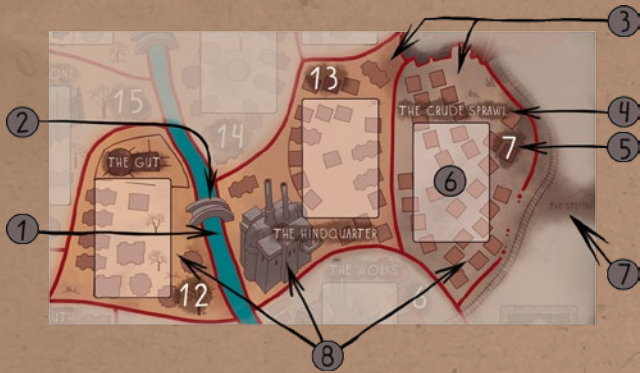
In the bottom right corner of the game board there is the graveyard with three crypts and one mass grave. The crypts are used to discard the Obituary cards of the Wards who have been killed by the Plague that were also on the Plague's Hit List. The mass grave is used to discard the cards of the Wards who have been killed by the Plague, but were not on the Plague's Hit List.

In the bottom left corner of the gameboard is the Ticker. The Healers use it to mark how many pieces of Evidence they currently have.

A TOWN DISTRICT (WHERE EVENTS TAKE PLACE)

The name (4) and the number (5) of every district marked on the town map make it easier to link the districts to the unique Events that take place there. Whenever a Healer initiates an Event, they place the Event card into its respective district face up (6). After the Event has been resolved, the card should be turned face down and left on the Town Map.

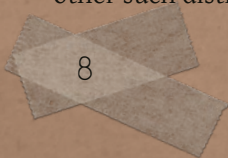
Districts number 12 and 7 in the fragment above are adjacent to district number 13 (8), which is to say it



may be reached by moving one space. Any district that a player can reach by moving one space is considered adjacent to the one the player was initially located in.

The river (1), however, can only be crossed via a bridge (2). Even the Plague cannot cross it otherwise (unless they move through the Steppe, in which case no bridge is necessary).

Beyond the town lies the Steppe (7). Some districts are adjacent to it, in which case the area (3) where they abut the wilderness is slightly darker and the line that separates the town from the Steppe is dotted. Only the Plague may move into the Steppe, entering it from any district adjacent to it, and going back to the town via any other such district.



THE EVENTS DECK

A deck of 15 Event cards, each linked to a particular district on the Town Map.

Whenever an Event card is played, it must be placed on the Town Map in the district that has the same number. In addition to the number and name of the district where the Event takes place, these cards list the description of Events, their consequences, and the conditions that have to be met in order to resolve them.

Special consequences and conditions of every Event are represented by the following symbols:

- ↑ the effect of the Event comes into play as soon as the Event is started;
- ✕ the effect comes into play after the Event is resolved;
- ⌚ the effect is in play as long as the Event is ongoing;
- ❓ an additional condition has to be met for the Event to be resolved.

At the bottom of an Event card are three sections, each marked by the Healer symbol and their Resource type. The Resource needed to resolve an Event is the Resource

of the Healer in whose turn the Event was activated and NOT the Resource of the Healer who is trying to resolve it. Consequently, different Resources may be called for in different playthroughs.



THE OBITUARIES DECK

A deck of 9 Obituary cards. The Plague tracks their progress by placing the Obituary cards of the dead Wards into the Graveyard. Obituary cards also allow the Plague to learn which Healer a Ward belongs to: each one of the Ward cards carries an emblem of a particular Healer.

At the beginning of the game all Wards are alive.



THE PRESCRIPTIONS DECK

Each of the Healers has a set of unique special abilities represented by a deck of 10 Prescription cards. At the beginning of the game each Healer takes one Prescription card of their choice from their deck and places it into their hand. More

Prescription cards are awarded for resolved Events or acquired after one of the Wards dies. These cards are likewise chosen by the Healer themselves; the player does not draw a random card from the deck, but chooses a specific card to place into their hand. If there are no Prescription cards left in the deck, no new Prescriptions may be acquired.

The Prescriptions in the deck and those in the player's hand should not be revealed to the opponents.

A Prescription can be either of the three types:

- **INFLUENCE PRESCRIPTIONS** can be played at any time when it is the turn of the Healer that uses them the Setup Phases of their opponents' turns.
- **ACTION PRESCRIPTIONS** can be used during the Action Phase and cost one of the Healer's action points.
- **REACTION PRESCRIPTIONS** come into play when certain conditions are met. These cards can also be activated when it is an opponent's turn.

Two Prescription cards in each of the three decks are unique, which means there can be only one copy of each in the deck — as opposed to two copies of any non-unique Prescriptions.

Rules and conditions written on the Prescription cards always have priority over the Rulebook, the Strain effects, and the Event conditions.

After a Prescription card is played, it is moved — face up — to the Discard pile. The players may look through the discarded Prescriptions if they so desire.



THE STRAINS DECK

A deck of 24 Strain cards used exclusively by the Plague. Strains represent various permutations of the disease. The Plague can use these to disrupt the activity of the Healers and their Wards. Whenever a new Event appears on the Town Map, the Plague acquires one additional Strain card. These cards are drawn, not picked; the Plague does not get to choose which particular Strain they will have available.



PACT, TICKER, AND BLOCKADE TOKENS



Each of the Healers has a Pact token and a Ticker token distinguished by their personal emblem. At the beginning of the game, each of the Healers places their Ticker token on the field marked “3” on the Ticker. The Pact token is used to protect a Ward from being used by either of the two other Healers.

The Plague has a Blockade token which they use to mark the district that they choose to blockade.

THE PLAGUE'S NOTEPAD



The Plague's Notepad is a kind of a journal in which the Plague keeps an account of their activity.

As an ethereal entity, the Plague does not have a Piece and their movements are not visible to the other players. For this reason, everything that the Plague does is written into the Notepad that the other players may not see.

1	2	3	4
ROUND *	MOVED TO (DISTRICT # /THE STEPS)	ADDITIONAL MOVEMENT TO (DISTRICT # /THE STEPS)	KILLED OR QUARANTINED
1			
2			
3			
4			
5			
6			
7			
8			

A QUICK REFERENCE SHEET



A very brief summary of this rulebook, useful at the moment of confusion.

On every page, the number in the first column (1) marks the round in which the note was made. The notes on the first turn are made in the row labelled “Round 1”, the second round — in the row marked “Round 2” and so on.

The second column (2) is used to record the number of the district where the Plague is located after their Movement Phase is over.

The third Column (3) is used to record the number of the district where the Plague is located after they kill a Ward or quarantine a Healer.

The fourth column (4) is used to record the names of any Wards who were killed this round, or any Healers who were forced into Quarantine.

GENERAL RULES

Strain cards and Prescription cards are only usable if a player has them in his or her hand. It is not allowed to play a Strain or a Prescription straight out of the deck.

Whenever the Healers draw a Prescription card, they get to choose which one they want to obtain. Consequently, Prescriptions may be picked strategically, in line with the current situation on the game board.

The Plague, however, always draws a random Strain card from the deck.

Any player has the right to inspect the discard pile whenever they like.

Rules, and conditions written on Prescription cards, Strain cards and Event cards always have priority over the Rulebook. Whenever Strain effects contradict an Event or a Prescription — the latter two have priority.

The Plague is allowed to inspect the Strains they have placed on the game board without revealing their effects to the other players.

GETTING READY TO PLAY

SETTING UP THE GAME

- Place the gameboard on the table. Make sure there is ample space to accommodate the other game accessories.
- Place every Healer's Ticker token in the position marked "3" on their respective Tickers.
- Shuffle the Events deck and place it beside the game board, face down.
- Place the three stacks of Resource counters beside the gameboard: they are the Resource Pool.
- Choose the player who will act on behalf of the Plague. Distribute the Healer roles between the other three.

Every Healer starts the game with three pieces of Evidence — one per each of the three Wards they have.

EACH OF THE HEALERS SHOULD HAVE THE FOLLOWING:

- A Quick Reference sheet.
- Their Healer Character sheet.
- Their Healer piece and the three Ward pieces marked by their colour and bearing their emblem.
- Their Pact token.
- One Resource counter of their type: a Coin Resource for the Bachelor, a Secret Resource for the Haruspex, and a Key Resource for the Changeling.
- Their Prescriptions deck, from which each one of the Healers must choose one Prescription card to be added to their hand. The rest of the deck is placed face down beside the gameboard.

THE PLAGUE SHOULD HAVE THE FOLLOWING:

- A Quick Reference sheet.
- The Plague Character sheet.
- The Plague's Notepad.
- A pen or pencil.
- The Blockade token.
- The Obituaries deck, from which the Plague must choose three Ward cards: one for each of the Healers so that all three Ward groups are represented. These three form the Plague's Hit List, which is kept secret from the other players. Whenever a Ward dies, the Plague must inform the players whether or not they were on the Hit List.
- The Strains deck, which must be shuffled and placed face down beside the game board.

SETTING UP THE HEALERS AND THE WARDS

The Bachelor picks their Healer piece or any of their Ward pieces and places it onto the Town Map, in a district of their choice.

The Haruspex and the Changeling then do the same in turn.

This process repeats until all Healer and Ward pieces are placed onto the Town Map. 12 of the 15 districts should end up occupied.

There are two conditions that govern the initial placement of Healer / Ward pieces:

- A Healer or a Ward may be placed into a district only if this district is not occupied by any other Healer or Ward.
- At the beginning of the game, all Healers and Wards are quarantined, which means that their pieces are placed onto the board with the black stand facing upwards.

SETUP EXAMPLE

1. A Healer's starting Resource
2. A Pact token
3. The Tickers with their respective tokens
4. The Events deck
5. A Quick Reference sheet
6. A Prescriptions deck and a starting Prescription

7. A Healer's Character sheet
8. The Plague's Notepad
9. The Strains deck
10. The Blockade token
11. The Obituaries deck and the Plague's Hit List
12. A Healer/Ward piece
13. The Resource Pool



TURN ORDER

The Plague always goes first. After the Plague, the turn is transferred to the Bachelor. The Haruspex takes the third turn, and the Changeling has the last turn. After a full round, the turn order resets to the Plague and the process is repeated.

Each turn consists of several phases to be executed in particular order. A player can skip any phase, with the exception of the Setup Phase which cannot be skipped by the Healers.

When a player has completed all of their actions, the turn is transferred to the next player. A cycle of four such turns makes a **ROUND**.

PLAYING AS THE PLAGUE

The main goal the Plague has is to kill the three Wards that are on the Hit List as soon as possible, or at least before either of the Healers collects enough Evidence to win. The Plague may kill any Ward they please, but an active involvement like this reveals its presence to the opponents, so it is advisable to think strategically, finding the optimal balance between acting and staying hidden.

Everything the Plague does must be reflected in the Plague's Notepad.

ON THE OPPONENT'S TURN

Whenever an Event card is placed onto the Town Map, the Plague draws a Strain card from the deck. The Plague must not reveal the Strain cards to the other players.

The Plague has no Strains at the beginning of the game.

THE FIRST TURN OF THE GAME

At the beginning of the game, the Plague uses their first turn to choose a starting position either in any unoccupied district or in the Steppe. This position must not be revealed to the other players. Instead, the Plague should write this into the Plague's Notepad.

ALL SUBSEQUENT TURNS

PHASE 1: MOVEMENT

The Plague does not mark their movement on the Town Map. Instead, they record all movement in the Notepad, undisclosed to the other players.

During their turn, the Plague may but is not required to move one space. The following regulations are in place:

- One space is equal to one district on the Town Map.
- The Plague may only move into a district adjacent to the one they currently occupy.

- The districts by the river are only considered adjacent if there is a bridge that connects them. Otherwise, no movement is allowed across the river.
- The Plague may move into the Steppe.

MOVING THROUGH THE STEPPE

Districts ##1-7, distinguished by their darker color and dotted borders (2), are adjacent to the Steppe.

The Plague can enter or exit the Steppe as though it was an ordinary district, spending one space to enter it and one to exit. If the Plague has entered the Steppe in one part of the town (3), it can still exit it in a different one (1), however remote.



PHASE 2: INFECTION OR BLOCKADE

The Plague may conceal their presence in a district, although by doing so they cannot kill a Ward, quarantine a Healer, or Blockade a district. Conversely, if the Plague reveals their location, they may announce that the district they occupy is Infected or Blockaded. The Plague can only Blockade a district if they did not move this turn.

INFECTION

It is only possible to Infect a district in which the Plague appeared after Phase 1, i.e. either the district where they were at the beginning of the turn or a district they moved into in Phase 1. All that the Plague needs to do is to announce that this particular district is Infected.

To infect a district, the Plague has to be present there at the moment of the announcement; it is impossible to move away from a district and then infect it. Once a district is Infected, the following happens:

- If there is a Healer in the district, they are forced into Quarantine.
- Any non-quarantined Ward in the district is killed.
- Any Ward in the district who was in Quarantine when the Infection was announced survives.

In general, the Plague can only harm Healers and Wards during their turn. In other words, a Healer or a Ward may not be infected during a Healer's turn even if they occupy a district with the Plague.

Whenever the Plague kills a Ward or quarantines a Healer, they gain **ADDITIONAL MOVEMENT** and may move one space into an adjacent district. However, the Plague cannot Infect or Blockade the adjacent district they have moved into. Healers and Wards present in that district cannot be harmed. Extra movement effects are not cumulative and only one extra space is granted, regardless of how many Wards have died.

BLOCKADE

It is only possible to blockade a district if the Plague has not moved this turn.

Blockading a district is the only way the Plague can kill a quarantined Ward. However, using this strategy takes at least two turns, in the course of which the Plague cannot move.

At least two turns are needed to Blockade a district: one turn to start the Blockade and one turn to cease it. In

general, two turns are all that it takes, but the Plague may keep Blockading a district as long as they want.

STARTING THE BLOCKADE

The Plague may only Blockade a district in which they were at the beginning of the turn. To do that, the Blockade token must be placed onto the district to mark the beginning of the Blockade. Once a district is Blockaded, the following happens:

- If there is a Healer in the district they are forced into Quarantine.
- Any non-quarantined Ward in the district is killed.
- Any Ward in the district who was in Quarantine when the Blockade was announced survives.

After the Blockade is ceased or otherwise interrupted, the token is recovered from the game board and may be reused later.

CEASING THE BLOCKADE

The Plague may cease the Blockade of a district they have Blockaded on a preceding turn. Once the Blockade is ceased, the following happens:

- If there is a Healer in the district, they are forced into Quarantine.
- ALL Wards in the district— quarantined or otherwise — are killed.

After the Blockade is ceased the token is recovered from the game board and may be reused later.

INTERRUPTING THE BLOCKADE

The Plague also does not have to cease the Blockade and may interrupt it instead: either by leaving the district before the Blockade is over or by announcing. In this case the quarantined Wards do not die, and the district does not become Infected.

The Blockade is also interrupted if the Plague leaves the district before the Blockade is over. The token is recovered from the game board and the Wards in Quarantine survive.

WARD DEATH

Whenever a Ward dies, the Plague must inform the other players whether or not this Ward is on the Hit List. If the Ward is one of the targets, the Plague picks their card from the Obituaries deck and places it into one of the Crypts. If the Ward is not on the list, their card is placed into the Mass Grave.

Whenever a Ward dies, the Healer responsible for them loses one piece of Evidence. The loss should be marked immediately on the Ticker. This Healer then adds one card from the Prescriptions deck to their hand.

Whenever the Plague kills a Ward or quarantines a Healer, they may move one extra space, strictly when it is the Infection/Blockade phase of their turn. However, the Plague cannot Infect or Blockade the adjacent district they have moved into. Extra movement effects are not cumulative and only one extra space is granted, regardless of how many Wards have died.

PHASE 3: STRAINS

Whenever a new Event appears on the Town Map, the Plague draws a new card from the Strains deck. In the Strains phase, the Plague may choose a Strain card — or several Strain cards — from their hand and place it onto the Town Map. The following rules are in effect:

- The Plague must not reveal the Strain cards in their hand to the other players.
- The Strain cards are played face-down.
- Only one Strain can be placed onto a district.
- The Strain can be placed either onto the district currently occupied by the Plague, or the districts the Plague has visited this turn.

Think landmines: Plague Strains are laid all over the game board, concealed unless stumbled upon. As soon as an Action is performed in the district where a Strain is laid, the Strain goes off, harming Healers and Wards or otherwise helping the Plague.

A Strain is set off whenever a Ward or a Healer performs an Action in the district where the Strain is placed and even when they merely move through such district. The Strain card is turned face up and its effect immediately

comes into play. After the effects of the Strain takes place, the Strain card is moved into the discard pile.

The moment a Strain is set off, the Healer or Ward who triggered it must stop any Action they were performing. The player who sets off a Strain may choose to cancel the performed Action after the Strain is revealed, but the Strain's effect still comes into play, so the cancelled Action is wasted. However, if the Action is still technically possible after the effects of the Strain took place, it may be completed.

Strains are **NOT** set off by the following:

- a Healer or a Ward leaving the district where the Strain is placed;
- a Healer using a Prescription of either Influence or Reaction type; and
- a player placing a Pact token onto a Ward (or moving it onto them).

PLAYING AS A HEALER

The main goal of a Healer is to collect enough pieces of Evidence, with which to prove that the town could be saved if their particular strategy is put into action. Pieces of Evidence are awarded for resolving Events — which is something a Healer may do themselves or delegate to one of the Wards. Be warned that a Healer is penalised one piece of Evidence for each of their Wards who die.

PHASE 1: SETUP

During this phase Event cards are placed onto the game board. In addition to that, Healers may use Prescription cards of Influence type.

If several Healers — one after another — used their Influence Prescriptions during the same Setup Phase, the effects come into play in the same order.





Prescription cards of Influence type may be played anytime during the Healer's own turn, or when it is the Setup phase of an opponent's turn. No action points are spent.

STARTING EVENTS

There are fifteen Event cards in the game, one for every district. However, **ONLY FOUR** such cards may be present on the game board in any given moment.

If there are less than four ongoing Events on the Town Map, the Healer must draw the top card from the Events deck.

Once an Event card is drawn, the Healer must read aloud the consequences and conditions attached to this Event. The symbol on the card indicates the type of the Event:

-  the effect of the Event comes into play as soon as the Event is started;
-  the effect comes into play after the Event is resolved;
-  the effect is in play as long as the Event is ongoing;
-  an additional condition has to be met for the Event to be resolved.

On the first turn of the game the Bachelor must draw two Event cards instead of one.

Having done that, the player places the Event card in its respective District — face up — and then makes note of the Resource type marked next to their Healer's symbol at the bottom of the Event card. A Resource of this type must be taken from the Resource Pool and placed onto the Event card. Consequently, the Resource of this type is required to resolve the Event, regardless of whichever Healer wants to resolve it.

Keep in mind that the Resource required to resolve the Event depends on the Healer who placed this Event onto the game board. Consequently, different Resources may be called for in different playthroughs.

The Event is fully activated now and ready to be resolved.

Every time a new Event is placed onto the game board, the Plague draws the top card from the Strains deck.

PHASE 2: ACTIONS

During this phase the player can perform **TWO ACTIONS** that cost action points. These Actions can be performed by this player's Healer or any Ward on the game board that has no Pact token on it. A Healer or a Ward may only perform one Action per turn.

A Ward or a Healer cannot perform both available Actions. I.e. it is not allowed to move a Ward into a district and immediately resolve an Event there, or get a Ward out of Quarantine and immediately move them to another district.

In addition to that, the player can perform **"FREE ACTIONS"** anytime during the phase. Free Actions include using Prescriptions of Influence or Reaction type, as well as placing a Pact on a Ward.

The possible Actions are explained below:

LEAVE THE QUARANTINE: WARDS AND HEALERS, QUARANTINED ONLY

Leaving the Quarantine makes Wards and Healers vulnerable to the Plague, but allows them to move and resolve Events. The Ward / Healer piece should be turned **WHITE SIDE UP**.

It is impossible to go back into Quarantine of your own will. The only way the Quarantine can be replaced is by the Plague attacking a Healer or as a consequence of certain Prescriptions or Events.

MOVE: WARDS AND HEALERS, NON-QUARANTINED ONLY

A non-quarantined Ward and Healer can move up to two spaces. The following regulations are in place:

- Moving one space is equivalent to relocating into any adjacent district.
- The districts by the river are only considered adjacent if there is a bridge that connects them. Otherwise, no movement is allowed across the river.
- Wards and Healers cannot move into the Steppe.
- Any number of Healers and Wards may be located in one district simultaneously.

CLAIM A RESOURCE: HEALERS ONLY, QUARANTINED OR NON-QUARANTINED

Take a Resource counter from the Pool and place it on top of your Character sheet.

TRANSFER A RESOURCE: WARDS ONLY, QUARANTINED OR NON-QUARANTINED

The Ward may provide the Healer with one Resource of the type they have access to, even if the Healer is located in another district. Take a Resource counter from the Pool and place it on top of your Character sheet.

A Healer may request a Resource from any Ward — their own or otherwise — as long as this Ward is not in a Pact with a different Healer. A Ward may only act once per turn and won't be able to do anything else after the operation is complete.

USE A PRESCRIPTION: HEALERS ONLY, QUARANTINED OR NON-QUARANTINED

The Healer may use a Prescription of the "ACTION" type. The player may use a Prescription of this type only when it is their turn, and one Healer Action must be expended to play the card.

Consequently, if a player has used a Prescription of this type, they have spent their Healer Action and can only use one remaining Ward Action.

The effect of the Prescription must be read aloud. After a Prescription is played, it is moved to the Discard Pile.

RESOLVE AN EVENT: WARDS AND HEALERS, NON-QUARANTINED ONLY


The Healer or Ward must be located in a district with an ongoing Event in order to resolve it. In addition to that the Healer must have in possession the Resource of the type the Event requires.

If a Healer is located in a district with an ongoing Event, but does not have the Resource required to resolve it, they can have the necessary Resource transferred to them by any Ward — their own or otherwise — as long as this Ward is not in a Pact with a different Healer. One Ward Action will be spent. If all Wards able to produce this Resource type are dead, the Healer will have to spend a Healer Action to claim this Resource from the Pool.

The Ward, on the other hand, is able to instantly resolve the Event if they are located in the district that has one, and if the Resource required is of the same type they have access to, i.e. the type marked on their Ward piece.

If the Ward is located in a district with an ongoing Event, but does not have the Resources required to resolve it, the player may spend one Healer Action to transfer any number of Resource counters to the Ward (the Healer must have the Resource of this type in their supply). However, the Ward may not keep the acquired Resources and must expend them to resolve the Event within the

same turn. Thus, both the Healer Action and the Ward Action are spent.

If the resolved Event was marked by a symbol , the effect written on the card immediately comes into play. The expended Resource counters are then transferred back to the Resource pool, and the Event card is turned over and left on the Town Map. The Healer collects the following rewards:

- If the Event is resolved by the player's Ward — two pieces of Evidence are acquired.
- If the Event is resolved by an opponent's Ward — one piece of Evidence is acquired. The opponent does not acquire any Evidence, even though their Wards were used.
- If the Event is resolved by the Healer themselves — one piece of Evidence is acquired.

Whenever a Ward resolves an Event, the player who used that Ward collects the Evidence, even if this Ward is not one of their own. In other words, the owner of a Ward gets no Evidence unless it was they themselves who have used this Ward.

The pieces of Evidence that the player has gained are marked on the Ticker. In addition to that, the player draws a Prescription card of their choice from the Prescriptions deck.

PLACE A PACT: FREE ACTION

The Healer may place their Pact token on any Ward which is currently located in a district with an ongoing Event, and which has not entered a Pact with another Healer.

As long as the Ward is entered in a Pact with a Healer, other Healers cannot use this Ward to perform Actions. For this reason, the Healer may also place their Pact token on one of their own Wards, and in so doing make that Ward unusable by their opponents.

A Healer can only keep one Pact running at any given time. If the Healer wishes to recover the token and use it sometimes later, he or she will have to wait until the Ward currently in a Pact with them dies and the Pact token is transferred back to them. However, the token can be **MOVED** from one Ward to another as long as the Ward to receive the Pact is located in a district with an ongoing Event and is not in a Pact with someone else. In this way, the token may be cycled between different Wards until one of the Wards dies.

The duration of the Pact is unlimited. The Ward is only released if the Healer they are in a Pact with transfers the Pact to another Ward.

SUMMARY: ACTIONS THAT COST ONE ACTION POINT

A QUARANTINED WARD

- Leave the Quarantine
- Transfer a Resource

A QUARANTINED HEALER

- Leave the Quarantine
- Claim a Resource from the Pool
- Use an Action Prescription
- Transfer a Resource to a Ward

A NON-QUARANTINED WARD

- Move
- Transfer a Resource
- Resolve an Event

A NON-QUARANTINED HEALER

- Move
- Claim a Resource from the Pool
- Use an Action Prescription
- Resolve an Event
- Transfer a Resource to a Ward

SUMMARY: FREE ACTIONS

- Use an Influence Prescription
- Use a Reaction Prescription
- Place (or move) a Pact token onto a Ward

EVIDENCE AND WIN CONDITIONS

THE HEALER IS AWARDED:

- Three Pieces of Evidence — at the beginning of the game; one piece for each of their Wards.
- One piece of Evidence for every Event resolved by the Healer themself, or by using one of the opponents' Wards.
- Two pieces of Evidence for every Event resolved by any of their Wards.

THE HEALER IS PENALISED:

- One piece of Evidence for each of their Wards who die.

It is impossible to have a negative value of Evidence marked on your Ticker. The least Evidence a Healer may have is one piece.

WIN CONDITIONS

The game continues until at least one of the three victory conditions are met:

- A Healer wins if they have collected eight pieces of Evidence.
- The Plague wins if they have killed the three Wards who are on the Hit List.
- The Plague wins if there are no more cards in the Events deck, no more ongoing Events on the Town Map, and none of the Healers has yet won the game.

As soon as any of the three victory conditions are met, the game is over. If any victory conditions are fulfilled simultaneously by a Healer and the Plague, the Plague wins the game. If any victory conditions are fulfilled simultaneously by two or more Healers, the Healer whose turn it is wins the game.

ADDITIONAL RULES

THREE-PLAYER GAME

The fundamental rules of the game remain unchanged, however, the following conditions must be taken into account:

- The Changeling is removed from the game, as well as her Prescriptions. However, her Wards are still placed on the Town Map.
- The Bachelor and the Haruspex take turns to place their Healer and Ward pieces on the map. They then repeat this process to place the Changeling's Wards.
- As with a regular game, the Plague makes a Hit List of three Wards, one for each Healer, including the absent Changeling.
- Resource types required to resolve Events are determined as usual.
- The death of Changeling's Ward will not cause the Bachelor or the Haruspex to lose pieces of Evidence or gain new Prescriptions.

TWO-PLAYER GAME

The fundamental rules of the game remain unchanged. One of the players must act on behalf of the Plague. The other player may choose any of the Healers. The Wards of the other two Healers are still placed on the Town Map.

The Prescriptions deck in a two-player game comprises the following cards:

- **"PARALYSIS"** and **"CURFEW"** from the Bachelor's card set.
- **"WILD HARVEST"** and **"TICKING AWAY"** from the Haruspex's card set.
- **"NO!"** and **"HAVE NO FEAR"** from the Changeling's card set.

As a result, the Prescription deck will consist of 12 Prescription cards.

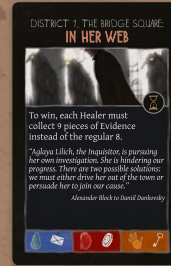
The Healer places the Wards as they would in a regular game.

As in a regular game, the Plague makes a Hit List of three Wards, one for each Healer, including the absent ones.

On the first turn of the game the Healer must draw two Event cards instead of one.

At the beginning of each turn, the Ticker token is moved to the next Ticker tier (for example: from the Bachelor's tier to the Haruspex's tier). Whenever an Event comes into play, the Resource type required to resolve it is determined by the current position of the Ticker token; i.e. if the token is on the Bachelor's tier when the Event is played, it should be treated as if it was played by the Bachelor and so forth.

AN EXAMPLE OF READING RESOURCE REQUIREMENTS



- If the Token is on the Bachelor's Ticker, the Event is resolved with Secrets.
- If the Token is on the Haruspex's Ticker — the Event requires Resources of the Coin type.
- If the Token is on the Changeling's Ticker — the Event requires Resources of the Key type.

The Healer may use the other two Healers' Wards to perform Actions as usual.

The death of another Healer's Ward does not cause the player to lose Evidence or gain new Prescriptions.

CREDITS

Pathologic the tabletop game is based on a video game of the same name.

Its idea, design, and mechanics were developed by CapsLock Games.

Production, aesthetic design, and execution by Ice-Pick Lodge.

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Tabletop *Pathologic* has an official soundtrack — you are welcome to play it during gaming sessions. You can download the soundtrack here:

TABLETOP.PATHOLOGIC-GAME.COM

