

Endless Pass

<https://tekeli.li/rogers-rules/>



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Goal

Be the first to reach 10 Glory while not reaching zero Health. If everyone reaches zero Health, highest Glory wins.

Setup

Choose Basic or Advanced player boards (the latter with unique

powers which may override these rules).

Each player takes a Health marker on 10 and a Glory marker on 0.

Choose whether to add The Nine, tougher Endless, to the Pass Deck.

Shuffle the Action Deck (Jörmungandr back) and the Pass Deck (valley back). Deal 3 Action cards to each player.

Play turns in rotation.

Turn

Choose to *Walk the Pass* or play a Hide card to *Hide*.

Walk the Pass

Choose whether to spend a Speed card to change your current Speed (»)by ± 1 .

Draw Pass cards equal to your current Speed. Place any Endless face up on the table; add others to your hand.

Fight any Endless you can:

- Attack: defeat one Endless, gain one Glory.

- Evade: pass the Endless to the next player, no Glory.
- Defend: pass up to two Endless to the next player, no Glory.
- Storm Hammer: defeat up to two Endless, gain a Glory for each.
- Greek Fire: defeat up to two Endless, gaining a Glory for each, but lose one Health.
- or pass the Endless to the next player and lose one Health.

Then optionally do as many other things as you like or are able, in any order:

- Spend a set of 3 Runes to gain one Health or Glory; or a set of 5 to gain 2 of either.
- Spend a Steal card, designate another player, and receive one of their Pass cards at random.
- Spend a Speed card to change the *next* player's speed by ± 1 .

If there are no face-up Endless:

- Attack another player (close range). Choose whether you

are fighting for Health or Glory, and your target (only players adjacent to you). Play an Attack. Target may play Defend or Evade to end the battle, or another Attack to return it, in which case the attacker becomes the target. If someone cannot play a relevant card, they lose one Health/Glory and the other player gains one.

- Attack another player (long range). Choose whether you are fighting for Health or Glory, and your target (any

player). Play Greek Fire. Target may play Evade to end the battle, or Defend to return it, in which case the attacker becomes the target. If someone cannot play a relevant card, they lose one Health/Glory and the other player gains one.

Finally discard any unwanted Action cards, and draw more until you have 3 in hand.

Hide

Pass any Endless on the table to either the previous or the next player, and do nothing else.

End of game

If you reach 10 Glory and survive to the end of the turn, you win.

If you reach 0 Health, you are dead and out of the game. If only one player is left alive, they win.

If all players are dead, highest Glory wins.