



RULEBOOK

AXIA

SLAYER COMBO



First, I would like to thank everyone who has supported me from day one, and all the people who show me their kindness on social media and at events. Without you, this would not be possible!

I would like to thank Tasio for believing so strongly in this project and in what is yet to come; my great friend Víctor, for always being willing to chat and playtest whenever I ask, even if he takes more than five minutes to reply; and everyone who has playtested this game so many times: Moyo, Víctor, Isa, Fran, Manu, Cordero... If I have forgotten anyone, please know it is nothing personal, and I love you too.

Oh! And to "Ignorancio," for that great joke with the rulebook. Even though I wanted to kill you for a few minutes, it was worth it.



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THE WORLD OF AXIA

*The lands of **AXIA** are overrun by fearsome beasts and Acolytes of ancient lineages. Since the fall of the walls of Alakat, many beasts were scattered, roaming unfamiliar regions and acting with growing hostility. Once again, this world calls upon the Slayers to restore peace to these lands.*

In **AXIA: Slayer Combo**, you become a Slayer, entrusted with holding at bay the dangerous beasts ravaging the land.

Place your cards wisely, choose your dice carefully, and fight the beasts that best help you achieve your objectives.

Are you ready for the challenge?

GAME GOAL

AXIA: Slayer Combo is a competitive game for 1 to 4 players.

Each round, you use dice to hit the beasts as accurately as possible. This helps you complete rows and columns to score points at the end of the game. Remember that a Scoring card scores only if all beasts in its row or column are at least wounded.

Moreover, some unused items and defeated beasts give you points at the end of the game.

Become the best Slayer by defeating the greatest beasts to score the most points.

COMPONENTS



60 Territory cards



32 Scoring cards



24 Item cards



5 Physical dice



4 Magic dice



128 Wounded / Defeated markers



1 Starting Slayer token



Score sheets



THE CARDS

To master AXIA: Slayer Combo, you must understand the symbols and information shown on the three types of cards: **Territory**, **Scoring**, and **Items**.

TERRITORY CARDS

These are the main cards that will form your territory (a 3x3 grid). Each card is divided into 4 **spaces (A)**, and each space shows a region and a beast.

Let's take a closer look at one space:



- ① Region
- ② Region icon
- ③ Health
- ④ Required hit type
- ⑤ Beast type (may be none)
- ⑥ Beast illustration
- ⑦ Effect

① ② Region and Region icons

Indicates where the beast is located. There are 4 main regions: **Forest** , **Desert** , **Mountain**  and **Lake** ; and a secondary region: **Temple** .

EXAMPLE

The space in the example is a **Forest** region. You can identify it by the background illustration and the icon in the lower-right corner.



③ Health

The upper-left corner of each space shows the beast's health.

A beast with any of the following icons   has 1 Health point (regardless of the heart's color).

To reduce **1 Health point** and defeat the beast, you must hit it **twice**. The first time you hit it, place a Wounded token  on it.

On your second hit, the beast is defeated. Replace the Wounded token with a Defeated token .

④ Required Hit Type

Next to the Health icon, there is a die icon. This indicates whether you need a **Physical die**  or a **Magic die**  to hit the beast.

Magic dice  are wild dice, so you can also use them to hit any beast that requires a Physical die .

CRITICAL HIT: If you use a die to hit the beast that **matches the number** shown in the icon, you defeat the beast with a single hit.

If there is no number in the die icon, any hit is critical.



EXAMPLE

If you choose a die with a value of 2 to hit this beast, you defeat it with a single hit.

Place a Defeated token  on it.

No second hit is required.



5 Beast Type

In AXIA, some beasts are special. You can identify them by the icon next to the Region icon. This icon shows the beast type.

However, beasts without such a type icon are considered normal.

These are the different types of special beasts in AXIA:



MAGICAL: They are the most powerful beasts and can only be wounded by magic hits



ACOLYTES: They are corrupted Slayers. The more you defeat, the more points you score. There are 6 types, each identified by the Roman numeral in the icon.



RAKYAS: They are the worst plague of AXIA. They carry an unknown substance that drives anyone who comes into contact with it insane.

7 Effect

When you defeat a beast, activate its effect. There are two types of effects:

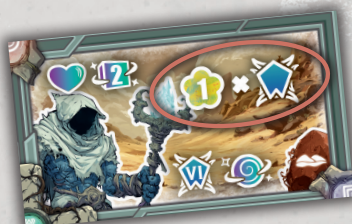
IMMEDIATE EFFECTS: Resolve these immediately when you defeat the beast. They let you take extra actions during the same turn, such as hitting additional beasts, defeating other beasts, or gaining items.

SCORING EFFECTS: These always show the scoring icon and grant extra points at the end of the game.

You will find a full description of all beasts and their effects later (see p. 18).



IMMEDIATE EFFECT



SCORING EFFECT

SCORING CARDS

These cards define your play area along the top and left edges of your territory and **grant points** at the end of the game if they are active.

Scoring cards are double-sided: one side shows **Row** ■ scoring, and the other shows **Column** ● scoring.



ROW SCORING



COLUMN SCORING

ACTIVATION CONDITION:

A Scoring card scores only if you have wounded or defeated all the beasts in at least one of the two lines (rows or columns) linked to that card.

The linked lines are always the two adjacent to the Scoring card.

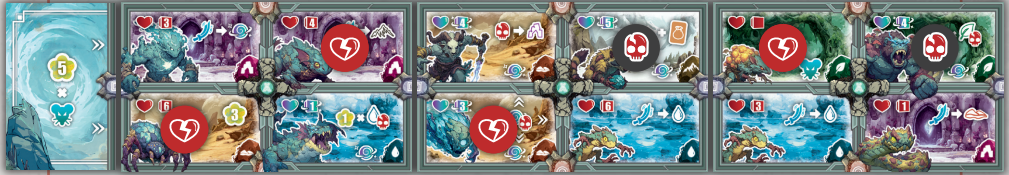
EXAMPLE 1

In the example, at least one of the two rows linked to the Scoring card (here, the top row) has been fully hit, since all its beasts have been wounded or defeated.



EXAMPLE 2

In this example, none of the rows linked to the Scoring card is fully hit, as you have not wounded or defeated all the beasts. In the top row, 2 beasts remain unharmed, and in the bottom row, there are 4 spaces that have not been hit yet. Therefore, this Scoring card is NOT active.



How to Score Scoring Cards

Some cards only score the elements in their own row or column (➤), while others consider your entire territory (∞).

When a Scoring card is active, you score **both rows or both columns** linked to that card.

You will find a full description of the scoring criteria later in this manual (see p. 22).

ITEM CARDS

You gain Item cards by defeating certain beasts. They provide tactical advantages that help you defeat more beasts and create powerful combos.

- ① **Victory Points.** If you choose not to use an item and keep it in hand until the end of the game, it grants additional points during final scoring.
- ② **Effect.** When you play an item, apply its effect and discard it. An item has a single-use effect (see p. 23).

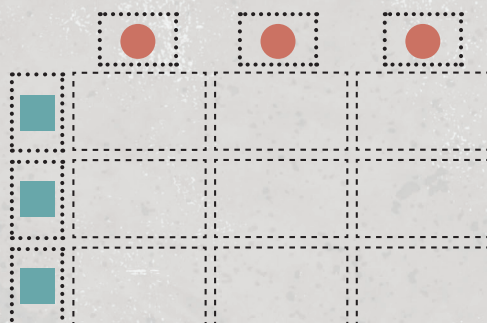


There is no limit to the number of items you can have in hand, but you may only play one per turn.

GAME SETUP

1. Each Slayer receives 4 Scoring cards, chooses 3 after checking both sides, places them on the preferred side in their play area, and returns the remaining card to the box.

Once selected, place the 3 cards in any of the 6 available positions in your territory (marked with ■ and ●) matching whether the card corresponds to a **Row** ■ or a **Column** ●.



After placing them, **repeat the previous process**: each Slayer receives 4 cards, and chooses 3 to reach a total of 6 Scoring cards. This time, place the new cards in the 3 spaces left empty in the previous step.

Each Slayer should now have 1 Scoring card in each position marked with ■ and ●.

Finally, remove all remaining Scoring cards from the game, including any discarded cards. You will not use them during this game.

For your first game, deal 6 Scoring cards at random to each Slayer and place them randomly as well, so you can become familiar with the mechanics. Once you are familiar with the game, you can pick your cards more strategically.

2. Shuffle the Territory cards and deal 4 to each Slayer.

Choose 1 of your 4 cards and place it in your play area, in any position within an imaginary 3×3 grid. It does not need to be adjacent to the Scoring cards. Keep the other 3 cards in your hand.



3. Place the remaining Territory cards in a deck and reveal the top 3 cards to form the Territory card row.
4. Shuffle the Item deck and place it face down next to the Territory deck.
5. Create a supply of Wounded/Defeated tokens (red heart and black skull) within reach of all players.
6. Place in the center of the table 1 Physical die (red) and 1 Magic die (purple) per Slayer, plus 1 additional Physical die (red) (e.g., in a 2-Slayer game: 3 Physical and 2 Magic dice).
7. Give the Starting Slayer token and the dice to the player who most recently defeated a "beast" (a cockroach counts as a beast).



Example setup for 2 Slayers.

HOW TO PLAY

A game of AXIA: Slayer Combo is played over 8 rounds. In each round, each Slayer takes two turns.

ROUND SEQUENCE

Each round follows these **4 steps** in order:

1. Roll the dice

The Starting Slayer rolls all the dice ( and ) in the center of the table. These dice form the **common pool** used by all Slayers during the round.

2. Place a card

All Slayers simultaneously choose 1 of the 3 Territory cards in their hand and place it in any empty space in the 3×3 grid. It does not need to be adjacent to previously placed cards.

Cards cannot be rotated. Cards must be placed so they are oriented toward the Slayer who placed them.

Cards cannot be placed on top of previously placed cards.

3. Refill the hand

Beginning with the Starting Slayer and proceeding clockwise, each Slayer **draws 1 Territory card**. This may be one of the face-up cards in the Territory card row, or the top card from the face-down deck.

If the Slayer takes a card from the face-up row, reveal a new one so there are always 3 face-up cards.

If, after all Slayers have drawn, no cards have been taken from the face-up row, discard the 3 face-up cards and replace them with new cards for the next round.

4. Hit (Slayer turn)

Beginning with the Starting Slayer and following the turn order (see below), each Slayer takes their full turn by taking a die from the common pool and using it to hit a beast in their territory.

SLAYER TURN

During their turn, the Slayer performs the following two steps in order:

1. Choose a die from the common pool.
2. Hit a beast.

TURN ORDER

Each Slayer takes two turns, playing the first in clockwise order. Once all Slayers have taken one turn, the last Slayer plays their second turn first. In other words, this Slayer takes two turns consecutively. The round continues in counterclockwise order, with the Starting Slayer playing last.

TURN ORDER EXAMPLE

First turn: Played in clockwise order, starting with the Starting Slayer.
(Slayer A ► B ► C ► D).

Second turn: Played in counterclockwise order, starting with the last Slayer and ending with the one who started the previous turn.
(Slayer D ► C ► B ► A).

CHOOSE AN AVAILABLE DIE

Choose a die from the common pool and place it in your play area **without changing the result** it shows.



HIT A BEAST

Use the selected die to hit a beast in your territory.

To hit magical beasts , you must use a Magic die . You can hit all other beasts with either Physical  or Magic  dice. (Remember that Magic dice count as wild dice).

After the hit, place the die next to your territory and check the beast's condition:

The beast is wounded .

If this is your first hit against the beast and the die shows a **number different** from the one indicated by the required hit type , place a Wounded token   on the beast.



The beast is defeated .



If you hit a wounded beast  a second time, or deal a **critical hit** (matching the number shown on the beast ) , place a Defeated token   on the beast and **apply its effect** .

Some effects grant additional points at the end of the game, while others trigger immediate actions that allow you to create combos (see p. 18).

Before, during, or after step 4, a Slayer may optionally play an item from their hand and apply its effect.

(See p. 23).

You can only play an item per turn.



5. Round end

Once all Slayers have completed their 2 turns, discard the used dice and pass the Starting Slayer token to the player on the left. That Slayer begins the next round from step 1.

GAME END AND SCORING

The game ends at the end of **round 8**. At that point, each Slayer will have completed their 3x3 territory grid of 9 cards.

FINAL SCORING

To determine the most legendary Slayer in AXIA, **add up the points earned** and record them on the score sheet as follows:

- > Row scoring value ■ where you have wounded or defeated **all** beasts in **at least one** of the two linked rows.
- > Column scoring value ● where you have wounded or defeated **all** beasts in **at least one** of the two linked columns.
- > Record the score from **defeated beasts** on each Territory card.
- > **Acolytes** have a corresponding box on the score sheet. Record in this box the total score from each set of Acolytes, according to the table below. You may complete more than one set of different Acolytes.
- > Unused **items** you keep in your hand at the end of the game grant the Victory Points (VP) indicated on the card.



Scoring for different defeated Acolytes:

1 - 3VP / 2 - 7VP / 3 - 13VP / 4 - 23VP / 5 - 35VP / 6 - 50VP

WINNER AND TIEBREAKERS

The Slayer with the highest score wins the game.

In case of a tie, the Slayer who defeated the most beasts wins. If the tie persists, the Slayer who defeated the most Rakya wins. If there is still a tie, the Slayers share the victory.

ADVANCED VARIANTS

There are two setup variations for experienced Slayers who want to add more strategy. You can use any of these variants individually or combined.

PRIORITIZE YOUR OBJECTIVES

During game setup, instead of Point 1, do the following:

Draw 7 Scoring cards, choose 1, place it in your play area, and pass the rest to the Slayer on your left. Repeat this until each Slayer has placed 6 Scoring cards in their play area.

Discard the remaining card together with the rest of the Scoring cards. You will not use them during the game.

Then continue setup as normal from Point 2.

EXPLORE REGIONS

During game setup, after checking your Territory cards (Point 2), you may discard any number of them and draw the same number from the deck.

Each Slayer may do this action only once.

Then continue setup as normal.

SOLO MODE: THE SLAYER'S CHALLENGE

Do you dare to prove your worth?

AXIA: Slayer Combo offers a solo challenge where you face the beasts of AXIA. The core rules remain the same, but the following adjustments apply to setup and the final goal.

GAME SETUP

- > Draw 3 Scoring cards and choose 2. Repeat the process twice more until you have 6 Scoring cards (3 Row  and 3 Column  placed in your territory.
- > The Territory card row consists of 2 cards instead of 3. Each time you draw a card from the deck, discard the 2 face-up cards and replace them with new ones.
- > For your solo adventure, use only 2 Physical dice  and 1 Magic die .

GAME FLOW

Play the **8 rounds following the same four steps** (Roll the dice, Place a card, Refill the hand, and Hit). Since you are the only Slayer in AXIA, you always roll the dice.

In each round, you take two consecutive turns, choosing one die each turn to hit.

All other rules remain unchanged. At the end of the game, check your score to determine your Slayer rank.

YOUR SLAYER RANK

- | | |
|------------------------|---|
| 0-80 Apprentice | <i>You still need to learn a lot. You are not ready to face the beasts of AXIA.</i> |
| 81-110 Novice | <i>People can tell you just graduated the academy. You can hold your own, but best hope you do not face one of the most fearsome beasts.</i> |
| 111-150 Slayer | <i>The inhabitants of AXIA exhale a sigh of relief when they see you. They know that the beasts will be beaten soon. You are now a true Slayer.</i> |
| 151-200 Elite | <i>Your deeds are known. Novices look up to you, and apprentices dream of crossing paths with you as they begin their journeys.</i> |
| +201 Legend | <i>You have become a legendary Slayer. Few can even fathom getting to your level. You'll be hunting a Titan soon.</i> |

THE BEASTS OF AXIA

Each beast in AXIA has a unique effect that **triggers when it is defeated**.

The number next to each beast's name shows how many copies of that beast appear across all Territory cards.

There are two types of effects: Immediate Effects and Scoring Effects.

IMMEDIATE EFFECTS

Resolve these immediately when you defeat the beast.

SENTINELS (13 per region)

Hit a beast in a specific region. There are four types of Sentinels, each associated with a different region. Using this effect, you can hit both normal and magical beasts.



ZORAK (10)

Copy the value and type of one die from the common pool to hit another beast. You cannot copy a die that has already been used this round. The copied die is still available for the next Slayer.



RUT (24)

Draw 1 card from the Item deck. There is no limit to the number of items in hand.



FOGA (9)

Hit two different beasts orthogonally adjacent to Foga, even if they are on separate cards. You cannot hit the same beast twice. If you cannot hit two beasts, hit one beast or none. Using this effect, you can hit both normal and magical beasts.



FOGA EXAMPLE

When you defeat the selected Foga (○), you may hit two beasts of your choice from those indicated by (●). If you choose to hit the other Foga on the right, you defeat it because it is already wounded, then immediately apply its effect again.



CADRA (8)

Defeat a magical beast (○) in the same row or column, without having to be adjacent.

CADRA EXAMPLE

When you defeat the selected Cadra (○), you may defeat one of the beasts marked by (●).



TEMPLE SENTINEL (10)

This is a special type of Sentinel.

Defeat a beast in a Temple. Using this effect, you can hit both normal and magical beasts.



TORCHA (9)

Hit a magical beast 



KOLONTE (9)

Hit a **non-magical** beast.



RAKYA (30)

It has no ability. You defeat the beast with any hit, physical or magic.

SCORING EFFECTS

These are applied at the end of the game during final scoring:

ARIAK (14)

Grants 3 points.



KINGS (4 per region)

Grant 1 point for each beast defeated in their specific region. There are four different types, one for each region.



TEMPLE GUARDIAN (4)

Grants 2 points for each beast defeated in the Temple region.



RYDE (5)

Grants 2 points for each defeated Rakya .



CORVO (5)

Grants 1 point for each defeated magical beast .



ACOLYTE MASTER (5)

Grants 1 point for each Acolyte  in your territory (whether defeated, wounded, or unharmed).



ACOLYTES (6 per type)

There are six different types, each identified by a Roman numeral inside the shield icon . The Acolyte Master is also another type of Acolyte.

They grant increasing points based on the number of different Acolytes (with different numerals in the shield) you defeat, including the Acolyte Master, as shown in the table below.



If you have duplicated Acolytes, you may form additional sets of different Acolytes to score more points. However, the same Acolyte cannot be used in more than one set.



Different Acolytes	1	2	3	4	5	6
Points	3	7	13	23	35	50

SCORING CARDS

Important: A Scoring card scores only if you have wounded or defeated all the beasts in at least one of the two lines (rows or columns) linked to that Scoring card.

Some Scoring cards only score the beasts in that same row  or column , while others consider your entire territory .

The different types of Scoring cards are:



Points for each space with the indicated region in the linked rows  or columns . Having it placed is enough to score.



Points for each space with either of the two indicated regions anywhere in your territory . Having it placed is enough to score.



Points for each defeated beast in the indicated region in the linked rows  or columns , or anywhere in your territory , as shown on the Scoring card.



Points for each magical beast , Acolyte , or Rakya  (as indicated by the icon after  in the linked rows  or columns . Having it placed is enough to score.



Points for each defeated magical beast , Acolyte , or Rakya  (as indicated by the icon after  in the linked rows  or columns , or anywhere in your territory , as shown on the Scoring card.



Points for each defeated beast in the linked rows  or columns , or anywhere in your territory , as shown on the Scoring card.



Points for each space with the region that appears most often in the two linked rows  or columns , or anywhere in your territory , as shown on the Scoring card.

ITEM CARDS

You gain these cards by defeating a Rut. When you defeat it, draw the top card of the Item deck and keep it in your hand. There is no limit to the number of items in hand. You can only play one item per turn. You may apply its effect before, during, or after hitting a beast with a die. In addition, these cards grant points at the end of the game if you have not used them. Their effects are:



Defeat a non-magical beast as if you used a Physical die  of any value.



Defeat a beast in a specific region (as indicated by the icon after ). It may be any type of beast, including a magical beast. Apply its effects as normal.



You may use a Physical die  as if it were a Magic die .



Change the value of a die. It may be a Physical or Magic die.



Hit two diagonally adjacent beasts. They may be on the same or different cards, but they must be adjacent diagonally.

OVERVIEW

Immediate Effects



Hit a beast in a specific region.



Copy one of the available dice.



Draw 1 Item card.



Hit 2 different beasts orthogonally adjacent.



Defeat a beast in a Temple.



Defeat a magical beast in its same row or column.



Hit a magical beast.



Hit a non-magical beast.

Scoring Effects



Grants 3 points.



Grants 1 point for each beast defeated in their specific region.



Grants 2 points for each beast defeated in the Temple.



Grants 2 points for each defeated Rakya.



Grants 1 point for each defeated magical beast.



Grants 1 point for each Acolyte in your territory.



Grants points based on the different Acolyte types you have defeated.

Different Acolytes	1	2	3	4	5	6
Points	3	7	13	23	35	50