



# ATHLAS

## DUEL FOR DIVINITY

### A WORLD BEYOND WORLDS



*Atlas – a divine world and the birthplace of the Athilians - godlike beings known as “the travelers”. The Athilians are the masters of the seven outer worlds which exist in parallel to Atlas.*

*When Athilians come of age, they are forced to leave Atlas and explore the seven outer worlds. There, they can practice their powerful abilities to manipulate time and space while uncovering and exploring the secrets of creation laid by their ancestors.*

*When the Athilian council feels these outcasts are powerful enough to become worthy gods among their people, they challenge them to a final test.*

*In this test of wisdom and divinity, two young Athilians must face each other in a final duel on an isolated battleground orbiting Atlas. Both Athilians will use their acquired knowledge and power in an attempt to be the first to open the portal back to Atlas.*

### GAME OVERVIEW

In **ATHLAS - Duel for Divinity**, each player takes the role of a young Athilian vying to assemble the portal back to Atlas, thus passing the final test to adulthood.

The game has two phases. In the first phase, the “Creation Phase”, each player uses his cards to create and equip his own Alpha creations. These cards define their abilities, strength, mobility and other attributes.

In the second phase, the “Command Phase”, the players summon units from these Alpha creations onto the board. Ordering his units and using his own powerful divine interventions, each player attempts to combine two of three ancient relics in order to open the portal and win the game.

The game is for 2 players and takes 45-60 minutes to play. The creation system enables you to design your own units however you wish, giving you a lifetime of strategies and combinations to explore.

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## COMPONENTS

- 1 Game Board
- 64 Plastic Figures
  - 8 Celestial Knights
  - 8 Shadow Rangers
- 2 sets x
  - 8 Spell Binders
  - 8 Forsaken Drakes
- 170 Cards
  - 9 Genus Cards
  - 30 Equipment Cards
  - 2 sets x
    - 14 Ability Cards
    - 12 Spell Cards
  - 9 Divine Intervention Cards
  - 1 Basic Powers Card
- Tokens
  - 3 Relic Tokens
  - 42 Terrain Tiles
  - 54 Life Point Tokens
  - 42 Summoning Cost Tokens
  - 6 Summoning Point Markers
  - 12 Condition Markers
- Cubes
  - 30 Single Use/Duration cubes
- 1 Rulebook
- 1 Player-Aid

## IMPORTANT GAME TERMS

**Alpha Creation (or Alpha):** An Alpha Creation is the first creature of its kind, a sort of a prototype. Once created, it may be later summoned, with all of its powers, during the Command Phase.

**Powers:** Alpha Creation cards may have one or more powers. Some powers are passive and some are triggered at a cost. An Alpha's powers are all the powers on its Alpha Creation cards.

**Unit:** A unit is a plastic figure summoned onto the game board. Each unit on the board is a copy of one of the Alpha Creations and thus has all of its powers.

**Movement and Action:** When a unit is activated it receives one movement, depicted by the  icon, and one action, depicted by the  icon. A unit can spend its  and  to trigger any of their Alpha or basic powers.

## COMPONENT OVERVIEW

The game components of **ATHLAS - Duel for Divinity** are described in the following sections.

### The Game Board



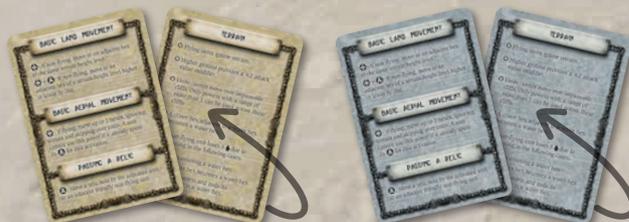
In the center of the game board is the battleground (1). On the sides are the summoning point trackers (2) for each player. These keep track of the amount of summoning points spent by each player to summon units onto the battleground.

### Alpha Creation Cards



Each player has a set of 84 Alpha Creation (AC) cards. During the Creation Phase of the game, the players select some of their AC cards to designate the powers and attributes of each of their Alpha Creations. ⇨ *A breakdown of the Alpha Creation card can be found on page 6.*

### Basic Powers Card



In addition to the powers of their Alphas, all units in the

game also have access to four basic powers shown on this card. These describe normal movement and passing a relic to another unit.

On the back side of this card is a useful reference of the terrain rules.

## Divine Intervention Cards



Divine Intervention (DI) cards describe the powers of the Athlians themselves. Each player secretly selects a few DI cards in the Creation Phase and may use them during the Command Phase.

## Plastic Figures



Summoned units are represented by plastic figures. There are two sets of different colors, one for each player, each with four types of figure.

## Terrain Tiles



There are four different types of terrain that make up the battleground. Hill, water and crater hexes are marked with their respective terrain tiles. Hexes with no terrain tile are plains hexes. Terrain tiles are double sided.

## Relic Tokens

These represent the parts of ancient relics that the players need to acquire. If one of your units holds two Relic tokens, you win the game immediately.



## Life Point Tokens

These tokens track the amount of Life Points in each Alpha's life pool.



## Summoning Cost Tokens



Each Alpha Creation has a Summoning Cost, determined by the total Creation Points of its AC cards. Summoning Cost tokens are used to mark this Summoning Cost when the Alpha is revealed to the opponent.

## Summoning Point Markers

Every time you summon a unit onto the board, you need to pay its Alpha's Summoning Cost. The Summoning Point markers help track the amount of Summoning Points spent by each player.



## Single Use and Duration cubes

These cubes have two purposes:

1. Alpha powers may require spending a Single Use cube as part of their cost (marked by the  icon).
2. Divine Intervention effects may last for more than one turn. These wooden cubes help track the duration of such effects.



## Condition Markers



Condition markers are used to mark individual units that are under the effects of specific powers.

## GAME SETUP

1. Each player chooses a color and receives a deck of Alpha Creation cards, a deck of Divine Intervention cards, a Basic Powers card and the plastic figures of their chosen color.
2. Place the game board in the center of the play area and orient it such that each player faces their chosen color on the board.
3. Place the Summoning Point Markers on the zero values of the Summoning Point trackers.
4. Separate the Life Tokens, Summoning Cost tokens, Single Use cubes and Condition markers into piles. Place each pile next to the board so it can be easily accessed by both players.

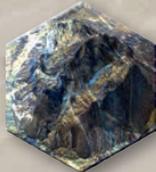


Game in progress image.

5. Place Relic tokens the Terrain tiles on the board according to the following diagram:



Relic



Hill



Water



## Available Summoning Points

Before the Creation Phase begins, both players must agree upon the amount of Summoning Points that will be available to them during the Command Phase.

It is recommended to use 250 Summoning Points for each player. This amount of points creates a satisfying and balanced game experience. If the players wish to try higher values, for a longer game with more powerful units, they can do so. However, a maximum limit of 500 Summoning Points is highly recommended.

## THE CREATION PHASE

Each game of **ATHLAS - Duel for Divinity** consists of two phases: the Creation Phase and the Command Phase. This section describes the Creation Phase.

The Creation Phase is played simultaneously. Once both players have secretly created three Alphas and prepared their Divine Intervention stack, the Creation Phase ends.

## Creating Alphas

Each player creates three Alpha by combining Alpha Creation cards. The choice of cards affects the Alpha's powers and summoning cost; the more cards an Alpha has, the more powers it can use, however, the summoning cost of each unit will be higher.

Later, in the Command Phase, players summon units from their Alphas onto the board. Each unit on the board has access to all the powers bestowed upon its Alpha during the Creation Phase. When summoning a unit, a player must pay its Alpha's Summoning Cost, which is the sum of creation points of all its AC cards.

There are 4 types of Alpha Creation cards: Genus (👁️), Ability (👤), Equipment (🔨) and Spell (⚡) cards. Each type has its unique symbol in the lower right corner and a different color (➡️ *Alpha Creation Card Breakdown*, page 6).

When creating their Alphas, players can combine any AC cards they like, **with the following restrictions**:

1. Each Alpha must have **exactly one** Genus card. This is the base AC card, which defines basic attributes such as life points, number of hands, etc.

2. An Alpha can't have more red hand symbols (👤) than green hand symbols (👤) displayed on its AC cards. For example, an Alpha with 👤👤 cannot carry an *Axe of Lorios* 👤👤 and an *Obsidian Shield* 👤.

3. The total **Creation Points** of all the **Spell** cards in an Alpha cannot exceed the Alpha's total **Spell Points**. For example, a *Shadow Ranger* (5 Spell Points) can't have both a *Fire Strike* spell (5 Creation Points) and a *Magic Bolt* spell (4 Creation Points), but he can have one of them.

After secretly selecting cards for your 3 Alpha Creations, arrange each Alpha's AC cards in a separate stack, facing down in your play area. You can look at your cards at any time you wish, but once the Command Phase begins, you cannot replace, remove or add cards to these stacks.



## ALPHA CREATION CARD BREAKDOWN



### Powers

AC cards may list one or more powers. Powers are either passive or triggered at a cost, which can be any combination of ⚡, + and 🛡️. Each unit gains all the powers on its Alpha's AC cards.

### Card name



**Flavor text**  
Descriptive information from the lore of Athlas. This text has no effect on game play.

**Creation Points**  
This number indicates how expensive the card is in terms of Summoning Cost. The Summoning Cost of a unit is the sum of Creation Cost of all its Alpha's AC cards

**Spell Points**  
This value relates to the amount of spells an Alpha can have. This is explained under "Creating Alphas" on page 5.

**Hands**  
Green hands indicate available hands for this Alpha. Red hands indicate the required number of hands for an AC card.

**Card type**  
There are 4 types of AC cards:  
Genus (👁️),  
Ability (👤),  
Equipment (🔨)  
and Spell (⚡).

### Statistics

These include:

👤 Life Points.

🎯 Range of powers.

🔨, 🗡️, 🛡️  
Melee, ranged and magical attack values, or modifiers. Modifiers have a "+" next to the value.

🛡️, 🛡️ Physical and magical armor values.

## ALPHA CREATION EXAMPLE

Brian wants to create a tough, powerful, ranged combat Alpha.

First he picks a Genus AC card, with the  symbol. Each Alpha must have one, and only one of these cards.

He picks the *Shadow Ranger* because it has a +1 ranged combat value modifier.



Genus cards define the basic attributes of an Alpha. In this case it shows that the Alpha has 10 Life Points in its life pool, 2 hands and can have Spell cards with a total of up to 5 Creation Points.



Next, he adds the Ability card *Marksmanship*, to get another +1 ranged combat value modifier.

For a weapon he takes an *Etynian Crossbow*.



The *Etynian Crossbow* has a range of exactly 2 and a ranged attack value of 4. It requires both of this Alpha's available



hands, indicated by the red hand symbols. As for armor, Brian chooses the *Full Plate Armor* Equipment card, protecting the Alpha with a physical armor  of 2.



To make units from this Alpha even tougher to kill, Brian uses the 5 Spell Points of the Genus to add *Drain Life*.

Summoning a unit from this Alpha will have a Summoning Cost of 32 (10+4+8+5+5) Summoning Points. Brian can add many more cards to his Alpha, making it more powerful and more expensive.

However, he cannot add another Genus card.



He cannot add another spell, unless he takes an AC card which gives him more Spell Points, like *Magic Staff*.



He cannot add another card which requires a hand, unless he takes an AC card which gives more green hands, like *Extra Hand*.



## DIVINE INTERVENTION CARD BREAKDOWN



Card name

CELESTIAL WINGS

Target a unit. Mark the target unit. This unit is a flying unit and gains an additional 1  for 8 turns. This unit can carry a relic.

Effect

The game play effect that this card has when it is cast.

Statistics

DI cards may have similar icons to those that appear on the AC cards. These are also described in the effect text.

Divine Points

3

1

8

Duration

DI effects may last over several turns. This value indicates the number of turns the DI effect lasts.

## Preparing the Divine Intervention Stack

Divine Intervention (DI) cards are different from the Alpha Creation cards. These powerful cards reflect some of the abilities of the Athilians themselves, as they try to influence the battle and turn the tide in their favor.

During the Creation Phase, each player may select up to 4 DI cards with a total of 8 or less Divine Points (see the “Divine Intervention Card Breakdown”, previous page).

When selecting your DI cards, set them in a face down stack in your playing area. **The order of the cards is important**; during the Command Phase you will use these cards in the order they were placed, starting from the topmost card and ending with the bottommost card. The order of the DI cards may prove crucial to supporting your strategy.

After both players have finished setting up their Alphas and DIs (and are staring suspiciously at their opponent’s face-down stacks) it’s time to randomly select the first player and start the Command Phase.

⇒ For your first game you can skip the Creation Phase and instead use the “Alpha Presets” on page 24.

## THE COMMAND PHASE

The Command Phase is played over a series of alternating player turns.

Each player completes their own turn before the other player begins theirs. This continues until the win condition is met or the players declare a draw.

### Win Condition

If **one** of your units holds **two** relic tokens, you win immediately.

### The First Turn

Each player’s first turn is different than a regular turn, and is all about summoning your first units onto the game board.

During each player’s first turn, that player can summon either a single unit with any Summoning Cost or up to 3 units, with a total summoning cost of 60 or less.

### Summoning Units

When a player summons a unit from an unrevealed Alpha Creation, this sequence is followed in order:

1. Give the AC cards of the revealed Alpha to your opponent so they can read their powers and validate the creation restrictions. If it is not valid, the opponent

may remove any AC cards that violate the creation rules until a valid Alpha Creation is created.

2. Add up the Creation Points of all the Alpha’s AC cards. Mark that value using the appropriate Summoning Cost tokens (⇒ see *Summoning Example* on page 9). This will be the Summoning Cost of units from that Alpha.
3. Add up the Life Points on all the AC cards, ignoring values with a “+” sign. This will be that Alpha’s total life pool. Create the life pool near the Alpha cards using Life Point tokens.
4. Arrange the AC cards one on top of the other, leaving visible the name and vital game statistics on the right of each card.
5. Select a plastic figure of your color, from the 4 available types that you think best fits the powers of that Alpha. For example, a winged figure for a flying Alpha, or a figure holding a crossbow for a ranged Alpha. This plastic figure is your Alpha Creation. It will stay near its AC cards and never go on the board. **Each of a player’s Alphas must have a different figure type.**
6. Pay the unit’s Summoning Cost by increasing your Summoning Point tracker by the appropriate amount. If paying the cost causes you to exceed the maximum amount of Summoning Points decided on at the beginning of the game, then you **cannot** summon that unit.
7. Place a plastic figure, of the same type as its Alpha Creation figure, on one of the summoning hexes (the 6 hexes on the edge of your side of the board). This is the summoned unit. Summoning hexes are the 6 hexes on the edge of your side of the board.



8. Add any Single Use cubes to the appropriate AC cards, if needed.

When summoning a unit from an Alpha that was already revealed, you only need to perform steps 6-8 of the above sequence. ⇒ See the “*Summoning Example*” on page 9.

## SUMMONING EXAMPLE

Brian wants to summon the very first unit from the Alpha he created in the “Alpha Creation Example” (⇒ page 7).

This Alpha has 5 AC cards: *Shadow Ranger*, *Marksmanship*, *Etynian Crossbow*, *Full Plate Armor* and *Drain Life*.

First, he reveals the cards and lets Paul inspect them, learning their powers and checking the Alpha's validity.

Then he sums up the Creation Points on all 5 cards for a total of 32. This is the Summoning Cost of units from this Alpha. Brian marks that value using Summoning Cost tokens, like so:



He lays down the cards such that the important information on the cards is visible throughout the game.



Next, he sums up the Life Points on all his cards. There are two cards with a Life Points symbol on them, *Shadow Ranger* and *Drain Life*, but *Drain Life* has a “+” next to its value, so it is ignored. Thus Brian places a total of 10 Life Point tokens near the cards.



Now it's time to select a figure type.

Although Brian can choose any figure type, he chooses the ranged weapon type, because he thinks it best describes this Alpha. He puts a figure next to the AC cards.



Brian adjusts the Summoning Point markers to pay for its summoning price.



Then he puts a unit on the board on one of his summoning hexes.

Finally, he adds a single use cube to *Drain Life*.

## THE GOLDEN RULES

The following are highly important basic rules that players should always keep in mind:

1. A hex can hold no more than a single unit at any time.
2. A relic can NEVER move more than one hex in a turn.
3. When a power effect conflicts with the rules, the power effect takes priority, unless it conflicts with one of the first two golden rules.
4. When one power effect allows something and another power effect forbids it, comply with the power effect that forbids it.

## Turn Structure

Each player turn, excluding the first, has the following three steps:

1. Upkeep
2. Unit Activation
3. Summoning

### Step 1. Upkeep

This step is two-fold. First, the player checks for power effects that end during his upkeep step and removes their condition markers.

For example, the power of the Spell card *Levitate* is “Mark the target unit. The target unit is a flying unit until your next upkeep step”. If one of your units received the benefit of this power in your last turn, it was marked as a flying unit using a Condition marker during your turn and your opponent’s turn. During this step, the unit will lose its flying attribute and the condition marker.

Second, **both** players remove a Duration cube from each of their active Divine Intervention effects. If an effect is left with no duration cubes on it, the DI card is discarded along with any Condition markers related to its effect.

For example, one player cast *Athilian Strength* a few turns ago, while the other has cast *Stasis Field*. Both players remove a Duration cube from their DI Cards. If this was the last Duration cube on *Athilian Strength* or *Stasis Field*, that card is removed from the game and the Condition marker on the affected unit is removed as well.

### Step 2. Unit Activation

In this step, the player activates each of his units, one after the other. When a unit is activated it receives one movement, depicted by the  icon, and one action, depicted by the  icon. A unit can spend its  and  to trigger any of their Alpha or basic powers.

Moving a unit on the board is usually done using the basic movement powers on the Basic Powers card. These powers are available to any unit in the game (⇒ “Basic movement powers”, page 13).

A unit must end its activation before the next unit is activated. For example, a unit is not allowed to use its , wait for another unit’s actions and then use its .

### Using Powers

There are two types of powers: passive and triggered. Passive powers, such as *Regeneration* or *Explosive Genes*, are always on. Triggered powers, such as *Elixir of Healing* or *Heroic Inspiration*, have a cost, which the player must pay before using the power’s effect.

A triggered power’s text has the following structure:

Cost: Effect.

The cost can have any combination of ,  and . Spending a movement () or an action () requires a player to simply declare that this unit spends its movement or action for this activation. Spending a  requires the removal of a Single Use cube from the card on which the power is indicated. Single Use cubes are added when summoning units from an Alpha (⇒ “Summoning Units”, page 8).

The available Single Use cubes are shared by all units of the same Alpha. If a unit was just summoned and Single Use cubes were added, another unit may use these cubes during its activation. For example, a unit in the front line has already used all of the Single Use cubes of *Magic Bolt*. A new unit is summoned and a Single Use cube is added to *Magic Bolt*. The front line unit can now use that cube to trigger *Magic Bolt* once more.

### Range

When a power is used, check if there is a range indicated on the card, under the green  symbol. If a range is specified, the target hex or unit must be exactly that number of hexes away from the unit activating the power. For example, *Sands of Athlas* has a range of exactly 2. Therefore, you can use this power on a target hex which is exactly two hexes away from your unit. A *Throwing Axe* has a range of 1-2, so the target unit can be in an adjacent hex or in a hex exactly two hexes away from the activated unit.

The illustration below demonstrates which hexes are at what range from the activated unit:



Terrain may also affect the range of powers (⇒ see "Terrain", page 12).

For example, powers with a range of 1 cannot target a hill hex from a crater hex, or a crater hex from a hill hex.

## Divine Interventions

Each player can use a single DI card each turn. You can use one on your turn and one on your opponent's turn.

DI cards are stacked in a specific order, determined during the Creation Phase. A player can only cast the **Topmost** DI in the stack. If a player wishes, he can discard any number of cards from the top of the stack at any time, thus reaching lower cards in the stack. Discarded cards are removed from the game without any effect.

The timing of DIs is fluid and is decided by the casting player in the time frame of one unit's activation. A player can decide to cast his DI before or after any power used by a unit, even after seeing its effect. If a DI takes place before a power is used, the activated unit can choose a different power to use according to the results of the interrupting DI. Once another unit begins its activation, a DI cannot affect the previous unit's activation anymore. However, this is not a game of dexterity, and a player should get enough time to respond to his opponent's actions.

If a player casts a DI and the other reacts with a DI, then the second DI is resolved before the first, overriding the timing rules above. See the "DI Timing Example" below for this delicate issue.

### DIVINE INTERVENTION TIMING EXAMPLE

Paul activates one of his units; he spends his ⚡ to move it one hex and then spends his ⚡ attacking one of Brian's units. Brian casts the DI *Unnatural Force*. Brian can decide that *Unnatural Force* takes place before Paul's unit movement, and in that case this unit can spend its entire activation in a different way, based on the impact of *Unnatural Force*. Brian can decide that *Unnatural Force* is timed after the unit's movement and before its attack. This means that Paul's unit has spent its ⚡, but he can decide on a different power to use its remaining ⚡, according to the effect of *Unnatural Force*. Brian can even decide that his DI happens after the attack, if he wants to, but that is not a very good option for him.

Divine Intervention effects may last for several turns, as indicated by their duration value (⇒ near the ⏳ icon, see

"Divine Intervention Card Breakdown", page 7).

If a DI has a duration value, place as many duration cubes as the value on the card. These cubes will be removed, one at a time, during the upkeep step of **each** player.

When a DI's effect is resolved, or when its duration has ended, it is removed from the game.

## Step 3. Summoning

After a player has finished activating units, he may summon **one** new unit onto the game board, following the summoning procedure (⇒ described under "Summoning Units", page 8).

## OTHER RULES

The following sections contain additional rules for playing **ATHLAS - Duel for Divinity**.

### Attack, Armor and Damage

Alpha powers may allow a unit to attack other units. When this happens, the target unit might sustain damage. Damage is calculated by reducing the target unit's armor value from the attacking unit's attack value.

There are three types of attacks: melee (⚔), ranged (🏹) and magical (🔱). An attack value modifier is only relevant if it has the same attack type as the triggered power.

There are two types of armor values: physical armor (🛡) and magical armor (🔱). Physical armor is always relevant. Magical armor is only relevant vs. magical attacks. Each unit can use each point of armor only once per turn.

(⇒ "Attack, Armor and Damage Example", page 12).

To calculate the damage on the target unit, first, add to the attack value on the card of the power used, all relevant modifiers from other cards of that Alpha, active DI and Spell effects and terrain (⇒ "Terrain", page 12).

Then, add up the relevant armor values of all the cards of the target unit. If the armor value is higher than the attack value, the extra armor points are not used in this attack and can be used later that turn.

The inflicted damage is equal to the attack value minus the armor value. This is the number of life points removed from the target unit's Alpha's life pool.

If the life pool is emptied, the target unit dies. When a unit dies, it is removed from the board and the life pool of its Alpha is replenished to the maximum.

If more than one unit attacks the same target unit, it is recommended to execute these attacks in sequence to avoid the need to remember which unit has unused armor points left this turn.

## ATTACK, ARMOR AND DAMAGE EXAMPLE

It's Brian's unit activation step and he has 2 ranged units, from the same Alpha, ready to attack Paul's heavily armored units.

Brian's relevant AC cards are *Shadow Ranger*, *Etynian Crossbow* and *Marksmanship*.



Brian's AC cards

Paul's relevant AC cards are *Raider of the Deep*, *Rakios Battle Suit* and *Celestial Shield*.



Paul's AC cards

The units are positioned as depicted in the image on the right. Brian's unit #1 is activated first, and he uses its **A** to attack Paul's unit #3 with the *Etynian Crossbow*.

The **X** attack value of the *Etynian Crossbow* is 4. Both *Marksmanship* and *Shadow Ranger* have a +1 **X** attack value modifier, which match the attack type of the *Etynian Crossbow*. Moreover, this unit has a +2 attack

value modifier, as it is on higher ground; it attacks from a hill hex and the target is on a plains hex.



The total attack value is  $4 + 1 + 1 + 2 = 8$ .

The armor value of Paul's unit is 5: 3 **Shield** from the *Rakios Battle Suit*, 1 **Shield** from *Raider of the Deep* and 1 **Shield** from *Celestial Shield*. The **Shield** from *Celestial Shield* is not added because it is only good vs. a **Fire** attack type. If Brian had attacked with a Spell, Paul's unit would have had an armor value of 6, 5 from the **Shield** and an additional 1 from the **Shield**.

So the damage inflicted is  $8 - 5 = 3$  and Paul removes 3 **Life Points** from that Alpha's life pool.

It's time to activate Brian's unit #2. If it were to attack Paul's unit #4, it would cause 3 damage as well. Since it is attacking Paul's unit #3 again, it causes 8 points of damage, because this unit has already used its physical armor for this turn ( $8 - 0 = 8$ ).

Taking 8 damage, the life pool of Paul's Alpha is reduced to zero. He takes unit #3 off the board and refills its Alpha's life pool to its maximum. If unit #3 were still alive at the end of the turn, its armor points would be available again in the next turn.

If several units from the same Alpha are attacked at once (by *Fire Strike*, for example), and a unit dies, the defender decides which of the targeted units die, and the Alpha's life pool is replenished to its fullest, ignoring any further damage to that Alpha by that attack.

It is very important to understand that an Alpha's life pool is a **shared** life pool. Unlike armor, there is no separate life pool for each unit. When a unit takes damage, life points are removed from the **shared** life pool of its Alpha. (  $\Rightarrow$  Read carefully the "Attack, Armor and Damage Example" on page 11, as it helps clarify the rules of combat).

### Losing Life Points vs. Attacking

As opposed to attacking, when a power states that a unit loses life points, simply remove that many life points from that unit's Alpha's life pool. There is no need to calculate armor or damage. If the life pool is emptied, that unit dies. It is removed from the board and the life pool is replenished to the maximum.

### Terrain

Terrain gives a strategic meaning to the different hexes on the board. Hills provide an offensive advantage, craters are an obstacle to be avoided, and water can only be crossed

safely by certain units. Players can alter the terrain of the battleground to their advantage, using various powers. Terrain is marked on the board using terrain tiles. A hex with no terrain tile is a plains hex.

Each hex belongs to one of three terrain height levels according to its terrain type. Hill hexes are at the highest level, plains and water hexes are at the medium level, and crater hexes are at the lowest level.

Flying units ignore terrain completely. For non-flying units, the following effects of terrain apply.

Height advantage provides an attack value bonus. When attacking a unit in a lower level hex, a +2 modifier is added to the attack value.

When a crater and a hill are adjacent to one another, an impassable cliff is created. Only powers with a range of more than 1 can be used across these cliffs. For example, *A Magic Bolt* with a range of 1-2, or an *Etynian Crossbow* with a range of 2 can be used while a *Karoos Blade*, with a range of 1, cannot be used. Moving over an impassable cliff is not possible for non-flying units.

A crater hex adjacent to a water hex is flooded and automatically becomes a water hex (replace the terrain tiles appropriately).

A unit loses 5 life points (💧), due to drowning, in the following 3 cases:

1. Immediately upon entering a water hex.
2. When its hex becomes a water hex, as a result of a power or Divine Intervention.
3. When it starts and ends its activation in a water hex.

Some cards remind you to apply damage due to drowning. Terrain may also be used as a cover from ranged attacks.

An activated unit may not use powers on a target hex or unit, if between them is a hex with a higher terrain level than both of them.

The following illustrations demonstrate the concept of cover. The archer can hit the hexes marked with a ✓ (provided his power has the required range), but the hexes marked with an ✗ have cover.



## Basic Movement Powers

Some basic powers are available to all units in the game. These powers are described on the Basic Powers card:

⊕: If non-flying, move to an adjacent hex of the same terrain height level.

⊕ + ▲: If non-flying, move to an adjacent hex of a terrain level higher or lower by one.

When a land unit moves, it can spend its ⊕ to move one hex on the same terrain height level (from hill to hill, from water to plains, etc.), or it can spend both its ⊕ and ▲ to climb up or down one level (from hill to plains, from crater to plains, etc.).

## Relics

When a non-flying unit is in a hex with a relic, the unit has that relic. When a unit with a relic is moving, it can move with the relic, or it can leave the relic behind and move without it. A unit may transfer a relic to an adjacent, friendly non-flying unit, by spending its ▲. This is described in the Basic Powers card:

▲: Move a relic held by the activated unit to an adjacent friendly non-flying unit.

Pay attention to the golden rules (⇒ "The Golden Rules", page 9) that prohibit moving a relic more than one hex in a turn.

If a unit holding a relic is killed, the unit is removed from the board but the relic stays at its current location.

## Flying

A flying unit is a unit with a power which grants flying, like the passive power of *Forsaken Wings* or the temporary effect of *Levitate*. A flying unit may not stop flying at will; the only way to lose or gain flight is through the use of powers.

Flying units ignore terrain completely. They can move up to 2 hexes at a time and can skip over other units, including other flying units. Flying units cannot move after spending an **A**, thus they cannot retreat to safety after triggering a power. This is described in the Basic Powers card:

**⚡**: If flying, move up to 2 hexes, ignoring terrain and skipping over units. A unit cannot use this power if it already spent its **A** for this activation.

Ignoring terrain also means that when a flying unit uses powers, or is the target of powers, there are no terrain height level bonuses and no cover.

A flying unit cannot hold, receive or move a relic. It can be in the same hex as a relic, but the relic is never in its possession. This means that if a flying unit is hovering over 2 relics in the same hex, its owner does not win the game just yet, because a unit must **hold** 2 relics in order to win.

A flying unit cannot be the target of powers, except for the following 3 cases:

1. The power has a range of more than 1.
2. The activated unit is also a flying unit.
3. The flying unit has used a power to target a hex or a non-flying unit during its last activation.

This means that a flying unit cannot be the target of a non-flying unit with a close range power, unless the flying unit acted first.

## Forced Movement

Some Alpha powers and DIs, like the power of the *Telekinetic Sphere*, may force other units to move.

If a unit holding a relic is forced to move, the player whose unit holds the relic can decide whether to carry the relic with it, unless the relic has already moved that turn. In the latter case, so as not break the golden rules (→ page 9), the relic is left behind and the unit moves without it.

A unit forced to move into a hex with another unit, out of the board, or onto a higher terrain level, does not move but instead loses 3 **♠** due to being crushed into an obstacle.

A unit forced to move into a lower level terrain, executes the movement and loses 3 **♠** due to falling.

For example, a unit is forced to move from a hill into water. It loses 3 **♠** due to falling and 5 **♠** for drowning. This deadly action has cost the unit 8 **♠** in total!

Some cards remind you to apply damage due to forced movement.

## Draws

In some cases, neither player can win the game. For example, if both players have only flying units left (flying units can't hold relics) and not enough points to summon another unit. When a player thinks this is the case, he can offer his opponent a draw. If his opponent agrees, the game ends in a draw. If not, the game continues.

## Campaign Variant

A campaign is a series of normal games with the following change:

Each player prepares 4 Alphas in the first game, but can only reveal 3 of them each game. The Creation Phase of each game after the first allows the redesign of exactly one Alpha.

This variant provides a strategic continuum between games, while enabling backup plans and a way to react to your opponent's plans.

## PLAY-BY-PLAY EXAMPLE

To demonstrate the rules of the game, we follow the deciding turns of a battle between two Alphas: Brian's *Forsaken Drakes* (Silver), and Paul's *Savage Warriors* (Gold).

The *Savage Warriors* are a basic and simple Alpha created by Paul. Their genus card is *Savage Warrior* and they carry a *Karoos Blade* in one hand, and an *Obsidian Shield* in the other. They are wearing an *Obsidian Breast Plate* and keep a *Throwing Axe* for long range attacks.



The *Forsaken Drakes* are a strong Alpha, designed for a variety of tactical situations. The units from this Alpha are flying units thanks to their *Forsaken Drake* genus card. They are equipped with explosive bombs (*Mining Tools*) and

protected by iron feathers (*Rakios Battle Suit*). If the need arises, they also have limited self healing abilities (*Elixir of Healing*).



The current state of the battlefield is as follows:

Initial state of battlefield.



The Savage Warriors can have a maximum of 12  $\blacklozenge$  in their Alpha's life pool and 2  $\heartsuit$  per unit. The Forsaken Drakes can have a maximum of 8  $\blacklozenge$  and 3  $\heartsuit$  per unit. Currently there is just one  $\blacklozenge$  left in their life pool each of *Throwing Axe* and *Elixir of Healing*. The warriors have 2  $\blacklozenge$  left in their Alpha's pool, and the drakes have their full 8  $\blacklozenge$ .

Both Athilians have already used all their Summoning Points, and after a glorious battle only two drakes and three warriors are left on the board. Paul has two Divine Interventions left, and Brian has only one. As for Brian, the battle is almost lost; his drakes cannot carry relics, so he cannot win. He is now trying to destroy his enemies, and ensure Paul does not win either. If he is successful, they will draw, and both Athilians will leave the battlefield unsuccessful. Paul is in a better position; he already holds one relic, and he is trying to put the relics together and win the battle.

Brian plays first.

## Turn 1 - Brian

Drake 1 uses its  $\blacklozenge$  to advance, using the basic movement power of flying units. Then, it uses its  $\heartsuit$  to trigger the *Mining Tools* power to create a crater under warrior 3. The warrior falls and loses 3  $\blacklozenge$ . There were only 2  $\blacklozenge$  in the Alpha's life pool, so the warrior dies. It is removed from the board and the life pool of the warriors is reset to 12  $\blacklozenge$ . Brian hopes that the crater he created under the relic will delay the joining of the relics. Note that passing directly from the hill to the crater is impossible, so the warriors will have to take a long detour, and spend their  $\heartsuit$  climbing up and down on their way to the relic.

Drake 2 uses its  $\blacklozenge$  to advance as well, and its  $\heartsuit$  to attack warrior 2 on the ridge. Its attack value is 5, with no modifiers, and the warrior has an armor value of 2. The warrior loses 3  $\blacklozenge$  and are left with a total of 9  $\blacklozenge$ . The drakes block the passage from the ridge towards the relic.

Turn 1. Brian's move.



## Turn 2 - Paul

Warrior 1 spends its  $\blacklozenge$  to move towards the adjacent relic, takes it, and attacks drake 1 with his only ranged weapon - the Alpha's last *Throwing Axe*. The cost of this attack is the unit's  $\heartsuit$  and the last  $\blacklozenge$  on the card. The attack value is 3 (2 points from the *Throwing Axe* itself and a +1 modifier from the *Savage Warrior* card). The armor value is also 3 (*Rakios Battle Suit*), so no damage is done, but drake 1 has used up all his armor points for this turn.

Warrior 2 may attack either drake with the  $\heartsuit$  attack type, because both drakes have used a power which targeted a hex or a non-flying unit during their last activation. Warrior 2 spends its  $\heartsuit$  to attack drake 1, whose armor has already absorbed damage this turn. Its *Karoo's Blade's* attack value is 5  $\heartsuit$  and the Genus card provides a +1 modifier for a total attack value of 6. The armor value is now zero and thus the damage is 6  $\blacklozenge$ . The drakes have 2  $\blacklozenge$  left. The warrior cannot move to the adjacent hill hex, because it is blocked by drake 1, and cannot climb down from its hill hex, because climbing requires both  $\blacklozenge$  and  $\heartsuit$  (as described in the basic movement powers).

Turn 2.  
Paul's move.



It seems that Paul is still the favorite. The warriors have more Life Points, comparable offensive capabilities, and Paul has more Divine Interventions.

### Turn 3 - Brian

Drake 1 chooses not to move, because in its current position it blocks the movement of the warriors. To save a unit from dying next turn, drake 1 spends an **A** and the last **C** to drink an *Elixir of Healing*. The drakes' life pool now has 7 **♠** left. Drake 1 is immune to attacks for the next turn, because it has not used a power on a non-flying unit or on a hex during its activation, and because the enemy does not have flying units or ranged attack capabilities.

The other drake spends an **A** and attacks warrior 2, causing 3 points of damage ( $5-2=3$ ). Since it has already spent its **A**, the drake cannot use its **+** to retreat. If it had moved before attacking, it would have been outside the enemy's attack range. The warriors have 6 **♠** left in their life pool.

Turn 3.  
Brian's move.



### Turn 4 - Paul

Warrior 1 can only get within attack range of drake 1, but drake 1 cannot be attacked this turn. Therefore he spends his **+** to advance with the relic towards the hills and the other relic.

The second warrior returns an attack to drake 2, dealing 3 more damage ( $6-3=3$ ). The drakes have 4 **♠** left. As in the last turn, the warrior cannot move towards the relic.

It seems that the warrior's advantage has diminished, but still exists.

Turn 4.  
Paul's move.



### Turn 5 - Brian

Both drakes attack warrior 2, one after the other. The first one causes 3 points of damage ( $5-2=3$ ) and the second inflicts 5 points of damage ( $5-0=5$ ). The total damage kills warrior 2, and the warriors' life pool is reset to 12 **♠**. Both drakes cannot move, because they have already spent their **A** attacking this turn.

Turn 5.  
Brian's move.



### Turn 6 - Paul

Paul is losing his advantage. If he does not destroy a drake this turn, his last warrior will be killed within three turns. Therefore, he has to use his Divine Interventions. The next DI in his deck is *Dispel Magic*. This DI is useless right now, and Paul decides to discard it. He casts the following DI, *Athilian Strength*, which adds 3 points of damage to **⚔** attacks made by warrior 1 for the next 6 turns (denoted by 6 duration cubes, one removed at each upkeep step).

Warrior 1 attacks drake 1, who has attacked a non-flying unit during the last turn. The *Karoos Blade*, the +1 modifier from the Genus card and the +3 from the *Athilian Strength* form an attack value of 9. The armor value is 3 and the

damage is  $9-3=6$ . The drake is dead and removed from the board. The Alpha's life pool is reset to 8. If it were not for the Divine Intervention, the drake would only have suffered 3 points of damage and survived. The Divine Intervention keeps Paul's advantage. Now, only Brian's last Divine Intervention may save him.

Turn 6.  
Paul's move.



### Turn 7 - Brian

Brian's last Divine Intervention is *Raise Earth*. It seems harmless, but Brian comes up with an idea. The drake spends its  $\oplus$  to move one hex towards the warrior. Once in range, it uses its  $\ominus$  to create a crater under the warrior using its *Mining Tools*. The warrior falls, and loses 3. Now Brian surrounds the pit with hills, using his last Divine Intervention.

Turn 7.  
Brian's move.



The warrior is trapped, and cannot climb out, because there is no passage from a crater to a hill. Despite the impassable cliff, he will be able to attack the drake because when attacking flying units terrain is ignored (and the drake did act on a hex during the last turn). However, even if he were to kill the drake, he would still be unable to climb out of his prison. Neither Athilian may win now. Brian has achieved the draw, and leaves the battlefield unsuccessful.

Both Athilians prepare for their next duel.

## ALPHA PRESETS

Much of the fun in **ATHLAS - Duel for Divinity** comes from inventing new strategies, finding powerful card combinations and creating a synergy between your Alphas and your DIs.

However, for your first game you might consider using the following preset combinations to get a feel of the game before trying to create ones yourself.

### Aquatic Strategy



A player with this strategy strives to fill the battleground with water hexes and uses units that move through and above water.

To do so, the player needs the *Flood* and *Tsunami* DIs. The first creates 4 water hexes anywhere on the board and the second doubles the size of a body of water. *Unnatural Force* can either drown an enemy unit or move one of your units faster, and a *Lightning Strike* can finish off wounded enemy units.



DIs for Aquatic strategy

The first Alpha has the *Raider of the Deep* Genus card, which allows movement through water hexes. Adding a *Banner of Summoning*, an *Obsidian Sword* and *Full Plate Armor* creates a unit that can duplicate, attack and defend itself at a summoning cost of 23.

1st Alpha



The second Alpha protects the raiders from above. It has the *Forsaken Drake* Genus card for flying, an *Etynian Crossbow* for ranged damage and *Paralyzing Venom* to limit enemy units' mobility. *Marksmanship* and *Weapon Lore* increase the damage output of these flying bodyguards with a summoning cost of 30.

2nd Alpha



The last Alpha is a flying *Dark Mentalist*. It has the *Dark Mentalist* Genus card and *Forsaken Wings* enabling it to fly over water and take control of enemy units.

3rd Alpha



## Rush Strategy

With this strategy the idea is to move your units as fast as possible to the relics and cover their retreat afterwards. The perfect DIs for this mission are *Time Warp* for an extra move, *Temporary Gate* for a quick teleportation, *Shift Relic* to bring a relic closer to your units, and *Unnatural Force* for pushing your units forward.



DIs for Rush Strategy

The main Alpha is a fast, spell casting and terrain changing creation. It has the *Spell Binder* Genus card and *Pathfinding* for fast movement. The *Earthquake* and *Magic Bolt* are its damage dealing Spells while *Heroic Inspiration* benefits units around it. *Terraforming* and *Mountaineering* help units overcome and create terrain obstacles. This Alpha costs 29 to summon.

1st Alpha



The second Alpha can cause massive ranged damage to single targets. It has the *Shadow Ranger* Genus card for its ranged bonus and a deadly *Ballista*. Adding *Weapon Lore* enables one-shot kills of poorly armored units. The total cost of this Alpha is 20.

2nd Alpha



The last Alpha has a *Watch Tower* Genus card and *Healing Hands*, so it can appear in strategic places and heal injured Alphas. It also has an *Obsidian Sword* for protection. Each unit of this Alpha costs 17 to summon.

3rd Alpha



## CARD CLARIFICATIONS

This section contains extra information and clarifications regarding some of the cards.

### Genus Cards



#### Watch Tower

The limitations on movement and on holding relics are absolute, and cannot be overridden, even with the use of Divine Intervention spells.



#### Dark Mentalist

The target unit of these powers is still part of its Alpha. Therefore, if this unit spends a to activate a power, the unit's original Alpha will lose that . If this unit loses or takes damage it is taken from the original Alpha's life pool.

However, during the activation of the target unit, that unit is under the control of the Athilian who activates it.

This means, for example, that if you take control over an *Undead Horde* unit and use it to summon another unit, you will pay the summoning cost of that unit (which does not belong to you).

If a controlled unit activates the *Heroic Inspiration* Spell, one of your units can enjoy its effect.

If you move the controlled unit into a crater, it will not suffer falling damage because its movement is not forced.

The only reservation is that an enemy unit under your control cannot win the game for you (by joining relics or arriving at a target relic).

The target unit can be activated even if it was already activated this turn or the turn before. For example, two *Dark Mentalists* can activate the same unit sequentially.

### Equipment



#### Necromantic Gauntlets

Attack value modifiers still apply and do not require Life Point sacrifice.



#### Mind Controlling Circlet

See *Dark Mentalist* for clarifications.



#### Sands of Athlas

The target hex can be occupied by a unit, which is not affected in any other way except from being on a different terrain.



#### Paralyzing Venom

The target unit may still use its during its activation.

### Abilities



#### Regeneration

No matter how many units of this Alpha are on the board, the Alpha will only heal 2 per turn.



#### Terraforming

The target hex can be occupied by a unit, which is not affected in any other way except from being on a different terrain.



## Weapon Lore

This ability is advantageous when a target unit is being attacked only by units with *Weapon Lore* during a given turn. In such a case the total damage suffered by the unit will be increased by 1. If a unit without *Weapon Lore* attacks as well, the previously ignored will now be a part of its armor value.



## Earthquake

To use this spell, the target unit must stand on a non-plains hex, the casting unit must stand next to a hex with that same terrain, and there must be a connected path of the same terrain between the target and the caster. This spell does not enjoy height modifiers, but does require line of sight.

## Spells



## Water Pillar

Falling does not allow a flying unit to carry a relic. A target flying unit, falling into a water hex, will also lose 5 due to drowning.



## Raise Earth

The target hexes can be occupied by units, which are not affected in any other way except from being on a different terrain.



## Summon Artifact

The power does not require to trigger. A unit may, for example, use it to clone a weapon and attack with it, or clone a shield and cast another spell (or otherwise use its ).



## Polymorph

This DI cannot target an enemy unit, even if it is currently under your control.



## Temporary Gate

Using Temporary Gate, a unit may pass any kind of terrain (including cliffs), without spending , or losing .

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