

Absolute Power Overview

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Lore

In a world where survival of the fittest is the only way to live, and war is the only way to prosper. Skilled mercenaries, soldiers, and scholars alike join forces to fight for what THEY believe in and to achieve what THEY desire. No matter what race you belong to. No matter what class you are. All will bow down to fate. So all must fight in a game of survival where there are no rules, no rights, no wrongs and no settling for anything less than ABSOLUTE POWER!

Game Setup

1. Players pick any combination of 16 class tokens of their choosing
2. A coin is flipped to decide who will place the first land on the board (followed by alternating placement of lands until all land spots have been filled) and who will get to move first.
3. Players set their 16 class tokens in the first 2 rows on their side of the board as desired
4. The Game now begins

Basic Mechanics

*Goal (Win Condition) – To destroy all the opponents' tokens or successfully attack opponent directly twice (can only be done from the middle four positions in the first row of the opposing side)

*A player can move and attack once overall per turn (unless abilities permit otherwise) and use as many abilities as permitted once per token during that turn

** Remember "AAA"

- Advance – Move a token
- Attack – Attack your opponent
- Ascend – Destroy your opponent's army

*Players can only move and attack adjacently

*A player's decisions per turn is not final until the player decides to attack or declares their turn has ended

Battle Mechanics

- During a battle damage is calculated based on (Attacking tokens current atk damage) V.S (Target tokens current defense)
- Defending tokens do not attack the opponents token during the battle phase
- Damage to defensive stats are persistent until the token is removed
- Abilities can only be used on permissible land
- Certain abilities can be used during battle phase (See class chart for details)

Class Chart

*Persistent until token is removed

** Ability can be used during battle

Land	Class	Atk	Def	Ability Name	Ability Description
Mountains	Warrior	3	10	Berserk	* Warrior triples atk and def is reduced to 1
	Paladin	1	12	Holy Shield	* Paladin doubles current def and atk is reduced to 0
Water	Shaman	3	5	Elemental Link	** Shaman transfers all damage taken to a fellow token
	Priest	2	2	Sacrifice	** Priest removes itself from game to negate damage to a fellow token
Air	Warlock	5	5	Teleport	** Warlock switches position with fellow token. If during battle, the battle damage is dealt to the other token
	Mage	5	5	Fireball	Mage can attack two spaces adjacent instead of one
Forest	Rogue	8	2	Sprint	Rogue can move two spaces instead of one
	Druid	2	8	Nature's Fury	Druid can attack twice