

The Basics

Anathema is a high fantasy world with a little bit of pseudo technology thrown in. We go with a logical approach over a fanciful one. If we have Magic lights, why would you invent electricity. If I can enslave a fire elemental, why would I need an electric water heater? Fantasy Los Vegas, all magical neon lights, Anti magic zone to discourage cheating etc. Mass transportation ran on gravity magic (grav train) etc.

There are 11 Major sentient races on the planet Rinaria. In each of those races there is a saint, a widely acknowledged spiritual leader of their people carrying a powerful artifact (scroll), very similar in popularity to a pope. In addition to this, each race has members with the potential to be the catalyst. A person who through force of will, tenacity and conviction can and will make global changes that will affect the world of Rinaria and beyond. The catalyst prophecy is something that only survivors of the first Rinarian war will recall, they are few and far between. This catalyst will carry a spark of life from a long forgotten source.

Through a series of entwined events, these potential catalysts will set in motion a second Rinarian war, old allies and foes will awaken, lines will be crossed, alliances forged and broken. External forces desperately searching for the catalyst to have a hand in Rinaria's salvation or doom. Your decisions will shape the world!

The players will move from location to location resolving quests. In doing so, they will earn experience and gold (rin). With these they can purchase new abilities, levels, equipment and units. As well as pay certain location based costs (use an Inn, safe passage through a location, etc). The locations that these quests take them to will have unique properties as well as shards of the overall story hidden inside.

The core game content will be broken into Acts. The base game will be relegated to only act 1 content. In each act there are major events that the catalyst are involved in. The objective of the game is to gain 5 VP by completing scenarios.

Each scenario has an objective that must be met and is stated on the scenario card. Each scenario grants a certain amount of VP. *See the Scenario section for further detail.*

Parts of a Card

[Short description of card types and their uses]

Card Types

Scenario – At the start of the game all scenarios and associated tokens are set aside. During

the pregame phase each player chooses 1 scenario and places it face down. According to turn order each player reveals their scenario and leaves it face up. Once the conditions stated on the Scenario are met, it is considered completed. Follow the instructions on the card and gain the Victory Points (VP) listed. Choose your next scenario and reveal it to all players (Next scenario can be any other aside from your most recently completed one). Scenario effects are always game changing (think WoG and Armageddon, Stasis even).

Name:

Conditions for completion:

Completion Effect:

Awarded VP:

Flavor text:

Catalyst – At the start of the game you choose 1 of 11 catalysts. This unit serves as the backbone to your party. They can increase in level, gain new abilities, and switch classes (1 class per tier). For each level your catalyst gains Increase your maximum party size by 2 levels as well as multiply its base stats by its level (if its base stats are 5HP 2 INI 3 AP and the catalyst is now level 3, then their current stats before modifiers is 15HP 6 INI and 9 AP). If your catalyst is killed during combat (being reduced to 0 HP or otherwise) Place it at a starter location (marked with a star). Search your deck for 5 levels in units (do not count your catalyst level into your maximum party size). Lose half your remaining gold rounded up (turn the quests sideways as if spent). Shuffle your former party and their equipment back into your deck. They have disbanded and ran through your pockets!

Name:

Race:

Abilities:

Stat distribution:

Quote (Flavor text):

Starting stats: combine with stat distribution totals. So eliminate this stat.

Unit – At the start of the game you will choose 7 levels worth of units (5 + 2 for you catalyst being level 1) and put them into formation. You will then spend your starting gold (500) (use it or lose it) to equip your party (you may search your library for this equipment. You can play additional Units by going to locations and paying the associated recruitment costs. When a Unit is reduced to 0 HP put it into your discard pile along with any equipment attached to the unit.

Name:

Race and affiliations:

Abilities:

Stat distribution:

Quote (Flavor text):

Stats:

Level:

Class:

Quest – Your short term objectives. This is how you earn gold and XP. You travel to a location where you can play the quest and follow the terms and conditions listed on the card. Once you complete a quest you move it to you completed pile. You may shuffle quests from your completed pile with xp of an equal or higher value than the printed level cost on your class card(s). You add the quest level to the ER of the fight it specifies.

Name:

Level:

Conditions:

Additional rewards:

Flavor text:

Completion XP: eliminate and use quest levels instead for leveling

Awarded Gold:

Location – The places you travel to and from during gameplay. This is what dictates a lot of gameplay (How much a unit costs to higher, buying equipment, where you can play a quest etc)

Name:

Region Markers:

Abilities:

Location Type:

Flavor text:

Hazard rating:

Equipment – Cards that you must attach to a valid target when played (Unit or catalyst).

Improves the attached cards stats. Also has abilities with associated costs.

Name:

Quality Level:

Type:

Slot:

Flavor text:

Abilities and effects:

Stats:

Awarded Gold:

Class – Choose one class at start of the game that you meet the requirements for. Dictates the abilities a catalyst has access to as well as the cost to purchase a level. When you purchase a level select an ability on the class card to obtain (place a marker on it denoting the abilities you have earned as well as your catalysts level).

Name:

Cost per Level:

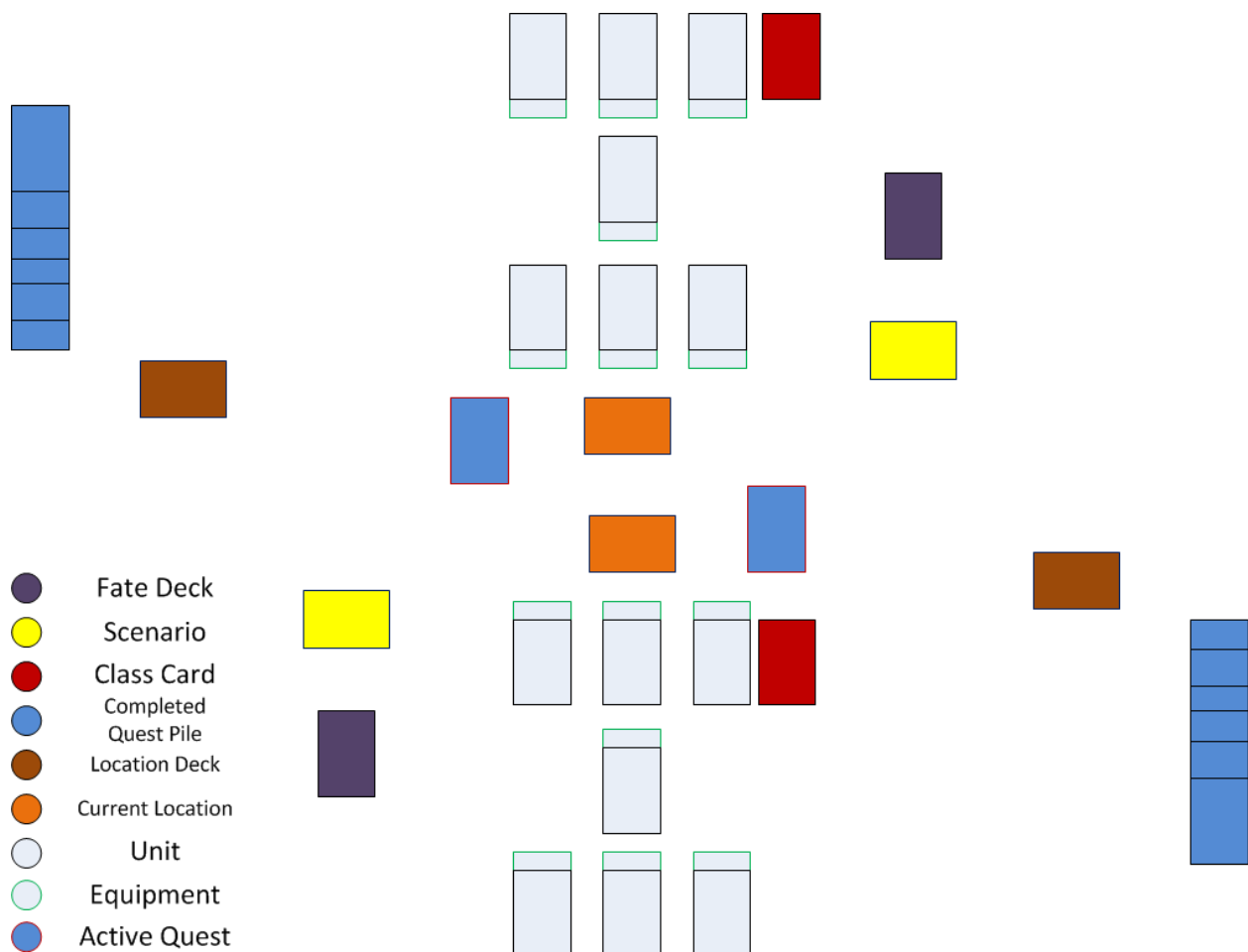
Abilities:

Stat boost per level:

Flavor text:

Tier:

Game Zones



Formation – A party consists of up to 3 rows of units (Front row, Mid row, Back row). You must have at least 1 unit in your Front row in order to place a unit in your Mid row, you must have a unit in your Mid row in order to place a unit in your Back row. Equipment and abilities dictate what cards can be declared as a target based on unit row placement. Generally Units in your Back row are safer than units in your Front row.

Deck – Your main deck, It is made up of the following card types, Quests, Units, and Equipment. The minimum deck size is 80 (60) cards. You can have no more than 3 of a single card.

Location cards – This forms a separate deck from you deck (different card backing). It consists of the locals you can visit in Anathema. You may freely browse this deck at any time. It is recommended that you posses all location cards up to the most recent expansion. This deck can be any size.

Current Location -

Token cards - Some quests, units, equipment, scenarios will ask for you to put specific tokens

into play. These should remain in a freely browsable pile when not in use.

Dice – 2D6 used in combat and various card mechanics.

Building Blocks (Player Actions)

Combat – Combat starts with the unit with the highest initiative value. It's owner may select 1 action on the card and then the targets owner may choose a valid defensive action from amongst his party, in defence of the offensive actions target. Both players then resolve the defensive action and then the attackers action. Proceed down in order based on initiative, until neither active monster or unit has AP left, and/or all monsters and units are exhausted. At the end of a combat round after all remaining units have acted the hazard player may move 1 unit forward or back a rank and then the active player does the same.

Formation – A party consists of up to 3 rows of units (Front row, Mid row, Back row). You must have at least 1 unit in your Front row in order to place a unit in your Mid row, you must have a unit in your Mid row in order to place a unit in your Back row. Equipment and abilities dictate what cards can be declared as a target based on unit row placement. Generally Units in your Back row are safer than units in your Front row.

Ability types and usage – There are 3 ability types that determine when an ability can be played or if it is persistent.

Passive – Always active, always check if it applies to the current situation

Aggressive – Must have a valid target, pay the cost and then resolve any valid defensive action the defensive player chooses as a response. After the defensive action is resolved (if there is any at all) then resolve the Aggressive action.

Defensive – Used in response to an Aggressive action. Resolve the Defensive action first and then the Aggressive action last.

Movement – At the end of a combat round the Hazard player moves one unit forward or back a rank. The active player then does the same. Movement (voluntary or otherwise) can happen outside of the end of combat. Play as the card describes.

Initiative – Determines combat turn order. Some Items will use it as a modifier.

Range – How far into a formations depth can an ability target. Range is counted starting with row in front of the acting unit onward.

AOE – How many units does the ability target, single, row, column (1 from each row), all opposing, all friendly, or all units.

Melee Attack – To resolve a melee ability roll 2D6 and add the acting units level as well as additional modifiers. Compare this total to the targets total Armor Rating (AR) + the targets level. If the result is equal to or greater the attack is a success. Resolve the action as normal. Otherwise it is a miss, the unit with the next highest initiative acts next.

Ranged Attack – To resolve a ranged ability roll 2D6 and add the acting units level as well as any additional modifiers. Compare this total to the targets total Armor Rating (AR) + the targets level. If the result is equal to or greater the attack is a success. Resolve the action as normal. Otherwise it is a miss, the unit with the

next highest initiative acts next.

Magic Attack – To resolve a magic attack roll 2D6 and add the acting units level as well as any additional modifiers. Compare this total to the targets remaining Action Points (AP) + the targets level. If the result is equal to or greater the attack is a success. Resolve the action as normal. Otherwise it is a miss, the unit with the next highest initiative acts next.

Unit Death – If a units is reduced to 0 HP and it has the unique tag, remove it from the game. Otherwise put it into your discard pile. Discard all its attached equipment as well.

Catalyst Death – If your catalyst is killed during combat (being reduced to 0 HP or otherwise) Place it at a starter location (marked with a star). Search your deck for 5 levels in units (do not count your catalyst level into your maximum party size). Loose all half your remaining gold (turn the quests sideways as if spent). Shuffle your former party and their equipment back into your deck. They have disbanded and ran through your pockets!

Gaining and spending XP – Whenever you complete a quest move it to your completed pile. At the end of your turn you may shuffle quests from your completed pile back into your deck with XP equal or over the XP listed on your class card to level. Place a level marker on your new class ability to note this gain.

Gaining and spending Gold – Exhaust quest cards from your completed pile equal to or over than the amount of gold you wish to spend, resolve the ability or purchase.

Unit Ability Types

Ability types and usage – There are 3 ability types that determine when an ability can be played or if it is persistent.

Passive – Always active, always check if it applies to the current situation

Aggressive – Must have a valid target, pay the cost and then resolve any valid defensive action the defensive player chooses as a response. After the defensive action is resolved (if there is any at all) then resolve the Aggressive action.

Defensive – Used in response to an Aggressive action. Resolve the Defensive action first and then the Aggressive action last.

Location

Town – Civilized locations with no hazard rating. A lot of purchases will be made at these locations.

Dungeon – Subterranean, location modifiers to reflect low light, cramped quarters, Increased Item gain (when completing a quest at this location search your deck for an X level item, attach it to a unit) etc. Traps also.

Wilderness – Outdoor areas with natural vegetation, varied mild effects.

Ruins – Locations from the first era, Old and powerful. Strange unique effects.

Hostile camp – Rougher civilized locations. Hazard ratings w/ better focused effects than towns.

Crossroads – Used to cross between regions, highway men, faster travel effects.

Movement – When choosing another location to move to it must share at least region type (Icon) with your current location.

Regions – Location hubs, certain units are more effective when played as hazards within certain regions. Should have a level range. Barrens in scale not kalimdor.

Equipment

Slots – Each unit can only have a certain amount of equipment on at the same time. We use slot to designate what they can have equipped. You must sell or swap gear between units when outside of combat.

Head (1) – Provides minimum Resistances, Reduces cost of certain abilities, Stats, Passive abilities

Body (1) – Provides the bulk of your AR. Soaks more damage based on type. Passive abilities

Rings (2) – Augments ability / equipment usage. Very specific effects. Passive / Active

Main hand (1) – Weapon, most have a low AP aggressive and a special secondary ability

Off hand (1) – Defensive slot, each comes with a Defensive ability, also stat increase

Neck (1) – Regen (HP or AP) and Resistances, Stats

Feet (1) – Movement based abilities, reactive.

Weapon Types – Each weapon type has a niche that it tries to fill without being a 1 trick pony. Can get passed certain play styles. Each weapon type has a general critical hit range and multiplier.

Slashing – Good raw AP to damage cost, not overly specialized. 11-12 crit range x2 damage

Piercing – Grant INI bonuses, Crit 10-12, x3, lower damage

Cleaving – Armor Penetration, Causes bleeding and Do Not Act

Bashing – Movement Impair, Soak negation, INI lowering

Armor Types – Each armor type is more likely to grant certain stats and resistances.

Cloth – AP boost, minor HP boost, AP regen, Small INI boost

Leather – Good INI boost, balanced resists, low soak

Chain – Magic Resists, good AR, Minor INI penalty

Plate – High AC, Soak, Ini penalty

Off hand – Defensive slot **Accessories**

Buckler – Poor ac boost, Parry abilities (on Miss, harder to hit), no INI penalty

Heater – Magic Resists, Block (soak on hit), decent AR boost, small INI penalty

Tower – Shield Bash, Good vs range (2 rows back?), Great AC, some soak, massive INI penalty

Wand – Weaker aggressive abilities for cheap AP, Passive magic penetration

Focus – Stat stick

Consumables – Items with limited number of uses, once used place a token on it, once there are tokens equal to the number of uses discard the item (if played as a hazard shuffle it in at the end of combat).

Potions – Restore HP or AP, cleanse

Poisons – Apply to a weapon to Inflict damage or negative status on hit. (Scrapped, unit and weapon ability now)

Food – Temporary Buff (based on times moved) (X pac) Act 2 (scrapped, too much micromanage too soon)

Thrown – Ranged weapon with limited uses (Scrapped, Unit ability, undermines the need to have ranged units)

Traps? – Conditional Items that trigger once certain actions are taken (scrapped, Unit abilities)

Combat

Combat – Combat starts with the unit with the highest initiative value. It's owner may select 1 action on the card and then the targets owner may choose a valid defensive action from amongst his party, in defence of the offensive actions target. Both players then resolve the defensive action and then the attackers action. Proceed down in order based on initiative, until neither active monster or unit has AP left, and/or all monsters and units are exhausted. At the end of a combat round after all remaining units have acted the hazard player may move 1 unit forward or back a rank and then the active player does the same.

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Ranged Attack – To resolve a ranged ability roll 2D6 and add the acting units level as well as any additional modifiers. Compare this total to the targets total Armor Rating (AR) + the targets level. If the result is equal to or greater the attack is a success. Resolve the action as normal. Otherwise it is a miss, the unit with the next highest initiative acts next.

Magic Attack – To resolve a magic attack roll 2D6 and add the acting units level as well as any additional modifiers. Compare this total to the targets remaining Action Points (AP) + the targets level. If the result is equal to or greater the attack is a success. Resolve the action as normal. Otherwise it is a miss, the unit with the next highest initiative acts next.

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Quests (rewards)

[What you can expect to see as quest rewards. Dealing with ones that rely on your or opponents next combat]

Quest Types

Fetch - Go and retrieve something specific. Will usually have to balance costs to acquire the object vs what the reward actually pays out and the travel time to obtain and deliver the item. Ruins being a frequent target. Cause party to be the most cost effective.

Escort - Take a specific unit from one place to another. Most will only ask that the unit is alive, some will ask that the unit is unharmed. Most of the vips will make juicy targets. Cause party to be defensive and movement conscious

Defeat - Go to a location and face a specific encounter. Will allow your opponent to search for units / equipment for hazard purposes. Cause party to be offensive and build up regeneration.

Collect -

Protect -

Scenarios

[Explain what they are, how to make progress, how to hinder your opponents]

Victory Points

The objective of *Monad Wars* is to complete *scenarios* to gain VP (victory points). Along side of the VP you gain, each scenario also produces a powerful effect that alters the state of the game. A game is won by the first player to get five VP. It is in your best interest to prevent your opponents from completing scenarios any way you can, while still making progress towards the completion of your current scenario. If players would like a shorter or longer game, they can choose any number of VP as the win condition.

Building a Deck

Deck – Your main deck, It is made up of the following card types, Quests, Units, and Equipment. The minimum deck size is 80 (60) cards. You can have no more than 3 2 of a single card.

Golden Rule

[Card text > anything in this book]

Playing a Game (Steps)

You've just bought your first two decks of *Monad Wars*, and you're ready to play. You should probably read through the rules first, and then come back to this page. Most of the basic information you need to play the game is right here. Page numbers in parentheses tell you where to go for more information on each topic.

Game play starts by setting aside 7 levels worth of Unit cards. In addition to your "Catalyst" hero card. Also set aside your Hero's chosen class card. Place a marker on the class card to select your starting class ability. This also represents your hero's level as well as the one ability of your choice you gain per level. Each player also sets aside their scenario card and places it face down in front of their deck.

Players each roll 2D6. The player with the highest roll plays first. The player who plays

second chooses a location that is marked with the starter Icon "star" and places their units in a formation (see formation section) of their own choosing at that location. This continues counter clockwise until the player who goes first does the same. Players cannot choose the same starting location. All Players now flip their scenario cards face up. Players now draw a hand of 8 cards and play starts with the player who had the highest roll.

Begin your turn by removing 1HP and 1AP counter from each non-token unit. You'll want to look at your hand for any quest cards you posses. You will then choose a location card that shares at least one region symbol as your current location as your destination. Put that card on the table in front of your party. After moving, The closest opponent to your right (Encounter Player) may play Units and equipment equal in total level to the encounter rating of your current location. Resolve combat as you would normally. If there are no enemy units at the active parties current location, the active player may play a quest card that is equal to or less than the hazard rating of the location in level. The closest opposing player on your left (Quest Handler) plays units and equipment equal to or less in level to the level printed on the quest card. Resolve combat as you would normally. If you chose to resolve your active scenario instead, then follow the directions printed on the Scenario card. Upon the successful completion of a quest, you move the quest card into your completed quest pile. From there you will be able to use them to generate gold and after you have completed enough quests you can turn them in to increase your catalysts level.

You are now able to use non-combat abilities and abilities on your current location card. Finally, resolve any remaining effects in play. The active player may choose to discard one card, then all players draw up to their maximum hand size of 8. The next player clockwise begin their turn and you become the "Encounter Player".

Play proceeds this way until one player accumulates 5 VP.

Remember, *Monad Wars* is a game of action and reaction, planning and improvisation. But in the beginning, it's simply a matter of doing what you can. You'll probably have to play through a duel or two before you get the hang of it. Once you figure it out, though, you'll see that the rules are simple; it's the interactions between cards that are complex and interesting.

Things You Will Need

Deck – Your main deck, It is made up of the following card types, Quests, Units, and Equipment. The minimum deck size is 80 (60) cards. You can have no more than 3 of a single card.

Location cards – This forms a separate deck from you deck (different card backing). It consists of the locals you can visit in Anathema. You may freely browse this deck at any time. It is recommended that you posses all location cards up to the most recent expansion. This deck can be any size.

Token cards - Some quests, units, equipment, scenarios will ask for you to put specific tokens into play. These should remain in a freely browsable pile when not in use.

Dice – 2D6 used in combat and various card mechanics. The probability on a 2D6 is as follows:

2 – 2.77
3 – 5.55
4 – 8.33
5 – 11.11
6 – 13.88
7 – 16.66
8 – 13.88
9 – 11.11
10 – 8.33
11 – 5.55
12 – 2.77

The sweet spot where people want to get their rolls is at least a 7 to succeed.

Counters – It is mandatory that you have a way to visually track a Units HP and AP. It is recommended that you have tokens that stand for different intervals (Penny = 1, Nickel = 5, Quarter = 25)

Parts of a Turn

Turn phases – A players turn progresses in the following phase order:

1. **Recovery Phase**

Each unit recovers 1HP and 1 AP. Token Units do not.

2. **Travel Phase**

You may travel to another location that shares the same region symbol as your current location. You may NOT travel if there are opposing units or monsters at your current location. You may choose to "Run". If so every opposing unit or monster gets to take a single combat action. After these actions are taken, you may move as normal. Since they were not defeated your opponent then shuffles any units or monsters that were played due to you moving (random encounter) or playing a quest back into their deck Then draws that many cards immediately (running is a bad thing certain cards can enhance / change this rule / increase its severity).

3. **Random Encounter Phase >**

After moving, The closest opponent to your right may play Units and equipment equal in total level to the hazard rating of your current location (Random Encounter). Resolve combat as you would normally.

Most locations will reduce the cost of certain types of units when played as hazards (random and quest).

Shuffle all cards played as a hazard into their owner's deck.

4. **Encounter and Quest phase <**

If there are no enemy units at the active parties current location, the active player may play a quest card that is equal to or less than the hazard rating of the location in level. The closest opposing player on your left (Quest Handler) plays units and equipment equal to or less in level to the level printed on the quest card. Resolve combat as you would normally. If you chose to resolve your active scenario instead, then follow the directions printed on the Scenario card.

Shuffle all cards played as a hazard into their owner's deck.

5. **Provision Phase**

During this phase, the active player can use non-combat unit abilities and abilities based on location. This includes abilities placed on location cards.

6. **End phase**

Resolve any remaining effects in play. The active player may choose to discard one card and then all players draw up to their maximum hand size of 8.

Opponents Turn

[Game from Encounter and Quest Handlers perspective]

Alternate Game Types

1. **Tournament Play**

The first player to 5 VP wins. At the end of the round (1 hour) the player with the most VP wins that game. If both players have the same VP total than it is a draw.

1. **Multiplayer**

Two headed giant – Players play as a team of catalyst working together. Each Catalyst and their party can move freely as they normally would (does not have to be at the same location). When they are at the same location at the start of the combat before hazards are play they can fight as a team, if this is the case then combine formations. Play through combat as you normally would. Players may trade Equipment when at the same location.

Free for all – The rules already incorporate this play style. When multiple parties are at the same location you can attack any other party there as you see fit.

Dota Mode (2 Players (add on)) - Choose 5 Units and assign each a class card (if they are a catalyst or otherwise). Every 3 turns each player draws 4 units from a unit (specific tokens?)

deck and places them into formation. Place a tower token into each lanes 3rd row. If you destroy a tower, your random unit total increases by 1. Every turn a unit is in a lane place a lvl token on them. Remove 5 lvl tokens to gain a level. Killing an enemy unit grants 3 lvl tokens. After a player loses 2 towers in a lane, that lane may now attack their base. Center lane grants more xp. Last hitting and deny. Costs 2 AP to switch 1 lane. (Defense of the Kitchen Table)

Gladiator Mode (Are you not entertained) - 4 way combat. Each player adds up total team INI, player with the highest (+rolls) goes first. Whole team takes action in INI order. No aggressive actions first turn. Special objectives / arena location cards (Team perks? This team regens 3 AP each turn, -5 to AR values?).


Solo - Solo Game.


Campaign Mode - Week long game.


Drafting


Multiplayer


Glossary

Tough  # - subtract this number from damage after equipment modifiers are added. Soak. Damage Reduction. DR.


Steady  # - If an ability would involuntarily move this unit, subtract its steady value and move it that many space according to that total.

Serenity  # - While at a wilderness location this unit regains their serenity value in AP at the beginning of each round.

Elusive  # - This unit counts as being # rows back for defensive purposes. With the maximum of the back row.


Corrosion  # - On a successful attack , place # of corrosion tokens on a piece of equipment the target is carrying. If an item has >= corrosion tokens to its item level then destroy it. Remove the tokens after combat.


Reach  # - This units can target units # spaces away. Rowdy , Damage boost instead.


Regen  # - At the beginning of a round heal # damage from this unit.

Pathfinder # - When traveling subtract the highest pathfinding total in your party from the Hazard rating of the location. Your opponents will use this new total when playing random encounters. (need to change for aura, maybe a to hit buff) , mob mentality (bonus for each skarn (or unit that shares a level with it) to hit and or damage).

Undying # - When this unit is destroyed, shuffle it back into your deck with # number of attached equipment. (Give them mortal strike instead?), Mortal strike (Disease) If a unit hit by mortal coil recieves healing before this units next trun, subtract X from it.

Arrogant  # - Subtract # levels from anyone defending against or attacking this unit for combat purposes. Change to poisoner ?

Resistant  # - For Magic checks this unit uses its Max AP instead of current.

Hidden  - This unit cannot be targeted by a unit with lower INI. End if this unit moves or performs any action.

Critical  # - Deal an additional # times the listed damage.

Miss - An attack that is not successful.

Hit - A successful attack.

Enfeeble # - Reduces dealt damage until after the targets next turn.

Haze # - Reduces targets range

Pinned - Don't move !

Slow # - Minus target's INI until their next turn !

Haste # - Increases Targets INI !

Push # - Moves target away from user !

Pull # - Moves the target closer to the user !

Daze # - Increases the AP cost of the target's abilities until after their next turn. !

Debilitate # - minus all stats

Marker # - + to hit

Shield # - Buffer against x type of damage

Precision # - Crit range

Aura # - grants this benefit/debuff to affected units

Escavate # - Roll 2d6, on the result of the number listed complete the effect.

Native # - Units of X type are considered # levels lower for meeting Hazard limits.

Human Nature - Gains 6 stats per level

Activation (a units turn)

Hazard = change to encounter

Token = lvl is stated in the card that grants the token, armor rating is = to its level. Cards that reduce level also affect its armor.