Rules of Play

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Some say there are players who like story in their games. Some say there are even those who like there to be a story in their MOBA game. If you are one of those players, it's on you. You made me do this :) Behold — the inevitable Lore section!

LORE

THE MINIONS

In ancient times, the war between Atlantis and the Titans ended with the 'Turning of the Sacred Valve,' and let's just say it didn't end well.

The minions were the foot soldiers of that ancient war. Whether created by the magic of the Titans, or crafted by the Atlantean artificers of old, their purpose was the same — to do all the dying on behalf of their masters.

Thousands of years later, with their creators long gone, the minions stayed true to their purpose, locked in an endless struggle against their counterparts. They would have long since wiped each other out, but the Thrones keep spewing out new minions as wave after wave gets destroyed.

That, of course, means that I have no shortage of spare parts. Pass me that wrench, will ya?

- Trinkets the Scavenger

THE THRONES

"The minions aren't the only artifacts of that bygone age. Scattered across the continent are the mysterious installations of the ancients, which everyone just calls 'Thrones.'

No one really knows what they were built for, but the minions seem particularly intent on destroying those of the 'wrong color.' The good news is that when they succeed, there's usually a treasure — or a huge explosion. There's no way to tell in advance, really.

What will happen when all of them are destroyed? I've never given it much thought. Now stop fooling around and give me a hand! This vault won't open itself!"

- Tigerclaw the Cutpurse

THE HEROES

Have you noticed how they always have an excuse? Whether it's some 'higher calling,' a matter of honor, a quest for knowledge, or whatever.

But in the end, they don't even care which side they fight for. Bah! If you ask me, they're little more than grave robbers, these so-called 'heroes.'

Me? No, I'm nothing like them — I'm in this for the money!

- Bain the Bounty Hunter

OVERVIEW

HEROES

In *Guards of Atlantis II*, each player is represented by a single hero. Heroes differ vastly from one another in their abilities, playstyle, and complexity.

Over the course of the game, heroes collect coins and spend them to upgrade their starting abilities and obtain new ones, becoming increasingly powerful.

TEAMS

Heroes are split into two opposing teams: one fighting for the Atlanteans (Red) and the other fighting for the Titans (Blue). Regardless of which side you are on, coordinating with your team mates is the key to victory.

The recommended way to play is with either 4 or 6 players.

While there are ways to play *Guards of Atlantis II* with up to 10 players or with an odd number of players, these player counts should only be used if all participants have played the game at least five times.

ZONES AND THRONES

The board is covered by a hex grid and divided into Zones. The two most important Zones are the two Thrones, one for each team.

The Throne is where your hero starts the game and where they respawn when defeated. Capturing the enemy Throne is the quickest (but not the easiest) way to win.

MINIONS

Minions are another type of unit. Unlike heroes, they are not directly controlled by the players.

Minions automatically fight other minions between rounds and will not attack heroes, though they can affect your hero's defense if you get too close, so be cautious!

Minions serve as cannon fodder for the heroes and as a source of steady income of coins and level ups! While minions are no match for a hero, only minions can capture the enemy Throne by "Pushing a Lane".

BATTLE ZONE AND "PUSHING A LANE"

A Lane is a sequence of Zones connecting the two Thrones. At the start of the game, all minions are placed in the Zone in the middle of the Lane, called the Battle Zone.

If all opposing minions are destroyed, your minions advance one Zone closer to the enemy Throne, and that Zone becomes the new Battle Zone. Defeated minions respawn in the new Battle Zone, and the fight continues — this is called "Pushing the Lane".

If your minions ever Push the Lane into the enemy Throne, they capture it and your team wins!

ACTION CARDS

Cards are the heart of *Guards of Atlantis II*. Everything your hero can do — skills, attacks and even your hero's "health" — is represented by an action on a card. If a card's text directly contradicts the rules, the card's text takes precedence.

You play 1 Action card each turn (simultaneously with other players) to perform 1 action. After 4 turns, the round ends, and you retrieve all your cards to use again in the next round.

READ ALL THE CARDS CAREFULLY!

There are many unique cards and card interactions to explore, which can feel overwhelming at first.

But do not worry! If you are ever unsure about an effect or interaction, simply **follow the card text exactly as written.**

The cards are written with precision, and many points of confusion can be resolved by rereading the text. Additional clarifications on core concepts and keywords are available on pages 17-19.

If that doesn't help, join our Discord server, and we will be happy to assist you!

DEFEATING ENEMY HEROES

In addition to Pushing Lanes and defeating minions, it's every hero's right and privilege to fight and defeat their peers using a vast array of deadly attacks.

If your hero is defeated, they respawn at their Throne, safe and sound. However, immortality comes at a cost: the attacker and their team earn coins for your defeat, and, more importantly, your team loses one or more Life counters.

Life counters are shared by your team. If you spend your last Life counter, the enemy team wins the game, so try not to die (or, at least not too often)!

Higher-level heroes are worth more coins and spend more Life counters when defeated. If you fall behind, there is always a chance for an epic comeback!

LAST PUSH

By now, you have learned that there are two ways to win in *Guards of Atlantis II* — by Pushing the Lane into the enemy Throne, or by defeating enemy heroes until they run out of Life counters. But there is also a third way!

The game also ends when "time" runs out. Whenever a team Pushes the Lane, a Wave counter is removed. When the last counter is gone, the game ends immediately, and the team that won the last Push wins the game!

LINE OF SIGHT

But what about "line of sight"? There are no "line of sight" rules! You can simply see everything!

TABLE TALK

Guards of Atlantis II has strict rules for communication during the game. Following them ensures that the game is played as intended and runs smoothly. Several heroes are designed and balanced with these rules in mind.

Between turns, you are free to discuss strategy with your team, but it must be done out loud so that the other team can clearly hear you. You are not allowed to take notes or show each other cards (though you may read aloud information from your cards).

Use your best judgement to know when to discuss strategy, potentially revealing your plans to the opponents, and when to trust your teammates to do the right thing.

Once the Action cards are revealed at the start of a turn, strategy discussions must stop. Players should read the cards played by others to gauge their opponents' and teammates' intentions, but each player must make decisions on their own.

This simulates the real-time nature of the battle.

If teammates need to make a coordinated decision *after* the Action cards have been revealed, they must do so without discussing strategy; they may simply state their preferences.

For example, if two players on the same team are tied for the Initiative, they have to decide which one of them will act first. Since the cards are already revealed, they cannot discuss strategy at this point.

It would be legal for one of the players to say "I would really like you to go first", but not "I need to go first, because I have to dodge that attack". Players must come to an agreement, without discussing their rationale.

If a card instructs another player on your team to name a color, or choose a direction, you are not allowed to suggest which option you would like them to choose.

HIDDEN INFORMATION

You can always ask another player to read any of their unresolved cards, resolved cards, and discarded cards, as well as visible information on their dashboards.

Everything else is hidden information, including:

* Cards in the deck.
* Cards in hand.
* The part of the card covered by your hero dashboard *(more on this later)*.
* Any facedown cards.

Not knowing or not being 100% certain of the exact values and the exact text of every card is expected and is a part of the game.

Exceptions can be made for first-time players. More experienced players are encouraged to reveal information, such as their initiative, attack, or defense value, to newer players during a teaching game.
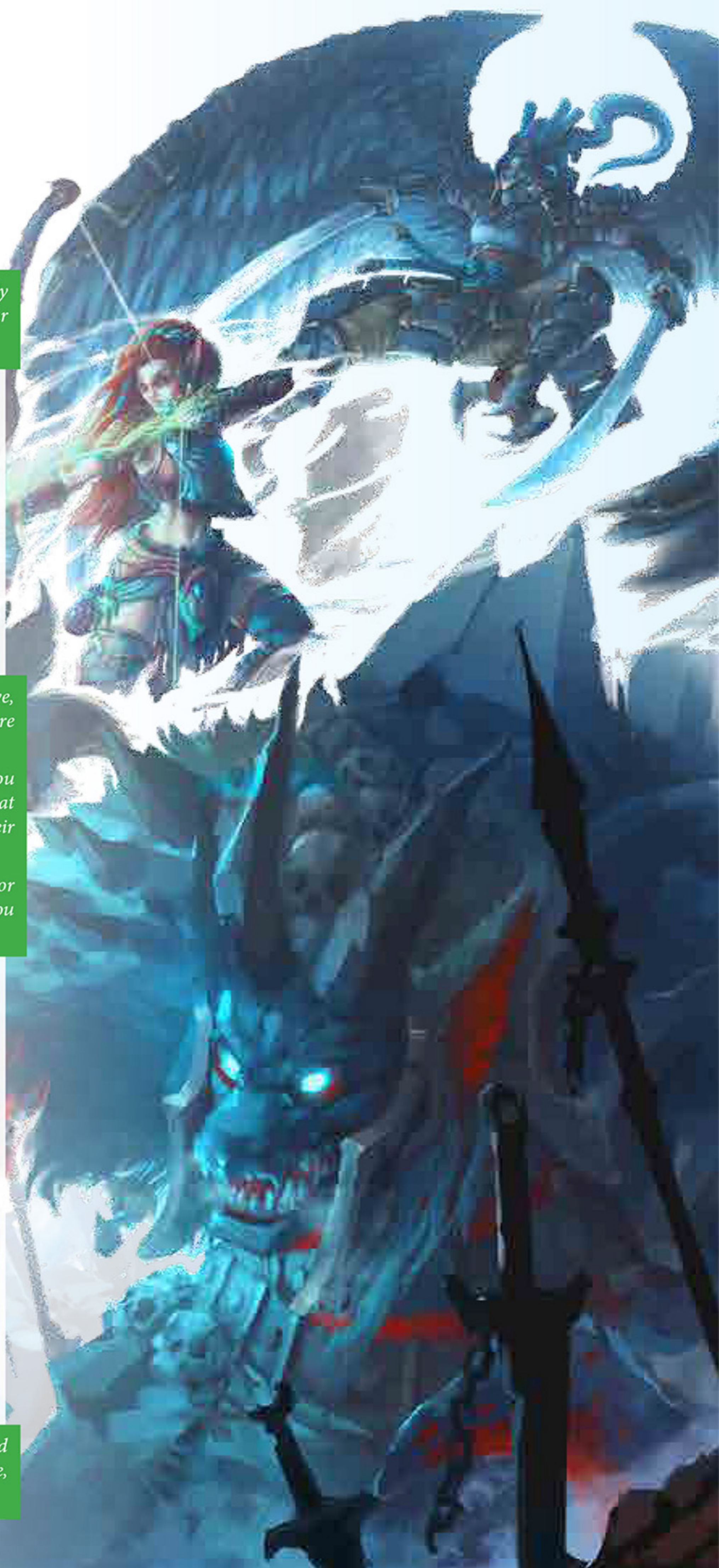
GAME SETUP (4 or 6 players)

1. PLACE THE BOARD
Take the board and place it as shown.

2. SPLIT INTO TWO EQUAL TEAMS
Players must split into two equal teams. One team is "Team red" and the other team is "Team blue".

3. PLACE THE TIE BREAKER COIN
Take the Tie Breaker coin, flip it in the air, and then place it, result side up, near the corner of the board, as shown.

Tie Breaker coin

4. PLACE THE WAVE COUNTERS
Place a number of Wave counters next to the edge of the board based on your desired game length:

Quick game: 3 Wave counters.

Long game: 5 Wave counters.

Wave counter

5. PLACE THE LIFE COUNTERS
Take a number of blue and red Life counters based on your chosen game length and the total player count, as shown in the table below.

Player Count	Quick game	Long game
4 Players	4	6
6 Players	5	8

Place the Life counters on the corresponding Throne with their "unspent" side up. Return the rest to the box.

The Blue and the Red Life counters (Unspent/Spent)

6. PLACE THE COINS
Take the coins and place them within reach of all players.

Coins

7. DISTRIBUTE HERO DASHBOARDS
In a game with 4 players, take the hero dashboards for "Wasp the Warmaiden" and "Xargatha the Changed" and distribute them randomly to the players on the Red team. Do the same with the dashboards for "Arien the Tidemaster" and "Brogan the Destroyer" for the Blue team. Place the dashboards in front of the players.

In a game with 6 players, use the dashboards for "Tigerclaw the Cutpurse" and "Sabina the Gunslinger" for the third players on the Red and Blue teams, respectively.

In future games, you can use any of the methods described on page 22 for selecting heroes, but for your first game, use the recommended line-up above. Trust me on this.

3 1 4 9 "BLUE" THRONE 5 11 8

8. PLACE THE LEVEL INDICATOR CARDS
Each player takes a Level indicator card and tucks it under the left edge of their hero dashboard to indicate their starting hero level (Level 1).

9. PLACE HERO MINIATURES

Attach the colored bases of the corresponding color to the hero miniatures.

Place the hero miniatures on the marked spaces in their corresponding Throne Zone (highlighted in Blue and Red). These spaces are called hero spawn points.

Your hero's miniature is depicted on the back of your hero dashboard, along with tactical tips for playing that hero and their backstory.

Hero Spawn points

5

9

"RED" THRONE

10

6

7

11. PREPARE CARDS, TOKENS AND MARKERS

Each player takes their hero's deck of 18 Action cards. The symbol on the back of the cards should match the symbol on their hero dashboard.

The Roman numeral in the top right corner of each Action card is its Tier. Find the three Tier I cards and the two basic cards with no Tier in your deck.

Starting Non-Basic cards   *Starting Basic cards*

You should end up with five Action cards; these are your starting cards. Take them into your hand and return the remaining Tier II, Tier III, and Tier IV cards to your deck. These will be used later when leveling up (See pages 15-16). Return the Handicap card ("H" Tier) to the box.

If your hero uses tokens or markers (See pages 18-19), it will be displayed on the back of your hero dashboard. Take your Tokens and Markers and place them near you.

You never draw cards from your deck, so there is no need to shuffle it.

1x Ranged   *4x Melee*   *1x Heavy*

1x Ranged   *4x Melee*   *1x Heavy*

10. PLACE MINION MINIATURES

There are three types of minions in *Guards of Atlantis II*: Ranged, Melee, and Heavy (more on that later).

Place the minions on the board in the starting Battle Zone (highlighted in white) on spaces marked with a minion icon that matches the team color and the type of that minion. These icons are the minion spawn points.

The image to the right shows which minion Spawn points correspond to which minion miniature and how many of each miniature you need to place during the setup.

Keep unused ranged and heavy minions in the box.

ROUND STRUCTURE

The game is split into rounds. Each round consists of four turns. On each turn, all players select and play one card simultaneously, then resolve them, one by one, in the initiative order.

After four turns, the round ends, players take their cards back into their hand, and a new round begins.

TURN SEQUENCE

PLAY ONE CARD

This part of the game is simultaneous. As soon as you are ready, select and play one Action card from your hand Facedown on any clear area of the game board.

Most Action cards have multiple actions to choose from, but you only need to choose the card for now. You will get to choose the action later.

Cards are played on the board Facedown.

You must play a card, if able. You must play a card even if your hero is not on the board. If you have no cards left in your hand, you must announce that you are passing.

Once all players have either played a card Facedown, or passed, reveal the cards, by flipping them Faceup.

CHECK THE INITIATIVE

The Initiative is the number in the top left corner of the Action card.

If your card has the highest Initiative, you act first, followed by the player with the next-highest Initiative, and so on.

Ties are broken by the Tie Breaker coin.

Initiative value

TIED INITIATIVE

- If two (or more) players on **different** teams are tied for the Initiative, look at the Tie Breaker coin. One of the tied players on the team whose symbol is currently revealed on the coin acts first.*
After that player has resolved their card, that player (and only that player!) must flip the Tie Breaker coin to the other side.

Tie Breaker coin.

- If **only players on the same team** are tied for the Initiative, they have to decide which one of them will act first.*
Do not flip the Tie Breaker coin in this case!

After the player who acted first has resolved their card, check the Initiative again. Any remaining ties are resolved in the same way, flipping the Tie Breaker coin, when necessary.

* Players on the same team have to agree on who acts first without discussing it (see Table talk on page 4).

PERFORM ONE ACTION

When it is your time to act, choose one **and only one** of the available actions to perform.

The Defense action is an exception to this rule. See page 14.

Most of the available actions are indicated by the icons on the left side of the Action card. Each card has one Primary action, and one or more secondary actions to choose from. **The card text must be applied when, and only when, performing the Primary action!**

Primary Action Icons (Always match the card's color):

| Attack | Skill | Defense or Skill | Movement | Defense |

Some secondary actions, such as Hold, Fast Travel, and Clear, are not represented by separate icons. For example, you can use any card to perform a Hold action — and do nothing that turn.

Secondary Action Icons:

Movement   Defense
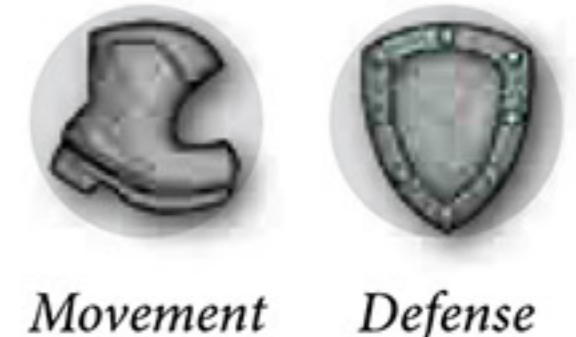
Full rules for performing every action are covered on pages 11–14.

HERO RESPAWN

If your hero is not on the board, you may choose to respawn on any empty Spawn point in your Throne Zone **before** performing an action. If no empty Spawn points are available, respawn in the nearest empty space, adjacent to a Spawn point in your Throne Zone. You may also choose not to respawn and resolve your card without performing an action.

RESOLVE YOUR CARD

After you perform your one action, place your card Faceup on the current Turn slot of your hero dashboard — the card is now *resolved,* and the player with the highest Initiative on their unresolved card is next to act.

Place your resolved card on the current Turn slot

If a card has an Active effect, such as "This Turn:", turn it on its side. (See "Active effects" on page 17).

TURN ENDS

If you were the last player with an unresolved card, the turn ends. All active "This Turn" effects are canceled.

If this is the end of turn 4, the round ends — follow the "End of Round" steps. Otherwise, start another turn.

END OF ROUND

Minion Battle

Count the number of minions each team has in the Battle Zone. If both teams have the same number of minions in the Battle Zone, the Minion Battle ends with no effect.

If one team has more minions in the Battle Zone than the other team, the team with fewer minions must remove a number of their minions (of their choice) equal to the difference from the Battle Zone. The Heavy minion must be removed last!

If you need to remove more minions than your team has in the Battle Zone, remove all your remaining minions in the Battle Zone.

Remove Tokens, Return Markers

Remove all tokens from the board. Return all markers back into the supply.

Push the Lane

As soon as one of the teams loses their last minion, the Lane is pushed. The team with one or more minions still remaining in the Battle Zone wins the push.

1. Flip one Wave counter face-down. If the last remaining Wave counter is flipped, the game ends immediately and the team who won this final push **wins the game.**

2. The next Zone towards the losing team's Throne becomes the new Battle Zone. If the enemy Throne Zone itself becomes the new Battle Zone, the team who won the push **wins the game.**

3. Remove all minions in the previous Battle Zone. Respawn one minion of the matching type in each Spawn point in the new Battle Zone (If a Spawn point is occupied by a token, first remove that token, then respawn the minion).

The Red team has 4 minions to the Blue team's 2 minions at the end of the round. During the Minion Battle, the Blue team must remove the difference — 2 minions. Since this removes all Blue minions from the Battle Zone, the Lane is pushed.

Retrieve Cards

Take back into your hand all your resolved and discarded cards. Card States are covered on page 10.

This cancels all your Active effects, including "Next Turn" effects.

Level Up

If you have enough coins to buy one or more level ups, you must do so now. Leveling up is covered in detail on pages 15-16.

Collect a Pity Coin

All players who have NOT leveled up this round collect 1 coin. You do not get to level up this round, even if you now have enough coins, after getting this extra coin.

A Lane can be Pushed both at the end of round, and in the middle of a turn.

If you defeat, or remove, the last remaining enemy minion in the Battle Zone, the Lane is immediately Pushed in the same way as it would during a Minion Battle.

Note: A Lane Push can never be triggered by moving, pushing, or swapping a minion. It must be either defeated, or removed.

If the Lane is pushed in the middle of a turn, the turn continues in the Initiative order as normal.

If a Spawn point is occupied by a non-token obstacle, the owning team must place that minion in the nearest empty space of their choice in the Battle Zone (starting with the team whose symbol is on the tie breaker coin).
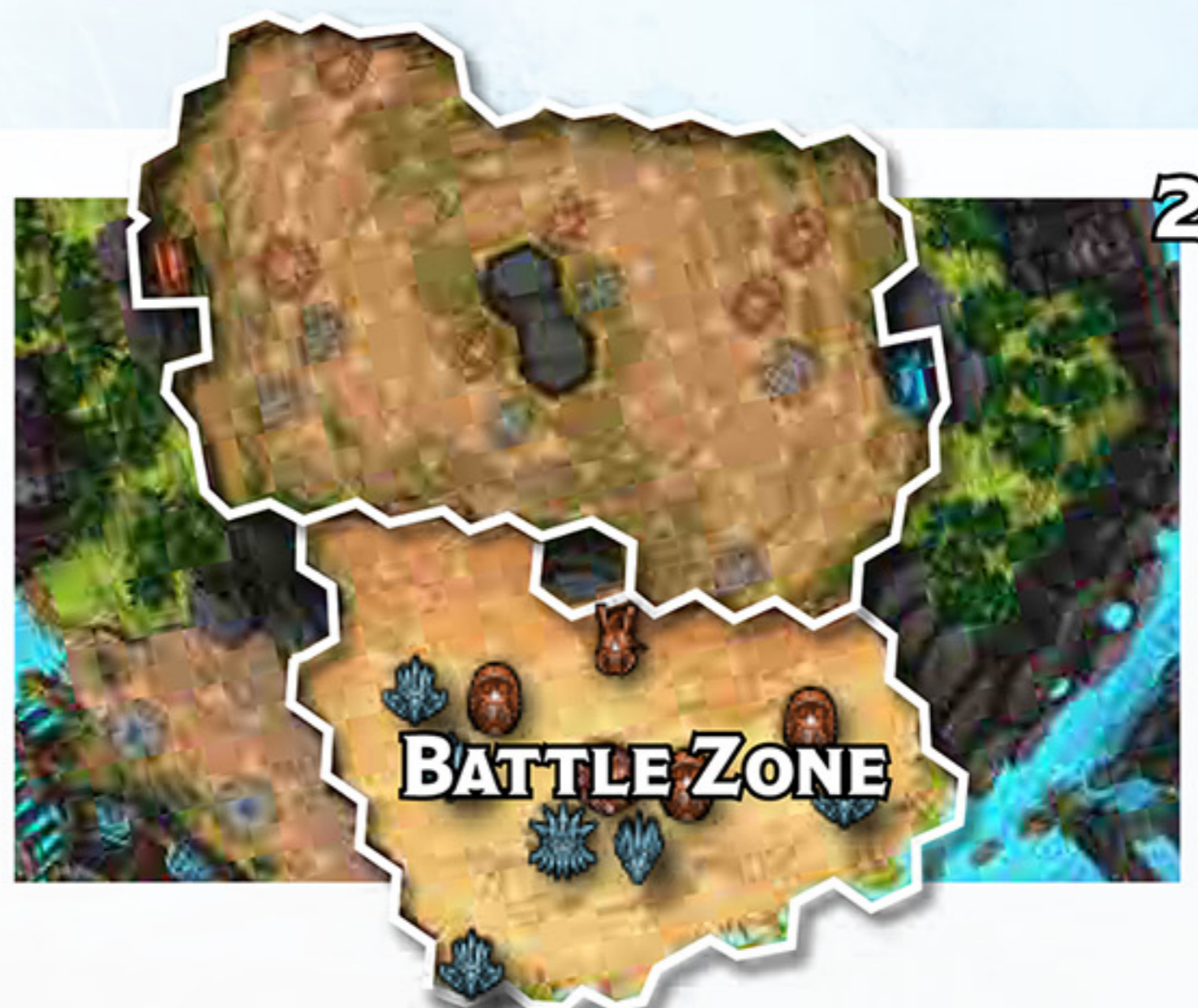
All minions remaining in the old Battle Zone are removed, and then respawn in the new Battle Zone. Note that the defending team has more minion spawn points in their Pre-Throne Zone. One Red minion will not be respawned.

ACTION CARD ANATOMY

(A) CARD NAME

This is the name of the card.

(B) INITIATIVE VALUE

The Initiative value of the card determines the order in which the card is resolved (See page 7).

(C) CARD'S TIER

This Roman numeral is the card's Tier. The card's Tier is important when leveling up (See pages 15-16).

(D) COLOR ICON

The card's color is determined by the color used in its design elements, but you can also tell the card's color by a single-letter icon in the top right corner of the card.

> *There are 6 card colors - Gold(D), Silver(S), Red(R), Green(G), Blue(B), and Purple (P).*

(E) ILLUSTRATION

The card's illustration; lovingly created by one of our wonderful artists.

(F) SECONDARY ACTION ICONS

You can choose to perform a Secondary action, instead of a Primary action. All actions are covered in detail on pages 11-14.

(G) PRIMARY ACTION ICON

This is a Primary action icon. You can choose to perform either the Primary action, or one of the secondary actions. All actions are covered in detail on pages 11-14.

> *The card text is only applied when performing the Primary action!*

(H) CARD TEXT

The card text must be applied when you perform the Primary action (All actions are covered on pages 11-14).

> *Card text often includes keywords like "units", "straight line", push etc. All these keywords are explained on pages 18-19.*

(I) REMINDER TEXT

Reminder text is parenthesized text printed in italics following the regular card text.

It is there purely as clarification.

(K) ITEM TYPE ICON

When this card is used as an item, this icon determines the item bonus. Items are covered in detail on page 16.

Only cards of Tier II and above have an Item icon.

(L) PRIMARY ACTION TYPE

The Card's type is the same as the type of its Primary action.

A card with an Attack Primary action is an *Attack card*. A card with a Skill Primary action is referred to as a *Skill card* etc.

BASIC/NON-BASIC (SUPERTYPE)

Basic cards are your hero's signature attacks and skills. Your Gold and Silver cards are *basic* and all other cards are *non-basic*.

All actions on a basic card are basic actions. Basic primary actions have the word *basic* before the action type.

Unlike non-basic cards, basic cards have no card Tier and cannot be upgraded.

Skill Card

Basic Skill Card

RANGED / NON-RANGED (SUBTYPE)

Ranged primary actions have the word *Ranged* next to their type, and a range icon on the right side of the card.

All other actions are *non-ranged*, including those with a Radius icon

(M) RANGE/RADIUS ICON

Some primary actions have a Range or Radius icon and a value on the right side of the card.

The value on the Range/Radius icon determines the maximum Range/Radius of your action. If the card text mentions Range/Radius, it refers to this value.

If your card has a Range/Radius value of 1, your primary action can only affect adjacent targets. With a Range/Radius value of 3, your primary action can affect targets up to 3 spaces away.

There are no "line of sight" rules. You can target units through obstacles, as long as they are in range/radius.

PERFORMING ACTIONS

MANDATORY AND OPTIONAL STEPS

When performing a primary action the card text must be applied in the exact order it is written.

If for any reason you cannot complete a mandatory step in the card text, stop performing the action at that step, and skip any remaining steps.

Steps which include "you may", "up to" and "if able" are non-mandatory, all other steps are mandatory.

MAKING CHOICES

You make all the choices in your card's text, unless the card text instructs the other hero to make a choice.

For example: "An enemy hero in radius discards a card, if able". You choose one enemy hero in radius to target, then that hero chooses a card to discard, if they have one.

PICKING TARGETS

You must choose valid targets for your actions. This is determined by your card's text, Range/Radius value of the card, and if the target is Immune (See page 18).

Your actions can affect you (i.e. your hero), other heroes, minions, tokens, spaces on the board, etc.

"A hero in range" and "Target a hero in range" has the same meaning.

If your action is affecting you (your hero), it will say so in the card text. Otherwise, it will not affect you, even if it targets all units around you ("in radius").

MODAL ACTIONS (BULLET POINTS)

For cards with modal actions, choose a bullet point and apply its text, ignoring the rest.

Based on the card text, you may be able to choose multiple options ("twice/up to" etc.). Treat this as a single action. Unless the card text says otherwise you can choose the bullet points in any order.

REPEAT (ONCE / UP TO X TIMES)

After you perform this action, you may perform the **entire action** again (with the same range, restrictions etc.), up to the number of times listed in the card text. You cannot repeat a repeated action!

- When repeating a modal action you may choose different options for the new instance.
- A repeated instance of an action cannot be replaced with a different action (Such as Clear or Fast Travel).
- Treat each instance of repeat as a separate action.
- Only one instance of an active effect per card can be active. Repeating an active effect does not duplicate it.

If you defeat the last enemy minion, the wave will push and repeating your attack could allow you to defeat a freshly respawned minion.

At the start of each round you have 5 cards in your hand. During the round, cards will be changing states. The following section will describe all the states the card can be in and how they change.

CARD STATES

IN HAND

At the start of the round your Action cards are *in* your *hand*.

PLAYED

A card becomes *played* when you place it, facedown, from your hand, onto the board. This card state is retained until the card is returned to your hand.

UNRESOLVED

A *played* card is *unresolved,* until after you perform one of its actions and place it onto your hero dashboard.

RESOLVED

After you perform an action on your played and unresolved card, the card is placed onto your hero dashboard and is now both *played* and *resolved*.

DISCARDED

If you place a card in the discard pile, it becomes *discarded*. In a rare case when you discard a *played* card, it counts as both *discarded* and *played*.

CHANGING CARD STATE

DISCARD A CARD

Discarding a card means to put it into the discard pile. Cards in different states can be discarded. Unless specified in the card text, the card has to be discarded from your hand. Cards used to defend are always discarded from your hand. Discarded cards are open information.

RETRIEVE A CARD

Retrieving a card means to take one of your cards back into your hand. Cards in different states can be retrieved, depending on the card text. You retrieve all your cards at the end of each round, regardless of state. You can never retrieve another hero's cards.

SWAP A CARD

When two cards are swapped, all their card states are swapped. If you need to swap a played and resolved card with a discarded card, the discarded card becomes played and resolved, and the other card becomes discarded.

FACEDOWN

If a resolved or discarded card is *facedown*, it loses its type, color and actions, until it changes state to *in hand* or becomes *faceup*. Facedown cards are hidden information.
When a card becomes *facedown*, cancel its Active effect.

MOVEMENT ACTION

When you perform a Movement action, you may move your hero up to the number of spaces shown on the movement icon.

You can only perform one action on the card! Do not apply the card text when you perform the secondary Movement action!

Units cannot move through or into spaces with obstacles (Units — heroes and minions, terrain, and tokens all count as obstacles).

Effects which limit your movement distance, or prevent you from performing a movement action, are only checked at the start of the movement action.

Arien may move up to 3 spaces, using the secondary movement action on his Blue card. He cannot move through obstacles, such as units, tokens, or terrain.

Movement as Primary Action

When you perform the Primary action on a Movement card, apply the card text in addition to moving up to the number of spaces on the icon.

The card text is applied even if you choose to move zero spaces.

Unless it says otherwise, the card text comes into effect before movement.

Primary Movement

MOVEMENT IN THE CARD TEXT

Some actions may instruct you to move, or to move another unit or a token in the card text.

This movement follows the same rules and restrictions as a Movement action, except:

- It cannot be used to Fast Travel
- Effects which stop you from performing a Movement action do not prevent movement in the card text.
- Unless the distance is optional ("up to 2 spaces"), or the move itself is optional ("you may move"), you must move the exact number of spaces, or stop performing the action at that step (See "Mandatory and Optional Steps" on page 10).

FAST TRAVEL ACTION (REPLACES MOVEMENT)

You may perform **one** Fast Travel secondary action **instead** of your entire Movement action. When you Fast Travel, you may move to any space in the same Zone, or an adjacent Zone, as long as all of the below are true:

- The destination space is either in the same Zone, or in an adjacent Zone.
- There are no **enemy** heroes or minions in the Zone you are Fast Traveling from.
- There are no **enemy** heroes or minions in the Zone you are Fast Traveling to.

Blocking the enemy from Fast Traveling is one of the key strategies. Avoid using your Red and Gold cards to Fast Travel.

You can only perform one Fast Travel action, regardless of the movement value on the card!

If you replace a primary movement action with Fast Travel action, the card text is not applied.

If a card text allows you to Fast Travel as part of another action, this Fast Travel is subject to the same restrictions.

If a card text allows you to move, you cannot Fast Travel instead. If a card text allows you to perform a Movement action, you can Fast Travel instead, with the same restrictions as normal Fast Travel.

You do not need to have a path of empty spaces to the destination space in order to Fast Travel. Tokens and units have no effect on Zone adjacency.

Arien the Tidemaster may Fast Travel to any space in Zone A from Zone B, because there are no enemy heroes or minions in either Zone and the two Zones are adjacent (share a border).

Arien may Fast Travel to any space in Zone B, because there are no enemies in Zone B and Arien is in Zone B.

Arien cannot Fast Travel to the Battle Zone (D), because there are enemy minions in that Zone. He will have to use the Movement action to enter the Battle Zone.

Arien cannot Fast Travel from Zone B to Zone C, or from Zone B to Zone E, because Zones C and E are not adjacent to Zone B.

SKILL ACTION

When you perform a Skill action, simply apply the card text. A Skill action is always the Primary action.

All of the keywords that you may find in the card text are listed in the Concepts and Keywords section on pages 17-19.

Skill action

> *Remember! You may only resolve one action on the card! If you perform a Skill, you will not be able to use the Movement action.*

HOLD ACTION

Unlike other secondary actions, a Hold Secondary action is not represented by an icon on your Action cards.

You can choose to perform a Hold action when resolving any one of your cards.

When you perform a Hold action you simply do nothing.

> *The most common scenario when you might want to perform a Hold action is when you have played a card, but performing any other action is either not possible, or is not to your advantage.*
>
> *Since you can perform a Hold action with any Action card, it means that you are never forced to perform an action if you don't want to.*

Arien may use the Skill action of his green "Liquid Leap" card to place himself into any of the empty spaces in Range 2 highlighted in green. He may not place himself into spaces highlighted in grey or Red, using this Skill, because those spaces have a Spawn point, or are adjacent to an empty Spawn point.

Note that Arien can still use his secondary Movement 2 action to reach the spaces highlighted in grey. He cannot reach the space highlighted in red, however, because of the obstacle on his way.

Brogan uses the Skill action of his green "Bolster" card to protect his minions in a radius of 2 spaces around him. The card is Active the entire round (See page 17), but an Enemy hero could attack the melee minion which is outside of Brogan's radius with a potential Ranged attack next turn.

Knowing that the only Range 2 attack Dodger has is on her Red card, Brogan plays his gold "Onslaught" card to act before the enemy hero in the Initiative order. Brogan uses the secondary Movement action on his card to move 1 space north-east.

Since the "Bolster" Skill is still active, the melee minion is now in radius 2 from Brogan and is protected, giving Brogan an option to prevent Dodger from removing the minion.

Note: Although the effect of "Bolster" can prevent the removal of the minion, Dodger would still gain 2 coins for 'defeating' it.

⚔ ATTACK ACTION

You may attack enemy heroes and minions by performing an Attack action.

> *Most Attacks are Primary actions. When you perform a primary action, apply the card text.*
>
> *The "Before the Attack" text is Applied at the very beginning, while "After the Attack" text is applied at the very end, after the target either defends, or is defeated and removed.*

Ranged Attack primary action with a Value of 3 and a Range of 1 (The "+" sign signifies that the range can be increased by the card text).

You can **never** attack or defeat friendly heroes and minions!

Non-Ranged Attacks can only target units adjacent to you (even if the card has a radius icon).

Ranged Attacks can target units based on the Range value on the card (See page 9), which can be modified by conditions in the card text.

CLEAR ACTION (REPLACES ATTACK)

You may perform one Clear secondary action instead of your entire Attack action. When you perform a Clear action, you may remove any number of tokens adjacent to you. (See "Tokens" on page 19).

ATTACKING A MINION

Minions cannot defend. When you target an enemy minion with an attack, it is simply *defeated*.

When a minion is defeated, you collect the appropriate amount of coins for defeating that type of minion and the minion is removed from the board.

Ranged and melee minions are worth 2 coins when defeated, while heavy minions are worth 4, but are protected by the heavy minion immunity (see below).

As soon as the last remaining minion on either side is removed, the Lane is pushed immediately (See page 8).

HEAVY MINION IMMUNITY

As long as there are any friendly non-heavy minions in the Battle Zone, the heavy minion is Immune and can't be affected by any actions (including actions of friendly heroes). To target an enemy heavy minion you have to first defeat or remove other non-heavy enemy minions in that Battle Zone.

Melee and ranged minions are worth 2 coins when defeated.

Heavy minions are worth 4 coins if you can defeat one.

ATTACKING A HERO

Unlike a minion, when you attack a hero, that hero has an opportunity to defend, by discarding a card and performing the Defense action of that card. The higher your Attack Value, the harder it is to defend against it.

Calculate Your Attack Total:

- Attack value on your card
- +1 for every Attack item you have
- +/- Attack from the card text, if any.

After calculating your Attack Total, announce it to the attacked hero. The attacked hero now gets a chance to defend, by using a Defense action. If the attacked hero has no cards in hand, is unable to defend, or chooses not to, that hero is defeated.

When a Hero is Defeated:

- Remove the defeated hero from the board.
- If the defeated hero had an unresolved card, it is resolved, without performing an action.
- Defeated hero's actions with Active effects are canceled. Any markers they had are returned.
- When you defeat an enemy hero, collect coins equal to that hero's level. Your friendly heroes collect *assist coins* based on the defeated hero's lowest card Tier.
- Defeated hero's team spends the number of Life counters, equal to that hero's **lowest** card Tier. If the last counter is spent, the game ends and the team with no Life counters left, **loses the game**.

Hero Level	1	2	3	4	5	6	7	8
Lowest card Tier	I	I	I	II	II	II	III	III
Coins (Defeat)	1	2	3	4	5	6	7	8
Assist Coins	1	1	1	2	2	2	3	3

Brogan performs the non-Ranged Attack action on his Red "Mad Dash" card, with an Attack value of 6.

Brogan cannot target the melee minion next to him, because "Mad Dash" requires him to move 2 spaces in a straight line before the attack. He cannot target the heavy minion to the north-west because the heavy minion is Immune, but he can target either Dodger to the north-east, or Wasp to the south-east.

DEFENSE ACTION

When attacked, you have an opportunity to defend by performing a Defense action. After the attacker announces their Attack Total, you may reveal exactly one card from your hand and discard it, to perform its Defense action.

A Defense action is different from all other actions:

- You cannot perform a Defense action on an already played card! It can only be performed in response to an attack targeting you, by discarding exactly one card from your hand.

- A Defense action does not count towards your 1 card per turn limit. You can defend each time you are attacked, as long as you have cards in your hand.
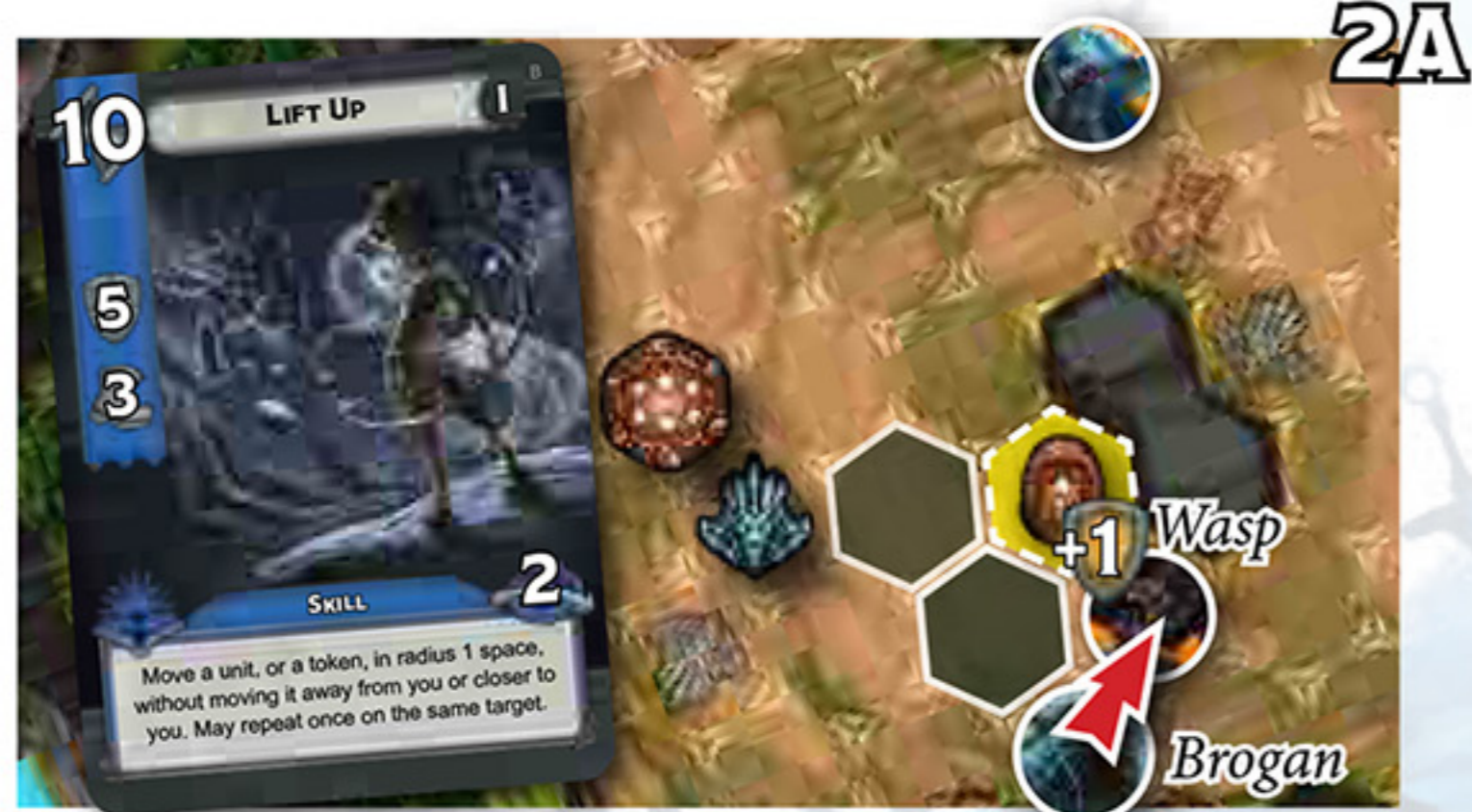
CALCULATE YOUR DEFENSE TOTAL:

- Defense value on your card.
- + Bonus defense from the card text, if any.
- +1 for every Defense item you have.
- + Minion defense modifiers

MINION DEFENSE MODIFIERS

- +1 for every adjacent friendly melee or heavy minion.
- -1 for every adjacent enemy melee or heavy minion.
- -1 for every enemy ranged minion in radius of 2 spaces around you.

If your Defense total is equal or higher than the Attack Total, you successfully defend the Attack.

You cannot defend without discarding a card.

If you cannot defend successfully, or choose not to defend, you are defeated.

Secondary Defense Value 5

Primary Defense Value 4 (The "+" sign signifies that the value can be increased by the card text).

DEFENSE/SKILL CARDS

Cards with this icon can be used as either a Skill card, or as a Defense card, as if it had both icons.

You can perform a Skill action by playing the card, or a Defense action, by discarding it. The card text is applied whether you play this card as a Skill card, or discard it to defend, as a Defense card.

While in hand, or discard, it counts as both a Skill and a Defense card. When played, it counts as a Skill card.

BLOCK

Defense cards with an exclamation mark on the icon allow you to Block an attack by fulfilling a Block condition in the card text. If the Block condition is fulfilled, you successfully defend, regardless of the attack value. If not, you are defeated.

In most cases the exact order of Attack and Defense action will not matter, but when it does, follow the order below:

ATTACK/DEFENSE DETAILED ORDER

1. Attacker applies "Before the attack" text, if any.
2. Calculate minion defense modifier.
3. Defender may reveal and discard a card.
4. Defender applies Defense action text, if any.
5. Calculate the Defense total.
6. Check if the attack was successful; if it was, remove the defending hero.
7. Apply "After the attack:" text on the Attack card, if any.
8. Defense action ends.
9. Attack action ends.

Brogan performs the non-Ranged Attack action on his Red "Mad Dash" card. He moves 2 spaces in a straight line and announces that he is attacking Wasp with an attack total of 6.

Wasp discards her "Lift Up" card, with a defense value of 5. The adjacent friendly melee minion increases Wasp's defense total by +1, allowing her to successfully defend. Because Defense is a Secondary action on "Lift Up", its card text is ignored.

This time Brogan chooses to attack Dodger with his "Mad Dash". Dodger uses her "Vampiric Shield" card to defend, with a defense value of only 4, which is not enough to defend Brogan's Attack of 6. However, since Defense is the Primary action of "Vampiric Shield", the card text is applied, giving Dodger +2 Defense for the 2 empty minion spawn points within a radius of 2 spaces from her space. This allows her to successfully defend Brogan's attack.

LEVELING UP

Your hero starts the game at level 1. When you collect enough coins, you must purchase a level up.

Leveling up is not optional! At the end of each round, you must purchase a level up if you have enough coins.

The cost of each level is shown on the left side of your hero dashboard.

If you have enough coins for multiple level ups, you must purchase as many levels as you can afford.

Each time you level up, slide the Level indicator card up to the corresponding number to track your hero Level.
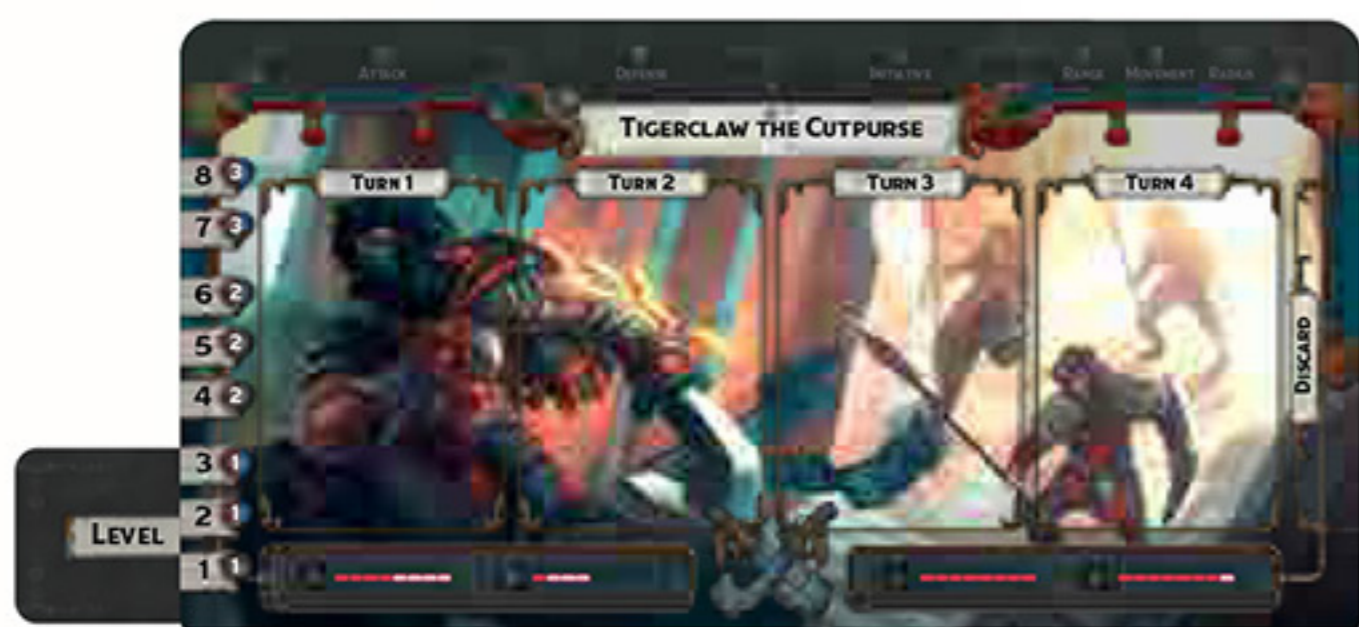
The first level up costs 1 coin. Each following level up costs 1 more coin than the previous one. After you level up, slide the Level indicator card up to the corresponding number.

You cannot skip a level. A level 1 hero needs 3 coins to reach level 3 (1 coin for the first level up, and 2 coins for the second).

When you gain a new level, you choose a card in your hand with the lowest card Tier to upgrade. Since basic cards have no Tier, only non-basic cards can be upgraded.

Hero Level*	1	2	3	4	5	6	7	8
Level Up cost	-	1	2	3	4	5	6	7
Max card Tier**	-	II	II	II	III	III	III	IV

* *All heroes start the game at level 1. It costs 1 coin to go from level 1 to level 2.*

** *You must upgrade all your non-basic cards to Tier II before upgrading them to Tier III.*

UPGRADE A CARD

Choose a non-basic Action card in your hand with the lowest card Tier or tied for the lowest. Return this card to your deck.

Find two Action cards in your deck that have the same color as the chosen card but are one Tier higher.

Take one of those cards into your hand and set the other one aside, Facedown, next to your hero dashboard — you will need it later.

If you are leveling up more than once, repeat these steps for every purchased level.

All players who are leveling up upgrade their cards simultaneously. When finished, wait for all other players who are still leveling up to upgrade their cards before moving to the next step.

Tigerclaw chooses to upgrade his Tier I green card ("Light-fingered") and returns it to the deck. He then finds his two Tier II green cards ("Pick Pocket" and "Poisoned Dagger"). He decides to take "Poisoned Dagger" into his hand and sets "Pick Pocket" aside, next to his Dashboard, Facedown.

GAIN AN ITEM

On the bottom of every Tier II and Tier III Action card, there is an Item icon. It matches the icon on one of four slots on the top of your hero dashboard.

Take each card set aside during the Upgrade card step and tuck it Faceup under your hero dashboard, under the slot with a matching icon, so that only the item section of the card is visible — it becomes your new item.

Multiple items can be placed under the same item slot.

Your items must be clearly visible to the opposing team. If your item was not clearly visible or if it was not placed in the appropriate item slot, the item has no effect!

ITEM BONUS

Each item increases the value of the matching icon on each of your Action cards by +1.

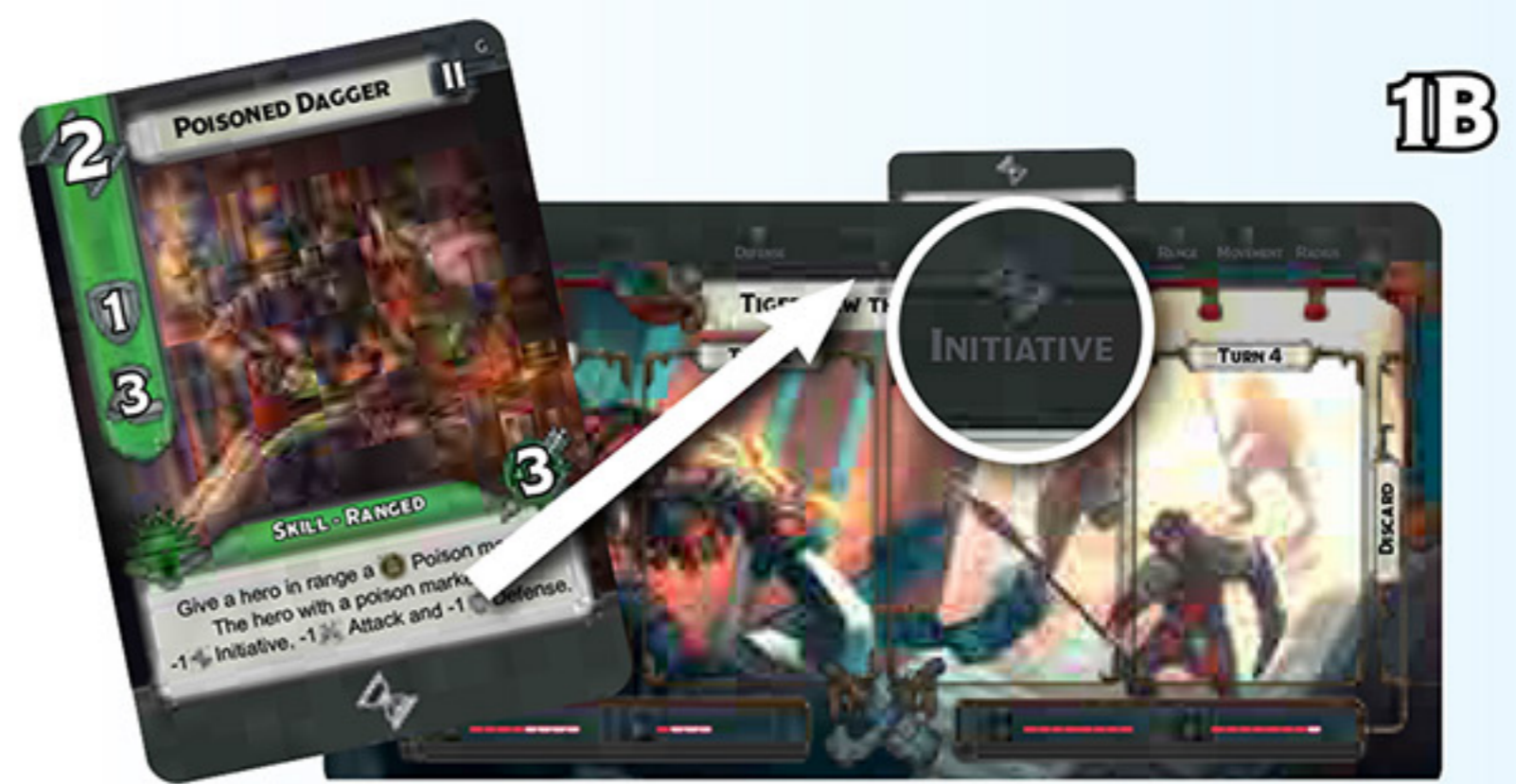If an Action card has no matching icon, the item has no effect on that particular Action card.

For example, most heroes have only two cards with Attack icons - their Gold and Red Attack cards. This means that only these two cards would benefit from the +1 Attack item.

Likewise, if the card has no Range icon, a +1 Range item would have no effect. Only Ranged cards with a Range icon would benefit from a +1 Range item.

Items never affect values in the card text, only the value of the ⚡ Initiative, ⚔ Attack, 🛡 Defense, 👣 Movement, 🎯 Range, or ⊛ Radius icons on a card are affected.
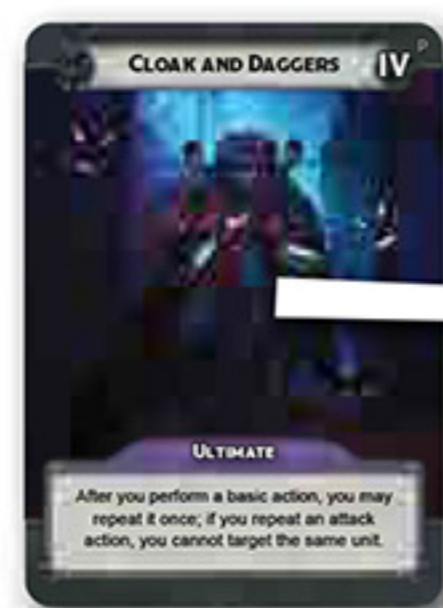
THE ULTIMATE

Once you upgrade all your cards to Tier III, the next time you level up, instead of upgrading a card and gaining an item, you unlock the Ultimate card.

The Ultimate is a special Tier IV card. It provides you with a powerful permanent ability that is always in effect (as long as your hero is on the board).

Ultimate Card

Place it Faceup to the left side of your hero dashboard, facing the opposing team.

Once you unlock your Ultimate, you cannot gain any additional levels, but can still gain coins.

Tigerclaw takes the Tier II green "Pick Pocket" card which he set aside earlier. That card has a crossed swords "Attack" icon on the bottom, so he tucks it under the first item slot of his dashboard which has the same icon. Tigerclaw now has a new item that gives him +1 Attack.

Tigerclaw had another option when upgrading a card. He could have taken the "Pick Pocket" card into his hand, and set aside "Poisoned Dagger" instead. That would give him a +1 Initiative item, placed under the third slot of his dashboard.

This is how a Level 8 Tigerclaw's Dashboard could look, with 6 Items and the Ultimate card to the left.

CONCEPTS AND KEYWORDS

ACTIVE EFFECTS

Active effects begin with a bold keyword ("**Next Turn:**", "**This Round:**", etc.), followed by the card text. This keyword indicates when the card text takes effect and how long it remains in effect.

If your Active effect has a Radius, it is always calculated from your current space (it "moves" with you).

After you are done performing the action, if it has an active effect, turn the card on its side to signal this to other players (See page 7). Once the effect no longer applies, flip the card vertically again.

An Active effect on your card is cancelled:

- When it no longer applies
- If you are defeated
- When the card changes state (See page 10), including at the end of the round

In cases when multiple Active effects come into effect at the same time, and the order in which they are applied matters, use the same method as when resolving tied initiative (See page 7), but do not flip the Tie Breaker coin.

ADJACENT

Adjacent spaces are any two spaces that share a border. Two units are adjacent if they occupy adjacent spaces. Two Zones are adjacent if they have at least two non-terrain spaces that are adjacent to each other.

AFTER THE ATTACK

Apply this text after the target of your attack defends or is removed.
See "Attack/Defense Detailed Order" on page 14.

BATTLE ZONE

The Battle Zone is a Zone where the minions are currently located. There is only one Battle Zone per lane.

BEFORE THE ATTACK

Apply this text before the target of your attack defends or is removed. This effect happens even if the attack itself fails to connect due to range or other restrictions.
See "Attack/Defense Detailed Order" on page 14.

BLOCK

Prevent the attack completely if the condition is met. See "Block" on page 14.

CHOOSE (ONE / TWICE / UP TO / ETC.)

Choose a bullet point (or bullet points) and apply that text, ignoring the rest. See "Modal Actions" on page 10.

CLOSER (SPACE)

A space is closer to you than another space if there are fewer spaces on the shortest path of spaces connecting you and that space (including spaces with obstacles).

COUNTS AS

If an object counts as an object of a different type, all rules and qualities of that object are replaced by the rules and qualities of the object type(s) it now counts as.

DEFEAT

Remove the defeated enemy unit and collect the corresponding amount of coins. You can never defeat a friendly unit. No exceptions. (See page 13).

DIRECTION

There are six directions on a hexagonal board. Moving in the same direction means moving in a straight line in one of those six directions. See "Straight Line".

DISCARD

See "Changing Card States" on page 10.

EMPTY (SPACE / SPAWN POINT)

An empty space is a space with no obstacles. An empty space can have a Spawn point. An empty Spawn point is a Spawn point in an empty space.

END OF TURN (ACTIVE EFFECT)

The text after a bold "End of turn" keyword is applied once, at the end of the current turn (after all players have had their chance to act). See "Active Effects".

END OF ROUND (ACTIVE EFFECT)

The text after "End of Round" keyword is applied once, at the end of this round. See "Active Effects".

FARTHER / FARTHEST

Whenever you need to figure out the distance between two spaces or objects, count the spaces between them (including spaces with obstacles).

FRIENDLY

"A friendly unit" means another unit on your team. It never includes you. If a card affects your hero, it will explicitly say so ("You and friendly heroes").

HERO

Heroes are player avatars in the game. Only heroes can perform actions. Defeated heroes respawn by spending Life counters (See page 7).

IF ABLE

If a sentence ends with this keyword, the clause preceding the keyword is non-mandatory. If it is at the beginning, the entire sentence is non-mandatory. (See page 10)

IGNORING OBSTACLES

A unit with the ability to ignore obstacles is allowed to enter a space with an obstacle and leave that space in any direction, while moving. However, a unit can never end its movement on the same space as an obstacle, and any special effects of tokens are still applied.

IMMUNE

If a unit is immune, you cannot target that unit, and that unit is not affected by your actions, unless the card text says otherwise.

- If a unit is immune to a specific action type, it is not affected (and cannot be targeted) by actions of that type (and their active effects) but is affected by other effects and actions.

- Effects that check for unit presence (i.e. "if you are adjacent to a minion") will count immune units.

- Units that ignore obstacles can move through an Immune unit, or a token.

- You are never immune to your own actions.

MARKERS

Markers are used as reminders and are usually given to other heroes as part of the card's effect; Unlike tokens, markers are usually not placed on the board.

Markers

MINIONS

Minions are non-hero units. There are three types of minions — Melee, Ranged and Heavy. See pages 6, 8 and 13.

MINION BATTLE

Happens at the end of each round. The team with fewer minions removes the number of minions equal to the difference. See page 8.

MINION DEFENSE MODIFIERS

See page 14.

MINIONS OUTSIDE OF THE BATTLE ZONE

Displacing a minion miniature (by moving, pushing, or swapping it) has no impact on the Minion Battle.

If any minion miniature ends up outside the Battle Zone after you perform an action, move it by the shortest path of empty spaces to an empty space in the same Battle Zone. This is only relevant for minions represented by minion miniatures; objects that count as minions are unaffected!

If there are multiple valid shortest paths, the minion's team decides. If there is no path to the Battle Zone, or the minion cannot move, place that minion in the nearest empty space of the Battle Zone.

In rare cases where the order matters, the team whose symbol is currently revealed on the Tie Breaker coin moves their minion first. Do not flip the Tie Breaker coin.

MOVE

See "Movement in the Card Text" on page 11.

MOVE THROUGH

See "Ignoring obstacles".

NEAREST

Whenever you need to figure out the distance between two spaces or objects, count the spaces between them (including spaces with obstacles).

NEXT TURN (ACTIVE EFFECT)

The text that follows the "Next turn" keyword comes into effect at the start of the next turn and remains in effect for the duration of that entire turn. See "Active Effects".

NEXT TURN, AFTER PLAYING CARDS (ACTIVE EFFECT)

The text that follows the "Next turn, after playing cards:" keyword is applied once next turn, after all players have played and revealed their cards. See "Active Effects".

OBSTACLE

Units, terrain (including printed on the board), tokens, as well as any objects represented by miniatures, are obstacles. There can never be more than one obstacle in any one space. Ever. No exceptions.

PLACE

Take a game piece (such as a miniature, or a token) from the board or from the supply, and put it into a different space. A game piece can only be placed into an empty space (this does not count as movement).

Tokens are intentionally limited. When a card tells you to place a token, take it from the supply first. If you need to place more tokens than are available in the supply, first remove up to that number of tokens of the same type from the board, if able.

PUSH (UNIT / TOKEN)

When a unit or a token is pushed, move it in a straight line directly away from the pushing unit the number of spaces equal to the push distance.
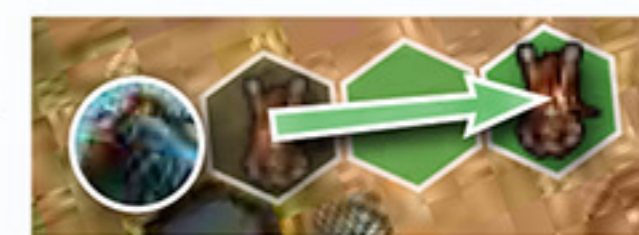
"Push 2 spaces"

If the push is "ignoring obstacles", or the obstacle can be "moved through", the pushed target is moved through obstacles as long as it can reach an empty space.

If the target cannot be moved the full distance, move it as far as possible; this can result in pushing it 0 spaces.

If a card allows you to push multiple targets up to X spaces, you choose the distance and then push all those units that many spaces at the same time.

Also see "Minions Outside of the Battle Zone".

RANGE / RANGED

See Page 9.

RADIUS

See Page 9.

REMOVE

Remove a game piece (such as a miniature, or a token) from the board. Do not collect any coins.

REPEAT

See "Repeat" on page 10.

REPLACE

Swap an object (such as a miniature or a token on the board) with a different object.

RESOLVED

See "Changing Card States" on page 10.

RESPAWN

If a card text instructs you to respawn a minion, place the minion miniature on the board into an empty space.

You can only respawn a minion if there are more minion spawn points of that type and color (empty or not), than there are minion miniatures of that type and color present in that Battle Zone. (To put it simply, a minion must first be removed, before it can be respawned).

Respawning heroes is covered on page 7.

RETRIEVE

See "Changing Card States" on page 10.

SPACE

A space is a single hex on the game board. Any space can be either empty, or contain a maximum of one obstacle.

SPAWN

Similar to place, but unlike "Place", the spawned object must be taken from the supply and cannot be taken from the board.

SPAWN POINT

Spaces on the board used to spawn minions and heroes. Spawn points are not obstacles. See pages 6-8.

STRAIGHT LINE

A straight line is a sequence of spaces arranged in a file. A single space counts as a straight line.

"3 spaces in a straight line"

Two units are in a straight line if they are adjacent, or if you can draw a straight line of spaces through spaces occupied by both of those units.
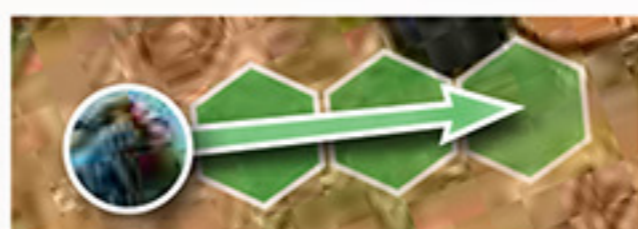
SWAP (WITH A UNIT/TOKEN)

Two objects on the board swap places with each other. This does not count as movement or placement.

SWAP (CARDS)

See "Changing Card States" on page 10.

TARGET (UNIT / TOKEN / SPACE)

Whenever your action has any effect on another unit in any way, you target that unit.

Effects that check for unit presence (i.e. "if you are adjacent to a minion") do not target.

Also see "Picking Targets" on page 10.

TERRAIN

Any board space without a full grid outline counts as terrain and is an obstacle, including the water spaces surrounding the board.


Terrain   *Empty Space*

THIS TURN / ROUND (ACTIVE EFFECT)

The text that follows the "This Turn" / "This Round" keyword comes into effect immediately and remains in effect for the duration of that entire turn / round.

TOKENS

Tokens represent various temporary objects in the game. All tokens are obstacles.

Once a token is placed, it retains all its properties until that token is removed (this does not include Active effects).
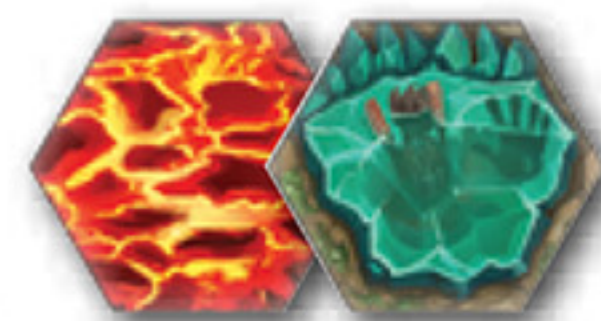
Tokens

If a unit Spawns in a Spawn Point covered by a token, remove the token first, then spawn the unit.

All heroes have an option to remove any tokens they are adjacent to by performing a "Clear" action. See page 13.

Unless the card text says otherwise, tokens are removed at the end of round (See Page 8). Tokens are not removed when the hero who placed them is defeated.

UNIT

Units means heroes and minions. Tokens are not units.

UNRESOLVED

See "Changing Card States" on page 10.

ZONE

A Zone is an area of the board comprised of multiple spaces.

This page covers several ways you can experience Guards of Atlantis II outside of the recommended 4 or 6 player count described on pages 5-6. Please note that none of these options are beginner friendly.

EXTENDED PLAYER COUNTS

2 PLAYERS

Team play is one of the key aspects of *Guards of Atlantis II* and the game is balanced around having at least 4 heroes on the board.

This is why the best way to play the game with 2 players is with both players controlling two heroes each.

Note that playing the game this way is considerably more challenging, and will take longer to finish.

Use the same setup as for a 4 player game.

8 OR 10 PLAYERS

When playing with 8 or more players, use the double-lane map (see below).

ODD NUMBER OF PLAYERS

While this is not the optimal player count, you *can* play Guards of Atlantis II with an odd number of players. To do this, you can use the Handicap cards.

Handicap Cards

Each hero has a Handicap card marked with an "H" instead of its tier value.

These cards are weaker versions of the regular basic cards (Usually Gold).

Their main purpose is to keep the game balanced when playing with an odd number of players.

Handicap Card

- In games with 5, 7 or 9 players each player controls one hero, and all heroes on the team with more players replace one of their basic cards with a handicap card.

- When playing with 3 players, two players play normally, controlling one hero each, while the third (and the most experienced) player controls two heroes at the same time, and replaces a gold card of one of those heroes with a handicap card.

When playing with 3 or 5 players use the same number of life counters as in a 4 player game.

You can use the Handicap cards to calibrate the skill gap in games with an even player count by having the most experienced players use the Handicap card.

If you ever need to give any one player an even bigger advantage, you may let that player play with both their regular Gold card and its handicapped version in hand, increasing their hand size to six cards.

PLAYING ON A DOUBLE-LANE MAP

The double-lane map has two individual Lanes each with its own Battle Zone and minions.

Note: The double-lane map is considerably more challenging to play than a single-lane map. Make sure that every participant is very familiar with Guards of Atlantis II before using this map.

During setup, place the minions in the two starting Battle Zones (Battle Zone 1 and Battle Zone 2, as shown in the image below).

When playing with more than 3 heroes per team, place the remaining heroes into any empty spaces adjacent to their team's occupied hero spawn points.

Pushes are tracked by two separate sets of Wave counters, one for each Lane. The number of Life counters used depends on the player count (See below).

Player Count	Wave Counters	Life Counters
6-8 Players	2 x 7	6
9-10 Players	2 x 7	7

When using the double-lane map, whenever an Action card refers to "the Battle Zone" treat it as "a Battle Zone".

Minions are bound to the Battle Zone they were originally spawned in for the purpose of respawning and when applying the "Minions Outside of the Battle Zone" rules (See page 18).

Minion Battles in each of the two Battle Zones are resolved separately, but happen simultaneously.

- After the last Wave counter on either Lane is flipped, each team counts how many Zones on each Lane are between their Throne and that lane's Battle Zone. The team with more total Zones between their Throne and both Battle Zones wins the game.

If both teams would win at the same time as the result of the push, spawn all minions in the Zones they occupied before the push and continue playing until only one team wins the game.

HERO PROFILE CARDS

(A) HERO ICON

This is your hero's symbol. Use it to find the matching hero dashboard and that hero's Action card deck.

(B) HERO NAME

This is the name of the hero.

(C) COMPLEXITY RATING

This is the Complexity rating. All heroes in *Guards of Atlantis II* are split into four complexity ratings, marked by stars: "Challenging" (⭐), "Complex" (⭐⭐), "Very Complex" (⭐⭐⭐) and "Wizard" (⭐⭐⭐⭐).

The complexity rating shows how much experience with the game (with this game specifically, not with board games in general) the player needs to perform *reasonably well* when playing as this hero, but also how hard it is to *play against* this hero.

> *Complexity Rating has no connection to the hero's power level. Lower complexity heroes are just as strong as high complexity heroes.*

⭐ Challenging — Challenging heroes are the go-to choice for beginners and experienced players alike. While providing enough challenge, these heroes are more forgiving and require less prior knowledge to succeed.

⭐⭐ Complex — These heroes tend to depend more on precise positioning and correctly predicting the moves of your allies and opponents.

⭐⭐⭐ Very Complex — These heroes tend to veer the most from the common play patterns and may rely on complex synergies in their arsenal to achieve victory.

⭐⭐⭐⭐ Wizard — These heroes are for when "Very Complex" is not complex enough for your taste.

> *Before using the hero Profile deck for picking heroes, remove the higher difficulty heroes, based on the experience level of the least experienced player.*

(D) STAT PROFILE

The four bars in this section are the hero's Stat profile. Each of the four main Stats — ⚔ Attack , ⚡ Initiative, 🛡 Defense and 👣 Movement has a value, ranging from "Very poor" to "Exceptional" (1 to 8).

The higher the values in the stat profile, the higher the corresponding values on that hero's Action cards. Brighter colored sections of the stat bars are conditional. They depend on your level-up choices and triggering specific card texts.

> *The card's color slot strongly influences its stat values. Even if your hero has the lowest possible Initiative stat, a Gold card (with a few exceptions) will still have a higher Initiative value than another hero's Red card. However, when comparing cards in the same color slot, a hero with a higher stat profile will almost always have a card value that is at least equal to or higher than a hero with a lower stat profile.*
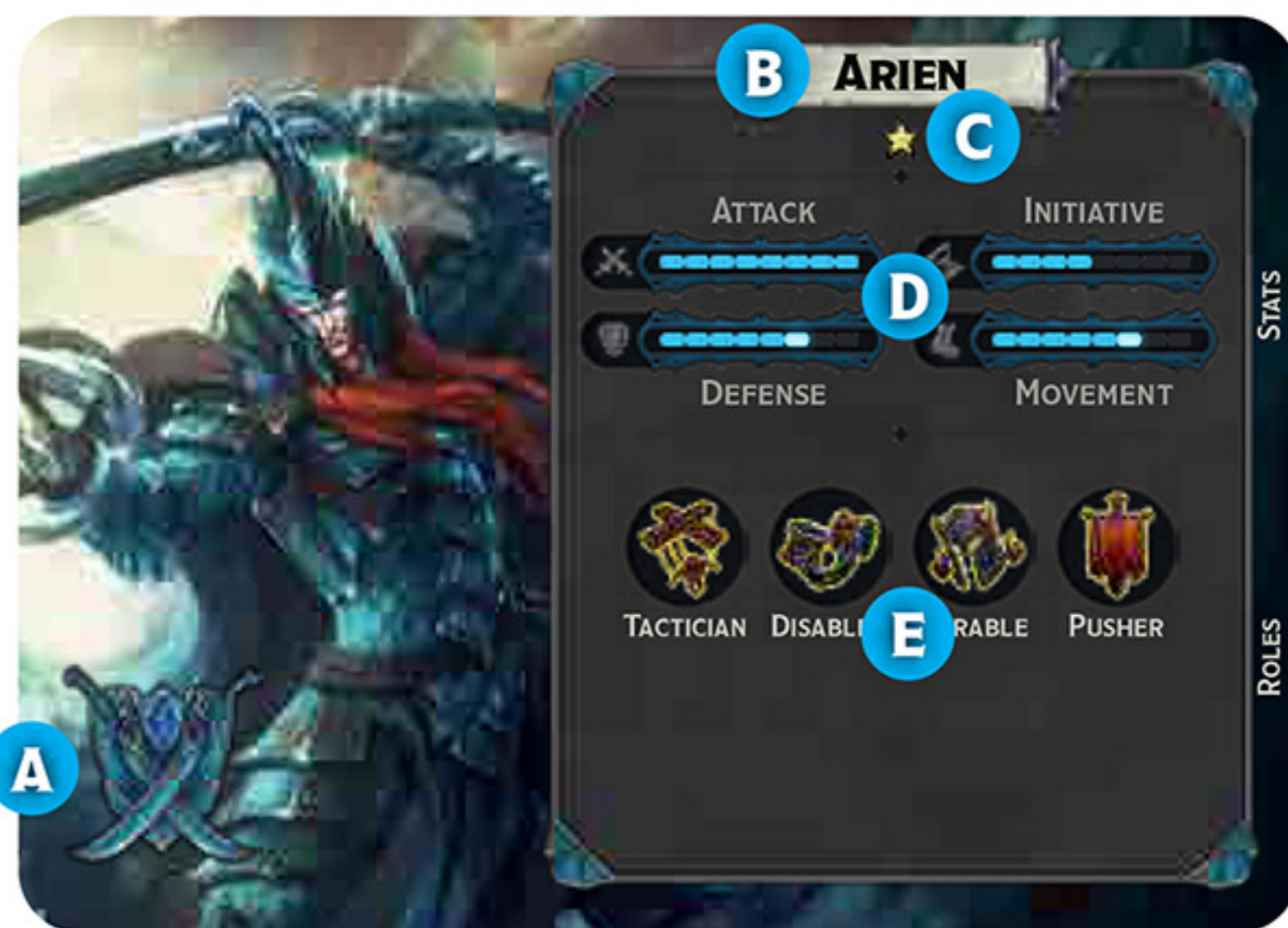
(E) HERO ROLES

The hero role icons provide a high level overview of a hero's role on the battlefield.

Most heroes can fill multiple Roles at the same time, but no hero is good at everything. Build your team by picking heroes who can complement each other well.

While the Role icons display all the options available to your hero, some of these options are mutually exclusive and depend on your level-up choices.

> *While having a strong selection of heroes certainly helps, any team composition has a fighting chance against any other.*

Damager
Damagers are heroes adept at forcing their opponents to discard cards. This weakens enemy heroes, making it easier for your allies to take them down.

Disabler
Disablers possess the power to weaken enemy heroes by preventing or limiting their ability to perform certain actions.

Durable
Durable heroes are best equipped to withstand the heat of battle and survive, usually achieving this through a combination of a high defense stat and self-healing abilities.

Farming
Heroes with farming abilities can generate extra coins for themselves or their allies, enabling faster leveling and setting up stronger late game.

Healer
Healers help their allies by letting them retrieve discarded cards, greatly increasing their chances of surviving the fight.

Melee

These heroes are focused on attacking in close quarters. A team composed entirely of melee fighters is formidable in a brawl, but may struggle against fast ranged heroes and heroes capable of placing tokens.

Pusher

These heroes are able to deal with more than two enemy minions each round, or protect and respawn their own minions, giving them an edge at pushing the lane.

Sniper

Most heroes have access to some form of ranged attacks, while Snipers are capable of attacking enemy heroes and minions at a much longer range.

Tactician

Tacticians specialize in controlling the battlefield by moving, pushing, or repositioning units. Their versatile abilities allow them to support allies and hinder enemies.

Tokens

These heroes are capable of placing tokens — temporary obstacles with special qualities. Each such hero uses their own type of tokens and the icon will correspond to the ones used by this particular hero.

Hero Selection Methods

You can use the hero profile cards to form the teams.

There is no single "correct" way to select heroes, it comes down to the time it takes, player experience, player count, and personal preference.

All Random

Shuffle all hero profile cards (of appropriate complexity) and deal one randomly to each player.

This method of hero selection is best when you are short on time or when playing with new players.

All Pick

Players pick a hero to play out of all available heroes (starting with the team showing on the Tie Breaker coin and alternating between teams).

Single Draft

Shuffle the hero profile cards and deal 3 randomly to each player. Players take turns to pick a hero to play out of those dealt to them (starting with any player on the team showing on the Tie Breaker coin and alternating between teams).

Random Draft

Shuffle the hero profile cards and randomly select a number of cards equal to the total number of players plus two. Players pick a hero to play out of selected heroes (starting with the team showing on the Tie Breaker coin and alternating between teams).

Player Draft

Select two of the most experienced players as Captains for each team. Using any of the above methods, select a hero for each player. The Captains then draft players for their team (one at a time, alternating between teams) until two teams are formed (starting with the captain of the team showing on the Tie Breaker coin). All Players play their pre-selected heroes.

Pick and Ban

Each team collectively chooses a hero to pick or ban (remove from selection).

The team showing on the Tie Breaker coin is "Team A"; the other team is "Team B".

The recommended pick and ban order is to the right (the number of picks and bans is based on the player count).

This method is best suited for competitive players and tournament play.

Pick/Ban Order

1st Ban: Team A, Team B.
1st Pick: Team A, Team B.
2nd Ban: Team B, Team A.
2nd Pick: Team B, Team A.
4 players

3rd Ban: Team A, Team B.
3rd Pick: Team B, Team A.
6 players

4th Ban: Team B, Team A.
4th Pick: Team A, Team B.
8 players

5th Ban: Team B, Team A.
5th Pick: Team B, Team A.
10 players

This page is meant to be used for quick reference only. For full rules, refer to the corresponding page.

QUICK GAME SETUP

3x Wave counters
4x Life counters per team (4 Players)
5x Life counters per team (6 Players)

Pages 5-6

LONG GAME SETUP

One Lane
5x Wave counters
6x Life counters per team (4-5 Players)
8x Life counters per team (6 Players)

Two Lanes
2x7 Wave counters
6x Life counters per team (6-8 Players)
7x Life counters per team (9-10 Players)

GAME STRUCTURE

The game is split into rounds. Each round consists of four turns. After four turns the round ends.

ON EACH TURN, ALL PLAYERS:

- Play **one** card, then reveal *(Simultaneously)*
- Check the Initiative order
- Perform one action *(In the Initiative order, from highest to lowest)*

Page 7

End of Round steps:

- Minion Battle
- Remove tokens, return markers
- Push the Lane *(If Applicable)*
- Retrieve cards
- Level Up *(Mandatory!)*
- Collect 1 Pity Coin *(Unless leveled-up!)*

Pages 8, 15, 16

WAYS TO WIN

- Push the Lane into opposing Throne.
- Win the "Last Push".
- Opposing team spends their last remaining Life counter.

Pages 3, 8, 13

LEVELING UP

Level*	Level Up Cost	Max card Tier**
1	-	-
2	1	II
3	2	II
4	3	II
5	4	III
6	5	III
7	6	III
8	7	IV

* All heroes start the game at level 1. It costs 1 coin to go from level 1 to level 2 and 3 coins to go from level 1 to level 3.

** You must upgrade all your non-basic cards to Tier II before upgrading a Tier II card to Tier III.

Pages 15-16

ACTIONS

Actions can be either secondary or primary. When you perform a primary action apply the card text *(If you cannot apply a part of the card text, stop performing the action **at that point**).*

Pages 7, 9, 10,11,12,13,14

Movement Action

Secondary:
Move your hero up to the number of spaces equal to the number shown on the icon.

Primary:
As above, plus apply the card text.

Fast travel *(Replaces entire Movement action)*

Jump quickly between adjacent Zones, as long as there are no interfering enemies. The card text is not applied when you Fast Travel.

Page 11

Skill Action

Apply the card text. That's it.

Page 12

Attack Action

Attack enemy heroes and minions and collect coins when you defeat one. Apply the card text.

Clear *(Replaces entire Attack action)*

Remove any number of tokens adjacent to you

Page 13

Defense Action *(Discard only!)*

Secondary:
Discard a card from your hand to defend when attacked. If you don't have a card with high enough Defense value you are defeated.

Primary:
Same as above, and, in addition, apply the card text.

Defense/Skill Icon

Cards with this icon can be used to perform either Defense or a Skill as a primary action. Apply the card text in both cases.

ATTACK/DEFENSE DETAILED ORDER

1. "Before the attack" card text
2. Calculate minion defense modifier
3. Defender discard a card
4. Defense action text, if applicable
5. Calculate the Defense total.
6. Check if the attack was successful
7. "After the attack:" text on the Attack card
8. Defense action ends.
9. Attack action ends.

Page 14

Hold Action

Do nothing this turn. Hold action has no icon and can be performed using any card.

Page 12

MINION TYPES

Melee Minions

+1 🛡 bonus Defense to adjacent friendly heroes.
-1 🛡 Defense penalty to adjacent enemy heroes.
Enemy melee minions are worth 2 coins when defeated.

Page 13, 14

Ranged Minions

-1 🛡 Defense penalty to all enemy heroes within a Range of 2 spaces.
Enemy ranged minions are worth 2 coins when defeated.

Page 13, 14

Heavy Minions

+1 🛡 bonus Defense to adjacent friendly heroes.
-1 🛡 Defense penalty to adjacent enemy heroes.
Enemy heavy minions are worth 4 coins when defeated.

Page 13, 14

HEAVY MINION IMMUNITY

As long as there are any friendly non-heavy minions in the Battle Zone the heavy minion is immune and cannot be affected by any action, including actions of friendly heroes.

Page 13

DEFEATING HEROES

When you are defeated:

- You are removed from the board.
- Resolve your unresolved card.
- Spend Life counters *(When you spend the last Life counter, your team loses the game!).*
- Cancel your Active effects.
- Return any markers you had.

When you defeat an enemy hero:

- Gain coins.
- Friendly heroes gain assist coins.

Hero Level*	Coins for defeating	Lowest Card Tier	Assist coins / Life counters
1	1	I	1
2	2	I	1
3	3	I	1
4	4	II	2
5	5	II	2
6	6	II	2
7	7	III	3
8	8	III	3

* All heroes start the game at level 1.

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