

HV: Atmos Strikes!!

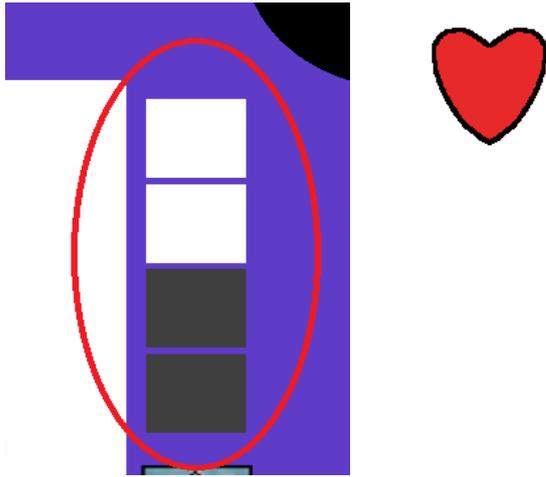
Atmos strikes is a 1-4 player card game in which you play as a group of rebels that are battling the evil forces known as Atmos. **The winner is the player with the most victory tokens** which are awarded through combat victories. Average game time 30-50 mins depending on number of players.



At the start of the game, each player must draw **three** of the dark blue character cards (from the blue bag). These will be your forces.

= Character Cards =

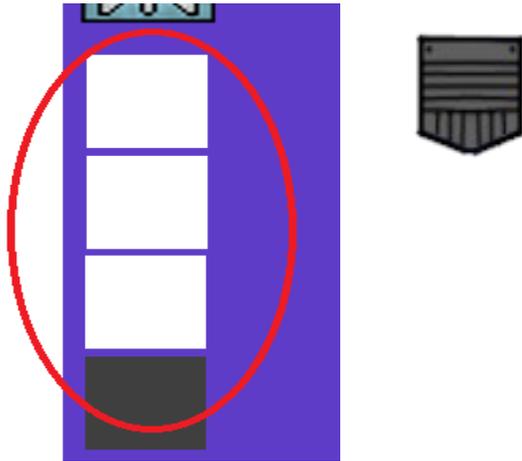
Each character card is unique and in particular there are three important sections of each card.



The top right section of the card is your character's **health**. By default all the white squares at the top of the card are filled with hearts. When heroes fight Atmos characters, they **lose a heart for each attack taken**. When a character loses all their hearts, they are eliminated from the game. It is possible to regain hearts which will refill the white squares at the top right.



The middle logo on the right of the card is your character's **element**. When the elemental cards are in play, you will be healed if your character's element is present on the element card.



The bottom right section of your character card is the **armour rating**. At the start this is empty but you can gain armour through certain cards and during gameplay. Armour can fill up any white sections on the bottom right of your card.

Some characters have more health slots than others, others have less health but more armour slots.

Armour tokens act as “lives”. When all your health tokens are gone, you can spend an armour token to regain all your health.



The same goes for Atmos forces, the only difference is **Atmos cannot heal** themselves from element cards and they always start with **full health and armour** when played.

= Atmos Forces Cards =



At the start of a new turn, a yellow card is played (from the yellow bag). The yellow card dictates how many Atmos force cards are drawn for each player. Each Atmos soldier can engage in battle **once per turn**. Atmos forces will start by attacking those characters closest to the center of the board.

If a rebel engages in combat with an Atmos soldier and destroys all their armour and hearts, that atmos character is taken out of the game. Atmos troops and golems are put back into the black bag.

When all atmos cards are destroyed, **the game is over** and the winner is the one with the most victory tokens.

= Combat =

During combat, each player makes their attacks. **Each character can attack once by rolling a dice.**

Roll 1 or 2 = One Damage per Rebel character

Roll 3 or 4 = Two Damage per Rebel character

Roll 5 or 6 = Three Damage per Rebel character

They start by dealing one health damage, when all the health is gone, they deal one armour damage and refill the health points until the opponent is defeated.

Atmos forces do not roll the dice, instead they deal damage equal to the heart values of forces. For example, 1 enemy heart means 1 damage, 2 enemy hearts deal 2 damage and so on.

= Game rules =

Players agree on a turn order before the game begins.

= Element Cards =



When an elemental card is played, any characters with **matching icons** are healed by one heart. Some icons are more common than others.

= Green cards =

Revitalise
===
If a character is injured, place heart token on them until they are fully healed

Green cards are played every turn after combat. Each player takes turns drawing a card. The first player draws the first one, then the next turn, another player will draw the card and so on.

Green cards usually have **positive effects** that will benefit your team (but can have negative effects too).

Some green cards can have a direct impact on other players, for example ones which involve taking the character cards from other players.

= Turn Order =

Starting Turn

All players draw three character cards

Each player gets three armour tokens

Players put their base token on one of the major cities of the map

- 1) A yellow card is drawn, Atmos force cards are played to all players
- 2) Combat begins, players take turns attacking their Atmos enemies. *Since fights are region based, it is not possible to battle Atmos forces that are engaging with another player (unless all the attacking player's Atmos cards are depleted)*
Rebel forces roll first, then Atmos.
If Atmos forces roll 6, they do double damage
Atmos troops and golems go back in the black bag when defeated.
- 3) The first player draws a green card.
- 4) Each player gets one armour token.
- 5) The first player then turns over the light blue element card.
- 6) Go back to step 1 until the game is over, the next player takes over steps 3 and 5.

During Turn One, all players draw three blue character cards. If no players have characters left, they may draw an additional blue character card.

= Failure Conditions =

If a player has no rebel characters left, they are out of the game and remaining players may continue. If no player is able to play, they may each draw one character card each.

= Modes =

This game can be played by 1 to 4 players.

You can play in either two modes:

In **Co-operative** mode, all teams are fighting Atmos as one team. If one team has no more Atmos cards to draw at the end of the game, they may assist other players (but they cannot get coins this way).

In **Competitive** mode, all teams are fighting for themselves. When they have defeated all their Atmos enemies and cannot draw any more, they cannot interfere with another player's team.