

The logo for 'ANTITHESIS' is centered in the upper half of the image. It features the word 'ANTITHESIS' in a bold, metallic, sans-serif font with a black outline and a slight 3D effect. The text is set against a background of two large, red, stylized arrowheads pointing towards each other, forming a central diamond shape. The entire logo is superimposed on a vibrant blue and white nebula background.

ANTITHESIS

RULEBOOK

The logo for 'MALCONTENT GAMES' is located at the bottom center. It features the words 'MALCONTENT' and 'GAMES' in a stylized, blocky font. 'MALCONTENT' is in blue with a yellow outline, and 'GAMES' is in yellow with a blue outline. A small bomb icon is integrated into the letter 'O' in 'MALCONTENT'.

**MALCONTENT
GAMES**

ANTITHESIS



Domus, a vast and endless world, has confounded explorers for generations, its boundaries elusive, its expanse seemingly without end. It is a realm teeming with a multitude of races and cultures, where every corner boasts its own unique tapestry of life. Across the flat, fertile plains, the humans of the Protectorate traverse, their civilization defined by rigidity and tradition. Amidst the towering mountain peaks, the resilient Dwarven clan of Vargus labors tirelessly, crafting mechanical wonders with hearts stout and yearning for adventure and treasure.



Venturing into the boundless depths of the seas reveals the Aquillis, aquatic peoples of Kul-Matysa and Yrm-Matysa, their societies intricately entwined with the ebb and flow of oceanic rhythms. Their culture prizes resourcefulness, taking what they need from the surface world by force, reflecting their deep connection to the seas.



Meanwhile, amidst the harsh badlands and unforgiving deserts, gather the disillusioned followers of the Visionary. This enigmatic deity, veiled in mystery, possesses formidable magics that empower his devotees to shape the world according to their will.

But amidst this diverse tapestry, Portem Island stands as a beacon of activity—a bustling port city at the vibrant heart of trade and commerce, where the enigmatic Asakura Brotherhood resides. They are the last remnants of an ancient order, steadfast in their quest to undo the wrongs of the past and return the world to light.



Yet, beneath the surface of prosperity and culture, a constant struggle for survival rages on. Factions vie for dominance, locked in a relentless battle for what appears to be ever-dwindling resources. Across Domus, amidst the clash of civilizations and the cacophony of conflict, there lingers a shared understanding—a collective memory of a time long past, shrouded in myth and legend, when the Great Undoing reshaped the world, setting it on a course of slow decline. In this tumultuous landscape, the threads of fate intertwine, weaving a tapestry of epic proportions where the past casts a long shadow over the uncertain future.



Only by understanding the past can the future be saved...

TABLE OF CONTENTS

PLAY AREA.....4

- Main Deck
- Discard Pile
- Hand
- Game Board
- Champions
- Directives
- Deployment Zone
- Strategy Deck
- Revealed Strategy Card
- Objective Deck
- Revealed Objective Pile
- Dice Bank
- Command Points
- Victory Points
- In Play
- In Game
- Out of Game Zone

GAMEPLAY.....6

UNPRINTED ABILITIES.....8

KEYWORDS.....10

EFFECTS.....14

- Abilities
- Action
- Burst-Act
- Response
- Passive
- When Revealed
- While Revealed

CARD TYPES - FIRST SET.....18

- Champion
- Directive
- Objective

CARD TYPES - SECOND SET.....20

- Character
- Field
- Tactics
- Modifications
- Strategy

GAME CONCEPTS.....24

RESOURCE TYPES.....28

- Dice
- Mana
- Soul
- Gem
- Command Point

DECK CONSTRUCTION.....30



MANEUVER. STRIKE. DOMINATE. DETERMINE YOUR FATE IN... ANTITHESIS!

Antithesis is a 2-player hybrid strategy game where you must out maneuver, out might, and out strategize your opponent on the battlefield to gain control over their objective zones or defeat their most promising fighters to earn victory points.

Using a variety of card types and abilities you can alter the battlefield to your advantage with field cards, take strategic positioning with your characters and champions to go on the offensive or secure your opponents objectives zones.

Game Design: Mallesh Gopalswami

Illustrations:

The artwork in this game has been created with the assistance of AI tools, allowing us to enhance our creative process and deliver unique, vibrant visuals.



GAME COMPONENTS & LAYOUT

PLAY AREA

Goal Zones and Tokens representing Champions, Characters and Fields are placed on the Game Board. Both players share a single Game Board though each Player has their own side of the board. The row closest to each Player is that Player's respective Row A and the farthest row is that Player's respective Row G. The rightmost column for each Player is their respective Column 1 and the left-most column is their respective Column 9.

CHAMPIONS **A**

Each Player has three Champions placed on their side of the Play Area.

DIRECTIVE **B**

Each Player has three Directives placed on their side of the Play Area.

DEPLOYMENT ZONE **C**

Each Player has a space where they deploy cards to on their side of the Play Area.

MAIN DECK **D**

Each Player has their own Main Deck on their side of the Play Area that consists of at least 40 cards of the type Character, Field, Tactic, or Modification.

HAND **E**

Each Player has their own Hand on their side of the Play Area that consists of cards mainly from the Main Deck. By default cards drawn from the Main Deck go into the respective Player's Hand.

DISCARD PILE **F**

Each Player has their own Discard Pile on their side of the Play Area. Champion, Character, Field, Tactic, or Modification cards that have been discarded from play by the respective owner enter the Discard Pile face up.

STRATEGY DECK **G**

Each Player has their own Strategy Deck on their side of the Play Area which consists of 5 unique strategy cards.



REVEALED STRATEGY CARD **H**

Each Player can have their own Revealed Strategy Card on their side of the Play Area. Any used Strategy Card remains face-up beneath the currently Revealed Strategy Card for each respective Player.

OBJECTIVE DECK **I**

Each Player has their own Objective Deck on their side of the Play Area which consists of 15 Objective cards.

REVEALED OBJECTIVE PILE **J**

Each Player has their own Revealed Objective Deck on their side of the Play Area where any revealed Objective cards that belong to each respective Player are placed face up in the Objective Pile.

DICE BANK **K**

Each Player had their own Dice Back on their side of the Play Area where they store dice they gain in Play that can used later during Play.

COMMAND POINTS **L**

Each Player has their own space on their side of the Play Area where they can store their current Command Points.

VICTORY POINTS **M**

Each Player has their own space on their side of the Play Area where they can store their current Victory Points.

IN PLAY

Encompassas both players, Champions, Directives and Deployable Zones plus the Game Board.

IN GAME

elements expect the Out of Game Zone.

OUT OF GAME ZONE

Each Player has their own space on their side of the Play Area where cards they own that leave the game are placed in face up.

GAME PLAY


SETUP PHASE (RECOMMENDED LAYOUT)

1. Each Player selects a Game Deck for this game. (See page 30 for Deck Construction)
2. Players shuffle their Main and Objective Decks.
3. Players put their Main Deck, Objective Deck and Strategy Deck in Game.



4. Players put all their Directive cards into Play.



5. Players [Collect Income].
6. Players both draw 4 cards from their Main Deck.
 - i. Both Players may choose to take a mulligan which is to put any number of the 4 cards they just drew on the bottom of their Main Deck. Each Player may select which of their cards they place on the bottom of their Main Deck. If they do so they draw from their Main Deck the same number of cards they placed at the bottom. Each Player can only do this once.
7. Players roll a die to determine initiative. The Player with the highest rolls wins initiative and selects the Player who will start the game as the Offensive Player.
 - i. If the roll is a tie both Player reroll until a clear winner is determined.
8. Defensive Player gains a 

9. Starting with the Offensive Player each Player takes turns placing a Champion into Play in row A. Continue this until all Champions are placed into Play or are accounted for.

10. Defensive Player [Reveals Objective]



GAME END CONDITIONS

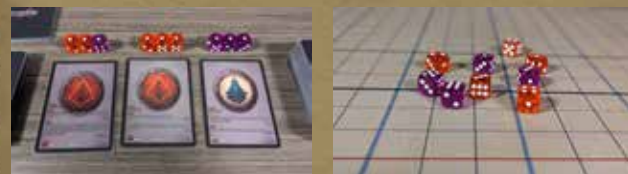
The first Player to reach the VP or higher wins the game. If both Players reach the total at the same time the Player with higher total wins. If both Players both reach the total or higher and have the same score the game is tie.

Short Game: 10 Victory Points
Long Game: 15 Victory Points

[COLLECT DICE INCOME]

1. Gain a die of the appropriate color for each die income icon you control.


- i. Each directive cards has three die income icons.



- ii. When dice are gained, they are rolled and put into each Player's respective Dice Bank



MAIN PHASE (Repeat until the game ends.)

1. Main Phase Starts
2. Offensive Player draws a card from his Main Deck
3. Offensive Player [Collect Command Income]
4. Defensive Player gains a 
5. Offensive Player may choose to [Shift Strategy]
6. [Battle On]
7. [Score Goals]
8. Offensive Player [Reveals Objective]
9. The current Defensive Player becomes the Offensive Player and the current Offensive Player becomes the Defensive Player.
10. Main Phase Ends

TASKS


[REVEALS OBJECTIVE]

1. Reveal an Objective from your Objective Deck
2. Roll a die and execute the corresponding line
3. Place the revealed Objective card on the bottom of your Objective Deck

[BATTLE ON]

1. Action Window for the Offensive Player opens
 - i. If Action was triggered effect resolves
2. Offensive Player must choose an Offensive or Global Action to Trigger or can Pass
3. Action Window for the Offensive Player closes
4. Action Window for the Defensive Player opens
5. Defensive Player must choose a Defensive or Global Action to Trigger or can Pass
 - i. If Action was triggered effect resolves
6. Action Window for the Defensive Player closes
7. If both the Offensive and Defensive Player Pass, [Battle On] ends.
8. If both the Offensive and Defensive Player did not Pass, return to Step 1.

[COLLECT COMMAND INCOME]

1. Gain a  for each command income icon you control

[SHIFT STRATEGY]

1. Select an available Strategy card in your Strategy Deck
2. Pay Strategy card cost
 - a. If Strategy card cost is not paid, end execution of this Task
3. Reveal that Strategy card.
 - a. Revealed Strategy card should cover any previously revealed Strategy card.
 - b. Previously revealed Strategy cards are used Strategy cards.
 - c. If there are no Strategy cards left in the Strategy Deck take all used Strategy cards and put them in the Strategy Deck. The revealed Strategy card remains.

[SCORE GOALS]

1. Check each Goal for control.
 - i. No VPs are scored for contested Goals.
 - ii. Each Player scores 1 VP for each Goal they control in rows D and E.
 - iii. Each Player scores 1 VP and takes 1 VP from their opponent for each Goal they control in rows F and G.
 - iv. Players do not score VPs for controlling Goals in rows A to C.
 - v. This score process is considered to happen simultaneously. All VPs are gain or lost at the same time for all Players.


[REVEAL A GOAL]

1. Place the Goal in the row given. The Goal must go in a zone that does not have an existing Goal. Goals cover only one zone and always cover the entire zone. The Goal can be placed anywhere in that row that it is legal to place in.
2. If there is no room in a row to place a Goal, then you will need to place the Goal in the next closest row to you. For example, if you cannot place in row D then you will need to place it in Row C.

UNPRINTED ABILITIES

All Characters have the following unprinted Abilities.

GLOBAL MOVEMENT ACTION (GMA) - CHARACTER ACTION

Cost: 

Global Action: This Character [Move]s

Ability Traits: Mobility, Command

GLOBAL PRESS

Cost: None

Global Action: This Character performs a [CMA]

Ability Traits: Logistics, Mobility

All Players have the following unprinted Abilities.

OFFENSIVE DEPLOY ACTION (ODA)

Cost: None

Offensive Action: Player [Deploy]s a card from their Hand.

Ability Traits: Muster, Command

COMMAND DRAW - PLAYER ACTION



Cost: 

Global Action: Player draws a card from their Main Deck.

Ability Traits: Logistics, Command


COMMAND GAIN DICE - PLAYER ACTION

Cost: 

Global Action: Player gains   of the same color.

Ability Traits: Economics, Command

DEFENSIVE DEPLOY ACTION (DDA)

Cost: 





Defensive Action: Player [Deploy]s a card from Hand

Ability Traits: Muster, Command

[DEPLOY]

1. Player targets a deployable card.
 - i. Character, Champion, Field and Modification cards in Hand are legal deployable cards.
2. Player pays the deploy cost of the target card.
3. Target card is deployed into play and if necessary a token representing that card is deployed onto the Game Board.
 - i. Character tokens can be deployed into Row A, they must be completely within Row A
 - ii. Characters can only be deployed to square that are not occupied by other Characters
 - iii. Each Field token has its own deployment ranged denoted on the cards represented by green squares.
 - iv. Fields cannot be deployed to a square that is occupied by another Field
 - v. Modifications deployment target is listed on each card and has no token.
 - vi. If a card was targeted for deployment while executing this task and was not deployed for any reason discard that card.

[CMA] COMBINED MOVEMENT ACTION

1. Select a Non-Command Action available to the Character which is referred to as the Combined Action
 - a. The Combined Action must be legal to trigger, Offensive and Global Actions for the Offensive Player and Defensive and Global Actions for the Defensive Player.
2. Pay the costs of the Combined Action plus an additional  and a .
 - a. If the Combined Action already costs a , only a single  will have to be paid.
3. After costs are paid, this Character [Move]s.
4. The Combined Action is triggered and then is resolved.

[MOVE]

1. The controller of the Character selects a Movement Array available to the Character.
 - i. The controller of the Character may Expend the appropriate die/dice to gain extra Move Points equal to the PIP Value of the die/dice.
 2. The Character gains Move Points of its Movement Type and is equal to its Move Value + the D-Move Value + PIP Value.
 3. The controller of the Character then expends the Movement Points for that Character as appropriate.
 - a. To move from one square to another the controller of the Character decides what direction to step in.
 - i. Move Points are used to step orthogonally
 - ii. Move Points can be used to step diagonally if the Movement Array being used has a D-Move Value
 1. Move Points spent to step diagonally cannot be greater than the D-Move Value
 - iii. Default cost to step into a square is 1 Move
 - b. Once the direction to step in has been decided the Character expends the necessary Move Points. The Character now leaves the square. If the Character does not have enough Move Points then the Character cannot step.
 - i. Character using TEL movement does not leave squares and occupies no squares but the originating square and the destination squares
 - c. Any effects that would trigger off of a Character leaving a square would happen now.
 - d. The Character arrives in the new square and the token can be moved to the appropriate square at this time.
 - i. Character using TEL movement does not arrive in a square
 - e. Any effects that would trigger off of a Character arriving in a square would happen now.
 - f. Repeat step three till the Character runs out of Move Points or the player decides to stop moving the Character. Any unspent Move Points are lost
4. Characters can never end movement in a square that is occupied by another



AQUILLUS

The Aquillus, an aquatic people primarily dwelling underwater but capable of surviving on land for short periods, comprises two distinct subgroups resembling separate races. The Kul-Matsya, thriving in cold waters, boast physical prowess, towering over their sleeker and faster counterparts, the Yrm-Matsya, who prefer warmer waters.

Friction between the two groups is evident: the Yrm-Matsya follow the religious teachings of the Deep One, a deity bestowing formidable abilities upon its chosen followers. This relatively new religion emerged after the Great Undoing, reshaping not only the surface world but also the realms beneath the seas. It arose as an answer to the darker world that emerged during a changing time.

In contrast, the Kul-Matsya adhere to the ancient teachings of the Order of the Salio, a dwindling religious faction resisting the dominance of the Deep One's worshippers. With each passing generation, this rival religious power supplants the once-preminent philosophy, diminishing the influence of the Kul-Matsya. Today, this power imbalance grants the Yrm-Matsya greater political sway, often relegating the Kul-Matsya to the sidelines.

What unites both groups is a shared cultural tradition of raiding the surface world for treasure and slaves, deeply entrenched in their society. Warriors who return with loot from the surface are highly esteemed, often elevated to positions of leadership. Most raids target Protectorate villages and towns, leaving them ravaged. However, anyone in the right circumstances could be considered a target, as the surface world is theirs to prey upon.

KEYWORDS

TOKEN


MANA-X (1ST ABILITY)

Response:
When this card is [Deploy]ed, it gains X Mana.
Thaumaturgy

MANA-X (2ND ABILITY)

Response:
When you [Shift Strategy], this card gains 1 Mana.
Thaumaturgy

SOUL HARVESTING

Response:
When an eligible Character takes at least 1 True Damage from this Attack, this Character receives a 
Malus Anime

COVER


COVER VS MELEE

Passive:
This Character has Cover vs Melee Attacks
Defend

COVER VS RANGED

Passive:
This Character has Cover vs Ranged Attacks
Defend

INTERRUPT ACTIVE COVER

Defensive Interrupt: 
Character gains Cover until the end of the Phase
Defend

IMPROVED COVER VS DAM

Passive:
When this Character gains Cover, it has DR 4 vs HP Damage
Defend

IMPROVED COVER VS PUSH

Passive:
When this Character gains Cover, it has DR 4 vs Push Damage
Defend

MOVEMENT

LEAPING

Passive:
This Character can move through other Characters with RUN movement
Mobility


X WALKER

Passive:
Ignore movement penalties with trait X unless explicitly stated.
Mobility, X


RAPID MOVEMENT

Passive:
This Character [Move] gains the Boost X2 effect
Mobility


MOBILE ATTACK

Response: 
After this Character completes an Attack, it [Move]s.
Mobility

FLEET FOOTED

Global Action: 
This Character [Move]s then becomes Exhausted.
Mobility

DASH

Global Interrupt: 
This Character [Move]s.
Mobility

TARGETING

HOVER

Passive
This Character can only be targeted by Melee Attacks from cards with Hover
Thaumaturgy

STEALTH

Response:
This Character can only be targeted by Ranged Attacks from cards with Advanced Senses.
Malus Anime

INVISIBILITY

Passive:
This Character can only be targeted by Attacks from cards with Advanced Senses.
Malus Anime

TAUNT

Passive:
When a Character engaged with this Character makes an Attack that targets a Character that Character must have Taunt.
Defend

MARKSMAN

Passive:
This Character Ranged Attack ignores other Characters when determining LOS.
Defend




KEYWORDS

ATTACKS


CHARGE

Passive:
If this Character ends a [Move] moving 3 squares in a straight line, the next Melee Attack made by the Character by the end Phase gains Boostx2.
Combat, Mobility


DEFENDER

Response: 
When a Character leaves a square Engaged by this Character, this Character triggers a Melee Attack Ability available to it at no cost targeting the Character the left the Engaged square. Limit 1 per Phase.
Combat

CLEAVE

Response: 
When this Character kills a Character controlled by an opponent with a Melee Attack Ability, the same Melee Attack Ability triggers again against another target at no additional cost. Limit 1 per Phase.
Combat

DUAL STRIKE

Response: 
When this Character completes a Melee Attack against a single target, the same Melee Attack Action triggers again against the same target at no additional cost. Limit 1 per phase.
Combat

PRECISE STRIKE

Passive:
This Character's Melee Attacks ignore Cover and its effects.
Combat

PRECISE SHOT

Passive:
This Character's Ranged Attacks ignore Cover and its effects.
Combat

DEPLOY

GLOBAL DEPLOY

Action Global:
[Deploy] this card.
Muster

GLOBAL INTERRUPT DEPLOY

Global Interrupt:
[Deploy] this card.
Muster

PATROL-X

Passive:
This Character can [Deploy] up to Row X
Muster

AMBUSH

Passive:
This Character can be [Deploy]ed or placed during the Setup Phase to a zone on the edge of the board which is rows A and G and columns 1 and 9.
Muster

DEFENSE

X WARD

Passive:
This Character gains +2 DEF vs Attacks of type X
Defend

IMMUNITY


Passive:
This Character gains Immunity against Attacks of type X.
Defend

VULNERABILITY X


Passive:
Attacks of the type X gain Boostx2 against this Character.
Combat

CHARACTER STATUS

CHIVALRY

Passive:
This Character cannot target a Non-Combatant with an Attack and targeting a non-Souless or non-Devorantis Anima Character with an Attack cost a 
Combat


NON-COMBATANT

Passive:
Targeting this Character with an Attack cost a  and this Character cannot perform any Attack Abilities.
Defend

FEROCIOUS

Passive:
Ignores the Non-Combatant Ability.
Command


FOCUSED

Passive:
When this Character executes a [CMA] the Combined Action does not cost an additional  in Step 2.
Command

RESILIENT

Passive:
This Character cannot leave play unless it is killed.
Command

ENDURANCE

Action Offensive: 
This Character Recovers
Command

REGENERATION X



Response:
This card Heals by X
Domestic, Medical

UNMODDABLE - X

Passive:
X Modification cards cannot be attached to this card.
Command

FIELD CARD KEYWORDS

DESTRUCTIBLE-X

Enemy Action Global:
If the controller of this Field has no Presence on squares of this Field and an opponent's Character occupies a square of this Field that has Presence may  to Discard this Field from play and then the controller of that Character gains X number of  . This action can be combined with a Characters CMA to allow a Character to [Move] then trigger this Action.
Pillage



PROTECTORATE

Nestled within the embrace of towering mountains, expansive oceans, and ancient forests, the Protectorate stands as a bulwark against the encroaching chaos of the outside world—a beacon of civilization amidst the wilderness.

Forged in the crucible of ancient tragedy, the Protectorate owes its existence to the visionary leadership of Karlos Karn, the revered Preeminence who ascended to godhood in the annals of history. His sacrifice paved the path for the rise of a nation guided by divine providence, shielded from the ravages of time and turmoil.

Within the sanctum of its domain, a rigid hierarchy dictates every aspect of society. Noble houses hold dominion over the populace, answerable solely to the Preeminence and his Eternal Watchers. Descendants of the realm's revered progenitors, these noble knights bear arms and armor infused with ancient enchantments, revered symbols of prestige and power.

However, beneath the grandeur of the noble class lies a profound distrust of outsiders, especially those not of human lineage. Magic, feared and abhorred for its capacity to wreak havoc, is perceived as a grave menace to the fragile equilibrium of the realm's society.

To preserve internal tranquility, the Preeminence's Eternal Watchers diligently patrol the land, guarding against dissent and rebellion. Accountable solely to the divine ruler, they uphold the Protectorate's status as a stronghold of safety and order, shielding its inhabitants from the lurking threats beyond its borders.

EFFECT TYPES

ABILITIES

Abilities are the main system by which effects are generated in Antithesis. There are four types of Abilities: Actions, Burst-Acts, Responses and Passives. Of the four, all are Triggered Abilities except Passive. Being a Triggered Ability means that a choice must be made to trigger the Ability to activate its effect. Triggered Abilities by default can only be triggered by the controller of the card they are printed on.

TRIGGERED ABILITY SEQUENCE

1. Declare an Ability to be triggered
2. Pay all costs for that Ability
3. The Ability is triggered
4. The effect of the Ability is resolved

ACTION

Actions are the most common Ability. Actions can only be triggered during [Battle On] when an Action Window opens for the respective Player.

There are three timing subtypes for Action: Offensive, Defensive and Global.

During [Battle On] the Offensive Player can only trigger Offensive and Global Actions and the Defensive Player can only trigger Defensive and Global Actions.

There is one additional subtype of Action: an Enemy Action. An Enemy Action can only be triggered by a Player who does not control the card it is printed on. The controller of the card cannot trigger an Enemy Action.

For example, the most common use of an Enemy Action is the Keyword Destructible-1. Destructible-1 is a Global Enemy Action that only an opponent of the card controller can trigger. The opponent can either be the Offensive or Defensive Player because the Action is Global.

When the effects of any Triggered Ability are being resolved, an Action cannot be triggered until all current effects are resolved.

EXAMPLE

Offensive Player Takes an Action

1. Offensive Player's Character moves into a square that is next to a Character the Defensive Player controls.

Distinct Response Window 1 - Opened due to the Offensive Player's Character Moving into an open square next to a Defensive Player's Character.

1. Offensive Player Passes
2. Defensive Player - Part 1 - Triggers a Response attacking the Offensive Player's Character that Moved into the open square.
- This does not finish resolving due to another response window opening.

Distinct Response Window 2 - Opened due to the Defensive Player's Character attacking the Offensive Player's Character.

1. Offensive Player - Part 1 - Triggers a Response Increasing the Attacked Character's Defense - This does not finish resolving due to another response window opening.

Distinct Response Window 3 - Opened due to the Offensive Player Increasing the Defense of the Character that is being attacked.

1. Offensive Player Passes
2. Defensive Player - Trigger a Response Canceling the effects of Increasing the Character's Defense - This does finish due to another response window not opening.
3. Offensive Player Passes
4. Defensive Player Passes
5. Both Players Passed - Close Distinct Response Window 3

1. Offensive Player - Part 2 - Triggered Response that Increasing the Attacked Characters Defense finished resolving. (Resolution of the Ability occurs even when the effects of the Ability are cancelled.)
2. Defensive Player Passes
3. Offensive Player Passes
4. Defensive Player Passes
5. Both Players Passed - Close Distinct Response Window 2

2. Defensive Player - Part 2 - Triggered Response that attacked the Offensive Player's Character resolves.
3. Offensive Player Passes
4. Defensive Player Passes
5. Both Players Passed - Close Distinct Response Window 1

RESPONSE

Responses can be triggered when a Response Window opens. Response Windows are distinct, meaning that the text of the Response must correlate to the Distinct Response Window that the game is currently resolving to be eligible of being triggered.

For example, a Character you control is killed. You could have a Response that states “When a Character you control is killed, Draw a card.” and your opponent could have a Response that states “Target Character you control Recovers when a Character is killed.” While the text is different, the Response Window is the same Distinct Response Window and both of these Responses could be triggered. There is an order that Responses are triggered in.

Distinct Response Window

1. Distinct Response Window Opens
2. Offensive Player may choose to trigger a Response or Pass
3. Defensive Player may choose to trigger a Response or Pass
4. If both Players do not Pass, return to step 2.
5. Distinct Response Window Closes

During a Response Window, Actions and Burst-Acts cannot be triggered. Though during a Distinct Response Window a new Distinct Response Window can be opened. While multiple Distinct Response Windows can be opened, only one can resolve at any given time. In this way Distinct Response Windows are infinitely recursive. Players can only trigger Responses correlated to the specific Distinct Response Window that is currently being resolved.

[EXAMPLE]

1. Distinct Response Window X Opens and is resolving (X = Character [Moves])
2. Offensive Player triggers a Response from Distinct Response Window X, which kills a Character (This response must correlate with Distinct Response Window X.)
 - a. Distinct Response Window Y Opens and is resolving while Distinct Response Window Y stops resolving, (Y= Character is killed)
 - b. Offensive Player chooses to Pass
 - c. Defensive Player triggers a Response from Distinct Response Window Y, which returns a killed Character to hand instead of discarding it, (This response must correlate with Distinct Response Window Y.)
 - d. Both the Offensive and Defensive Player Pass
 - e. Distinct Response Window Y Closes and is resolved
3. Distinct Response Window X continues to resolve

INTERRUPT

Interrupt, like Actions, can only be triggered during [Battle On]. Unlike Actions, they can be triggered anytime during [Battle On].

During [Battle On] – Interrupt

1. Any Player may declare their intention to trigger an Interrupt
 - i. If two Players make declarations at the same time, the Offensive Player has priority to trigger and resolve his Interrupt first.
2. After a Player finishes resolving a Interrupt, the other Player gains priority to trigger and resolve a Interrupt.
 - i. If a Player resolves a Interrupt, go to step 2.
 - ii. If a Player does not resolve a Interrupt they abdicate their priority then go to step 1.

Also, like Action, there are three timing subtypes for Interrupt:

Offensive, Defensive and Global

During [Battle On] the Offensive Player can only trigger Offensive and Global Interrupt and the Defensive Player can only trigger Defensive and Global Interrupt.

Interrupt cannot be triggered when the effects of another Interrupt or Response are being resolved. Interrupt can be triggered while the effects of an Action are being resolved.

[EXAMPLE]

Interrupt Triggered while an Action Resolves

1. Action X triggered
2. Action X partially resolved
 - a. Interrupt triggered
 - b. Interrupt resolves
3. Action X finishes resolving
4. Defensive Player Passes
5. Both the Offensive and Defensive Player Passes
6. Distinct Response Window X Closes and is resolved

PASSIVE

Passives are Abilities but are not Triggered Abilities. By default, a Passive is considered active when In Play and inactive when not In Play.

WHEN REVEALED

When Revealed is a Response like effect. This is not an Ability and is used by Strategy cards. When a Strategy card is with a When Revealed effect is revealed the When Revealed effect resolves as the last step of the [Shift Strategy] process.

WHILE REVEALED

While Revealed is a Passive like effect. This is not an Ability and is used by Strategy cards. While a Strategy card with a While Revealed effect is revealed this effect is active, otherwise it is not active.

MULTIPLAYER EFFECTS

Effects that have multiple Players making choices to resolve the effect and have no clear declared order start with the Offensive Player resolving first. Each Player may decide the order in which how their portion of the resolution takes effect.



THE VISIONARY

The Visionary, a burgeoning organization fueled by the fervor of a newfound faith, has swept across Domus with the magnetic allure of its deity, simply known as the Vision. Emerging less than a century ago, this religious movement has swiftly amassed followers by offering a radical departure from the status quo. At its core lies a revolutionary call to dismantle the corroded structures of society and forge a path towards a utopian promised future, where the downtrodden and marginalized find solace and opportunity.

Central to their doctrine is an inclusive embrace of individuals from all races and backgrounds, beckoning them to heed the teachings of the Vision. As the movement gains momentum, its influence spreads like wildfire, establishing networks that intertwine with the powerful and influential echelons of Domus.

Its followers are people of great passion who eschew the call for a normal life and set themselves to the task of crafting a new world. Though they are well aware that to build anew, they must first tear down the weak edifices that linger after the Great Undoing. Such a betrayal, even though the specifics have been lost to time, cannot be forgiven. The Domus must be washed clean to start anew.

Yet, what truly sets the Visionary apart is its promise of arcane knowledge, whispered only to the most devout adherents. These chosen few are initiated into the mysteries of magic, wielding abilities that defy the limitations of the mundane world. With such formidable powers at their command, they emerge as a formidable force, resolute in their quest to reshape the fabric of reality into one that is fair and just for all.

As the Visionary marches forth, its presence looms large on the ever-shifting landscape of Domus. It challenges the established order and offers a glimmer of hope to those who dare to dream of a better tomorrow.

CHAMPION / DIRECTIVE / OBJECTIVE CARDS

COMMON TO ALL CARDS

NAME **A**

The cards name each Directive and Objective cards share the same name to their corresponding Champion.

ABILITIES **B**

Actions, Burst-Acts, Response and Passive Abilities are listed here.

ABILITY TRAITS **C**

Each Ability has its own associated Traits.

FACTION SYMBOL **D**

The faction this card belongs to.

ALIGNMENT **E**

A Champions alignment is shared by it's Directive and Objective cards.

CARD TYPE **F**

The card type.

UNIQUE IDENTIFIER **G**

The card's unique identifier.

CHAMPIONS ONLY

Champions are a subtype of a Character card and also considered Characters. Champions are generally placed into Play during the Setup Phase. Champions can be [Deploy]ed when in Hand at the appropriate time. When In Play Champions have a corresponding token of size Medium (1x1 squares), Large (2x2 squares) or Huge (3x3 squares), In Play.

DEF **L**

Defense value and type.

HP **M**

Max Hits for the Champion

VP **N**

Victory Points that can be gained by an opponent for killing this Character.

KEYWORDS **O**

Keywords are listed here.

CARD TRAITS **P**

Each card has its own associated Traits

SIZE **Q**

The size of this Champions tokens when placed on the Game Board.

CARD COST **R**

The [Deploy] cost of the card.

MOVEMENT ARRAY **S**

The Champion's default Movement Array.

ENGAGEMENT RANGE **T**

The Champions Engagement Range.

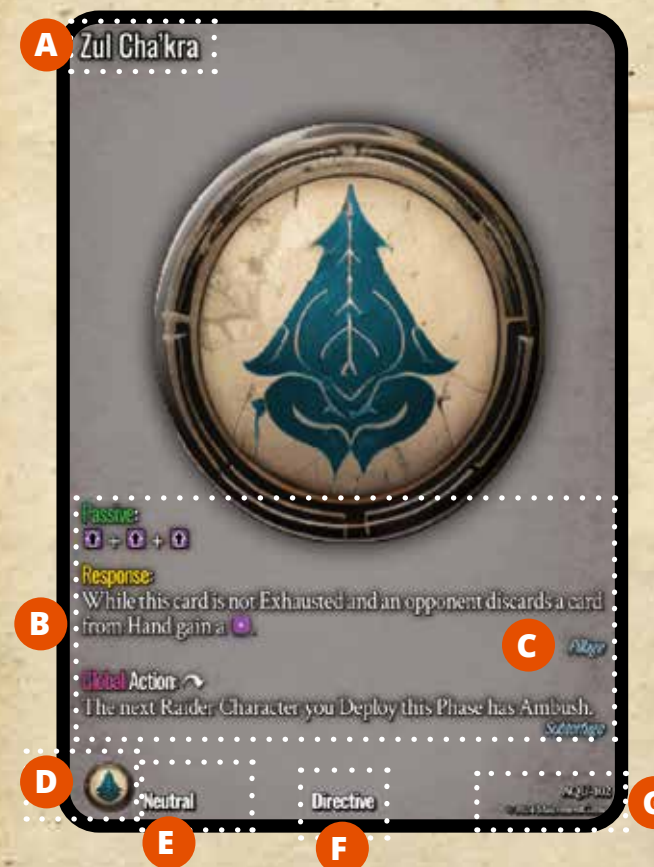
PRESENCE **U**

The Champions Presence value.

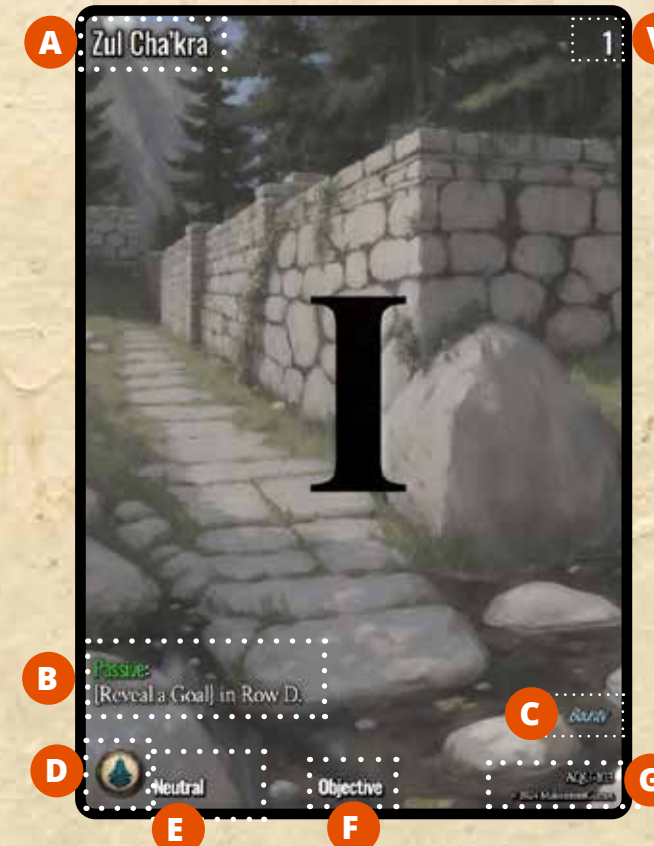
CHAMPION CARD



DIRECTIVE CARD



OBJECTIVE CARD



OBJECTIVE ONLY

Used to place Goal on the Game Board which are used to gain Victory Points. Objectives are all in the Objective Deck and are revealed as needed during [Reveal Objective].

OBJECTIVE NUMBER **V**

Each Champion has a set of five Objective cards which are numbered 1 to 5.

DIRECTIVE

Directive cards provide base income and power Abilities that the Player can access. Directives are put into Play during the Setup Phase and stay In Play for the duration of the game.



CHARACTER/FIELD/TACTIC/MODIFICATION/STRATEGY CARDS

COMMON TO ALL CARDS

NAME **A**

Each card has it's own unique name.

FACTION SYMBOL **B**

The faction this card belongs to.

FACTION VALUE **C**

The cards Faction Value.

CARD TYPE **D**

The card type.

UNIQUE IDENTIFIER **E**

The card's unique identifier.

CHARACTER/FIELD/TACTIC & MODIFICATION CARDS

ABILITIES **F**

Actions, Burst-Acts, Response and Passive Abilities are listed here.

ABILITY TRAITS **G**

Each Ability has its own associated Traits.

CARD TRAITS **H**

Each card has its own associated Traits.

KEYWORDS **I**

Keywords are listed here.

CHARACTER/FIELD/ MODIFICATION CARDS

CARD COST **J**

The [Deploy] cost of the card.

CHARACTER ONLY

Character pieces that can move and are used to score Victory Points on the Game Board. Characters are [Deploy]ed into play. When In Play Characters have a corresponding token of size Medium, 1x1 squares, Large, 2x2 squares or Huge 3x3 squares, In Play.

DEF **K**

Defense value and type.

HP **L**

Max Hits for the Champion

VP **M**

Victory Points that can be gained by an opponent for killing this Character.

SIZE **N**

The size of this Champions token when placed on the Game Board.

MOVEMENT ARRAY **O**

The Champion's default Movement Array.

ENGAGEMENT RANGE **P**

The Champions Engagement Range.

PRESENCE **Q**

The Champions Presence value.

TACTIC ONLY

Tactics are cheap to use but are single-use as they are not persistent on the board like Characters, Fields and Modification.

CARD COST **J**

Tactic cards are not [Deploy]ed but the cost is paid in the same manner to trigger the effect of the card.

CHARACTER CARD



TACTIC CARD



FIELD CARD



FIELD ONLY

Fields are used to populate the board with terrain and to gain advantages with cards that cannot be directly attacked like a Character. When In Play Fields have a corresponding token of varying sizes, In Play.

DEPLOYMENT GRID **R**

This Field can legally be [Deploy]ed to the corresponding green highlights zones on the Game Board.

FIELD SIZE **S**

The dimensions of the Field token when placed on the Game Board which must be completed within the legal deployment area.

CHARACTER/FIELD/TACTIC/MODIFICATION/STRATEGY CARDS

MODIFICATION CARD



MODIFICATION ONLY

Modifications are attached to existing Character and Field cards In Play to add new Abilities or effects.

ATTACH TO **T**

The rules that govern what cards this Modification can be attached to.

ABILITIES **U**

Modification cards can grant the attached card additional Abilities denoted with Attached Has at the start of an Ability.

STRATEGY CARD



STRATEGY ONLY

PLAYER WHO REVEALS **V**

A number of steps the Player needs to resolve.

WHEN REVEALED **W**

An effect that occurs after the Player who Reveals steps are complete.

WHILE REVEALED **X**

An effect that turns on when the Strategy card is revealed and turns off when not revealed.



EXHAUST/RECOVER

Most cards in Antithesis are created with a portrait format. Only Strategy cards are set in the landscape format. Only portrait cards can be exhausted or recovered. Portrait cards in the recovered are laid on the table so they can be read from top to bottom. Portrait cards enter play in the recovered stated unless stated otherwise. When a card is exhausted it is rotated 90 degrees so it is laying horizontally. When a card is recovered it is rotated 90 degrees again to return to the position it was in when it entered play.



VARGUS

House Vargus, a formidable dwarven clan nestled within the Drummond Range north of the Protectorate's boundaries, is renowned for its noncommittal neutrality amidst external affairs. They prioritize diplomatic engagement, fostering amicable relations to safeguard their lucrative trade network.

Legend has it that the Drummond Range was named after the bastard son of Supreme Lord Daradon Vargus during the time of the Great Undoing. Drummond led his family and retainers to safety in these mountains, where they established the first of House Vargus' enclaves. Over the years, they cultivated fungal farms and harvested roots on the steep slopes, and only after decades of hard work did true security prevail. Though Drummond was honored by the creation of his own House, which has faded into history, many claim to be descended from his bloodline.

Distinguished for their unparalleled mastery in mining and expert craftsmanship, the dwarves of House Vargus are celebrated for their ingenuity, conceiving intricate marvels of engineering that exceed the comprehension of most in the outside world. This productivity forms the basis of the House's ability to maintain long-standing trade routes with various factions across Domus. The crafts of House Vargus, especially their weapons, are highly prized by many around the world.

Guided by the tenets of Varga Atman, their people's religion, House Vargus instills a holistic ethos emphasizing spiritual, mental, and physical well-being. Those attaining high ranks within this faith are revered as exemplars of valor and righteousness, embodying the clan's enduring commitment to honor and virtue. Thus, House Vargus emerges as a steadfast bastion of stability in the dynamic landscape of Domus, exemplifying the harmonious coexistence of tradition and progress within their venerable society.

GAME CONCEPTS

GAME DECK

All cards a Player brings to a game. This includes Champions, Directives, Objective Deck, Strategy Deck and Main Deck.

A legal Game Deck has three Champions, three Directives, one Objective Deck with 15 Objective cards, one Strategy Deck with 5 Strategy cards, and one Main Deck with at least 40 cards made up of Characters, Fields, Tactics and Modifications.

OWNERSHIP

All cards that a Player brings in a Game Deck are owned by that Player. Ownership of cards does not change.

CONTROL

By default, all cards a Player owns are also controlled by that Player unless a card's effect changes that ownership.

MOVEMENT

Characters are capable of movement using the task [Move]. The most basic move Action in the game is available to every Character. It is called Global Movement Action.

Global Movement Action (GMA)

Global Action:

This Character [Move].

A Movement Array is composed the type of movement, the base movement value and any D-movement, the type of dice that can be expended to increase Move Points.

MOVE POINTS

Movement Array could have two numbers. One is D-Move Value and the other is Move Value. The D-Move Value and the Move Value are added to get the Move Points the Movement Array generates for the Character.

DICE



Die or dice matching the icons in color and number can be spent to increase the number of Move Points generated. The amount off the increase is equal to the Pip Value of the die or die spent.

TYPES OF MOVEMENT

RUN



RUN movement does not allow the Character to enter squares with another Character.

Characters leave and arrive in squares along the intervening squares they move along. Characters occupy any intervening square they are currently in.

FLY



FLY movement does allow Character to enter a square with another Character but they cannot end their movement in that square. If they run out of Move Points they must return to the previous square they occupied till they occupy a legal square or squares.

Characters leave and arrive in squares along the intervening squares they move along. Characters occupy any intervening square they are currently in. In this case while FLY movement is being resolved there can be two Characters that occupy the same square though this state should be temporary.

TELEPORT

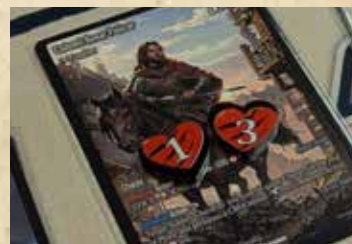


Characters are removed from the starting square and enter the ending square. They do not move along the path and do not occupy any other squares.

TEL movement does not allow the Character to enter squares with another Character. Though this only applies to the ending square or squares the Character occupies. The Character does not occupy the intervening squares.

HIT POINTS (HP)

Characters have Hit Points when In Play. When a Character's Hit Points reach zero or below it is killed. When a Character is killed it is discarded from Play.



DEF



A Character DEF has two components made of a number and a trait. The numerical value is used to reduce the STR of an Attack against a Character.

DAMAGE REDUCTION (DR)

A Character with DR reduced the STR of an attack by the value of DR.

KILLED

Only Characters in Play can be killed. Once a Character is killed it is discarded from Play. Characters that are killed by Attack Abilities of Characters in Play that are controlled by an opponent generate Victory Points equal to the killed Characters Victory Point Value.

VICTORY POINT



Each Character has a Victory Point Value. If that Character is killed by an opponent's Character Attack Ability that opponent gains Victory Points equal to the Victory Point Value.

- To win a short game a single Player need to accumulate at least 10 Victory Points.
- To win a long game a single Player need to accumulate at least 15 Victory Points.



RANGE (RNG) – ABILITY RNG

RNG can used be for Melee Attacks, Ranged Attacks, AOE Attacks or for non-Attack Abilities. RNG is counted from the originating square to the target square.

RNG is represented and counted in a similar manner to movement. RNG is made up of D-RNG Value and RNG Value. A path is established between the originating square to the target square.

- To draw a path from one square to another the controller of the Ability decides what direction to count in.
 - Draw Points are used to count orthogonally
 - Draw Points can be used to count diagonally if the RNG being used has a D-RNG Value
 - Draw Points spent to count diagonally cannot be greater that the D-RNG Value

ENGAGED

Characters have Engagement RNG. When a character controlled by an opponent is in the Engagement RNG of a Character you control it is Engaged. Engagement RNG is counted the in the same manner has Ability RNG.

PRESENCE



The Presence in an important effect many used to determine the scoring of Goals. The value of the Presence listed show the range of the Character Presence.

At Presence 0 the Character has no Presence in any zones.

At Presence 1 the Character has Presence in the zone or zones it occupies.

At Presence 2 the Character has Presence in the zone or zones it occupies and all orthogonally adjacent zones as well.

Fields can also have Presence with the Keyword Presence-1.

With Presence-1 the Field has Presence in the zone or zones it occupies.

When a Player has Presence in a zone and an opponent does not that Player has control of the zone.

When both Players have Presence in a zone the zone is contested.

Presence can also affect Fields, though this mainly has to do with the Keyword Destructible-1.

A Character with Presence 1 or higher that occupy a square of a Field token generate Presence on that Field.

Destructible-1 can be triggered by an opponent they occupy a square of the Field in question, they have at least Presence 1 and the controller of the card has no Presence on the squares of the Field.

The Field Keyword Presence-1 does not count as Presence on the Field, it only counts as Presence in zones.

LINE OF SIGHT (LOS)

Many Abilities require LOS which is marked on each Ability. The most common element that will block LOS are Characters. The only exception to this are the source and target Characters of an Ability, and only when determining LOS for that Ability.

You can draw LOS from any point of the originating squares to the destination squares. LOS is drawn as a straight line between two points. As long as there is one LOS line you can draw between the origin and the target the Ability has LOS.

OBSCURED

Pick any point in the originating square or squares, from there you must be able to draw LOS to all points of the destination square or squares without any LOS being blocked. Remember that source and target Characters of an Ability do not block LOS but all other Characters do. If you are not able to draw LOS from a single origin point to all destination points then the target Character is considered obscured to that Ability.

By default obscured does not have an effect on Abilities except for the Ranged Attack Ability. Any target that is obscured to a Ranged Attack has Cover versus that Ranged Attack.

COVER

Standard Cover grants a Character Damage Reduction (DR) 2 vs Damage vs HP and PUSH/PULL.

ATTACKING

There are two types of Attacks, Ranged and Melee of which each can have a subtype of Area of Effect (AOE).

MELEE AND RANGED ATTACK

Target is a Character
Requires RNG to the target
Requires LOS

RANGED ATTACK

Target can be obscured and have Cover vs the Attack

AOE ATTACK (MELEE OR RANGED)

Target is a square

AOE TYPES

Direct Line - Originates from the Character.
Direct Cone - Originates from the Character.
3x3 Square - Originates from the middle square.

Attacks can have multiple types of effects including damage to HP or push damage which move opponents' Characters.

Damage to HP is the default type of effect which reduced a Character HP.

PUSH damage is capable of moving the target Character away from the source of the attack. If the source is not on the Game Board consider the source to be the square in front of the target.

PULL damage is capable of moving the target Characters toward the source of the attack to be any square in front of the target in the same column.

PUSH/PULL is processed similarly to how RUN movement is. Characters cannot occupy squares other characters occupy and must move in an orthogonal direction. Each point of PUSH/PULL damage can move the Character 1 square. Characters do not leave/arrive in squares they are removed/enter. Characters Lastly, Characters cannot enter squares that they could not with their standard Movement Array.

Attack Sequence

1. Select target Character.
2. Spend die or dice of appropriate colors.
3. The Pip Value of the spent dice adds to the base STR of the Attack which results in Total STR. (Pip Value + STR = Total STR)
4. The DEF of the Character is subtracted from the Total STR to obtain Potential Damage. (Total STR - DEF = Potential Damage)
5. The damage reduction (DR) of the Character is subtracted from the Potential Damage to obtain True Damage. (Potential Damage - DR = True Damage)
6. True Damage is applied to the target Character
 - i. For damage type HP add damage tokens on the Character equal to the True Damage. If the total of all the damage tokens is greater than the HP value of the Character it is killed.
 - ii. For damage type PUSH/PULL the move in the appropriate direction a number of space equal to the True Damage value or less.

BOOST+1

When an Ability is under the Boost+1 effect you may add a die of the same color to the effect adding its Pip Value to the total.

BOOSTX2

When an Ability is under the Boostx2 effect you double the Pip Value of die already added to the effect.

FACTION

There are currently 5 factions in the game. All cards in the game belong to faction. Your selection of Champions from a Faction will grant you access to that factions cards to add to your Main and Strategy Decks.



AQUILLUS



ASAKURA



PROTECTORATE



VARGUS



VISIONARY

TRAITS – CARD

Many cards have traits. Traits do not represent Abilities or effects. Other cards and Abilities will call out these traits and use them to identify certain types of cards.

TRAITS – ABILITY

Most Abilities have traits. Traits do not represent Abilities or effects. Other cards and Abilities will call out these traits and use them to identify certain types of Abilities.

KEYWORD

Many cards have Keywords. Keywords are Abilities that are represented by their name on a card.

IN GAME

All components of the game except the Out of Game Zone is In Game. This includes the Main, Strategy and Objectives Deck, any revealed cards and cards in Discard Piles. All cards and tokens In Play, Dice Bank, Command Points held and Victory Points earned.

IN PLAY

The Game Board and its tokens all cards [Deploy]ed, Champions and Directives placed into Play are all In Play.

OUT OF GAME ZONE

This is generally empty at the start of game. Cards that are removed of the game go to their Owner's Out of Game Zone. Players can bring cards back from out of game if they are in their respective Out of Game Zone.

MAIN DECK

The Main Deck can only have Character, Field, Tactic and Modification cards. There must be at least 40 cards in the Main Deck and the maximum number of cards is as many cards a Player can reasonably shuffle. Two copies of each card may be placed in the Main Deck.

DISCARD PILE

Discarded cards from the Main Deck and Champions are placed here.

STRATEGY DECK

Only Strategy cards are in the Strategy Deck, specifically 5 unique cards.

OBJECTIVE DECK

Only Objective cards are in the Objective Deck made up of 15 cards.

RESOURCE TYPES

DICE

Dice are the main resource type in the game. They come in five types of colors: Red, Purple, Green, Blue, and Yellow. These dice are known as Standard Dice. If a Standard Die is referenced it means a die of any color that was stated previously.



The dice used are normal 6-sided dice with values ranging from 1 to 6. After a die is rolled, the number shown on the top facing is the Pip Value of the die.


When a die is gained, it is rolled and put into the respective Player's Dice Bank. The Dice Bank is where each Player holds their dice resources. Player's can spend dice from their own Dice Bank at anytime dice are required by the Player.



Example of a Dice Bank

Many cards have a Dice Cost to [Deploy] it or to trigger it. There are two possible parts to the Dice Cost, a number possibly followed by icons of dice. A Player attempting to pay a Dice Cost may spend as many dice as he wants from his Dice Bank and they may be of any color or combination of colors which is called the Dice Pool. To satisfy the first Dice Cost requirement all the dice in the Dice Pool must add up to be equal or greater than the Dice Cost number. To satisfy the second Dice Cost requirement each icon must be represented in the Dice Pool.



For example, there is a card with a Dice Cost of 9 

The following are legal Dice Pools that can be used to pay the Dice Cost.



All of the Dice Pools above add up to at least 9 and are composed of at least two Red dice, which is what the Dice Cost requires.

Abilities can have costs that include dice as well. If an Ability requires a die there is an Icon representing each die color that must be spent. There is no Pip Value requirement for dice spent in this way.

While an effect is being resolved there might be a need to spend dice. This is the case for [Move] and Attacks. While this expenditure is optional, the addition of the die could be restricted to a specific color and the benefit is the ability to add the die's Pip Value to increase a Character's Move Points or an Attacks Total STR.

COMMAND POINT

Command Points are a limited resource. The Offensive Player has the option to start [Battle On] with either one or two of them. They are required for most Attack Actions and for using the Destructable-1 Keyword.

They also cannot be held long-term like other resources as they are discarded from Play at the end of every Main Phase.

Command Points can be used to pay Card and Ability Costs. Any appropriate Command Point you control can be used to pay Card or Ability Costs.



ALTERNATE RESOURCES

Mana, Soul and Gem are a special resource used to pay for a card or Ability costs that are represented with their respective tokens.

Each icon represents a single Mana, Soul or Gem Token.



Tokens are controlled by the controller of the card in Play they are placed on. If the card a token is placed on is discarded from Play so are any tokens placed on that card.

1. Mana tokens can only be placed on Characters in Play.
2. Soul and Gem tokens can only be placed on cards in Play including Characters, Fields and Modifications.

There are cards that cost tokens whether they be Mana, Soul or Gem. You may pay for these cards using any corresponding token you control.

1. Some Abilities cost Mana or Soul. These Abilities can only be paid for with the corresponding tokens placed on the same card as the Ability that is being triggered.
2. Some Abilities cost Gem. These Abilities can be paid for with any Gem tokens you control.

The main method of gaining Mana Tokens is the Keyword Mana-X. Characters with Mana-X that are [Deploy]ed or Champions placed into Play gain X Mana Tokens. Characters with Mana-X you control gain a Mana Token when you [Shift Strategy].

The main method of gaining Soul Tokens is the Attack Keyword Soul Harvesting. Attacks with Soul Harvesting that deals one or more True Damage to a target that is non-Soulless and is non-Acended gains a Soul Token.

The main method of gaining Gem Tokens is with the Abilities of various cards capable of generating them.



ASAKURA BROTHERHOOD

The Asakura Brotherhood, an ancient order forged in the crucible of time long before the cataclysmic events of the Great Undoing, stands as a bastion of knowledge and guardianship in the tumultuous world of Domus. Founded upon the principles of self-mastery and enlightenment, the Asakura welcome those who seek to transcend the limitations of their mortal coil and ascend to higher planes of existence.

Members of the Asakura devote their lives to the pursuit of ascendance, honing their minds, bodies, and spirits in a relentless quest for self-improvement. Through rigorous training and esoteric teachings, they unlock the latent magic within them, blossoming into powerful thaumaturges capable of bending reality to their will.

Within the ranks of the Asakura, there exists specialized roles such as knights and scholars, each fulfilling distinct duties essential to the order's mission. At the helm of this ancient fraternity stand a select few, the ascended masters whose wisdom and guidance steer the course of the organization.

Over the centuries, the Asakura have faced the steady erosion of their numbers, as the arduous path to ascendance becomes increasingly elusive. Despite their unparalleled knowledge and understanding, the shadow of the events Great Undoing and the presence of the Antithesis looms large, casting doubt upon even the most venerable teachings of the order.

Establishing their stronghold on the island of Portem during the chaos of the Great Undoing, the Asakura have since nurtured the burgeoning city of Portem into a thriving center of commerce and culture. Its varied populace, settled from all corners of Domus, enjoy a relatively high standard of living under the benevolent guardianship of the Asakura Brotherhood.

DECK CONSTRUCTION

STEP 1

Select three Champions.

Champions all have an alignment Light, Neutral or Dark. Light and Dark are opposing alignments. Neutral does not oppose Light or Dark.

1. Champions all belong to a Faction.
2. You may select Champions from multiple Factions.
3. You may select Champions of varying alignments.
4. You may not select Champions of different Factions with opposing alignments.

EXAMPLE 1

You may select Sir Yames Delerose – Faction Protectorate/ Alignment Dark, Jek Namen – Faction Protectorate/ Alignment Dark and Zul Cha'kra – Faction Aquillus/Alignment Neutral.



This is legal due to Sir Yames Delerose and Jek Namen being in the same Faction even though they have opposing alignments. Zul Cha'kra is

legal due to not being of an opposing alignment as Neutral is not opposing Light or Dark even though he is in a different Faction.

EXAMPLE 2

You may not select Sir Yames Delerose – Faction Protectorate/ Alignment Dark, Jek Namen – Faction Protectorate/ Alignment Dark and Zul Shra Ryu – Faction Aquillus/Alignment Light.



This is not legal due to Sir Yames Delerose and Zul Shra Ryu being of different Factions and having opposing alignments. There are many ways to resolve this issue. A few being to replace Sir Yames

Delerose with a Champion that is not of the alignment Dark or to replace Zul Shra Ryu with another Protectorate Faction Champion.

Each Champion has an associated Directive card that is automatically selected when you select your Champions. The Directive card has the same name as the Champion.

Each Champion has 5 associated Objective cards that is automatically selected when you select your Champions. The Objective cards have the same name as the Champion. After selecting the three Champions you should have 15 Objective cards in total which when combined become your Objective Deck.

STEP 2

Determine Faction Rating for each Faction. By default, each Faction starts with a Faction Rating of 0. The Faction Rating of a Faction increases by 1 for each Champion added to the deck belonging to that Faction.

EXAMPLE 1

You have selected Sir Yames Delerose – Faction Protectorate, Lord Bratok – Faction House Vargus, and Zul Cha'kra – Faction Aquillus

- Protectorate has Faction Rating of 1 due to having a single Champion
- Aquillus has Faction Rating of 1 due to having a single Champion
- House Vargus has Faction Rating of 1 due to having a single Champion
- All other Factions have a Faction Rating of 0

EXAMPLE 2

You have selected Sir Yames Delerose – Faction Protectorate, Lord Jek Namen – Faction Protectorate, and Zul Cha'kra – Faction Aquillus

- Protectorate has Faction Rating of 2 due to having two Champions
- Aquillus has Faction Rating of 1 due to having a single Champion
- All other Factions have a Faction Rating of 0

A WORD ABOUT FACTION VALUE

Cards have Faction Values of 0, 1 and 2 as shown in the cards below:



STEP 3

Construct your Main Deck.

The Main Deck can have Character, Field, Tactic and Modification cards.

You can only add 2 copies of each card in your Main Deck.

The minimum size of the Main Deck is 40 cards.

**There is no maximum size limit to the main Deck but if you cannot physically shuffle your deck it would be considered illegal.*

You may only select cards to put into the Main Deck of Faction Value equal to or lower than that Faction's Rating.

EXAMPLE

If your Deck had a Faction Rating of 2 for Protectorate, Faction Rating 1 for Aquillus and a Faction Rating 0 for all other Factions:

- You may put Protectorate cards in your Main Deck of Faction Value 0, 1 and 2.
- You may put Aquillus cards into your Main Deck of Faction Value 0 and 1.
- You may also put cards of Faction Value 0 from all other Factions.

STEP 4

Construct your Strategy Deck.

- The Strategy Deck can only have Strategy cards.
- You can only have 1 copy of each card in your Strategy Deck.
- The Strategy Deck is made of 5 cards.
- You may only select cards to put into the Strategy Deck of Faction Value equal to or lower than that Faction Rating.

EXAMPLE

If your Deck had a Faction Rating of 3 for Protectorate, and a Faction Rating 0 for all other Factions:

You may put Protectorate cards in your Strategy Deck of Faction Value 0, 1, 2 and 3.

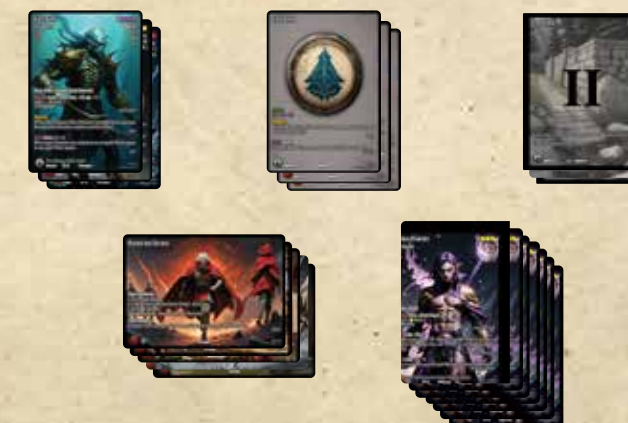
You may also put cards of Faction Value 0 from all other Factions.

STEP 5

Deck Construction is Completed

You should have the following cards and decks:

- 3 Champion cards
- 3 Directive cards
- 1 Objective Deck with 15 Objective cards
- 1 Main Deck with at least 40 cards
- 1 Strategy Deck with 5 Strategy cards





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