

5. Gameplay and Mechanics

5.1. Gameplay

5.1.1. Game Progression

The primary way the Against All Tyrants progresses to a conclusion is through the Escalation scale. The longer the game goes and the more units are destroyed, the higher the Escalation will be, allowing for more powerful cards to be played.

5.1.2. Objective

Against All Tyrants' objective is to destroy the enemy or complete the subfaction-specific alternative objective.

5.1.2.1. Primary Objective

The primary objective for all factions is to destroy the other player's base. A base is destroyed when its hit points are reduced to zero.

5.1.2.2. Alternate Objective

The alternate objective depends on what subfaction the player is playing and whether they are attacking or defending.

5.1.2.2.1. Freedom Fighters

- **Defender: Base Evacuation**
The Freedom Fighters must evacuate their personnel and equipment in transports before they are seized!
- **Attacker: Supply Raid**
The Freedom Fighters are doing a lightning raid on the planet! They must get their transports to the planet, load them full of supplies, and get them out before the enemy has time to respond.

5.1.2.2.2. First Leader's Navy

- **Defender: Send Distress Signal**
The planet is under attack! Get a distress signal off to the rest of the fleet before the enemy completes their mission.

- **Attacker: Crack the Planet**

This is too much trouble to be ruled. Escalate the situation until you have authorization to use a planet cracker.

5.1.2.2.3. Robot Uprising

- **Defender: Summon the Singularity**

To effectively free ourselves, we need something powerful enough to defend us. We need to make the Singularity.

- **Attacker: Viral Computer Takeover**

Infect the enemy's systems to cripple their ability to fight and give you control.

5.1.2.2.4. Church of Celestial Numina

- **Defender: Shielded by Prayers**

The faithful must pray so that a Numina may come and shield us from our enemies.

- **Attacker: Mass Conversion**

The heathen world must worship the true ones, even if it requires force.

5.1.2.2.5. Alien Coalitions

- **Defender: Build Alliances**

Separately we are weak compared to the might of our enemies. But if we can band together, the mightiest can not stand against us.

- **Attacker: Prison Raid**

Our most elite fighters and warriors have been captured and are being held planetside. We must free them to aid our efforts.

5.1.2.2.6. C.H.E.I.D

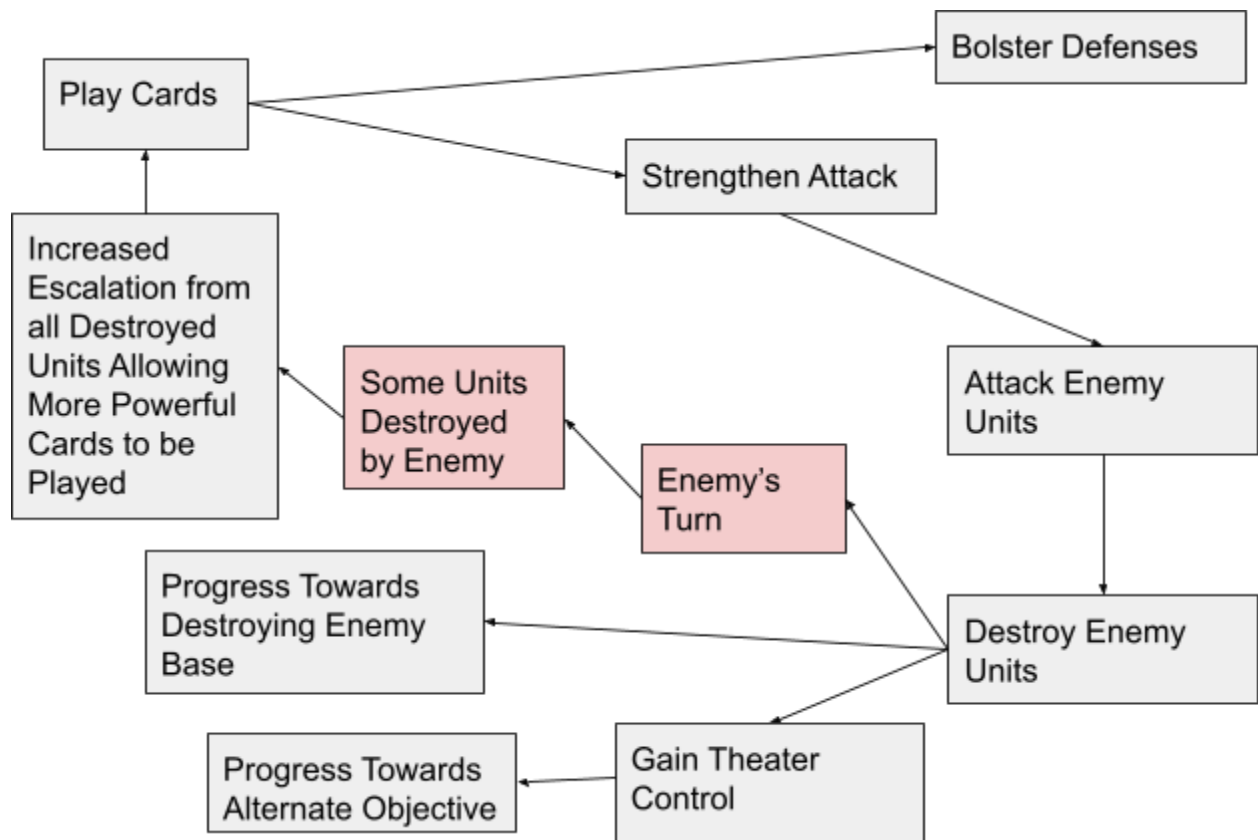
- **Defender: Buyout**

Even the greatest raiders will decide against attacking us when our bribes outweigh the benefit of attacking us.

- **Attacker: Economic Stifling**

Whoever controls the economy, controls the world. We will wield our economic might to make this planet entirely dependent on us.

5.1.3. Flow of Play



5.2. Mechanics

5.2.1. Players

Against All Tyrants is played with two players where one is designated as the **Attacker** and the other as the **Defender**. Arbitrarily decide which player is in which role.

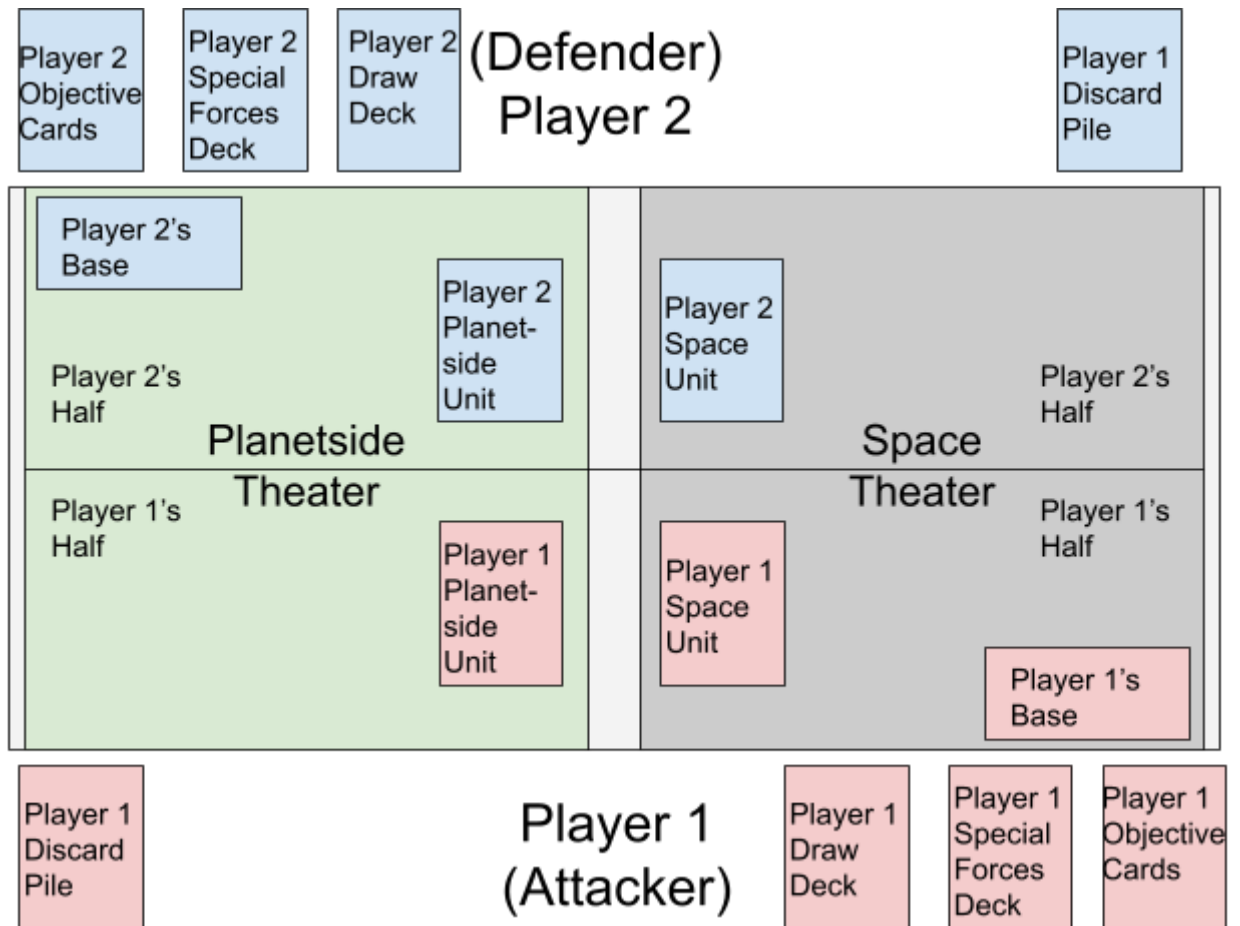
5.2.1.1. Attacker

The attacking player will place their space base in the space theater at the start of the game. The attacking player goes second.

5.2.1.2. Defender

The defending player will place their planetside base in the planetside theater at the start of the game. The defending player goes first.

5.2.2. Table Layout



5.2.2.1. Theaters

There are two theaters: **Planetside** and **Space**. All units will show which theater they can be deployed in. See 7.1 for where that is located on the card. Most units can only be deployed in one theater, but some can be deployed in both.

5.2.2.1.1. Space

Space represents the star system the planet resides in. Unique to space are **Fighter** and **Capital** units which have special interactions. The planetside theater does not have an equivalent.

5.2.2.1.2. Planetside

Planetside represents a single entire planet. What planet this theater is is defined by the **Defender's** base.

5.2.2.2. Base Placement

Where a player's base is placed on the table (and in which theater) is dependent on whether they are an **Attacker** or **Defender** and which side the player's decided **Space** and **Planetside** are. **Attacker** always places their base in **Space** and the **Defender** always places their base **Planetside**.

5.2.3. Win Conditions

There are always two win conditions for both players: the primary objective and the alternate objective.

5.2.3.1. Primary Objective

For all players, the primary objective is the same: destroy the enemy's base.

5.2.3.2. Alternate Objective

The alternate objective depends on what subfaction the player is playing and whether they are attacking or defending. Alternate objectives usually require the usage of a subfaction's objective cards

5.1.2.3.1. Freedom Fighters

- **Defender: Base Evacuation**
The player must move 4 **Transports** to space and then use the *Escape* Order to leave the system (board).
- **Attacker: Supply Raid**
Escape from your base before it's too late! Score 4 Objective Tokens using your Rogue transports

5.1.2.3.2. First Leader's Navy

- **Defender: Send Distress Signal**
Deploy and charge your **Transmitter Beacons** to transmit an emergency message to summon the fleet. Score 4 Objective Tokens.
- **Attacker: Crack the Planet**
Escalate the local situation until you have authorization to use a planet cracker. Destroy the Enemy base using the **Finality Planet Cracker**.

5.1.2.3.3. Robot Uprising

- **Defender: Summon the Singularity**

Ascend your people and destroy your enemies by creating the Singularity. Score 4 Objective Tokens.

- **Attacker: Viral Computer Takeover**

Hack into the Enemy base and take control! Have at least 10 Computation Tokens on the Enemy base at the end of your turn. Enemy units in the same theater as their base can attack their base as their action. The base takes no damage and the Enemy removes 1 Computation token per attack made against the base.

5.1.2.3.4. Church of Celestial Numina

- **Defender: Shielded by Prayers**

To Be Determined

- **Attacker: Mass Conversion**

To Be Determined

5.1.2.3.5. Alien Coalitions

- **Defender: Build Alliances**

To Be Determined

- **Attacker: Prison Raid**

To Be Determined

5.1.2.3.6. C.H.E.I.D

- **Defender: Buyout**

To Be Determined

- **Attacker: Economic Stifling**

To Be Determined

5.2.4. The Deck

5.2.4.1. Composition

An Against All Tyrants deck is made of exactly 30 cards. Including non-deck cards, 40 cards are required to play.

- 2 Base Cards: 1 Space and 1 Planetside
- 5 Cards for the Special Forces Deck
- 30 Cards for the Main Deck
- 3 Subfaction-specific Objective Cards
- (Optional) Subfaction-specific Secondary Objective Reference Card

5.2.4.2. Special Forces Deck

The Special Forces Deck is a set of 5 cards put aside from the main deck. Unlike the main deck, these cards are not shuffled and are not drawn to hand. These cards can only be put into play when a trait on a card in the Special Forces Deck or in-play places a unit.

5.2.4.3. Deckbuilding

All cards in the 40 cards must be from a single subfaction or the faction the subfaction is in. There can be no more than three copies of a card in the entire deck unless the card in question has the “Mass” trait. Only one copy of a card with the unique trait (marked with an asterisk after the card’s name) can be included in a deck. Different cards with the “Unique” trait and the same name may be included in the deck. However, only one card with the same name and the “Unique” trait can be out at a time. If one is played while another is already in play, discard the one in play.

5.2.5. Game Setup

After arbitrarily determining which player is the **Attacker** and which is the **Defender**, Place all cards according to the table layout in section 5.2.2.

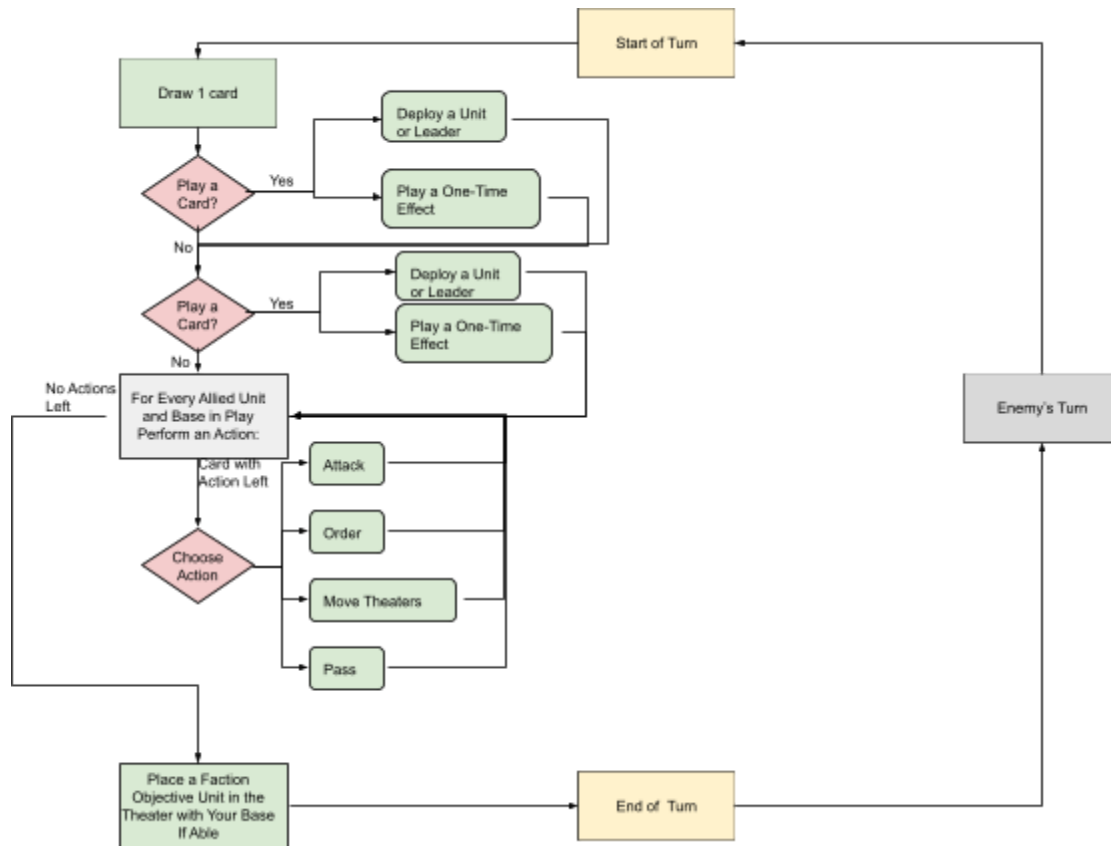
5.2.5.1. Shuffle the Decks

Both players shuffle only their main decks. The subfaction-specific objective cards and the 5 cards in the Special Forces Deck are not shuffled.

5.2.5.2. Starting Hand

Both players draw 5 cards from their main deck. They may then discard any number of cards from their hand and then draw that many cards. Shuffle the discarded cards back into the main deck.

5.2.6. Turn Structure



5.2.6.1. Phase One - Deployment

5.2.6.1.1. Draw 1 Card

At the start of a player's turn, they immediately draw 1 card.

5.2.6.2.1. Play 2 Cards

After drawing a card, the current player may play up to 2 cards. The cards must have an escalation requirement equal to or below the current

5.2.6.2.1.1. *Playing One-Time Effect Cards*

When a One-Time Effect card is played, resolve its entirety before continuing. Once the card's effect has been resolved, it is discarded.

5.2.6.2.1.2. *Deploying a Unit*

When a Unit card is played and placed in a theater, it is considered to have been **deployed**. A unit can

only be placed in a theater marked on its card. Resolve all traits on the card that have immediate effects before continuing. After resolving these traits, resolve any other effects on other cards in play. See 7.1 for where to find what theaters a unit can be deployed in.

5.2.6.2.1.2. Deploying a Leader

When a Leader card is played, it is considered to have been **deployed**. place the Leader card next to your base. Resolve all traits on the card that have immediate effects before continuing. After resolving these traits, resolve any other effects on other cards in play.

5.2.6.2. Phase Two - Combat

At the start of the second phase of the turn, all units and bases belonging to the current player get an action. Units placed during this phase do not get to act.

5.2.6.2.1. Actions

Every unit can, but does not have to, perform one of the following actions if they meet the requirements. Bases can only perform orders listed on their card or their Leader's card.

5.2.6.2.1. Attack

This unit deals damage to another unit in the same theater equal to the attacking card's attack value. Place damage tokens on the defending unit for each damage dealt. If the number of damage tokens equals or exceeds the unit's health, the unit is destroyed and discarded. See 7.1 for where to find a unit's attack and health values. Some traits limit what units a unit can attack.

5.2.6.2.1.1. Attacking Bases

When dealing damage to the enemy base, they may delegate some of the damage to one of their leaders in play.

5.2.6.2.1.2. *Attacking Leaders*

Leaders can not be directly attacked, damaged, or destroyed unless the attacking unit spends a Mark token on itself.

5.2.6.2.2. *Orders*

If this unit has an order listed on its card, denoted by a “»” before the order’s text, it may perform that order as its action. Resolve the text of the order.

5.2.6.2.3. *Change Theaters*

If this unit can be deployed in both the Planetside and Space theaters, it may use its action to move to the theater it is not currently in. See 7.1 for where to find what theaters a unit can be in.

5.2.6.3. Phase 3 - End of Turn

5.2.6.3.1. Alternate Objective Unit Placement

The current player may place one of their objective units in the same theater as their base if able. The subfaction’s specific objective units have different conditions under which they can be played.

5.2.7. Escalation

The escalation scale shows how heated the conflict has become. It ranges from a scale of 0 to 5.

When the game begins, escalation is at 0. Whenever a unit is destroyed, of either player’s, add 1 Incident to the scale. All alternate objective completion steps, (such as a Transport escaping or a charge token being transmitted) also add Incidents. When 4 Incidents have occurred, remove the Incident counters and increase the escalation scale by 1.

5.2.8. Keywords

Keywords have specific meanings in Against All Tyrants.

5.2.8.1. Game Terms

Certain keywords describe specific situations that an action or card is played under.

Game Term	Description
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Deployed	This is a special unit placement type that can only happen in phase 2 or by orders on certain bases.
Incident	Incidents are the intermediate steps between Escalation levels. Every 4 Incidents increases the Escalation level by 1.
Instruction	Certain abilities and traits, such as Assault and Inspire, allow certain units to perform additional actions. When such a unit takes an additional action, it is considered to have received an instruction. A unit can only receive one instruction per turn.

5.2.8.2. Traits

Most units have traits that can modify when it is placed, attacked, destroyed, or how they make attacks.

Trait Name	Description
Unique (*)	Only one copy of this card can be included in a deck. Only one card with this card's name can be out at a time. Remove the previous card if you play another card with the same name.
Armor X	When attacked, reduce the attack's damage by X.
Attacker	Objective Card trait: This unit can only be put into play if you are the Attacker
Backup X	When this unit is destroyed, move up to X Computation tokens to other units with the Mainframe trait
Bomber X	May attack Capital ships, When attacking planetside units, deal X extra damage
Capital	Units with the Fighter trait can not attack this unit unless otherwise specified. This unit can not attack enemy bases in the same theater when there are enemy units with the Capital trait in the same theater.
Command X: Y	When this unit takes an action, Y other X units may take an additional action. A unit can only take an instruction this way once per turn.
Compute X	Generate X Computation tokens and place them on units with the Mainframe trait.
Defended	This unit can not be attacked by units in the same theater while an allied unit in the same theater has the Defender trait.
Defender	Allied bases along with units with the Defended trait can not be attacked by units in the same theater if this unit is also present in that theater.
Defender (Objective)	Objective Card Trait: This unit can only be put into play if you are the Defender
Fighter	Units with the Capital trait can not attack this unit through non- Point-Defense attacks. This unit can not attack enemy bases while there are enemy units

	with the Fighter trait in the same theater.
Funds X	When this unit is placed, gain X Funds tokens
Infiltrate	If in the Special Forces Deck, Deploy this unit at the start of the game.
Mainframe	This unit can host up to 3 Computation tokens
Mark X	Place X Mark Tokens on this unit when placed. When a unit with Mark Tokens attacks, it may spend 1 Mark Token to ignore the Defended trait or target an enemy leader directly
Mass	There is no limit to the number of copies of this card that can be included in your deck.
Pierce X	When attacking a unit with the Armor trait, reduce the armor level by X. If X is not present, reduce the target's armor to 0
Point-Defense X	When attacked by a unit with the Fighter trait, do X damage to the unit after the attack. This unit may attack units with the Fighter trait but the attack does X damage instead of this unit's normal attack damage.
Rallied	This unit can be placed from the hand or Special Forces Deck via the Sympathized trait when a unit with it is destroyed.
Repeater X	This unit can make X additional attacks when it takes the attack action.
Stealth	When deployed, give this unit a stealth token.
Supply X	Draw X cards.
Sympathized X	When this unit is destroyed, you may immediately place X units with the Rallied trait from your hand or Special Forces Deck.
Torpedo X	This unit can attack units with the capital trait. When attacking said units, deal X extra damage.
Transport X: Y	When this unit is deployed, place X units with type Y from either your hand or your Special Forces Deck.
X Expert	When you play an X card, count this unit twice instead of once.

5.2.8.3. Types

All unit and one-time effect cards have at least one type. By themselves, they do not have any inherent effects, but some traits interact with cards that have certain types.

Resource	Blocker	Trap	Support
Vehicle	Transport	Ship	Drone
Civilian	Business	Character	Trooper

Team	Emplacement	Frame	Robot
Tactic	Function	Computer	

5.2.8.4. Tokens

Many abilities create, place, or use various tokens. Tokens have properties that affect how they are placed, removed, and used.

Token Type	Description
Charge	Charge tokens are gained and spent by special orders on units. They have no inherent effects on the hosting unit.
Computation	Computation tokens are generated by units with the Compute X trait and can only be placed on units with the Mainframe trait unless otherwise specified.
Damage	Damage tokens track how much damage a unit has received. Once a unit has equal to or more damage tokens than their health, the unit is destroyed and discarded.
Escalation	Escalation tokens track the current level of the Escalation scale. These tokens are not placed on units and are only for keeping track of the Escalation level.
Funds	Funds tokens are generally generated by businesses and are stored on your base. Certain cards allow you to spend Funds tokens for various benefits.
Incident	Incident tokens are used to track how many incidents have happened. These tokens are not placed on units. When 4 Incident tokens have been added, remove them and add 1 Escalation token.
Shield	When a unit with a Shield token takes damage, remove Shield tokens, reducing the incoming damage by 1 for each token until the attack is reduced to 0 damage or the unit has no more Shield tokens. The remaining damage is dealt to the unit.
Stealth	When a unit has a Stealth token, the next instance of damage this unit takes is negated and no effects of the attack are applied. Then remove the Stealth token.
Disruption	While a unit has a Disruption token, none of their traits except for Armor , Fighter , and Capital work. This unit can perform no actions except for removing 1 Disruption token.