

ARMIES AGAINST ENTROPY

Armies Against Entropy is a cooperative card game where players control lands, build structures, and lead armies of units with special Heroes. Together, they fight against the evil Old Gods, their monster hordes, and the corrupted wastelands and ruins under their control, as these malevolent forces seek to bring about the end of the world.

Your goal is to work together with a friend to defeat the old god. To do this you will place cards on your turn, divert units to grant your cards more power, and attack the enemy forces. Once they are cleared you can strike down the old god! Though be careful the old gods look to do the same. Using their automated decks they can attack you with powerful cards, dismantling your forces. If they can destroy all your cards they can attack your god and you will lose the game.

Components:

To play Armies Against Entropy you will require the following components:

- At least 2 Decks of Player Cards
- An Old God card Deck
- A Minion Deck
- Unit Tokens

Cards:

Player cards:

Player cards are vital for players to battle the Old God and achieve victory. Each card has unique functions, such as deploying units, utilizing special effects, and even modifying game mechanics. Players collaborate, utilizing their cards while facing the challenges and obstacles posed by the Old God's cards in their quest for triumph.



PLAYER CARD ANATOMY

CARD NAME



ATTACK ICON

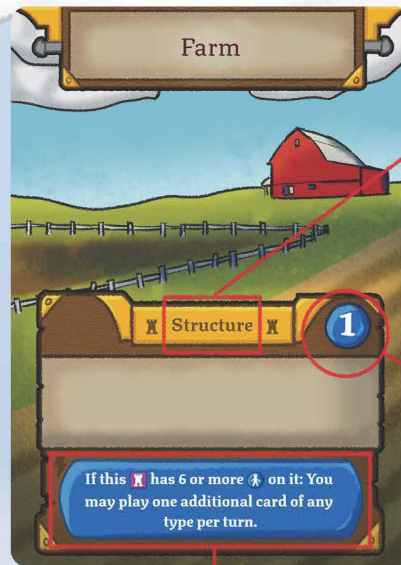
IF THIS ICON IS PRESENT THEN THE CARD CAN ATTACK.

BASE EFFECT

TRIGGERED EFFECT

AN EFFECT THAT REQUIRES SOMETHING TO BE TRIGGERED.

Farm



CARD TYPE

UNIT GAIN

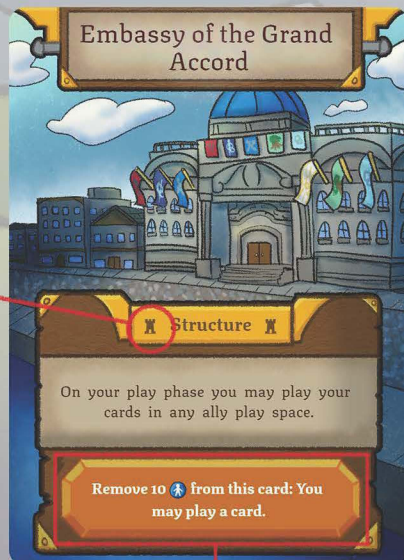
NUMBER OF UNITS THIS CARD GAINS PER TURN ON UNIT PHASE.

UNIT EFFECT

AN EFFECT THAT REQUIRES A SET NUMBER OF UNITS TO TAKE EFFECT.

CARD TYPE ICON

THIS ICON REPRESENTS THE CARD TYPE. IT CAN ALSO BE FOUND IN THE BODY OF OTHER CARDS.



ABILITY

AN EFFECT YOU CAN CHOOSE TO TRIGGER AT ANY POINT, USUALLY FOR A COST.

Teleport



SIDE EFFECT

THE NEGATIVE EFFECT THAT OCCURS AS A CONSEQUENCE OF PLAYING THE CARD.

Player Card Types:



Gods - Gods are the first card a player chooses and help to define the play style they would like to use during the game by giving powerful effects.



Heroes - Heroes are placed on the front lines and typically are going to be dealing and receiving the most damage. Most heroes have the ability to attack, allowing you to defeat the threats controlled by the old god.



Lands - Lands are a player's main source of unit generation. Protecting your lands is crucial to having the power to defeat the old gods.



Structures - Structures have some of the most versatile functionality in the game. These cards can have a wide variety of effects helping you to create powerful synergies. The main caveat is these cards must be placed above Lands to gain their effects.



Spells - Spells are extremely powerful cards being able to be played at any time, and resolve **IMMEDIATELY**, allowing you to get out of a tight situation.

Player Icons:



Unit Gain - This Icon represents how many units a card gains per turn during their unit phase. Units gained with this icon are placed onto the card.



Attack icon - This Icon shows whether the card can attack or not. Typically these are hero cards but keep an eye out, some heroes don't attack while other card types may be able to.

Card Effects:

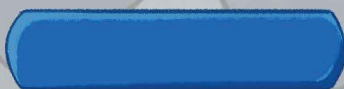
Player cards will typically have one or two types of effects: a base effect and/or a triggered effect, unit effect, ability or Side Effect.

Base Effects:

These effects are the inherent ability of the card that is active once played



Unit Effects



These effects require a specific number of units placed on the card to trigger. Once activated, the effect remains active until the number of units falls below the required threshold.

Triggered Effects



Triggered effects activate only once a specific requirement is met, and the effect occurs **IMMEDIATELY** thereafter, regardless of game phase.

Abilities



Abilities are unique actions that can be performed and often involve specific costs or requirements. Once the cost is paid these effects happen **IMMEDIATELY**.

Side Effects



Side Effects are negative consequences that trigger when a card is played. They don't prevent the card's use, but represent a drawback that comes with its beneficial effect.

Old God Cards:

The Old God cards are the primary antagonist of the game, represented by an automated deck that relentlessly draws new threats for players to face. Each card serves to dismantle the player's forces by attacking them directly or imposing negative effects.

OLD GOD CARD ANATOMY

CARD NAME

STRENGTH ICON

EFFECTIVE “HEALTH” OF THE CARD

FOR MONSTER TYPE CARDS THIS IS ALSO THE “DAMAGE” THEY DEAL

BASE EFFECT

NEGATIVE DEFEATED EFFECT

WHEN A CARD WITH THIS SYMBOL IS DESTROYED IT CAUSES SOMETHING BAD TO HAPPEN FOR THE PLAYER.

CARD TYPE

ATTACK ORDER

THE ORDER IN WHICH A MONSTER ATTACKS PLAYER CARDS

STRONGEST

WEAKEST

HEROS

STRUCTURES

LANDS

POSITIVE DEFEATED EFFECT

WHEN A CARD WITH THIS SYMBOL IS DESTROYED IT CAUSES SOMETHING GOOD TO HAPPEN FOR THE PLAYER.

Umbra, Goddess of Oblivion

25

Old God

3 2

If there are 3 on the board then they are removed and replaced by an card.

You Win!

CARD DRAW

MAIN DECK

MINION DECK

DRAW THE NUMBER OF CARDS LISTED FROM THE DECK BASED ON THE ICONS SHOWN

Old God Card Types:



Old Gods - The Old Gods are the primary adversaries, setting the game's difficulty by summoning powerful cards from their deck to overwhelm the players.



Minions - Minions are weak cards played by the Old Gods to steadily erode the players' defenses, applying consistent pressure throughout the game.



Monsters - Monsters are powerful cards played by the Old God, intended to deal damage to players with devastating attacks and abilities.



Wastelands - Wastelands are cards that empower the Old God by increasing its card draw, threatening to overwhelm players with additional threats.



Ruins - Ruins are cards used by the Old God that impose negative effects on players, disrupting their strategies and changing the performance of the Old God's cards, such as altering the attack order of monsters.



Curses - Curses are cards that resolve immediately, inflicting harsh penalties on the player, forcing difficult choices, disrupting their plans, or destroying their cards and units.



Old God Deck - The Old God Deck refers to the Old God's main deck, which consists of Monsters, Wastelands, Ruins, and Curses. This is typically in reference to card draw.

Strength:



Strength - This icon represents a card's strength, indicating the number of units required to defeat the card. It also shows how much damage the card can deal if it has an attack order.



Keep in mind Icons can appear in the Base effect or other effect of any card!

Attack Order Icons:

These icons represent the order in which a card will attack.

Unit Strength:

These are Unit Strength icons. They determine what strength of card is attacked.



Strongest - This icon represents the card with the most units.



Weakest - This icon represents the card with the fewest units.

Card Type:

These are card type icons. The order in which these icons are placed determines the target of a card's attack, starting with the leftmost icon and moving to the right. If an icon does not appear, the Old God card it will not attack that type of card. With the exception of god cards, as gods will be attacked once all other cards are destroyed.



Hero - If the hero icon appears, the card will attack heroes.



Structure - If the structure icon appears, the card will attack structures.



Land - If the land icon appears, the card will attack lands.



Card Effects:

Old God cards will typically have one or two types of effects: a base effect and/or a Defeated Effect

Base Effect

These effects are the inherent ability of the card that is active once played.



Defeated Effects



Most cards controlled by the old god have a defeated effect which can be either positive or negative. This icon is shown on cards to represent either Type.

Positive Defeated Effect



These effects trigger when a card is defeated, providing beneficial outcomes for the player.

Negative Defeated Effect



These effects activate upon a card's defeat, imposing penalties on the player.

Units:



Units are the most essential components in the game, representing the forces a player controls. They contribute to the strength of the card they are placed on, determining its health and the damage it can inflict.

Units are the lifeblood of your cards. If a card loses all its Units, it is destroyed and moved to your discard pile.

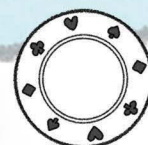
Units may also unlock unique abilities or effects based on the card they are placed on.



Tabletop Simulator
Unit



Screentop.gg
Unit



Poker chips for print
and play Units

Gameplay:

Set up:

To start the game, each player chooses a God Card to represent their army's chosen deity. Each God includes a prebuilt deck designed to synergize with their abilities.

Players also select an Old God to face as their opponent. Old Gods vary in difficulty, so if it's your first time playing, we recommend starting with the easiest option: Boagtet, God of Rot.

After selecting cards, each player places their God Card and the chosen Old God Card onto the play space. Each player then shuffles their deck and draws five cards for their starting hand. Shuffle the Old God's decks as well.



Example of game play space

Turn order:

At the start of each round, players collectively choose the order in which they will take their turns. After all players have completed their turns, the Old God takes its turn. This cycle repeats until the game is won or lost.

Player Turns are broken down into four phases:	Old God Turns are broken down into two phases:
• Draw Phase • Play Phase • Unit Phase • Attack Phase	• Draw Phase • Attack Phase

Player Draw Phase:

The current player will draw a **two cards** from their deck. Keep in mind some cards may allow players to draw additional cards.

If it is your first turn before you have played any cards, you may optionally mulligan one time. You do this by reshuffling your cards into your deck and drawing again. If you don't know if you should mulligan or not, we recommend having at least one Hero and one Land.



Play Phase:

The current player may play cards into the play space from their hand. You may play 2 of any **Land** card, **Structure** card, and **Hero** card per turn in any combination.

You may play any number of Spell cards at **ANY TIME**, even outside your turn. Spells supersede all other actions and can be played before anything else, including the Old God's Curses.



Structures can be placed in any space in the structure zone, but if there is no Land beneath them, they enter play disabled. Similarly If the Land beneath a Structure is destroyed, the Structure becomes disabled.

This rule does not apply to heroes or any other card type.

Each card you play will enter the play space with **1 Unit** placed on that card.



Units are placed on or next to

Unit Phase:

Unit Phase The Unit Phase breaks down into two steps: Gaining and Allocation.

Gain step:

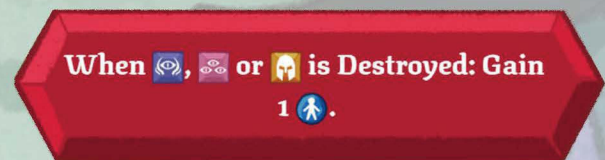
During this step, players gain Units based on the number indicated on the Unit Gain icons of their cards. Units gained are immediately placed on the card that created them (unless otherwise stated by the card.)



Cards also gain units from different effects on cards, so keep an eye on the text of the card to see if you are gaining units elsewhere.

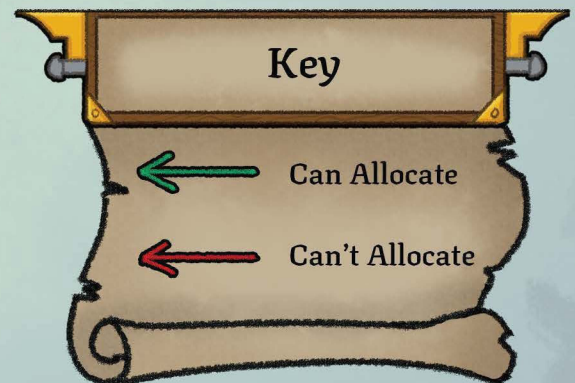
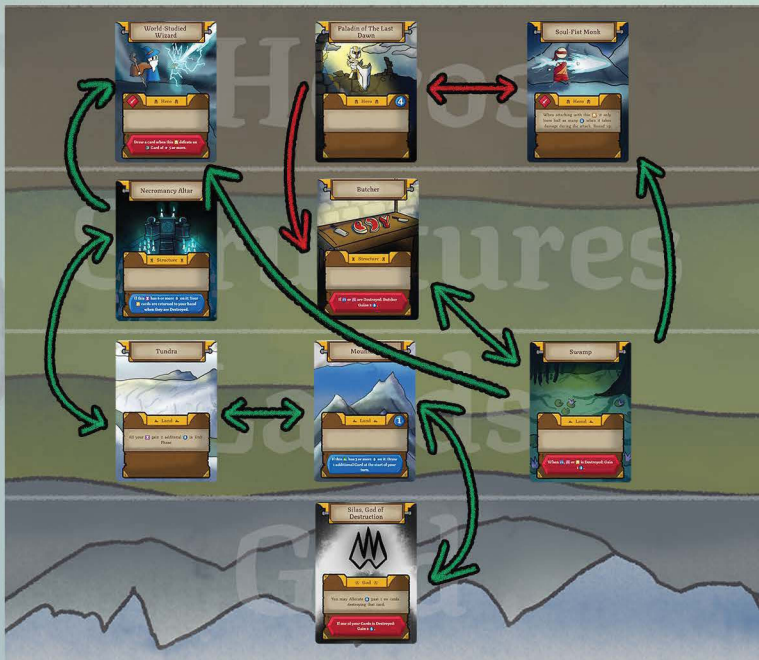


Keep in mind some units can be gained outside of this phase. If this occurs, the unit(s) are placed on the card that triggered them (unless otherwise stated by the card.)



Allocation step:

After all Units are gained, players may take Units from any of their cards and place them onto other cards they control, effectively moving them from one card to another.



Exceptions:

Units may be allocated to Heroes; however, once a Unit is moved to a Hero, it cannot be moved again. You've committed your armies to that Hero.

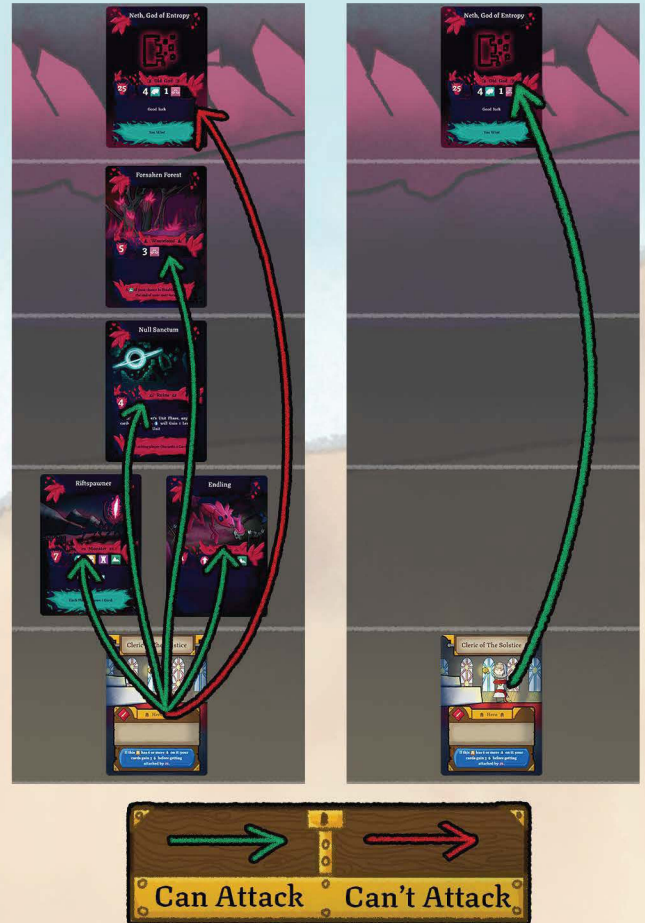
Players cannot destroy their own cards by placing Units. Each card must have at least one Unit.

Player Attack Phase:

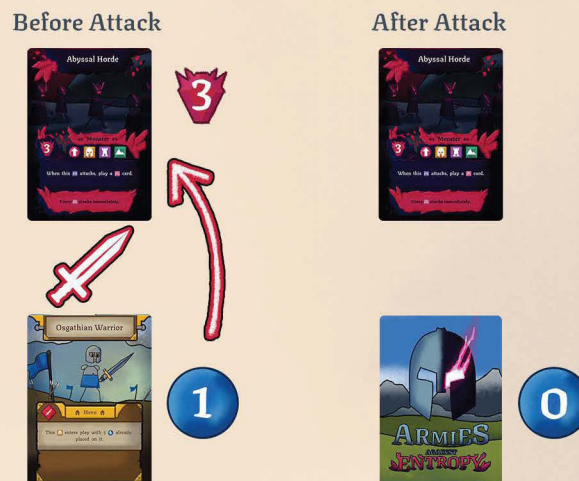
After the Units Phase, the current player can choose to attack. Only cards with an attack icon can attack. Each card can only attack **once per turn** and can only attack **one target**.

When attacking with one of your cards, you select any card under the Old God's control as your target. However, you cannot attack the Old God Card directly while it controls one or more cards in play.

Attacking comes at a cost. When you attack a card controlled by the Old God, you will lose Units equal to the target card's strength.



Unlike players, the Old God's cards have a static strength. If a player card attacks with fewer Units than the Old God card's strength, the player card will be destroyed, and the Old God card will remain unaffected.



To destroy an Old God card, you must deal enough damage in a single attack to reduce its strength to zero, as partial damage will not weaken it.

The Old gods cards are separated into two decks: their Main Deck and Minions.

Main Deck:

When a card refers to Old God card draw, it is specifically referring to their main deck, which includes all cards except Minions. This deck comprises Wastelands, Ruins, Monsters, and Curses.

Minion Deck:

The Minion deck consists solely of the Old God's Minions. Unlike the main deck, when the Minion deck is depleted, it is reshuffled and drawn from again.

Minion Stacking:

Also unlike the main deck, minion cards stack. When a minion card is drawn that has the same name as one currently in play, it is stacked on top of that card. Minion Stacks are treated as a single card with combined Strength.

The entire stack attacks as one and can be destroyed by a single attack. This also means that any effect that triggers due to a minion "such as a Minion being defeated" it only triggers once for the stack, not per individual card.

Just be careful, if a stack reaches a certain number of Minions, it generally gains access to a powerful effect.



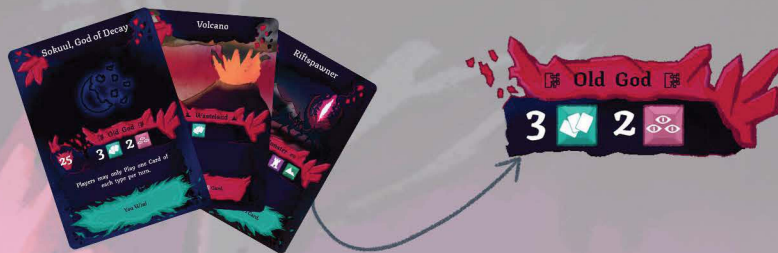
Before Attack

After Attack



Old god draw phase:

During the Old God's Draw Phase, any cards with card draw icons will draw and play cards into the play space. This typically includes the Old God itself or Wastelands. Additionally, other cards may have card draw effects as indicated in their base effects.



These cards are played and activated in the order they're drawn, from left to right, Top to bottom, following any specific instructions listed on each card. All cards take effect immediately unless otherwise specified, this includes card draw.



Old god attack phase:

Once the Old God's draw phase concludes, it moves to the attack phase. Any card with an attack order, typically monsters and minions, is eligible to attack. These cards will attack in the order they were played, proceeding from left to right across the play area.



When attacking, the Old God's cards inflict damage on the player's cards equal to their strength. Importantly, the Old God's cards do not receive damage in return when they make an attack.

If 2 or more player cards have the same number of units and are being attacked then the players may collectively decide which one.

If players have no cards remaining on the board, the Old God's cards will target the players' God Cards directly. If the God Card loses all its units, it is destroyed, resulting in the players losing the game.



Before Attack



After Attack



Discarding:

If a card is destroyed it is placed into its respected discard pile.

- Each players card are placed into their own individual discard pile
- The Old God's cards are placed into their own discard pile
- Minions cards are placed into their own separate discard pile

Once either a player or the old god run out of cards they must play out the rest of the game without drawing cards. The exception is with the Minion deck as the cards are reshuffled and used again once all minions are discarded.



Order of operation:

Sometimes a single action can cause multiple effects to trigger at the same time. In these events the order of operations can change the outcome of the game. To ensure consistency, resolve simultaneous effects in the following order:

1. Side effects
2. Spells
3. Abilities
4. Curses
5. Old god base effects
6. Negative defeated effects
7. Positive defeated effects
8. Triggered effects
9. Player base effects
10. Unit effects



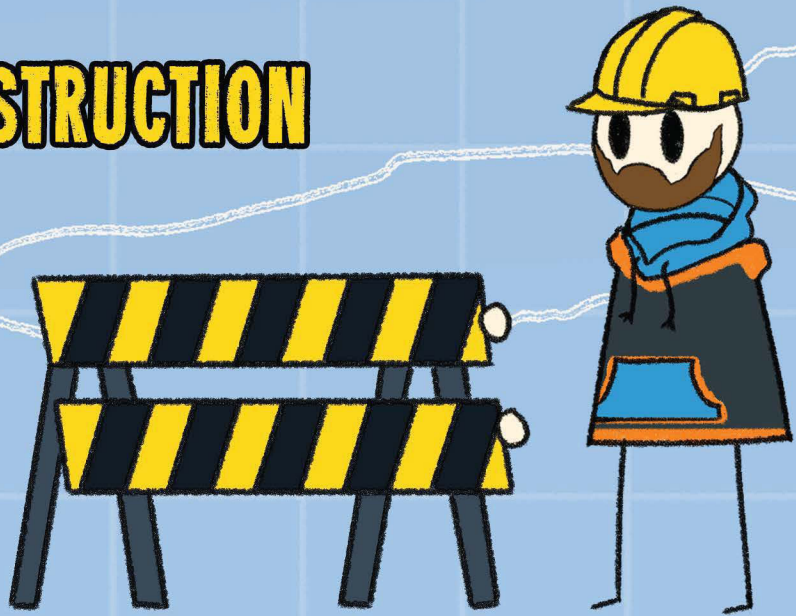
If multiple effects of the same type occur simultaneously, such as several Spells being played, or Triggered Effects that conflict, then the players decide the order in which those specific effects resolve.

Some cards have effects that trigger when another card is destroyed, however cards do not trigger from their own destruction, as they are no longer in play when the effect would occur.

For any remaining conflicts or edge cases not covered here, players may agree on a resolution order.



UNDER CONSTRUCTION



Number of Players:

While the game is designed and balanced for a two-player experience, it can be adapted for more or fewer players. However, the recommendations below are less frequently tested and may result in an unbalanced experience.

For solo play, you can either simulate a two-player game by controlling two Gods and two decks (a method often used for playtesting) or play with a single God. Be aware that using only one God significantly increases the difficulty and may make the game nearly impossible to win.

For additional players, I recommend scaling the Old God cards to match the increased player count.

- For three players, use Null and Boagtet.
- For four players, use 2 of the following old gods: Null, Sokuul, Umbra, or Goz'lenha.

Deck Building:

Deckbuilding in Armies Against Entropy is an experimental feature. Players can customize their decks while maintaining balance by doing following:

All decks are made up of 25 cards. 1 God card and 8 Heroes, 8 Lands, 4 Structures, and 4 Spells. You may include no more than 2 copies of the same Hero or Land, and only 1 copy of each Structure or Spell.

As the Old God deck still needs a deckbuilding update I recommend shuffling the deck and splitting it in half playing with only 27 of the old god cards. This only applies for the main deck and not the minion deck.

Deckbuilding Modes:

Depending on how you want to build your deck here are a few suggested modes.

Build Mode (Fully Customizable): Players select the exact cards they want in their deck.

Draft Mode (Randomized Selection): Players reveal 3 random cards at a time, choose one to add to their deck, and repeat the process until they reach the desired deck size.

Additional Terms:

In Play - A card is in play when it is put onto the play space. This does not include cards on your hand.

Play Space - Cards on the table.

Reveal - Cards that are shown but not played.

Controlled - A card that is in play belonging to a player or old god. Usually this is specified who controls it.

Zone - A Zone is a horizontal row where a specific type of card is placed. For example, Heroes go in the Hero Zone, Structures in the Structure Zone, Ruins in the Ruin Zone, and so on. Each card type has its own zone, and all zones run parallel across the play area.

Column - A Column is a vertical arrangement that contains one card from each zone, lined up directly above and below one another. Columns are used to determine targeting, and certain card effects that depend on placement.

Destroyed - When a card in play is removed from play and put into the discard pile.

Discard - When a card in your hand is removed from play and put into the discard pile.

Disabled - An affliction that can happen to a card, disabling its attack and removing effects. Players and old god cards are slightly different.

- **Player cards** - When a player card is disabled it can no longer attack, benefit from unit gain, or any effects. This includes base effects, unit effects, triggered effects or using abilities. Units can still be allocated to and from disabled cards.
- **Old God cards** - When an old god card is disabled it can no longer attack or benefit from its base effect. However both negative and positive defeated effects will still trigger from a disabled card.

Links:

Discord:

<https://discord.com/invite/2Dwwcxwdp6>

Screentop.gg:

<https://screentop.gg/@BeetsCreations/AAE>

Youtube:

https://www.youtube.com/@Beets_Creations

Twitch:

https://www.twitch.tv/beets_creations

Website:

<https://www.beetscreations.com/>



Thank you for playing!