



**DEFIANCE**  
**OF THE GODS**  
**THE RULES**

A Game by James A. Baccellieri



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## Overview

Defiance of the Gods: The Rift is a board game that requires players to choose a side, Asgard or Olympus, use their decks to defend and attack strategic locations on the battleground with swords, death rays, force shields, warships, the Hammer of Thor, the Head of Medusa and so much more... Compete for control and destroy your opponent's Capital or Ruler to win!

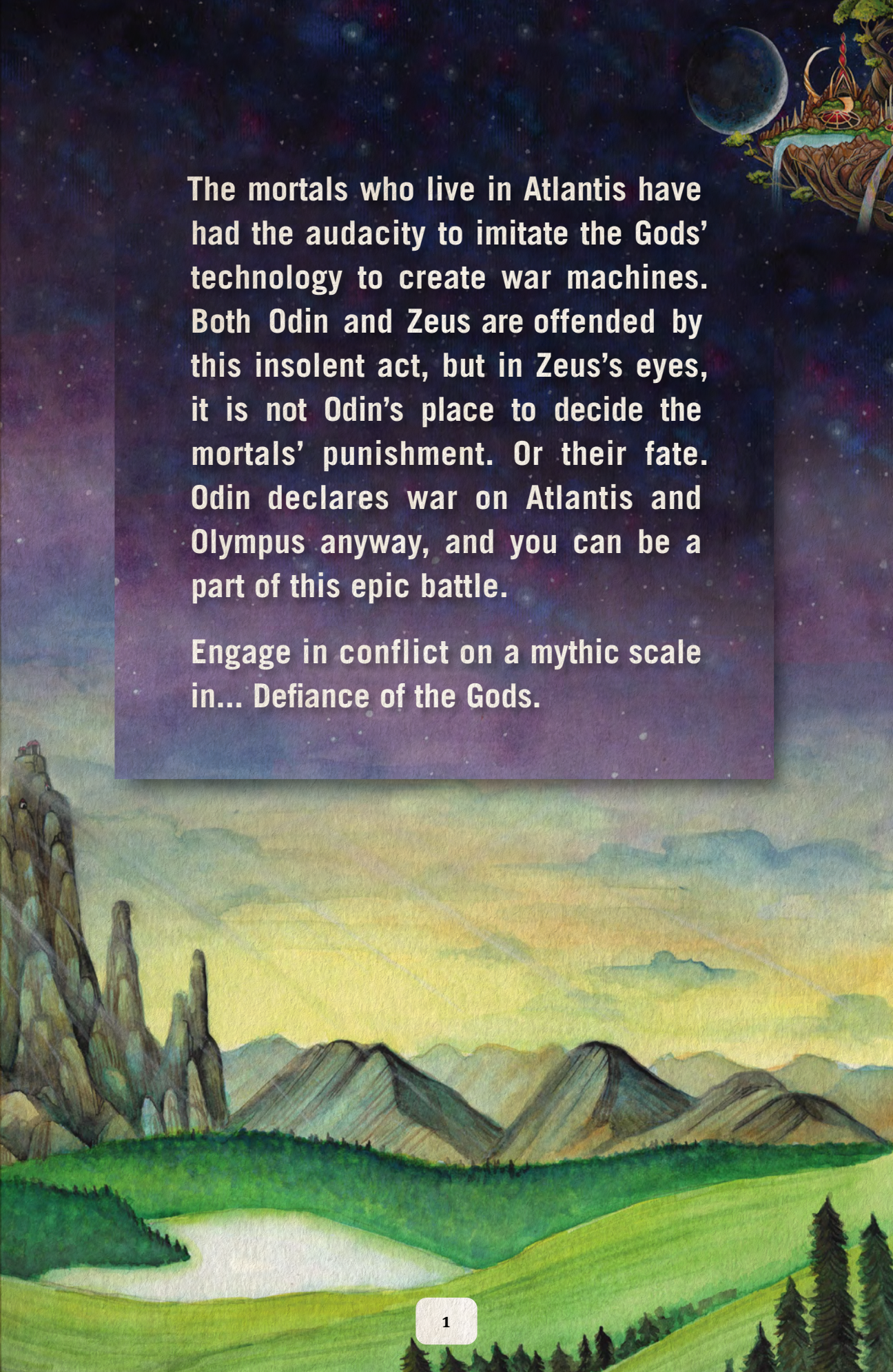
*2+ Players*

*Games Take 20-45 Minutes*

*For Ages 13 and Up*





The background of the page is a vibrant, painterly landscape. In the upper right corner, a floating island or structure is visible, featuring a large, dark, spherical object (possibly a moon or planet) and a complex, organic structure with a waterfall. The sky is a deep, dark blue with scattered white stars. Below the sky, a range of mountains is depicted with soft, blended colors of yellow, green, and blue. In the foreground, there are rolling green hills, a small white lake or pond, and several tall, dark green evergreen trees. The overall style is reminiscent of a watercolor or digital painting.

**The mortals who live in Atlantis have had the audacity to imitate the Gods' technology to create war machines. Both Odin and Zeus are offended by this insolent act, but in Zeus's eyes, it is not Odin's place to decide the mortals' punishment. Or their fate. Odin declares war on Atlantis and Olympus anyway, and you can be a part of this epic battle.**

**Engage in conflict on a mythic scale in... Defiance of the Gods.**



# The Game Components

## 2 Game Boards

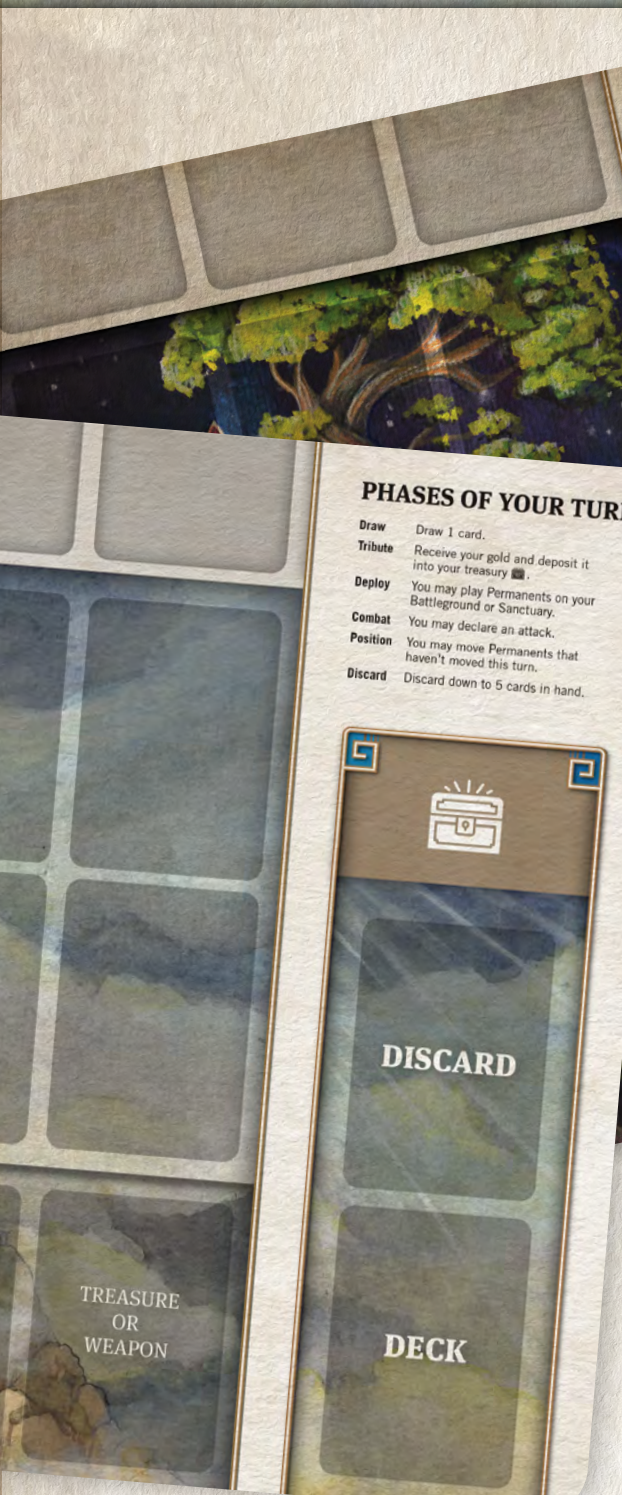
This is the play area, where all Permanents are placed and maneuvered to gain an advantage. Each player has his or her own game board.




## 1 Rule Book

This rule book will guide you through the world of Defiance of the Gods, show you how to play, and serve as a reference when needed.






### PHASES OF YOUR TURN

- Draw** Draw 1 card.
- Tribute** Receive your gold and deposit it into your treasury .
- Deploy** You may play Permanents on your Battleground or Sanctuary.
- Combat** You may declare an attack.
- Position** You may move Permanents that haven't moved this turn.
- Discard** Discard down to 5 cards in hand.



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## Deck

Each player must have his or her own deck of at least 52 cards in order to play the game. See the “Deck Building” section on page 7 for more details.



# Basic Rules



## Object of the Game

Be the last player standing. Use all the resources at your disposal to destroy your opponent's Capital or Ruler to eliminate them and win the game.

## Basic Rules

Each player begins the game with a Capital and a Ruler placed on the game board in their labeled positions. The Capital and Ruler you start the game with will be your Capital and Ruler for the entire game.

You may only use cards that match the side (Asgard or Olympus) your Capital is on. Neutral cards may be played by either side.

On your turn, play Permanents on the board to generate income, attack or defend. You can also play Tactic cards at anytime to give you a strategic advantage.

**If at anytime any player doesn't control both a Capital and a Ruler, they lose the game immediately.**

Defiance of the Gods is played in best-of-three matches. The first player to win a total of two games will win the match.





# The Cards



## Card Anatomy

The critical information for cards are all located in the same places. There are cards that only have some of these elements, but these are all the elements you'll need to know for any card you come across.

**ATTACK**  
*The damage a card deals in combat*

**DEFENSE**  
*How much damage a card can sustain before it is destroyed*

**COST**  
*The gold it costs to play the card*

**MOVEMENT**  
*Shows the direction a card can move*

**TITLE**  
*The name of the particular card*

**ABILITIES**  
*The unique powers that the card has at its disposal*

**CARD TYPE**  
*The specific type that the card belongs to*

*All cards have a Title, Ability, Card Type, and Cost*

**2**  
**5**  
**4**

**HIPPOLYTA, AMAZON QUEEN**

May serve as your Ruler.

Leadership Warriors you control gain +1 ⚔ and +1 ♥.

⚡ **Hippolyta's Bow** Deals 4 damage to an open Permanent within a two-space range in combat. May two-in-one into a Tactic card.

GENERAL - SINGULARIS

## Categories

There are two main categories that encompass all playable cards in the game.

**Permanents:** Cards that, when played, are placed on the game board and remain in play until destroyed. A Permanent represents a physical thing in the world, be it a Warrior, God, Outpost, Beast, Treasure, or any number of fantastic things.

**Tactics:** Cards that may be played on any turn, but are discarded after they are played unless otherwise stated. If a card is not a Tactic, it is a Permanent card. Tactics represent a shifting strategy in order to gain an advantage. They are temporary themselves, but can have long-lasting effects on a battle.



# Card Types

Defiance of the Gods is a battle of epic proportions, and as such involves all manner of beings, locations, and things. Every card in the game falls into one of 13 main types:

**Beast**

**Warrior**

**General**

**God or Goddess**

**Ruler**

**Warship**

**Siege Engine**

**Treasure**

**Weapon**

**Tactic**

**Location**

**Terrain**

**Fortification**

## General Card Uses



### The Economy

**Locations** usually generate gold to play cards, as well as assist in drawing cards.

### Doing Battle

**Warriors, Beasts, Generals, and Gods** are your main tools to attack and defend.

### Augmenting

**Treasures, Fortifications, Terrain, and Weapons** will strengthen your existing cards or give access to key abilities.

### Flexibility

**Tactics** are tools to respond to your opponent's actions and/or help you deal with their Permanents.

## Modifiers

If a card type has a modifier, it may change a key way that card works within the game.

**Singularis:** unique cards that are restricted to one per deck.

**Mythos:** cards that represent very important mythology within the world of Defiance of the Gods. Mythos is a flavor modifier within the game and does not change the way the card works.



# Deck Building



A huge additional element of strategy that you'll find in *Defiance of the Gods* is what you put in your deck. *Defiance of the Gods* comes with a pool of cards from which you can craft your own decks to get the full strategic experience. Whether you're adding to your collection or just playing the cards that came in the box, here are a few rules to keep in mind.

## Deck Composition

1. Each player must have a deck of at least 52 cards. There is no maximum deck size.
2. Each player must have a Capital and Ruler in their deck. These cards put the game in play.
3. Each player must choose a side:  
Asgard (red-patterned cards)  
\_\_\_\_\_ **OR** \_\_\_\_\_  
Olympus (blue-patterned cards)
4. Neutral cards (grey-patterned cards) can be used in any deck. Neutral cards are not part of either the Asgard or Olympus side.
5. Players may choose to play the same side, i.e. both/all players may choose Olympus.
6. There is a per-deck limit of four (4) copies of any one card with the same name unless otherwise stated.
7. If a card has singularis in its card type, then it's limited to one copy per deck.



In a 52-card deck, it is recommended that you have at least 10 Locations so you have adequate gold production.

## FAQs

### **What if my opponent and I have the same card in play that has singularis, such as the location Atlantis?**

A singularis card is limited to one per deck. Since you and your opponent have your own decks, each deck would be allowed to contain a copy of Atlantis. Which means that each player may have Atlantis in play.

### **What happens if I am playing a game as Asgard and I have a blue-patterned card in my deck?**

If a player has a card of the opposite side in their deck, they immediately lose the game.

### **What happens if I run out of deck?**

If you run out of deck, you are still in the game. You cannot lose the game by running out of your deck. The only way to lose the game is if your Capital or Ruler is destroyed.



# Game Set-up



## Zones of the Board

### Active Zones

Permanents in an active zone are considered in play and can be targeted by abilities on other Permanents and Tactic cards. There are three (3) active zones on the game board, each with its own set of rules.

#### The Battleground

There are ten (10) spaces in the Battleground. One of these spaces is for your Capital and it is clearly labeled as such. You may not play treasures or weapons on these spaces.

Permanents in this zone that have ♠ may be attacked in combat. Permanents in this zone can be targeted by abilities on other Permanents and Tactic cards.

#### The Sanctuary

There are five (5) spaces in the Sanctuary. One of these spaces is for your Ruler and it is clearly labeled as such. The other four (4) spaces may only be used to play treasures or weapons and are labeled as such.

Permanents in this zone may not be attacked/targeted by Basic Attacks or Combat abilities. Permanents in this zone can be targeted by special abilities on other Permanents and Tactic cards.

#### No-man's Zone

There are five (5) neutral spaces in this zone. Permanents may not be played in this zone unless otherwise stated. Permanents may be moved into this zone.

### Non-active Zones

Anything that is in one of these zones is not in play and cannot be targeted by abilities on other Permanents and Tactic cards unless otherwise stated.

#### Treasury

This is the zone on your board where you keep your gold, which will be represented by a gold die or dice if necessary.

#### Deck Zone

This is the zone where your deck is placed when not being shuffled or searched.

Cards in your deck must remain face down unless you are drawing from or searching in the deck.

#### Discard Zone

This is the zone where cards that have been discarded or destroyed are placed.

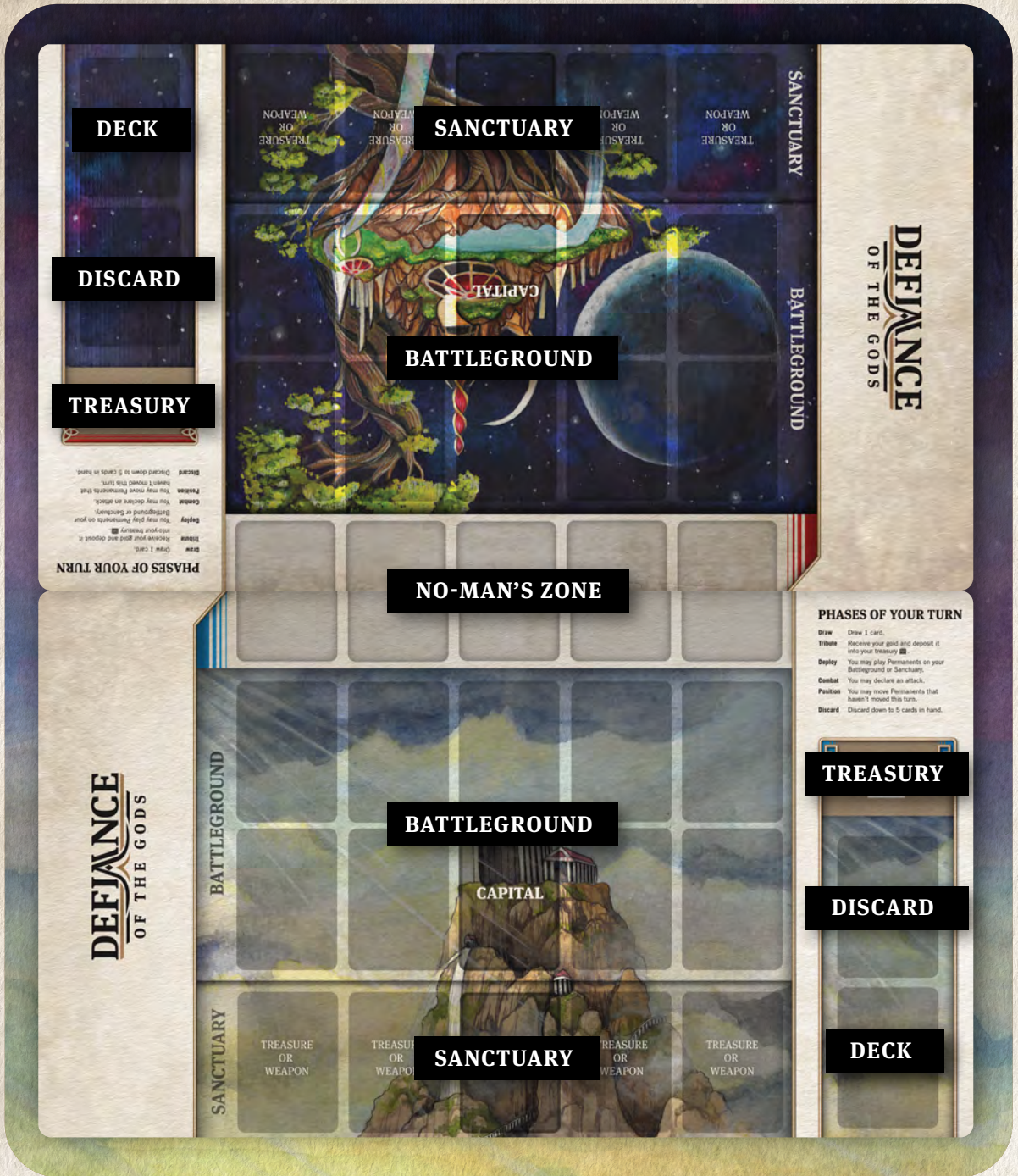
Cards in the discard zone must remain face up and cannot be used or played unless otherwise stated.

#### Phases of Your Turn

This is a reminder to help with the basic rules for each phase of your turn and the order of those phases.



# Example of Board Set-up (2 players)



As can be seen by placing the boards opposite one another, they are designed to fit together and create the board for a two-player (2) game. You may use either of the two available game boards to play the game as they function identically, only differing by the art for Asgard or Olympus.



# Phases of the Turn



## Draw

Draw a card from the top of your deck at the start of your turn.

## Tribute

Gather gold from any Permanents you control on the board. The gold you have is kept track of by using dice or any alternative tracking method you'd like to use. The number of gold that you have is cumulative throughout the entire game and is reduced when you spend it.

## Deploy

During your deploy phase you may play Permanents in the battleground or sanctuary, but not on the no-man's zone unless otherwise stated. Permanents cannot be moved, used to attack, or have their abilities used on the turn they are played. This is the only phase during which you may play Permanents unless otherwise stated.

## Combat

If you choose to make an attack, you need to:

**Declare your attack:** State specifically the Permanents, that you control, that you will be attacking with, and which of an opponent's target Permanents they will be attacking.

**Attack:** Attackers deal their damage, either through combat abilities or basic attacks. They may move their standard movement immediately before making their attack.

**Defend:** If any Permanent is targeted by the attacking player, that Permanent must defend; other Permanents then have the opportunity to respond, in addition to the targeted Permanent. They can respond with combat abilities or their basic ⚔. They cannot move when defending.

**Resolve damage:** See Combat Details section on page 13.

## Position

You may move Permanents that haven't moved this turn to prepare for the upcoming turn or improve your defensive position.

## Discard

You must discard down to five cards in hand unless otherwise stated.

During any phase of any turn, Tactic cards may be played by any player.



# How to Start

Each player places a chosen Capital and Ruler face down on their respective spaces on their game boards. Only cards that specify they may be used as a Capital or Ruler may be chosen.

Shuffle the rest of the deck and place it face down in their respective deck areas on the game boards.

Roll a die to determine who goes first. The player who rolls the higher number gets to choose who goes first. In the case of a tie, players will simply roll again.

Before your first Draw phase, turn over your Capital and your Ruler. Perform any action that may happen when those cards enter play, such as searching your deck for a warrior. You don't have to pay for your Capital and Ruler to come into play. Before these cards are turned over, they cannot be targeted or affected in any way, so the player going second is safe from attacks or effects until they bring their Capital and Ruler into play.

**On your first Draw phase of the game, draw five (5) cards.**

Since both the Capital and Ruler begin the game face down, they are not in play and cannot be targeted or affected in anyway.

# How to Win

## Winning Games

Be the last player left in the game. Eliminate other players by destroying your opponent's Capital or Ruler.

Players may concede the game at anytime. If this happens, the game ends immediately for that player. In a two-player game, if your opponent concedes, then you win that game immediately.

In a multi-player game, if a player concedes, then the game ends immediately for that player, however, the remaining players would still keep playing until a winner can be determined.

## Winning Matches

A match is a best two-out-of-three series of games.

A game is part of a match. Two games must be won by a player to determine who wins the match.

If a game ends in a draw, then simply play another game. Having a draw game during a match is the only way to have a four-game match.

If after four games a match doesn't have a winner, then the match will be considered a draw.

If at anytime any player doesn't control a Capital and a Ruler, that player loses the game immediately.



# Game Details

## Movement Rules

Permanents with a movement diagram can be moved on their player's turn, either during the combat or position phases. A Permanent can only be moved once during that player's turn. In other words, if a Permanent is moved during the combat phase, it cannot be moved during the position phase of the turn. Permanents may not be moved during an opponent's turn unless otherwise stated.

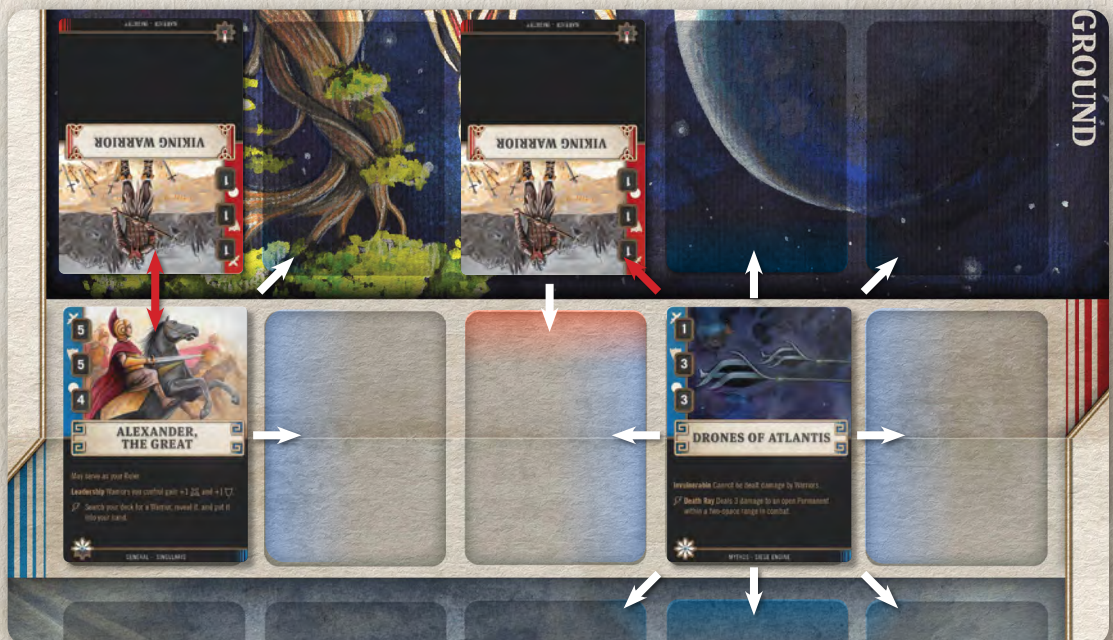


### Movement Diagrams

Movement diagrams show the directions a Permanent can and cannot attack and move. The white arrows show the directions they are able to take. The dark grey arrows are all the directions a Permanent cannot take. All units have one of four kinds of movement diagrams, each with more freedom than the last.

### Example

The Drones of Atlantis's movement diagram shows it can move, attack and defend in any direction. This applies if it is using its damage in combat or simply being moved to an open space to get within range so its Death Ray ability can be used. Permanents with the ability to move backwards are the only ones that can go to enemy territory and return. Alexander, The Great cannot move back to your board once it leaves it since its movement diagram shows that it cannot move backwards.





# Special Movement and Ability Cases

## Ruler


If a space on the game board is marked with the term Ruler, then only a Ruler may be played on it or be moved to it.

## Treasure or Weapon


If a space on the game board is marked with the term Treasure or Weapon, then no other card types may be played on that space.

## Special Abilities


These are not combat abilities, are not considered an attack, and can be used at anytime just like a tactic. You can identify special abilities by their card text as shown in Thunderbolt.

 **Thunderbolt** Destroy any open Permanent with cost 3 or less. May two-in-one into a Tactic card.

# Combat Details

There are two main ways to attack: Basic Attacks and Combat Abilities. Only one of these can be done per Permanent per turn. Basic Attacks and Combat Abilities may only target permanents with a Defense 


## Basic Attack

These are attacks that use the  value and only have a range of one space, unless otherwise stated, in the direction of a Permanent's movement diagram.

## Combat Abilities

These are abilities that can only be used in combat. You can identify a combat ability by their card text which will state "in combat" within the ability as shown in Temujin's Bow.

Combat abilities may only be used during the combat phase, after the player whose turn it is has declared an attack. Otherwise these abilities may not be used.


 **Temujin's Bow** Deals 2 damage to an open Permanent in combat.

# Combat Order

## Step 1: Declare Your Attack

State specifically what Permanents you will be attacking with and what targets they will be attacking. Attackers may be moved during this part of your combat phase.

## Step 2: Attacking

Attackers deal their damage either with combat abilities and/or close range .



### Step 3: Defending by Opponent

If any Permanent is targeted by an attacker, that Permanent must defend. Defending Permanents then have the option to respond with their combat abilities and/or close range ✂. Defending Permanents cannot be moved unless otherwise stated.

### Step 4: Resolving Damage

If damage done to a Permanent is equal to or greater than its  $\heartsuit$ , then that Permanent is destroyed immediately. When a Permanent is destroyed, it is immediately removed from the battleground or sanctuary and placed in the discard pile unless otherwise stated.

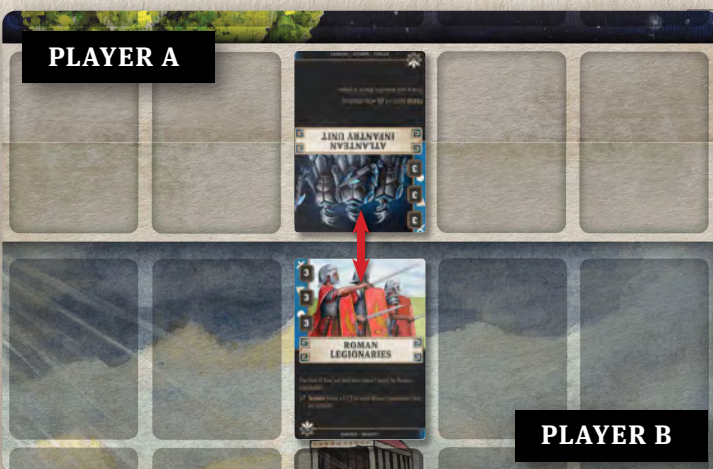
Damage dealt to permanents  $\heartsuit$  is cumulative throughout the entire game. When all damage is resolved, the Combat Phase is complete.

#### Example 1



Player A declares an attack.

Player A moves Atlantean Infantry Unit (A) forward 1 space directly in front of Player B's Roman Legionaries (B).



Since movement of Permanents is only allowed on a player's turn, Roman Legionaries (B) cannot be moved and must defend against Atlantean Infantry Unit (A).





Because Atlantean Infantry has the Charge ability, the Atlantean Infantry Unit (A) has ⚡ equal to 4 and Roman Legionaries (B) has ⚡ equal to 3. They both have 3 ♠ and destroy each other. This is the resulting game board.

### Example 2



Player A declares an attack.

Atlantean Infantry Unit is moved forward one space as shown by the white arrow and deals 4 damage to Roman Legionaries destroying it.

In response, Player B uses Drones of Atlantis's combat ability to deal 3 damage to Atlantean Infantry Unit.

Atlantean Infantry Unit is destroyed immediately.





This is the resulting game board.

Player B declares an attack and moves Drones of Atlantis as shown.



Drones of Atlantis is within range to use its combat ability "Death Ray" to deal 3 damage to Atlantis and deploys it.



# Targeting Rules

The directions that a Permanent can move (from its movement diagram) is also the directions that it can target with its abilities.

## Line of Sight and Open Permanents

Abilities use a concept called line of sight to determine if a Permanent is open and can be targeted by that ability.



Figure 1. The solid arrows indicate the directions, diagonally, horizontally, or vertically, in which Zeus, Avatar can target Permanents. Illegal targeting is shown with dashed white arrows. Remember that Permanents can only target according to their movement diagrams, which are the specific directions diagonally, horizontally, or vertically.

From Figure 1, we know that Zeus, Avatar can target according to the red arrows. However, just because it can target doesn't mean its ability will affect the target. By looking at the ability below, we can see that the Permanent must be open and must cost less than 3. Both Ring of Odin and Asgard are open, but based on their costs, only Ring of Odin can be affected by the ability.

**Thunderbolt** Destroy any open Permanent with cost 3 or less. May two-in-one into a Tactic card.





Figure 2. Hippolyta, Amazon Queen can target an open Permanent according to its movement diagram within a range of two spaces.

## Two-Step Movements

Certain Permanents may move up to two spaces on your turn. Pegasus should be moved the two spaces one step at a time, as this will allow movement to spaces that isn't possible when moving the two spaces in a single step.



The dashed arrow indicates an illegal move in one step. The solid arrows show how Pegasus may be moved one step at a time to achieve the desired location. Of course, Pegasus may move two spaces in one step as well.

### Can Pegasus be used to skip over Permanents since it can move two spaces?

Yes, if a Permanent can move two spaces in a given turn, then it can skip over a Permanent and move to an open space, only if it moves diagonally as shown by the solid arrows.



# Timing of Cards and Effects

When cards are played or abilities are used in this game, there is a specific order in which things can happen:

**Step 1:** Playing of the card or use of ability

**Step 2:** Opponent's response (if possible and if they choose to respond)

**Step 3:** Card or ability resolves

## Last in First out rule

The last card played OR the last ability on a permanent used will resolve first.

### Example 1

**Step 1:** James plays *Might of Hercules*, targeting his *Alexander, The Great*, which is already attacking.

**Step 2:** In response, Jon plays *Time Freeze*.

**Step 3:** The last card played OR the last ability on a permanent used will resolve first. In this example, *Time Freeze* will resolve first, then *Might of Hercules* will resolve. Since *Time Freeze* resolved first, *Alexander, The Great* deals no damage this turn.



### Example 2

**Step 1:** James plays *Phalanx*, a Tactic card, targeting his *Alexander, The Great* and *Macedonian Cavalry*, which are both already attacking.

**Step 2:** In response, Jon plays *Time Freeze*. Since *Time Freeze* is the last Tactic played, it will resolve immediately unless James responds with a Tactic or ability. James chooses not to respond.

**Step 3:** *Time Freeze* resolves. Since *Time Freeze* is the last Tactic played, it will resolve before *Phalanx*. *Time Freeze* ends the combat phase immediately, making *Phalanx* effectively not matter since the combat phase is over for this turn.





# Two-in-One

Two-in-one is a mechanic that allows you to play a card immediately after another card or ability is used that allows two-in-one. When you play a card in this way, your opponent cannot respond. You will find two-in-one as a mechanic on Tactic cards and as a mechanic within abilities.

## Example

This means that when you use the ability of Athena's Shield, you may two-in-one into a Tactic card. Or in other words, you may play a Tactic card from your deck as the next card you play. Your opponent cannot respond to it.

To play a Tactic card from your deck, you have to search your deck for a Tactic card that's defined as either a mythos Tactic or Tactic, and play it by paying its gold cost. This is what is implied by playing a card from your deck.

For this example we will use the ability Athena's Shield to two-in-one into Arthurian Justice. Play-by-play is as follows:

1. Activate the Athena's Shield in response to damage targeting Athena and redirect that damage to another open Permanent.
2. Because you two-in-one, search your deck for the Arthurian Justice Tactic card to play.
3. You may then two-in-one into Arthurian Justice without your opponent being able to respond.





# Mechanics and Abilities

## Basic Actions

The following actions exist within the game:

### **Attacking**

Movement of a Permanent to an open space OR use of an **combat** ability to target a Permanent within range. This definition refers to the specific action of how to move and attack with a Permanent. For rules about attacking and defending, please see Combat Order.

### **Activate**

The function that allows you to use a combat ability or special ability. Activation may only be used once per turn. If a permanent has more than one ability with an activation symbol (insert symbol), then only one of those abilities may be used per turn. For example, if you were to use the combat ability (Temujin's Bow) you would not be to use the special ability to search your deck on the same turn. Additionally, you would not be able to use the basic attack either (see Combat Details.) The priority of the ability will either be mythos or non-mythos and is determined by the card type and its modifier.

### **Searching Your Deck**

If you are required to search your deck for a card, it is implied that you must search for a card, reveal it, put it into your hand, and shuffle your deck.

### **Playing of Tactics and Permanent Cards**

When playing a card, you must pay for it with the gold from your treasury immediately. A card cannot be played without paying its cost unless otherwise stated. As soon as you pay a cost, the gold will be deducted from your treasury; this action cannot be reversed.

### **Upgrading Locations**

Locations may be upgraded by their controller's in one of two ways: By using the special ability found on the Location By directly playing the next Location subtype i.e. Camp then Outpost then City.

In either case, the Location that was present on the space before the upgrade will be destroyed and placed in its controller's discard pile.

## Selected Abilities

These are some of the abilities you'll see on your cards that you'll have access to and may need to defend against:

**Leadership** Warriors you control gain +1 ⚔ and +1 ♡.

**Charge** Gains +1 ⚔ when attacking.

**Amazon Bow** Deals 2 damage to an open Permanent within a two-space range in combat.

**Invulnerable** Cannot be dealt damage by warriors.

**Draw a card** when this warrior is played.

**Recycle** Shuffle this warrior into your deck if it would be destroyed.

**When this location is played**, search your deck for a warrior and put it into play.

**Questions?** Please visit us at [DefianceoftheGods.com](http://DefianceoftheGods.com).





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