



SOUL of Ankiri

THE STRATEGY GAME

RULEBOOK

Welcome to the world of Ankiril

Introduction

The Soul of Ankiril is a fast-paced board game for two or more players, who use teams of 3-6 models (called Soulkin) on a board. The game usually has 6 rounds, and players collect victory points during the game.

Soulkin are creatures that belong to one of the 6 different elemental types known as “Temen”. Models move around the board, use abilities, attack opposing models, and cast spells. Two of the keys to victory are performing actions in the best tactical order and stacking effects.

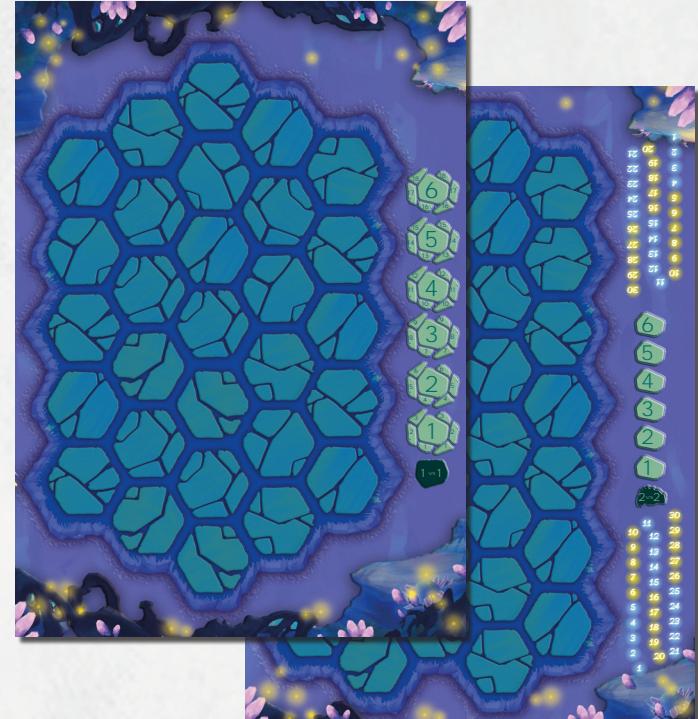
List of Components included in the box:

- 1 Double-sided battle-board and scoreboard
- 60 Soulkin cards
- 6 Emanation cards
- 1 Offspring card
- 1 Rock card
- 60 Soulkin models
- 30 Spell cards
- 15 Condition tokens (5 Numb, 5 Ongoing Damage, 5 Stunned)
- 15 Bonus tokens (8 Power Tokens, 7 Shield Tokens)
- 20 Wound Tokens
- 6 Emanation tokens
- 6 Temen coins
- 6 Temen dice
- 28 Plastic bases in four different colors
- 3 Offspring tokens
- 1 Rock token
- 1 Anomaly token
- 6 Wild Temen tokens
- 4 Score-cubes of the same color as the plastic bases
- 1 Game-round marker
- 1 First-Player marker
- 4 Summary cards



Components in detail

Battle-board



The hexagonal *battle-board* is where Soulkin battle for supremacy. Various scenarios can be found in the scenario appendix. These have different setups and special rules to expand the variety and strategic challenge.

Soulkin Cards and Models

Front

- 1 Faction
- 2 Name
- 3 Level
- 4 Power
- 5 Life
- 6 Temen Ability
- (A) Temen Energy Cost
- (B) Ability Effect Image



Back

- 1 Name
- 2 Flavor Text
- 3 Temen Ability Text



Each of the 60 different Soulkin has a *Soulkin card* and a *Soulkin model* to represent it on the battle-board. When a Soulkin gains any token, such as *wound tokens*, place them on the relevant *Soulkin card* to keep the battle-board as clear as possible.

On the front side of *Soulkin cards*, the Soulkin's *Temen abilities* are represented with icons for easy recognition during play.

The full rule text of the abilities is printed on the back side of each *Soulkin card*.

Models

All models in the game belong to one of six Temen factions. Each Soulkin has a specific *level*, representing how powerful it is. Alphas are Soulkin who are the leaders of the player's *Soulkin squad*.

Plastic Bases and Score Cubes

The game has 28 plastic bases divided into 4 colors. Each player in the game will use one set of 7 bases of the same color. They will also have the corresponding color plastic score-cube.

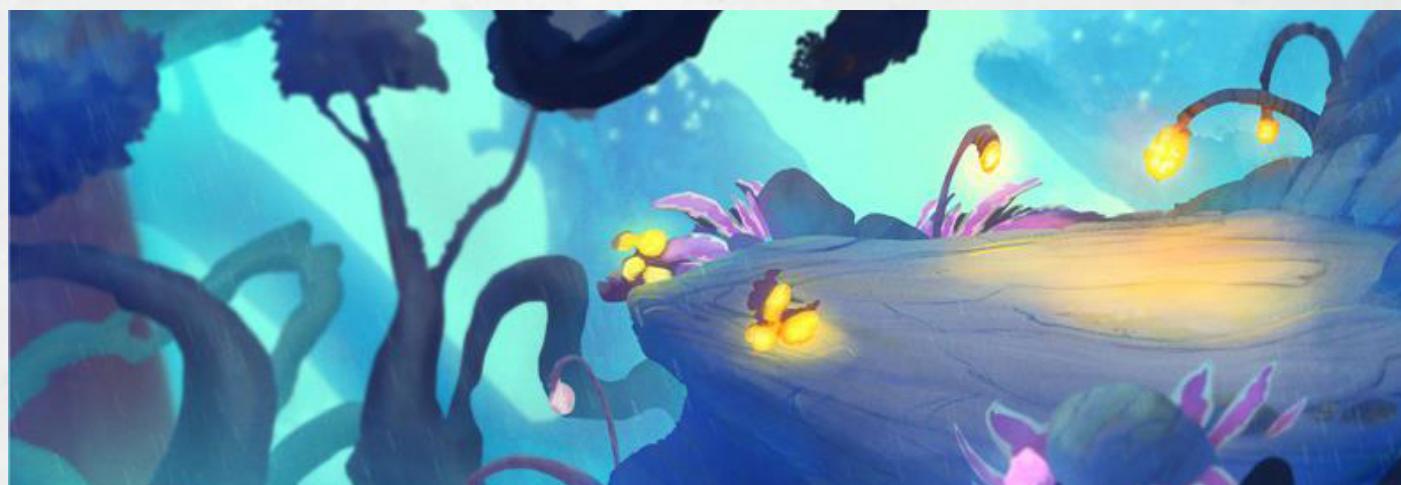
Emanations

Emanations tokens are used to determine where defeated Soulkin may return to the battle-board. The placement of emanations is specified in scenarios. Besides providing a tactical advantage, destroying the opponent's emanations gives victory points.



Anomaly Token

The anomaly represents a space where elemental energies have combined in mysterious forms. Occupying the space with the anomaly token provides victory points.



Temen Dice and the Dice Pool



Temen dice are 6 six-sided dice, with each side representing one of the six Temen energies (Fire, Water, Air, Earth, Metal, Wood). Temen dice are rolled at the start of the game and between rounds to create the *dice pool*.

The *dice pool* is the primary fuel from which players can obtain Temen energy to activate Temen abilities or remove condition tokens.

The Dice Pool is shared between the players, so any Temen die that a player uses is no longer available for the opponent, which represents one of the most impactful tactical aspects of the game.

Temen Coins

Temen coins represent concentrated pockets of Temen energy trapped inside crystals.

There are six different types of Temen coins – one for each Temen.

Temen coins have two sides: the back is the same for all, while the front indicates a specific type of Temen energy.

Temen coins are placed on the battle-board according to the scenario rules.

Temen coins do not block the space they are in. Soulkin must move onto the space where a Temen coin is located in order to control it with the pick-up action. When a Temen coin is placed on a Soulkin card, it means that Soulkin controls that Temen coin.

If the Temen coin is placed with the particular type of Temen energy side facing up, it is said to be “energized.” If the generic side is face up, the Temen coin is said to be “discharged.”



Token Reserve

For ease of use, all in-game tokens that are not in the player's area are kept in a common pile called the *token reserve*. When a *bonus token* or a *Wild Temen token* is spent, or a *condition token* is removed, it returns to the reserve.

Wound Tokens

Whenever a Soulkin takes damage, that number of *wound tokens* are placed over its *Soulkin Card*. Damage can be dealt through attack actions, Temen abilities, and by spell card effects.



Bonus Tokens

There are two types of bonus tokens:



Power tokens: during an *attack action*, a Soulkin can spend one or more *power tokens* to increase damage by 1 for each token spent.



Shield tokens: when a Soulkin takes damage from an *attack action*, a *Temen ability*, or a spell card, the Soulkin can spend one or more *shield tokens* to reduce the incoming damage by one for each *shield token* spent.

A Soulkin can keep a number of *bonus tokens* equal to its *Level*, so for example, a level-3 Soulkin can keep 3 *shield tokens* but zero *power tokens*, or 2 *power tokens* and 1 *shield token*, etc.

If a Soulkin already possessing its maximum allowable *bonus tokens* receives an additional *bonus token*, the player decides which token to keep and which one to discard.

Discarded *bonus tokens* are put back in the *token reserve*.

Condition Tokens

There are three types of *condition tokens*, each representing one of the following three conditions:



Ongoing Damage: a Soulkin affected by this condition takes one damage when activated.



Stunned: a Soulkin affected by this condition can only perform 1 *action* per activation instead of 2.



Numbed: a Soulkin affected by this condition cannot spend Temen energy to activate Temen abilities.

Wild Temen Tokens

Wild Temen tokens are precious resources that, when used at the right moment, can turn the tide of a battle.

Spell Cards, Spell Deck, and the Spell Pool

The *spell deck* is a deck of special cards called *spell cards* with unique effects that players can purchase during the game to gain a tactical advantage.

At the start of the game and between *rounds*, a *spell pool* is generated by drawing cards from the top of the spell deck until the spell pool has 3 cards in it. **The spell pool is shared between the players.** Clever timing in purchasing *spell cards* can gain a player a strong advantage.

Spell Cards are divided into two categories: *burst spell cards* and *mutation spell cards*.

Burst Spell Cards

- 1 Temen
- 2 Effect
- 3 Subtype



Burst spell cards are one-time, powerful bursts of energy with strong and varied effects. They can **not** be used during the same activation they are purchased, and are discarded after use.

Mutation Spell Cards

- 1 Temen
- 2 Temen Ability
- 3 Subtype

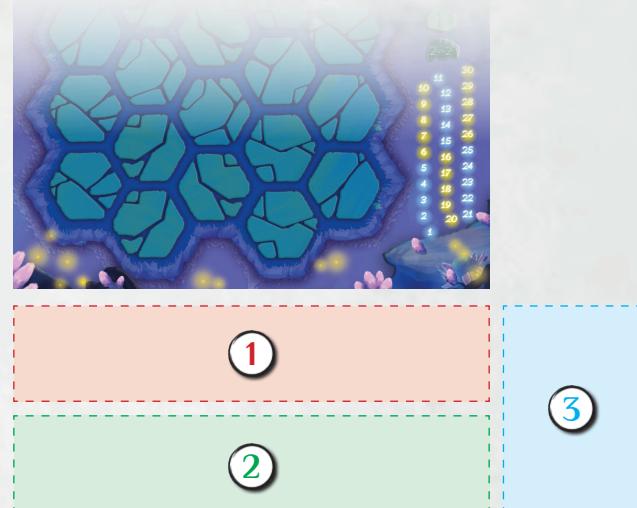


Mutation spell cards are immediately assigned to the Soulkin purchasing them.

Mutation spell cards grant new Temen abilities to the Soulkin they are assigned to. As a bonus, the Temen ability granted by a *mutation spell card* is immediately activated for free the moment the card is assigned to the purchasing Soulkin.

Mutation spell cards are discarded when the Soulkin they are assigned to is *defeated*.

Player Area



Each player has a personal player area, divided into the following zones:

- 1 **Active Zone:** where the Soulkin cards of the player's Soulkin on the battle-board and emanation cards are placed.
- 2 **Bench Zone:** where the Soulkin cards and the models of Soulkin, ready to replace defeated allies, are placed. (Defeated models can usually re-enter the game later). Soulkin cards and the corresponding model of defeated Soulkin are placed in the *bench zone* horizontally.
- 3 **Resources Zone:** where each player keeps their purchased spell cards and any Wild Temen tokens. Players cannot keep more than 3 spell cards and 3 Wild Temen tokens.

