

The background of the entire page is a detailed illustration from the anime Attack on Titan. At the top, several Scout Regiment members are shown in mid-air, using their maneuvering gear to fly through a hazy, orange-tinted sky. Below them, the title 'Attack on Titan' is written in a large, white, gothic-style font with red blood splatters. Underneath the English title is the Japanese title '進撃の巨人' in a similar white font with red splatters. The main focus of the illustration is three characters in the foreground, seen from a low angle as if they are flying towards the viewer. In the center is Eren Yeager with his signature black hair and green eyes, looking forward with a determined expression. To his left is Mikasa Ackerman with her long black hair, also looking forward. To his right is Armin Arlert with his blonde hair, looking slightly to the side. They are all wearing orange Scout Regiment uniforms and maneuvering gear, with their bodies angled as if in flight. The background shows a glimpse of a city with stone walls and buildings under a cloudy sky.

Attack on Titan

進撃の巨人

THE LAST STAND

RULEBOOK

Attack on Titan

進撃の巨人

THE LAST STAND

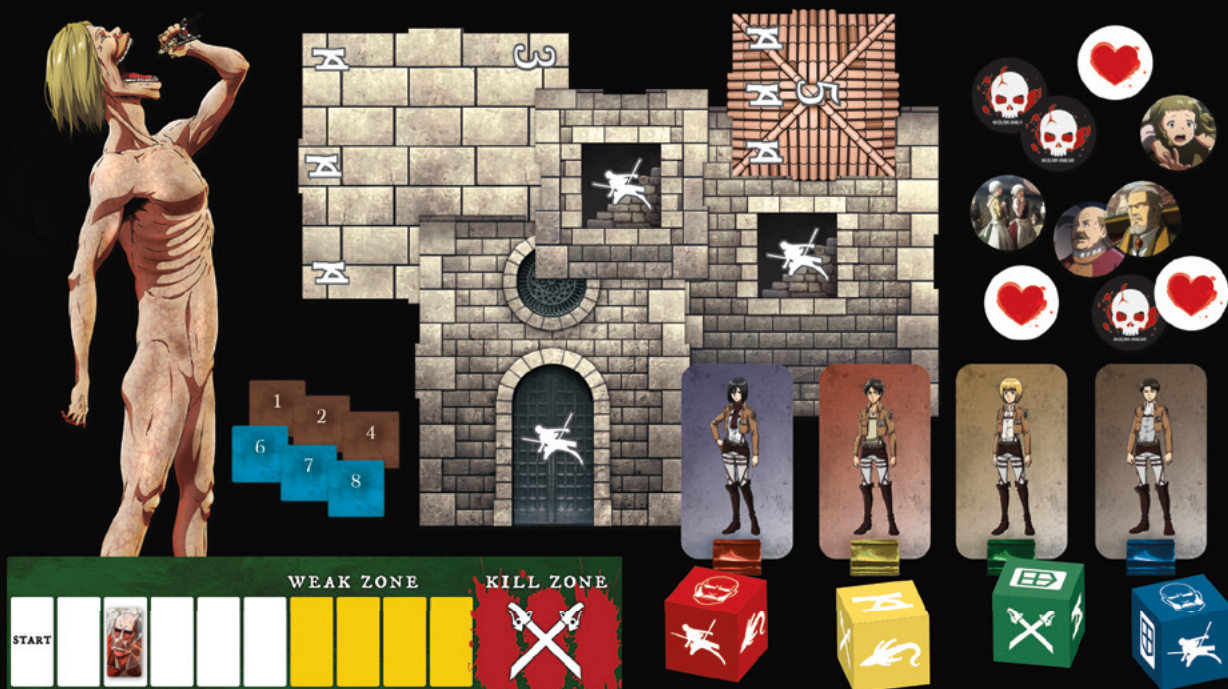
A Game by Antoine Bauza & Ludovic Maublanc

PLAYERS: 2 to 5 • **DURATION:** 30 - 45 minutes • **AGE:** 10+

Overview

Attack on Titan: The Last Stand is based on the highly-successful *Attack on Titan* anime series. In the game, one player takes on the role of a fearsome Titan, threatening the last remaining human city. The other players act as brave Heroes, as they try to protect the weak and preserve the supply depot and the final bastion of humanity!

Components



- 1 Titan Standee
- 8 Hero Standees
- 4 Plastic Hero Bases
- 6 Platforms
- 1 Tower

- 1 Titan Health Track
- 1 Titan Health Marker
- 12 Citizen Tokens
- 6 Cannon Pieces
- 20 Custom Dice

- 12 Heart Tokens
- 8 Hero Cards
- 4 Titan Cards
- 28 Action Cards
- 7 Tactics Cards



TITAN



FIGHT



TACTICS



MOVE



CANNON



DODGE

Setup

- Assemble the Tower.
- Place the 6 Cannon pieces on the Tower.
- Assemble the Titan Standee.
- Attach the 6 Platforms to the Titan Standee.
- Place the Titan Health Marker on box “Start” of the Titan Health Track.
- Place the 12 Citizen Tokens at the feet of the Titan.

TITAN PLAYER

- Choose 1 of 4 different Titan Cards, each listing the Titan’s unique abilities (all Titans use the same standee).
- Take the 7 Action Cards that match the chosen Titan.

HERO PLAYERS

- Choose 1 of 8 different Hero Standees and 1 of 4 colored bases.
- Take the Hero Card that matches your chosen Hero and lists the character’s unique abilities.
- Place 3 Heart Tokens on your Hero Card.
- Take the 5 dice that match the color of the base on your Hero Standee.



- Place your Hero Standee in one of the following starting positions: at the foot of Titan (Level 0) or on the Tower (Levels 3 or 5).

Tactics Cards are shuffled and placed on the table face up to form a draw pile.

OBJECTIVE OF THE GAME

The Titan wins after accomplishing at least one of the following:

- Destroys all 6 Cannons
- Eats all 12 Citizen Tokens
- Consumes a Hero (i.e., a Hero loses all of their Heart Tokens)

The Heroes have only one way to win: Kill the Titan!

Playing The Game

A game is played over a series of rounds until the Titan or the Heroes are victorious.

A round consists of 7 Steps:

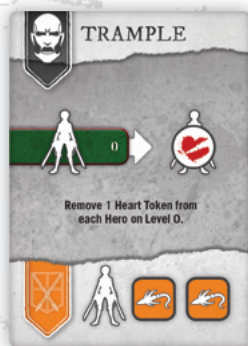
1. Titan player selects Action Cards
2. Hero players roll their Hero dice
3. Titan player utilizes 🧠 symbols
4. Hero players re-roll returned dice
5. Resolve Action Cards
6. Hero players use remaining dice symbols
7. Reset for next round

1. Titan player selects Action Cards

The Titan player selects 2 Action Cards from his or her hand, placing the first one face up on the table and the second one face down.

Note: For ease of reading, the Titan should face the cards in the direction of the Hero players.

Example: Théo is playing the Standard Titan. He has his 7 Action Cards in his hand. On his first turn, he chooses the "Trample" card to put face up and the "Frenzy" card to put face down.



Important: At the end of each round, the Action Cards used in that round must be set aside (face up). Those Action Cards cannot be used during the next round. So, no card can be played in back-to-back rounds. At the end of each round, Action Cards that were set aside in the previous round return to the Titan player's hand.

2. Hero players roll their Hero dice

Simultaneously, all Hero players roll their 5 dice once. Dice that result in 🧠 symbols are handed to the Titan player.

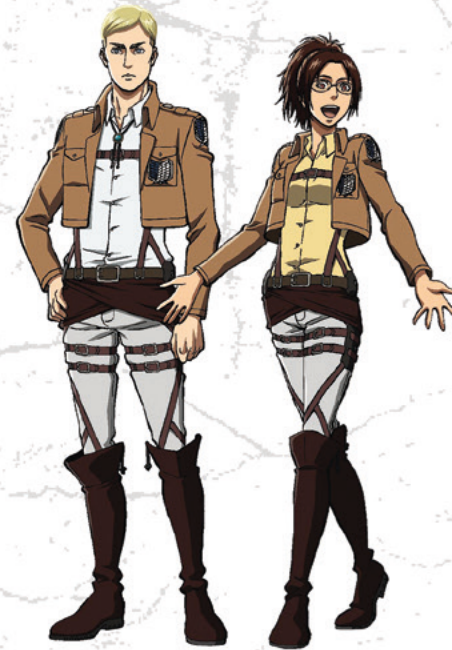
Then, all Heroes are free to re-roll any of their remaining dice as many times as they want. These re-rolls can happen simultaneously or 1 player at a time. In addition, players have the option to roll 1 die at a time. Players may choose to pause after any roll to discuss strategy. There is no limit to the number of times the dice can be re-rolled. However, each die that results in a 🧠 symbol must be given to the Titan player.

When the Heroes are satisfied with their rolls, Step 2 is complete.

Example: Corentin rolls his 5 dice with the following results: 🌀, ✂, 🧱, 🧱, and 🧠. First, he gives the 🧠 die to Théo (the Titan player). Then, after a short discussion with his teammates, he decides to re-roll his 🧱 and ✂ dice, resulting in another 🧱 and a 🧠. He gives the 🧠 die to Théo and chooses to re-roll the 🧱 die again. He gets a 🌀 symbol and decides to stop rolling.

3. Titan player utilizes 🧠 symbols

With the 🧠 symbols gained in Step 2, the Titan player now has the opportunity to activate abilities described on his or her Titan Card.



Titan Cards list 3 different abilities, each requiring a specific number of 🧠 symbols to be activated. The Titan player freely spends the dice received from the Heroes to activate the chosen ability or abilities. The Titan player may activate the same ability multiple times during a round, if he or she has enough 🧠 symbols to spend on each activation. The Titan player chooses which dice to use and may use dice of different colors to activate an ability.

The Titan player returns the dice used to activate abilities to their owners.



Example: Théo, playing the Standard Titan, was given 2 🧠 symbols in Step 2. He chooses to spend them to utilize his first ability and eat a poor Citizen. Afterwards, he gives the dice back to their owners.

4. Hero players re-roll returned dice

Once the Titan player is done using any 🧠 symbols, the Heroes have one last chance to re-roll any dice returned to them in Step 3. Dice that were previously kept cannot be re-rolled. 🧠 symbols rolled at this time are not handed to the Titan player. Instead, they are set aside. Other symbols that are rolled can be used in Steps 5 and 6.

5. Resolve Action Cards

Action Cards have effects described on them that will resolve unless the Heroes can collectively allocate the required dice to the card. The dice needed to negate the effect are shown on the Action Card. The visible Action Card is a known quantity. The hidden Action Card will remain unknown to the Heroes until after the resolution of the visible one. Step 5 unfolds as follows:

A) Resolution of the visible Action Card

The Heroes can, if they wish, allocate the dice shown on the visible Action Card to negate the effect. Otherwise, the Titan applies the effect of this Action Card.

B) Resolution of the hidden Action Card

The Titan reveals the hidden Action Card. The Heroes can, if they wish, allocate the dice shown on this Action Card to negate the effect. Otherwise, the Titan applies the effect of this card.

Example: Théo first resolves his face-up Action card: “Trample.”



Each Hero who stands on the ground (Level 0) must spend 2 symbols or lose a Heart Token. Then, Théo reveals the face-down Action Card: “Frenzy.” The 3 Heroes must gather 3 symbols or the Titan will eat a Citizen, destroy a Cannon, and heal (move the Health Marker back by 2).

See the section “Action Cards” for more details on different kinds of Actions and how to avoid them.

6. Hero players use remaining dice symbols

Heroes are now free to spend their remaining dice to move, cause damage to the Titan, reveal a new Tactics Card, or activate the current Tactics Card. Dice may be spent in any order.

Spending a die with the symbol allows a player to move a Hero Standee up or down 1 Level. The table is Level 0 (the ground). Each of the Titan platforms has a Level number (1, 2, 4, 6, 7, or 8). The first floor of the Tower is Level 3 and the second floor is Level 5.

A Hero can move between the ground (Level 0) and the first floor (Level 3) or between the first and the second floor (Level 5) by spending only 1 .

Example: Corentin is on the Level 4 platform and has 2 unspent symbols. If he spends both of these dice, he can rise to the Level 6 platform or move to the Level 2 platform. If he spends just 1 of his dice, he can move to the second floor of the Tower (Level 5) or go down to the first floor of the Tower (Level 3).

Note: Multiple Heroes may occupy the same Level.

The Hero must be on the Titan (Level 1, 2, 4, 6, 7, or 8). Each symbol spent causes 1 damage to the Titan (move the Health Marker on the Titan Health Track).

The Hero must be on the Tower (Level 3 or 5). Each symbol spent causes 2 damage to the Titan (move the marker on the Titan Health Track). The number of Cannons on your Level does not matter.

Note: The sum of the symbols used by all the Heroes during a round cannot exceed the number of Cannons present on the Tower.

symbols are used to change Tactics Cards and to counter some of the Titan’s Actions. A symbol may be spent to place the top card of the Tactics deck onto the bottom of the deck. This can be done any number of times per round, allowing Heroes to seek out the Tactics Card that will be most useful in the current or following round.

Note: Players cannot change the order of the cards.

Example: The active Tactics Card is “Rescue.” Under it (but unseen by the players) are the “Healing Cover” and “Blinding Shot” Tactics Cards. The Heroes choose to spend 2 dice. They put “Rescue” at the bottom of the deck, and then put “Healing Cover” on the bottom as well. “Blinding Shot” is now the active Tactics Card.

See the section “Tactics Cards” for details on activating Tactics Cards and their role in the game.

7. Reset for next round

At the end of the round, each player recovers their dice from wherever they are. No dice may be saved from round to round.

The Titan player sets aside the Action Cards that were used during the round (face up). They cannot be used during the next round. The Titan player now recovers the Action Cards set aside during the previous round.



Action Cards

Destroying Cannons

Some Action Cards allow the Titan to destroy Cannons. Each time the Titan destroys a Cannon, remove 1 Cannon piece from the Tower and place it into the game box. If all 6 Cannons are destroyed, the Titan wins the game!

Eating Citizens

Some Action Cards allow the Titan to eat Citizens. Each time the Titan eats a Citizen, remove 1 Citizen Token from the table and put it back into the box. If no Citizens remain, the Titan wins the game!

Attacking Heroes

Some Action Cards allow the Titan to attack a Hero. If the attack is not dodged, the Hero must suffer the effects (losing a Heart Token, losing a die, etc.). If a Hero is killed, the Titan wins the game!

Canceling a Titan’s Action


Heroes can cancel a Titan’s Action by spending the symbols listed on the Action Card.

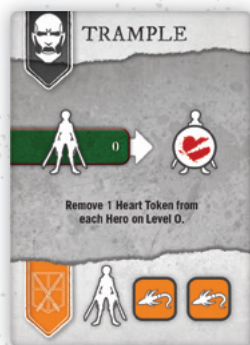
The symbols are used to avoid some Titan Actions. These symbols are spent collectively, so they work for all the Heroes who are playing.




Note: The number required is determined by the number of Heroes playing the game:

- 2 Heroes : 2  symbols
- 3 Heroes : 3  symbols
- 4 Heroes : 4  symbols

The  symbols are used to avoid some Titan Actions. These symbols are used on an individual basis, so they only work for the Hero who spends them. Only Heroes occupying the affected Levels may spend these symbols to avoid the attack. Heroes not on those Levels cannot spend these symbols to aid another Hero.



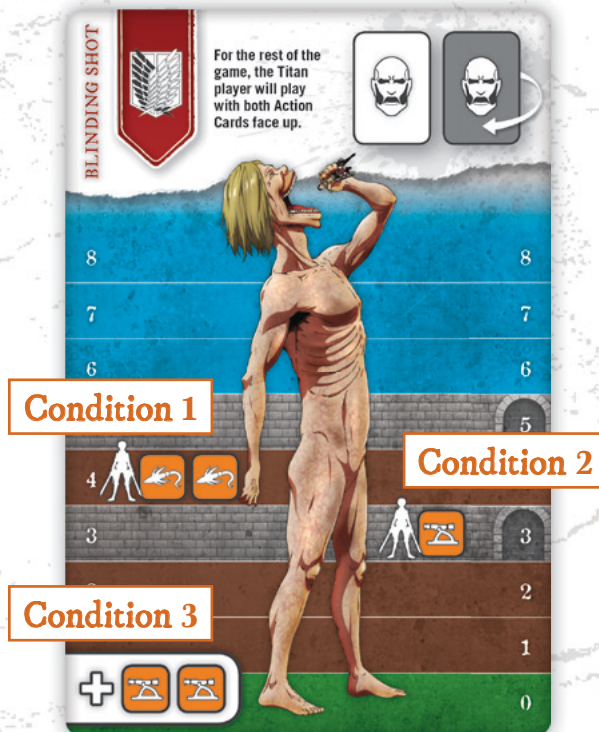
Note: Heroes always need 2  to avoid an attack.

Tactics Cards

For the Heroes, the key to victory is teamwork and the application of rigorous training, simulated in the game by the Tactics Cards. Seven Tactics Cards are available, each with a required configuration, symbol cost, and powerful effect.

Activating a Tactics Card

To activate a Tactics Card, the Heroes must meet the 3 conditions shown on the card in the same round.



Condition 1: A Hero must be in this position and provide the symbol(s) shown.

Condition 2: A Hero must be in this position and provide the symbol(s) shown.

Condition 3: The symbols shown must be collectively spent by the Heroes.

During a round, if the players spend their dice in the specified way and meet all the conditions, that Tactics Card is activated and the effect is applied.

After a Tactics Card is utilized, remove it from the game (i.e., put it back in the box). The next card on the stack now becomes available for the Heroes.

The Tactics Cards “Neck Slash” and “Eradication” are special because they represent the only ways for the Heroes to win. For these 2 Tactics Cards, the third condition is “KILL ZONE,” meaning that the Titan Health Marker must be within the area marked “KILL ZONE.”

Victory

Victory for the Titan

- Death of a Hero: If a Hero loses the last of his or her 3 Hearts, group morale collapses and the Titan player wins!
- All Cannons destroyed: If all 6 Cannons are destroyed, the Titan decimates the city and the Titan player wins!
- Casualties: If all Citizen Tokens are gone, all hope is lost and the Titan player wins!

Victory for the Heroes

- If the Heroes manage to activate either the “Neck Slash” or the “Eradication” Tactics Card, they strike down the Titan and win the game!

Playing With 2 Heroes

Games with 2 Heroes are subject to special rules concerning the activation of Tactics Cards. Of the 3 conditions on the Tactics Card, Heroes need only fill 2 of the 3 requirements.

However, in order to activate the Tactics Cards “Neck Slash” or “Eradication,” it is still mandatory to have the Titan’s health within the “KILL ZONE” and to have a Hero at the Level 8 position on the Titan.

2 Player Variant

Playing with just 2 players is also an option, with 1 player taking on the role of the Titan and the other playing as 2 Heroes of his or her choice.

Hero Abilities

Each Hero has special abilities listed on his or her Hero Card.




Eren

After rolling, Eren can give 1 die to each of his teammates. Retrieve these dice at the end of the round.



Sasha

Sasha can use her  symbols as if they were any symbols.





Erwin

Erwin may use his  symbols as  symbols and vice versa.




Mikasa

Each of Mikasa’s rolled  dice symbols count as 2  symbols.





Levi

Levi does not give his  symbols to the Titan player. However, he cannot re-roll them.




Conny

Each of Conny’s rolled  dice symbols count as 2  symbols.




Armin

With 1  symbol, Armin can seek out the Tactics Card he wants and place it on top of the deck (without changing the order of the other cards).



Hange

Hange’s rolled  die symbols can be used without Hange being on the Tower.

Titan Abilities



Regeneration X

Move the Health Marker on the Titan Health Track to the left X number of spaces.



Devour X

Move X Citizen Tokens out of play.



Crush X Cannons

The Titan Player chooses and destroys X Cannons.



Hit Hero

The Hero players choose 1 Hero to lose 1 Heart Token.



Crush Heroes

The Titan player chooses a Hero to discard a Heart Token.



Obstruction Of Heroes

The Titan player chooses 1 die belonging to a Hero and the Hero sets it aside for the round.



Sudden Change

The Titan Player can change 1 of his or her 2 Action Cards, replacing it with a new card. If the face-down card is changed, the new card is put face down. If the face-up card is changed, the new card is placed face up. The removed card goes back into the Titan player's hand.



Frenzy

The Titan player selects 1 Action Card from his or her hand to put into play face up, next to his or her 2 regular Action Cards. So, the player will have a total of 3 Action Cards this turn.

Taeties List

Blinding Shot

For the rest of the game, the Titan player will play with both Action Cards face up.

Mutilation

Randomly remove 1 Action Card from the Titan player's hand. Put it back into the box, as it will not be used again this game.

Fall Over

The Titan immediately takes maximum damage. Move the marker to the last box of the Titan Health Track.

Healing Cover

Heroes recover 1 Heart Token apiece (each Hero can have a maximum of 3 Heart Tokens).

Rescue

Return up to 4 Citizen Tokens to play. They rejoin the others at the foot of the Titan.

Neck Slash

Victory for the Heroes.

Eradication

Victory for the Heroes.

Credits

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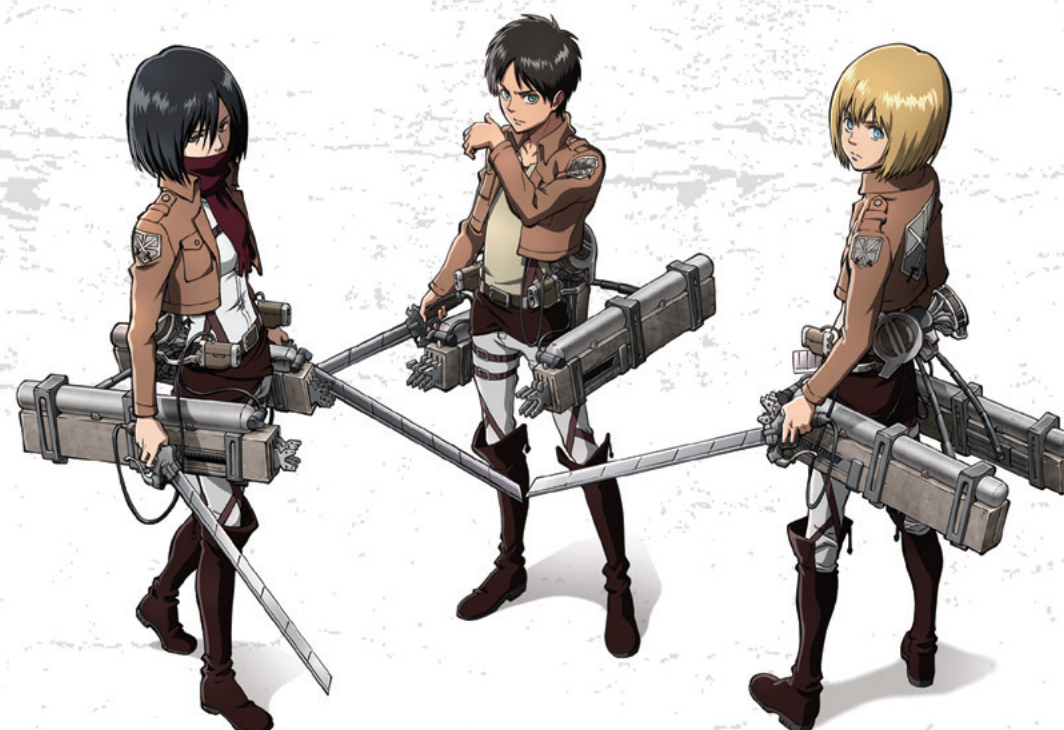
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Attack on Titan

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THE LAST STAND

Round Sequence

A round consists of 7 Steps:

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ENTERTAINMENT

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