



THE ESOTERIC ORDER OF GAMERS

# ORDEROFGAMERS.COM



DON'T MISS A THING!



**YOUTUBE**

EsotericOrderGamers



**TWITTER**

@EOGamers



**FACEBOOK**

EOGamersFB



**INSTAGRAM**

orderofgamers

YES, THIS IS FREE ... HOWEVER...

I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

It takes time and money and a lot of hard work, and I need your support to keep me going. If you find this game aid useful and enjoy my content, please consider making a donation, or regularly supporting me on Patreon and enjoying the privileges of being a member of the EOG community!



**DONATE**

[orderofgamers.com/shop/single-offering](https://orderofgamers.com/shop/single-offering)



**PATREON**

[patreon.com/esotericorder](https://patreon.com/esotericorder)

# v1

Mar 2022

Game: **SUPER FANTASY BRAWL**

Publisher: **Mythic Games (2021)**

Page 1: **Rules summary page 1**

Page 2: **Rules summary page 2**

Page 4: **Play reference x2 front**

Page 5: **Play reference x2 back**

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

**If you need exceptional quality graphic design  
for your next project, visit [universalhead.com](http://universalhead.com)**




**Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers**





## SETUP

Choose a start player randomly; that player chooses a deployment area, and places the **first player token** next to their gate.

Players decide if they wish to freely choose a team of **champions**, or draft a team using the casual or competitive draft rules. Players take **base rings** of their chosen colour and attach them to their **champion miniatures**. They then place their team on their **player gate**, and their **champion cards** and **3 cores of magic**, one of each colour (manipulation , destruction , and creation ) on their player board.

Each player takes the **3 action decks** for their champions and shuffles them together to form their draw deck.

Shuffle the deck of **11 challenge cards**. Draw a card and place it in the **cannot be scored** slot (the one with no trophy symbol).

Place the **victory** and **damage tokens** near the board.

Place all the **traps** facedown near the board. The first player places traps facedown on 2 trap hexes of their choice (without looking at them). The second player places traps facedown on 2 trap hexes of their choice (without looking at them).

The first player draws a hand of **5 cards** from their draw deck. They may discard any number of them, drawing a new card for each one they discard. Shuffle discarded cards back into the draw deck.

Then the second player draws a hand of 5 cards from their draw deck and may discard in the same way.

The first player places their champions onto unoccupied hexes in their deployment area. Then the second player places their champions onto unoccupied hexes in their deployment area.

Champions under your opponent's control are **enemies**. Your own champions are **allies**. When a champion's card effect refers to allies or an ally, it does not include the champion to whom the card belongs.

The arena board is made up of a series of hexes. A continuous line of hexes is called a hex row.

## GAME SEQUENCE

The game is played in successive **rounds** and stops when a player wins by reaching 5 or more **5 victory points** (VP).

Each round consists of 3 steps: **first player's turn**, **second player's turn**, and **advance challenge track**.

On a turn, players perform these **phases** in order:

### 1. SCOREBOARD PHASE

The active player checks if they currently meet the **scoring conditions** of any active **challenges**. Completing a challenge earns you a number of VP tokens equal to the VPs based on the challenge card's position on the challenge track.


Discard any scored challenges. **Challenges cannot be scored during the first round.**

### 2. ACTIVATION PHASE



The active player may **activate champions** by playing action cards that belong to that champion, or by using standard actions. **Play actions by exhausting** (flipping over) **the core of the matching colour**. The other player may play **reaction cards**.

Players may play cards in any combination, and as many as they like, as long as they have the matching core to play it. Champions may be activated more than once per turn as long as the appropriate core can be exhausted. An action card must be completely resolved before the same player may play another.

### MOVEMENT

Champions may **move** up to the number of hexes indicated by the  value on the action card. They do not have to move the full distance, or move at all.






Hexes containing statues or enemies are **blocked**: champions cannot normally move through or end their movement in them. Champions may move through, but not end on, hexes containing allies. Champions can move into hexes containing trap tokens, but this usually triggers the trap.

If a champion has a **movement bonus**, it is applied to each action card and standard action used to activate them, but only if the action card has a printed  value. Since all cards are resolved from top to bottom, movement printed on a card's  happens first before all other effects.

When an effect requires you to **place** a champion, remove it from its current hex and place it in the new location. This is not considered movement.

### ATTACKS

Every action card with the **attack** icon in the upper left corner is an **attack card**. To resolve an attack:

1. Use as much of the card's movement as you wish.
2. Resolve any  abilities.
3. Choose if you will use the attack. If you decide not to, the activation ends immediately. Otherwise, proceed.
4. Declare target(s).
5. The opponent chooses whether to play **reactions**.
6. Subtract the target's **DEFENCE**  value from the current **STRENGTH** value  of the attack.
7. Resolve attack damage.
8. If the defender is not taken out of action, resolve  abilities from reactions.
9. If the attacker is not taken out of action, resolve  abilities from the attack card.

#### Declare target(s)

Check the range and targeting icons to determine which targeting rules apply. If an attack has a minimum range, any enemy closer than that range is not an eligible target.

The light grey hex in the targeting box marks the relative position of the attacking champion to the yellow target hex(es).



**Melee attack:** Targets a single adjacent enemy.



**Indirect shot:** Targets a single enemy. The targeting value is the action's maximum range.

When this is one number, it is the maximum range; when it is 2 numbers, the first is the minimum range and the second is the maximum range.

Count the number of hexes to the target, including the target's hex but not the activating champion's hex. Indirect shots can target champions through statues and other champions.



**Direct shot:** Like an indirect shot, but may only target enemies on hexes in the same row of hexes as the attacking champion.



Direct shots cannot target champions if there are any statues, or other champions (enemy or ally) in the hex row between the activating champion and target.

**Area of effect (AoE):** This attack affects all champions in the yellow hexes shown in the icon (including allies). The player playing the action chooses the AoE's orientation.

#### Play reactions

After targets are declared, the controller of an enemy target champion may play 1 reaction card on any of their champions targeted. The core of the reaction card must be exhausted as normal. Only 1 reaction may be played per attack.

#### Subtract the target's defence value from the current strength value





All champions have a defence value. A printed defence value of 0 can be modified by card effects, but if a defence of 0 is reduced, it remains 0.



Subtract the current defence value of the defender from the current strength value of the attack, including any modifiers to those values. Defence values are always applied to every attack made against the champion, unless reduced or bypassed by a card effect. The final value is the **attack damage**.

#### Resolve attack damage

Deal the attack damage to all targets of the attack. Place on the champion card **damage tokens** equal to the damage the champion is dealt. Resolve any keywords that affect damage.

#### Pre-attack and Post-attack

**Pre-attack**  and **post-attack**  abilities are mandatory effects that take place when an attack card with either symbol is played. If a card instructs a player to resolve a  or  ability, then it must be fully resolved before moving on to the next step of the attack.

A player may play a card with a  ability, and then choose not to attack, whereas a  ability is only ever resolved after an attack is made.


Many keywords have numerical values, so can be legally resolved by choosing 0, effectively cancelling the effect.

### SKILLS









When you activate a champion using a **skill card**, resolve these steps:

1. Use as much of the card's movement as you choose.
2. Choose if you will use the skill. If you choose not to, the activation ends immediately.
3. Declare target(s), if necessary.
4. Resolve the text box of the skill card.

**Defence values do not help against effects that deal** .

### STANDARD ACTIONS

You may also activate champions using the **standard actions** shown on your player dashboard. Each standard action may only be used once per activation phase.

1. Spend the **manipulation**  core to **move 1 and plan 1**.
2. Spend the **creation**  core to **move 1 and heal 1**.
3. Spend the **destruction**  core to **move 1 and deal 1 damage** to an adjacent enemy. This damage ignores defence.
4. Spend 1 core, **manipulation**  or **creation**  or **destruction** , to **move 2**.


### REACTIONS



During an opponent's turn, players can react to their opponent's attacks by playing **reaction cards**. Reactions may only be played during the opponent's turn and only when at least one of that player's champions is targeted by an opponent's attack action.

Reaction cards are played by players, not champions. Reactions can target any of a player's champions, not just the champion whose card is being played.

You cannot play more than 1 reaction card per attack action, even if more than 1 champion is targeted by the attack. When playing a reaction during an AoE attack, you must choose which of your champions will be targeted by the reaction.

When reaction cards cause effects like push, pull, or , the target of the reaction card is the champion causing that effect. The target of the effect itself is noted on the reaction card. If a reaction causes an enemy to be taken out of action, the champion on whom the reaction card was played will level up if possible, and the player will gain 1 VP.

### 3. UPKEEP PHASE

Players ready (flip back over) their **cores**: therefore a player will always have all their cores available to play reactions against their opponent's actions. However any exhausted cores will not be available on the player's next turn, so they won't be able to play cards of that colour.

Players then discard any cards that remain in their hand, and draw a new hand of 5 cards.

### ADVANCE CHALLENGE TRACK


At the end of each game round (after all players have taken a turn), move all challenge cards 1 space to the right, and draw a new challenge card. Place this in the **cannot be scored** space. Discard challenges moving right from the rightmost space (move them to the challenge discard pile). If at any point the challenge card deck runs out, shuffle the discard pile to form a new deck.


### OUT OF ACTION

A champion is taken out of **action** as soon as they suffer an amount of damage equal to or greater than their **HITPOINT** value.

If, during their activation, a champion takes an enemy out of action, the attacking champion's player gains 1 VP, and the attacking champion **levels up**. Remove all the damage suffered by the out of action champion, and if they had levelled up, flip their champion card back over to the basic side. Then place the champion on their team's gate until they are activated again.

While champions are on their gate they cannot be affected by card effects, can never be targeted by actions or attacks, and cannot target champions on the hex grid.

To activate an out of action champion, you must use an action with  to move them back into the arena. The first hex of movement must be spent moving the champion onto one of their team's deployment area hexes.

Out of action champions may not be activated using action cards without . Once in the arena, they may use any remaining movement to move further, and complete the action.

If during their activation a champion takes themselves or an ally out of action, their opponent gains 1 VP.

If a card takes a champion from each team out of action simultaneously, both players gain 1 VP and level up the appropriate champions. If this would end the game in a draw, the player who didn't play the card wins.



## LEVELLING UP

When an enemy is taken out of action, the champion currently being activated **levels up** after the action is fully resolved. Flip the champion card and move any damage tokens to the levelled up side. The champion uses the stats and effects of the levelled up side until they are taken out of action.

If the champion was already levelled up before the knock out, nothing happens. Level up effects are always active.

## TRAPS



Traps are always placed facedown, and trigger as soon as a champion enters the same hex, whether they moved deliberately or were pushed, pulled, or otherwise displaced onto that hex.

The player controlling the champion that triggered the trap flips the trap token and applies the effect to the champion. The champion may then complete any remaining movement they have available, unless prevented from doing so by the trap effect.

There should always be 4 trap tokens on the map. As soon as a trap is triggered and its effects applied, the player whose champion triggered the trap takes a new trap token from the supply, place it facedown on a different empty trap hex without looking at it, then shuffles the old trap back into the trap supply. If all trap hexes are blocked by champions and/or traps, the trap token may be placed anywhere adjacent to a trap hex that is not blocked by a champion or statue. In addition to the trap hexes on the board, any hex that currently contains a trap is considered a trap hex.

If the trap was triggered because of a card effect, the damage is considered to be caused by the source of that effect. This may result in levelling up champions as normal.



The champion suffers the amount of **damage** indicated (ignoring the defence value).





The champion suffers **root**.






The champion suffers **stun**.

## OTHER RULES

### Strength and damage

Some cards and effects deal **damage** , and others state the **strength**  of the attack.

 is always reduced by the **defence**  of the target, while  is applied directly to the target, ignoring any defence.


### Targeting

Unless a card says otherwise, champions can only target enemy champions. **Area of effect** (AoE) attacks that include an enemy champion in the AoE fulfil this condition, even if an ally is also in the AoE.

### Towards and away

When an effect instructs a champion to **move towards** a game element, each step should decrease the distance between the champion and the game element, if possible. If this is not possible, the champion will not move.

When an effect instructs a champion to **move away from** a game element, each step should increase the distance between the champion and the game element. If this is not possible, the champion will not move.

When applying a **push** or **pull** effect, if a champion cannot move the full distance for any reason, they suffer  equal to the remaining distance.

### Displacement effects

**Fear**, **force**, **pull**, and **push** are all **displacement effects**. Effects that negate displacement effects negate any damage those effects would cause.

### Cards

If you are instructed to draw cards from an empty deck, shuffle your discard pile to form a new draw deck.

If the effect of a card directly conflicts with any main rules, the text on the card takes precedence.

When resolving a card, if a card cannot be fully resolved, forfeit the part that cannot be resolved.

Modifiers only apply on printed numbers (even if the printed number is a 0).

### Open and hidden information

Each player's hand is hidden information, and should not be shared with another player unless a game effect instructs a player to do so. When a card effect asks a player to **show** something, *all* players may see the revealed information.

Players can ask to see their opponent's discard pile and either side of a champion card at any time. When a card effect asks a player to **look** at something, only that player may see the revealed information.

## WINNING THE GAME

The first player to reach **5 VP** immediately wins the game.

## DRAFTING

### CASUAL DRAFT

1. Form a common pool of unique champions (minimum 6).
2. The second player drafts 1 champion.
3. The first player drafts 1 champion.
4. The second player drafts a second champion.
5. The first player drafts a second champion.
6. The second player drafts a third and final champion.
7. The first player drafts a third and final champion.
8. Each player should now have a team of 3 champions. Return any remaining champions to the box.

### COMPETITIVE DRAFT

1. Each player brings 5 different champions that they choose before the game or tournament.
2. The first player chooses 1 of the second player's champions. This champion cannot be drafted this game.
3. The second player chooses 1 of the first player's champions. This champion cannot be drafted this game.
4. Starting with the first player, players alternate turns and choose 1 of their champions each time to add to their team, until they have a team of 3 champions.
5. Each player now has a team of 3 drafted champions, and 2 champions that will not be used in this game.

## 4 PLR: SUPER TEAM TORNADO

*Requires at least 8 champions to play.*

Players form 2 teams, with each player controlling 2 champions. Make the following rules changes:

### 1. Team gameplay

During your turn, you can activate your champions and exhaust cores as normal. Any actions you play your champions or allies, including champions controlled by your teammate. During an opponent's turn, you play reactions as normal, and they may also be played on your teammate's champions.

### 2. Hand Size

Each player has a starting hand of 4 cards, and draws a hand of 4 cards during the upkeep phase.

### 3. Winning the game

The first team to reach a combined total of 7 VPs wins. A team wins or loses together.

### 4. Challenge track

When the challenge track advances, each challenge card moves 2 spaces to the right instead of one, and 2 new challenge cards are drawn. When checking scoring conditions during the scoreboard phase, players count their teammate's champions as their own.

### SET UP

1. Randomise which team will play first.
2. That team chooses one of their players to be the first player and places the first player token in their play area. Their teammate will be the third player.
3. The other team then chooses one of their players to be the second player. Their teammate will be the fourth player.
4. Players draft champions using the agreed upon process. Place the base rings of the colour of your choice on the champions of your team. Then place each champion on their player gate, and their champion cards on their respective player boards.

5. Each player takes 2 action decks for their champions and shuffles them together to form their draw deck.
6. Place the overlay onto the leftmost slot of the challenge track, so it lines up with the background. The overlay will cover the challenge deck and offer a second empty slot. Shuffle the challenges deck. Draw a challenge card and place it in the leftmost 1 VP slot on the challenge track. Then draw another challenge card and place it in the rightmost cannot be scored slot. Finally, draw a third challenge card and place it in the leftmost cannot be scored slot.
7. In player order, each player places 1 random facedown trap onto a free trap hex of their choice.
8. In player order, each player draws a hand of 4 cards. You may discard any number of those cards and draw a new card for each card you discarded. Then return the discarded cards back to the action deck and shuffle it.
9. In player order, each player places their champions on unoccupied hexes in their team's deployment area.

## HOW TO DRAFT

Like the base game, players collectively decide whether they wish to freely choose their favourite champions, or draft champions using the casual draft or competitive draft rules.

### Casual draft

1. Form a common pool of unique champions (if you choose to include duplicates champions, duplicates may not be drafted by the same team).
2. The second player drafts 1 champion.
3. The first player drafts 1 champion.
4. The fourth player drafts 1 champion.
5. The third player drafts 1 champion.
6. The second player drafts a second champion.
7. The first player drafts a second champion.
8. The fourth player drafts a second champion.
9. The third player drafts a second champion.
10. Each player should now have 2 champions for the game. Return any remaining champions to the box.

### Competitive draft

1. Each player chooses 3 unique champions before the game or tournament. None of these champions may be the same as any of their teammate's champions.
2. The first player chooses 1 of the second player's champions. That champion is not used in this game.
3. The second player chooses 1 of the first player's champions. That champion is not used in this game.
4. The third player chooses 1 of the fourth player's champions. That champion is not used in this game.
5. The fourth player chooses 1 of the third player's champions. That champion is not used in this game.
6. Each player should now have 2 champions that will be used in this game and 1 champion that will not be used.



## GAME SEQUENCE

Each round consists of the **first player's turn**, the **second player's turn**, and **advance challenge track**. On a turn, players perform these **phases** in order:

### 1. SCOREBOARD PHASE

The active player checks if they meet the **scoring conditions** of any active **challenges**. Completing a challenge earns you a number of VP tokens equal to the VPs based on the challenge card's position on the challenge track. Discard any scored challenges. **Challenges cannot be scored during the first round.**

### 2. ACTIVATION PHASE

The active player may **activate champions** by playing action cards that belong to that champion, or by using standard actions. **Play actions by exhausting** (flipping over) the **core** of the **matching colour**. The other player may play reaction cards.

### MOVEMENT

Champions may **move** up to the number of hexes indicated by on the action card. Hexes with statuses or enemies are **blocked**. Champions may move through, but not end on, hexes with allies. Champions can move into hexes with trap tokens, but this usually triggers them.

If a champion has a **movement bonus**, it is applied to each action card and standard action used to activate them, but only if the action card has a printed .

### ATTACKS

Every action card with the **attack icon** in the upper left corner is an **attack card**. To resolve an attack:

1. Use as much of the card's movement as you wish.
2. Resolve any abilities.
3. Choose if you will use the attack. If not, the activation ends.
4. Declare target(s).
5. The controller of an enemy target champion may play 1 **reaction card** on any of their champions targeted. The core of the reaction card must be exhausted as normal. Only 1 reaction may be played per attack.
6. Subtract the target's **DEFENCE** value from the current **STRENGTH** value of the attack to find the **attack damage**.
7. Deal the **attack damage** to all targets of the attack (place damage tokens on the champion card) Resolve any keywords that affect damage.
8. If the defender is not taken out of action, resolve abilities from reactions.
9. If the attacker is not taken out of action, resolve abilities from the attack card.

### Targeting



**Melee attack:** Targets a single adjacent enemy.



**Indirect shot:** Targets a single enemy. The targeting value is its max range (if 2 numbers, first is the min range and second is the max range). Count the number of hexes to the target. Indirect shots can target champions through statuses and other champions.



**Direct shot:** Like an indirect shot, but may only target enemies on hexes in the same row of hexes as the attacking champion. Direct shots cannot target champions if there are any statuses, or other champions in the hex row between the champion and target.



**Area of effect (AoE):** Affects all champions in the yellow hexes shown (including allies). The player playing the action chooses the AoE's orientation.

### Pre-attack and Post-attack

**Pre-attack** and **post-attack** abilities are mandatory effects that happen when their attack card is played. You may play a card with a ability, and then not attack, whereas a ability is only ever resolved after an attack is made.

### SKILLS

When you activate a champion using a **skill card**, resolve these steps:

1. Use as much of the card's movement as you choose.
2. Choose if you will use the skill. If not, the activation ends.
3. Declare target(s), if necessary.
4. Resolve the text box of the skill card.

Defence values do not help against effects that deal .

### STANDARD ACTIONS

You may also activate champions using the **standard actions** shown on your player dashboard. Each may only be used once per activation phase.

1. Spend the **manipulation** core to **move 1 and plan 1**.
2. Spend the **creation** core to **move 1 and heal 1**.
3. Spend the **destruction** core to **move 1 and deal 1 damage** to an adjacent enemy. This damage ignores defence.
4. Spend 1 core, **manipulation** or **creation** or **destruction** , to **move 2**.

### REACTIONS



Reaction cards are played by players, not champions. Reactions can target any of a player's champions, not just the champion whose card is being played.

You cannot play more than 1 reaction card per attack action, even if more than 1 champion is targeted by the attack. When playing a reaction during an AoE attack, choose which of your champions will be targeted by the reaction.

### 3. UPKEEP PHASE

Players ready (flip back over) their **cores**, then discard any cards that remain in their hand, and draw a new hand of 5 cards.

### ADVANCE CHALLENGE TRACK

After all players have taken a turn, move all challenge cards 1 space to the right, and draw a new challenge card. Place this in the **cannot be scored** space. Discard challenges moving right from the rightmost space.



## GAME SEQUENCE

Each round consists of the **first player's turn**, the **second player's turn**, and **advance challenge track**. On a turn, players perform these **phases** in order:

### 1. SCOREBOARD PHASE

The active player checks if they meet the **scoring conditions** of any active **challenges**. Completing a challenge earns you a number of VP tokens equal to the VPs based on the challenge card's position on the challenge track. Discard any scored challenges. **Challenges cannot be scored during the first round.**

### 2. ACTIVATION PHASE

The active player may **activate champions** by playing action cards that belong to that champion, or by using standard actions. **Play actions by exhausting** (flipping over) the **core** of the **matching colour**. The other player may play reaction cards.

### MOVEMENT

Champions may **move** up to the number of hexes indicated by on the action card. Hexes with statuses or enemies are **blocked**. Champions may move through, but not end on, hexes with allies. Champions can move into hexes with trap tokens, but this usually triggers them.

If a champion has a **movement bonus**, it is applied to each action card and standard action used to activate them, but only if the action card has a printed .

### ATTACKS

Every action card with the **attack icon** in the upper left corner is an **attack card**. To resolve an attack:

1. Use as much of the card's movement as you wish.
2. Resolve any abilities.
3. Choose if you will use the attack. If not, the activation ends.
4. Declare target(s).
5. The controller of an enemy target champion may play 1 **reaction card** on any of their champions targeted. The core of the reaction card must be exhausted as normal. Only 1 reaction may be played per attack.
6. Subtract the target's **DEFENCE** value from the current **STRENGTH** value of the attack to find the **attack damage**.
7. Deal the **attack damage** to all targets of the attack (place damage tokens on the champion card) Resolve any keywords that affect damage.
8. If the defender is not taken out of action, resolve abilities from reactions.
9. If the attacker is not taken out of action, resolve abilities from the attack card.

### Targeting



**Melee attack:** Targets a single adjacent enemy.



**Indirect shot:** Targets a single enemy. The targeting value is its max range (if 2 numbers, first is the min range and second is the max range). Count the number of hexes to the target. Indirect shots can target champions through statuses and other champions.



**Direct shot:** Like an indirect shot, but may only target enemies on hexes in the same row of hexes as the attacking champion. Direct shots cannot target champions if there are any statuses, or other champions in the hex row between the champion and target.



**Area of effect (AoE):** Affects all champions in the yellow hexes shown (including allies). The player playing the action chooses the AoE's orientation.

### Pre-attack and Post-attack

**Pre-attack** and **post-attack** abilities are mandatory effects that happen when their attack card is played. You may play a card with a ability, and then not attack, whereas a ability is only ever resolved after an attack is made.

### SKILLS

When you activate a champion using a **skill card**, resolve these steps:

1. Use as much of the card's movement as you choose.
2. Choose if you will use the skill. If not, the activation ends.
3. Declare target(s), if necessary.
4. Resolve the text box of the skill card.

Defence values do not help against effects that deal .

### STANDARD ACTIONS

You may also activate champions using the **standard actions** shown on your player dashboard. Each may only be used once per activation phase.

1. Spend the **manipulation** core to **move 1 and plan 1**.
2. Spend the **creation** core to **move 1 and heal 1**.
3. Spend the **destruction** core to **move 1 and deal 1 damage** to an adjacent enemy. This damage ignores defence.
4. Spend 1 core, **manipulation** or **creation** or **destruction** , to **move 2**.

### REACTIONS



Reaction cards are played by players, not champions. Reactions can target any of a player's champions, not just the champion whose card is being played.

You cannot play more than 1 reaction card per attack action, even if more than 1 champion is targeted by the attack. When playing a reaction during an AoE attack, choose which of your champions will be targeted by the reaction.

### 3. UPKEEP PHASE

Players ready (flip back over) their **cores**, then discard any cards that remain in their hand, and draw a new hand of 5 cards.

### ADVANCE CHALLENGE TRACK

After all players have taken a turn, move all challenge cards 1 space to the right, and draw a new challenge card. Place this in the **cannot be scored** space. Discard challenges moving right from the rightmost space.



## KEYWORDS

**BLOODED:** A champion is **bloodied** when they have suffered 3 or more damage.

**CONTROL:** A player **controls** an area when they have more champions in that area than their opponent.

**DASH X:** A **dash** is a straight-line movement of up to X spaces where the dashing champion must stay in the same hex row of the hex grid.

**DOUBLE:** After completing the resolve attack damage, deal that amount of damage to the target one more time.

**DRAW X:** Draw X cards. A player may choose to draw any number of cards fewer than X, including 0, but must declare how many they will draw before they draw any.

**FEAR X:** If an action or reaction applies **fear**, the champion who suffered the fear effect must **dash X** in a direction of their choice, as long as it is away from the source of the fear. If multiple choices are available, the champion must choose the one that takes them the furthest away from the source of the fear, moving the maximum dash value they possibly can.


**FORCE X:** The player who played the card with the **force** effect may move the target up to X hexes in any direction.

**HEAL X:** When a champion is **healed**, remove up to X damage from that champion. Unless the effect says otherwise, the champion being healed is the activating champion. A champion that has no damage on them cannot be healed.

**JUMP X:** **Jump** is a type of movement that allows the champion to move up to X hexes, and move through hexes containing enemy champions, statues, and traps without activating them. If the champion ends the movement on a trap token, the trap is activated.


**LIFESTEAL:** During the resolve attack damage step of this attack, the attacking champion is healed for an amount equal to the attack damage.

**OUT OF ACTION:** When a champion has damage equal to or higher than their **HITPOINT** value, they are taken **out of action**. Put that champion on their gate, remove all damage from them, and flip their champion card to the basic side if applicable. The opposing team gains 1 VP. The champion whose action or reaction caused the champion to be taken out of action instantly **levels up**, except if they are allied, in which case there's no level up.


When starting a turn out of action, a champion may re-enter the board by using an action with ; the first hex of movement must be spent to put the champion onto one of their team's deployment area hexes. An out of action champion cannot be targeted with any ability or effect.

**PLACE:** The champion or game element is removed from its original location and put in a new location, as described by the effect. This is not considered a movement.


**PLAN X:** The controlling player may put up to X cards from their hand onto the top of their deck.

**POISON X:** During the resolve attack damage step of this attack, if damage was dealt, deal X  to the target.



**PULL X:** Target champions are **pulled** X hexes in a straight line directly towards the champion causing the pull. They must stay in the same row of hexes. The activating champion must pull the target the full distance.

The target stops before entering a hex with a champion (ally or enemy), a statue, or the edge of the arena, and activates traps if they are pulled over or onto them. If a champion cannot be pulled the full distance for any reason, they suffer  equal to the remaining distance. If the target is not in the same hex row as the attacking champion when the pull is resolved, the pull is ignored.

**PUSH X:** Target champions are **pushed** X hexes in a straight line directly away from the champion causing the push. They must stay in the same row of hexes. The activating champion must push the target the full distance.

The target stops before entering a hex with a champion (ally or enemy), a statue, or the edge of the arena, and activates traps if they are pushed over or onto them. If a champion cannot be pushed the full distance for any reason, they suffer  equal to the remaining distance. If the target is not in the same hex row as the attacking champion when the push is resolved, the push is ignored.

**ROOT:** A **rooted** champion instantly loses any remaining movement points of the current action, and may not move, dash, swoop, or jump again during this turn. The champion may attack and use skills normally. A champion suffering root cannot be moved for the duration of the turn, but can be placed.

As the target cannot move, any push or pull distance will cause  as normal. Fear and force cannot move a champion suffering root, but do not cause , as neither keyword usually causes damage for failing to complete the movement.

**STUN:** When a champion suffers **stun**, its controller must discard a card belonging to that champion from their hand, or else reveal a hand showing no cards belonging to that champion.

**SWOOP X:** A **swoop** is a straight-line movement of up to X hexes where the swooping champion must stay in the same hex row. A swooping champion may move through enemies, statues, and traps without activating them. Traps still activate if the champion ends the swoop on a trap token.

## KEYWORDS

**BLOODED:** A champion is **bloodied** when they have suffered 3 or more damage.

**CONTROL:** A player **controls** an area when they have more champions in that area than their opponent.

**DASH X:** A **dash** is a straight-line movement of up to X spaces where the dashing champion must stay in the same hex row of the hex grid.

**DOUBLE:** After completing the resolve attack damage, deal that amount of damage to the target one more time.

**DRAW X:** Draw X cards. A player may choose to draw any number of cards fewer than X, including 0, but must declare how many they will draw before they draw any.

**FEAR X:** If an action or reaction applies **fear**, the champion who suffered the fear effect must **dash X** in a direction of their choice, as long as it is away from the source of the fear. If multiple choices are available, the champion must choose the one that takes them the furthest away from the source of the fear, moving the maximum dash value they possibly can.


**FORCE X:** The player who played the card with the **force** effect may move the target up to X hexes in any direction.

**HEAL X:** When a champion is **healed**, remove up to X damage from that champion. Unless the effect says otherwise, the champion being healed is the activating champion. A champion that has no damage on them cannot be healed.

**JUMP X:** **Jump** is a type of movement that allows the champion to move up to X hexes, and move through hexes containing enemy champions, statues, and traps without activating them. If the champion ends the movement on a trap token, the trap is activated.


**LIFESTEAL:** During the resolve attack damage step of this attack, the attacking champion is healed for an amount equal to the attack damage.

**OUT OF ACTION:** When a champion has damage equal to or higher than their **HITPOINT** value, they are taken **out of action**. Put that champion on their gate, remove all damage from them, and flip their champion card to the basic side if applicable. The opposing team gains 1 VP. The champion whose action or reaction caused the champion to be taken out of action instantly **levels up**, except if they are allied, in which case there's no level up.


When starting a turn out of action, a champion may re-enter the board by using an action with ; the first hex of movement must be spent to put the champion onto one of their team's deployment area hexes. An out of action champion cannot be targeted with any ability or effect.

**PLACE:** The champion or game element is removed from its original location and put in a new location, as described by the effect. This is not considered a movement.


**PLAN X:** The controlling player may put up to X cards from their hand onto the top of their deck.

**POISON X:** During the resolve attack damage step of this attack, if damage was dealt, deal X  to the target.



**PULL X:** Target champions are **pulled** X hexes in a straight line directly towards the champion causing the pull. They must stay in the same row of hexes. The activating champion must pull the target the full distance.

The target stops before entering a hex with a champion (ally or enemy), a statue, or the edge of the arena, and activates traps if they are pulled over or onto them. If a champion cannot be pulled the full distance for any reason, they suffer  equal to the remaining distance. If the target is not in the same hex row as the attacking champion when the pull is resolved, the pull is ignored.

**PUSH X:** Target champions are **pushed** X hexes in a straight line directly away from the champion causing the push. They must stay in the same row of hexes. The activating champion must push the target the full distance.

The target stops before entering a hex with a champion (ally or enemy), a statue, or the edge of the arena, and activates traps if they are pushed over or onto them. If a champion cannot be pushed the full distance for any reason, they suffer  equal to the remaining distance. If the target is not in the same hex row as the attacking champion when the push is resolved, the push is ignored.

**ROOT:** A **rooted** champion instantly loses any remaining movement points of the current action, and may not move, dash, swoop, or jump again during this turn. The champion may attack and use skills normally. A champion suffering root cannot be moved for the duration of the turn, but can be placed.

As the target cannot move, any push or pull distance will cause  as normal. Fear and force cannot move a champion suffering root, but do not cause , as neither keyword usually causes damage for failing to complete the movement.

**STUN:** When a champion suffers **stun**, its controller must discard a card belonging to that champion from their hand, or else reveal a hand showing no cards belonging to that champion.

**SWOOP X:** A **swoop** is a straight-line movement of up to X hexes where the swooping champion must stay in the same hex row. A swooping champion may move through enemies, statues, and traps without activating them. Traps still activate if the champion ends the swoop on a trap token.