BRAWLHALLA

THE CARD GAME

RULEBOOK 0.7

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WELCOME TO BRAWLHALLA: THE CARD GAME

LEGENDS, ASSEMBLE! BEYOND THESE PAGES LIES A BATTLEGROUND. A CONTEST OF STRENGTH AND SKILL. THIS ISN'T JUST A CARD GAME—IT'S A CLASH OF DESTINIES. GRAB YOUR DECK, SUMMON YOUR INNER WARRIOR, AND FACE OFF IN EXPLOSIVE COMBATS. FRIENDS BECOME RIVALS, TABLES BECOME ARENAS, AND BRAGGING RIGHTS ARE FORGED IN THE HEAT OF BATTLE.

DON'T BE FOOLED BY THE EASY ENTRY POINT! LIKE THE DIGITAL BRAWLER THAT INSPIRED IT, WITH ITS SIMPLE CONTROLS THAT LET NEWCOMERS JUMP RIGHT INTO THE ACTION, THIS GAME REWARDS MASTERY AND WIT. BUILD CUNNING STRATEGIES, READ YOUR OPPONENTS, AND UNLEASH DEVASTATING COMBOS. THINK FAST, PLAY BOLD, AND CARVE YOUR LEGEND—BECAUSE IN THIS ARENA, ONLY ONE FIGHTER WILL STAND VICTORIOUS!

COMPONENTS

6 LEGEND CHARACTER CARDS

- Legend Power
- Health Tracker

Character cards shown: BÖDVAR, HATTORI, NIX, MORDEX, ORION, YUMIKO

120 ACTION CARDS
(20 CARDS PER LEGEND)

- Card Value
- Knockback Bonus
- Card Name
- Special Effect

6 DOUBLE-SIDED WEAPON CARDS
(1 CARD PER LEGEND)

- Weapon Name
- Weapon Power

Weapons shown: KAMI BOW, WARHAMMER

4 DOUBLE-SIDED AID CARDS

ATTACK / PLAYER'S TURN

12 KO CARDS
(4 SETS OF 3 CARDS)

- Game Over
- Bonus
- Back
- Number
- Front

20 DOUBLE-SIDED TERRAIN CARDS

- Air space
- Platform space

6 LEGEND STANDEES

4 DOUBLE-SIDED DAMAGE TOKENS

- +1 Knockback
- +2 Knockback

4 FLAMING SWORD TOKENS

2

SETUP (1V1)

Set up the **Arena** for a **2-player** (**1v1**) by placing the **Platform**/**Air** cards and **Flaming Sword** tokens as shown below (for convenience, all **Arena** cards are referred to as "**spaces**").

Each **player**:

• Chooses their **Legend**.

• Places the corresponding **Legend** card in front of them, then put the matching **Standee** on the top row of the **Arena**.

• Places the corresponding **Weapon** card. Each Legend has its own color-coded, double-sided **Weapon** card. A Legend cannot use another Legend's weapon.

• Places their **Damage** token nearby.

• Takes their **20 Action** Cards (4 of each value from 1 to 5), and places the deck face down next to their **Legend** Card. Each **Action** deck is color-coded and belongs to a specific Legend. Cards from different Legends cannot be mixed.

• Takes **2 KO** cards. Card #**1** at the bottom and Card #**2** on top.

• May takes a **Game Aid** card.

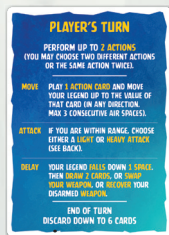• Shuffles their **Action** deck, then draw **4** cards to form their starting hand.
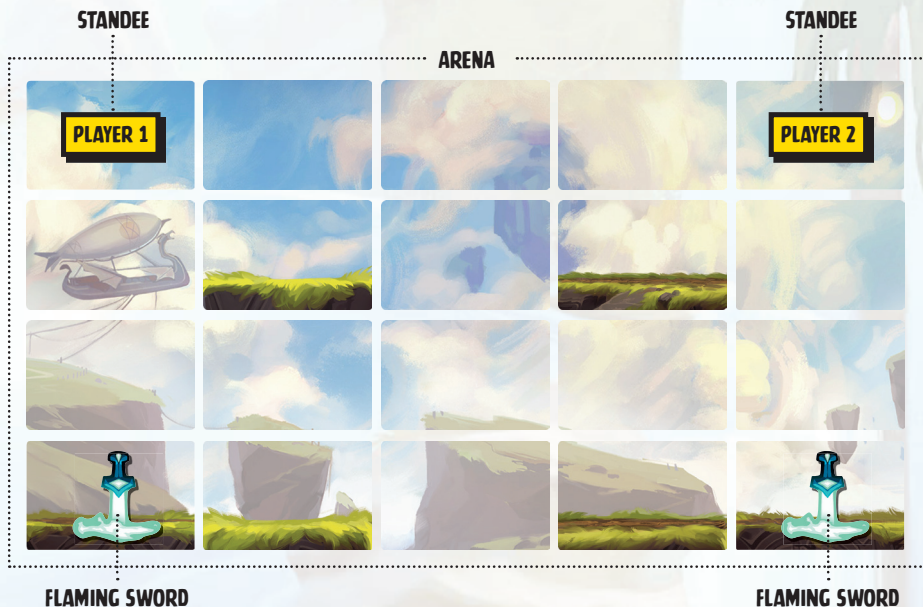
WEAPON CARD

DAMAGE TOKEN

KO CARDS

STANDEE

STANDEE

ARENA

PLAYER 1

PLAYER 2

FLAMING SWORD

FLAMING SWORD

AID CARD

LEGEND CARD

ACTION CARD DECK

STARTING HAND

3

HOW TO PLAY

Brawlhalla: The Card Game is played in a series of rounds where each player performs **2 Actions**. The game ends when all but **1 Legend** or team is fully knocked out.

The youngest player takes the first turn. Play then proceeds clockwise. In a **2-vs-2** match, passes to the next team (see **Match Formats p.11**).

The active player may perform up to **2 Actions** per turn — either **2 different Actions** or the **same Action twice** — chosen from the following: **MOVE**, **DELAY**, or **ATTACK**.
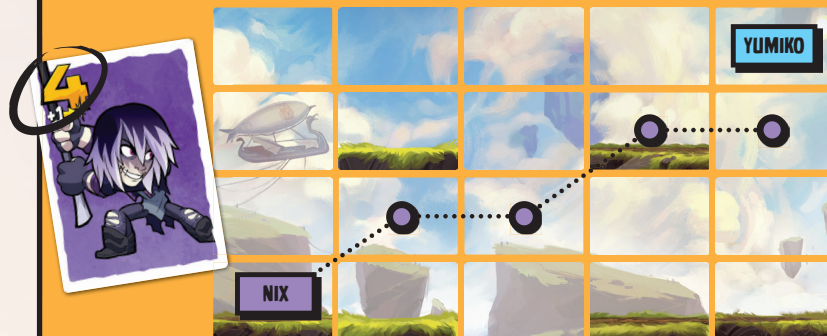
MOVE

The player plays **1 Action** card and may move up to the value shown on the card, from **1 adjacent space** to another, in any direction — but never across more than **3 consecutive Air spaces**. The player may choose to move fewer spaces than the card's value. When performing a **Move Action**, a Legend moves **space** by **space**. Each new space must share a side or a corner with the previous one.

A Legend may pass through a **space occupied** by another player, but can never **end their movement** on the same **space**. The Legend may end their movement on either a **Platform** or an **Air space**. Then, the player discards the card that was played.

A player cannot move up or down through a **Platform** or **2 Platform spaces** that are directly adjacent on the same line, as they form a single continuous Platform.

Example: Nix played a **4** to reach the **space** under **Yumiko**. She can't move across more than 3 consecutive **Air space** so she need to move on at least **1 Platform** during her movement.

Example:
Nix play a **2** so she can move **2 spaces** in **Straight Line** or **Diagonally.**
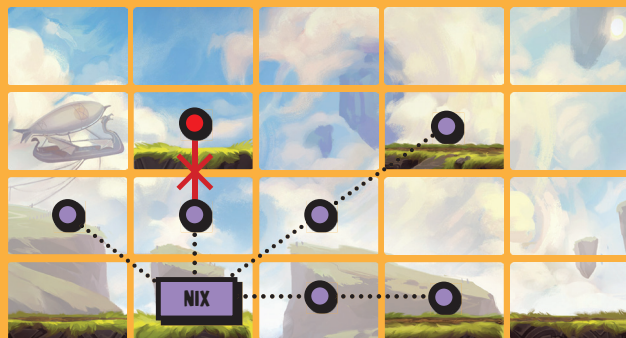
A player may move their **Legend** in **any path** they choose. Movement is not restricted to straight lines. **Combinations** of **directions** are allowed during the same movement.
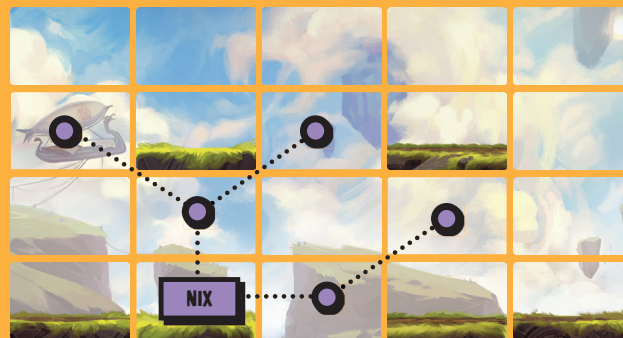
DELAY

The **player** who decides to **Delay** performs both steps in order:

1. GRAVITY

Legends are affected by **gravity**!

If a Legend is positioned on an **Air space** of the **Arena**, they must fall **one space downward** (diagonally or vertically).

Platform spaces prevent falling. If a Legend were to land on a **space** already **occupied** by another player, it must adjust its fall to land on the nearest available **space** to its left or right. If all three **spaces** are unavailable, the Legend remains in its **current space**.

Example: Player 1 performs a **Delay Action**. **Gravity** is then applied. However, since **Player 2** is directly below, **Player 1** may choose to land on the **space** to the left or right instead.

PLAYER 1

PLAYER 2

2. DRAW ACTION CARDS OR SWAP WEAPON

Draw: Take **2** cards from the top of your deck and add them to your hand. If your deck is empty, shuffle your discard pile to form a new deck, then take **1** level of damage.

If you are already at the red damage level, your **Legend** is **KO**'d.

OR

Swap / Recover Weapon: Flip your **Weapon** card to its opposite side to gain access to a new weapon.

If your Legend is **Disarmed**, recover your weapon by flipping the **Flaming Sword** token to its **Equipped** side (see **Weapons p.9**).

Note: Off-stage spaces are treated as **Air spaces** (see **p.8**).

ATTACK

The player who decides to **attack** (the **attacker**) must have their **Legend** in a **space adjacent** to the opponent's **Legend** (the **defender**) or within **range** if they have a power that specifies this.

● **ADJACENT**

● **RANGE**

Unlike Platforms, **Legends do not block line of sight**.

When using a **Power** that allows a **ranged attack**, the attacker may target any opponent within range, even if another Legend stands between them.

Example: Yumiko declare an **Attack**. Using her Kami Bow, she can target **Bödvar** or **Nix**, but not **Hattori**, as the **Platform** blocks the attack's line of sight.

KAMI BOW
BEFORE COMBAT:
YOU MAY DECLARE COMBAT AGAINST AN OPPONENT
UP TO 3 SPACES AWAY
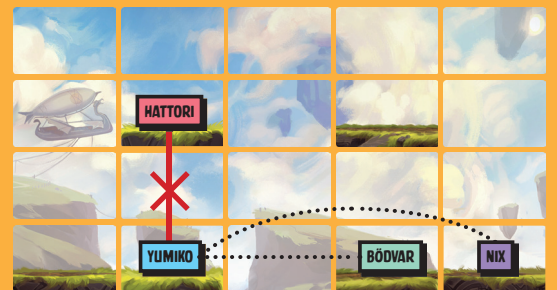
Before an **Attack** begins, the **Attacker** declares whether the Attack is **Heavy** or **Light**. The **active player** is the **Attacker**.

Important: **Light Attacks** can be performed with or without a **Weapon**. However, a **Heavy Attack** can only be performed when the **Legend** is equipped with their **Weapon**.

LIGHT

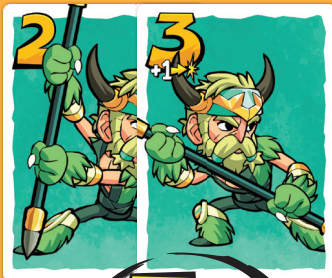**1.** The **Attacker** plays <u>ONE Action</u> card face up (except if a specific bonus applies).

2. The **Defender** may play one or more cards, adding up the values — the total must at least match the **Attacker**'s **Action** card value to successfully defend.

3. The **Attacker** may then add one or more **Action** cards from their hand to exceed the **Defender**'s total.

4. **Phases 2** and **3** repeat until a player **chooses to pass**. The Attack then proceeds to **Phase 5**.

5. Check if the **Attack** hits:

✓ If the Attack value is **higher** than the **Defense** value, the **Attack succeeds** and the **Defender** takes **1 Damage** (see **p.10**).

✗ If the **Defense** value is **equal to** or **higher** than the Attack value, the **Attack** is **blocked** and no Damage is dealt.

6. All cards played are discarded.

Example: Bödvar is the **Attacker** and plays a **2**. Hattori is the **Defender** and plays a **3**. Bödvar decides to add a **3** for a total of **5** to exceed Hattori's defense. Hattori then plays a **5** for a total of **8**. Bödvar passes, the **Attack** is **blocked**, and **no Damage** is dealt.

HEAVY

1. The **Attacker** plays **1 Action** card face up.

2. The **Defender** may play **1 Action** card of the exact same value as the **Attacker**'s card.

3. Check if the **Attack** hits:

✓ If the **Defender** does not play a card, the **Attack** is successful. The **Attacker** applies **Knockback** based on the **Defender**'s damage level, the **Knockback** value of the card played, and any relevant special **effects** (see **p.10**).

✗ If the **Defender** plays one **Action** card with a value exactly matching the **Attacker**'s card, the **Attack** is dodged. Combinations or higher-value cards do not count — it must be an exact match.

4. All cards played are discarded.

Example: Bödvar is the **Attacker** and plays a **3**. Hattori is the **Defender** and plays a **3** to **dodge** the **Heavy** attack.

If **Hattori** didn't have a **3**, **Bödvar** would have hit with his **Attack**.

END OF A PLAYER'S TURN

At the end of their turn, a **player** cannot have more than **6** cards in their hand. If this is the case, they discard as many cards as they wish to reduce their hand to **6** cards.

END OF GAME

A **Legend** is eliminated as soon as it draws its last **KO** card (#**1**).

The game ends when only one **Legend** remains in the **Arena** — that **Legend** wins!

THE ARENA

The **Arena** consists of **Platform** and **Air spaces**. **Platform** spaces block movement both from above and below — a Legend cannot move through or pass under a **Platform**.

PLATFORM SPACE

AIR SPACE

The **Arena** also includes a set of empty **spaces** adjacent to its outer edges, called **Off-stage spaces** (represented by stars in the diagram below).

A **Legend** can move through or be **knocked back** into these virtual **spaces**, which are treated as **Air spaces**. If a **Legend** moves beyond the Off-Stage **spaces** and crosses the **KO Line** (shown as the red dotted line in the diagram), they take **Damage** or are **KO**'d (see **Damage**, **Knockback** & **KO p.10**).

KO LINE

OFF-STAGE SPACES

Example: **Mordex** starts his turn in an empty **Air space** just outside the left edge of the **Arena** (an **Off-stage space**). He plays an **Action** card (value **3**) and uses it to move through **Off-stage spaces** to return safely onto a **Platform**.

MORDEX

8
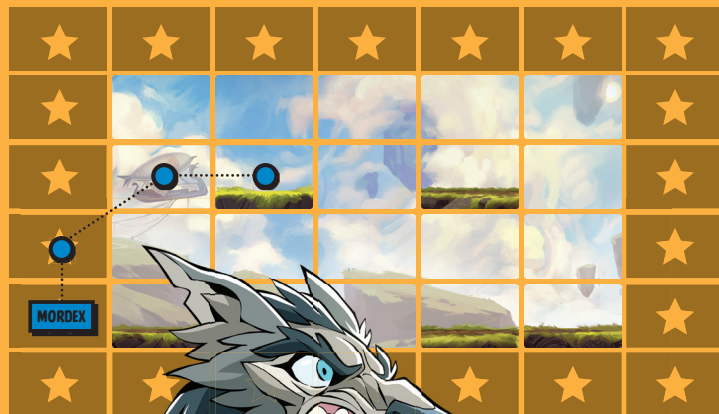
WEAPONS

A Legend equipped with a **Weapon** can use that weapon's special power and perform both **Light** and **Heavy Attacks**.

A Legend without a **Weapon** is considered unarmed: they may still perform **Light Attacks**, but cannot perform **Heavy Attacks** and do not benefit from any weapon power.

PICKING UP A WEAPON (FLAMING SWORD TOKEN)

To pick up a **Weapon**, a player must move through or end their turn on a **Flaming Sword** token.

When they do, they place the token (on its "**Equiped**" side) on their **Weapon** card, to show that their Legend is now **armed**.

At the start of the game, one **Flaming Sword** token is placed on the **Arena** for each player. A Legend may pick up any available token on the **Arena**, but can never carry more than one **Weapon** at a time.

EQUIPED

DISARMED

LOSING A WEAPON - DISARM

Some **Powers** can disarm Legends. When this happens, the **player** whose **Legend** is **Disarmed** flips their **Flaming Sword** token to its "**Disarmed**" side and leaves it on their **Weapon** card. While **Disarmed**, the player cannot use their **Weapon** for **Attacks**.

Important: To recover a **Disarmed Weapon**, a **player** must perform a **Delay** action to re-equip their **Weapon**.

Note: A **player** may choose not to use their weapon's special power, even if their **Legend** is equipped and the conditions to use it are met.

Reminder: Using the **Delay Action** allows a **player** to swap their **Weapon** card to the other side, effectively changing **Weapons** and gaining access to the new **Weapon's Power**.

LEGENDS WEAPONS

BÖDVAR

BROAD SWORD

WARHAMMER
AFTER HEAVY COMBAT:
IF YOU LOSE THE COMBAT, YOU STILL INFLICT 1 KNOCKBACK TO YOUR OPPONENT

AFTER LIGHT COMBAT:
IF YOU WON THE COMBAT, YOUR OPPONENT CHOOSE 1 CARD WITH VALUE OF 1 OR 2 AND DISCARD IT

HATTORI

KATANA

YARI
BEFORE COMBAT:
YOU MAY DECLARE COMBAT AGAINST AN OPPONENT UP TO 2 SPACES AWAY

AFTER LIGHT COMBAT:
IF YOU WON THE COMBAT, A CLOUD OF SMOKE MAKES YOUR LEGEND DISAPPEAR AND REAPPEAR 1 SPACE AWAY

YUMIKO

THE TALISMAN

KAMI BOW
BEFORE COMBAT:
YOU MAY DECLARE COMBAT AGAINST AN OPPONENT UP TO 3 SPACES AWAY

AFTER COMBAT:
IF YOU WON THE COMBAT AS THE DEFENDER, INFLICT 1 KNOCKBACK TO YOUR OPPONENT

ORION

ARMORED ATTACK

SUNFORGED SPEAR
BEFORE HEAVY COMBAT:
YOU MAY MOVE YOUR LEGEND UP TO 2 SPACES TOWARD AN OPPONENT TO PERFORM A HEAVY ATTACK

DURING LIGHT COMBAT:
EVEN WHEN YOU ARE THE ATTACKER, YOU WINS TIES

NIX

DEATH THROW

THE APPOINTMENT
AFTER HEAVY COMBAT:
IF YOU WON THE COMBAT, INFLICT KNOCKBACK IN ANY DIRECTION, IOW, IT MAY CHANGE IN EACH SPACE

DURING LIGHT COMBAT:
YOU MAY TARGET 2 ADJACENT OPPONENTS; THEY DEFEND SEPARATELY. IF YOU TARGET ONLY ONE, ADD 2 TO THE TOTAL VALUE OF YOUR CARDS

MORDEX

RIPPERS

CULL
AFTER LIGHT COMBAT:
IF YOU WON THE COMBAT AS THE ATTACKER, YOU MAY SWAP POSITIONS WITH THE DEFENDER

AFTER HEAVY COMBAT:
IF YOU WON THE COMBAT AS THE ATTACKER, PLACE THE DEFENDER IN AN EMPTY SPACE ADJACENT TO MORDEX BEFORE KNOCKBACK IS APPLIED

YARI
BEFORE COMBAT:
YOU MAY DECLARE COMBAT... UP TO 2 SPACES...

KATANA
AFTER LIGHT COMBAT:
IF YOU WON THE COMBAT, A CLOUD OF SMOKE MAKES YOUR LEGEND DISSPEAR AND REAPPEAR 1 SPACE AWAY

DAMAGE, KNOCKBACK & KO

Each Legend begins the game at full health, with **no Damage** token. When a Legend takes Damage, place the **Damage** token on its Legend card with the **Yellow** side face up. If the Legend takes **Damage** again, flip the token to the **Red** side.

A Legend can never exceed **2 Damage** levels.
The token does not go beyond **Red**.

KNOCKBACK

When a Legend suffers a successful **Heavy Attack**, it is pushed in the direction opposite to the **Attacker**.

If the destination **space** is already occupied by another Legend, place the knocked-back Legend on the nearest adjacent **free space** instead. The number of **spaces** a Legend is **knocked back** depends on its current damage level:

- **No Damage token**: No **Knockback**
- **Yellow token**: pushed **1 space**
- **Red token**: pushed **2 spaces**

Then, add the value of the **Action** card played by the attacker:

- 1-2 = No **Knockback**
- 3-4 = pushed **1 space**
- 5 = pushed **2 spaces**

The **Knockback** immediately ends if the path is blocked by a **Platform**.

KNOCKBACK & KO LINE

If a **Knockback** pushes a **Legend** beyond the **KO Line**, that **Legend** takes **1** level of **Damage** for each additional **space** crossed beyond that line and remains in the Off-Stage area.

If the **Legend** already has a red **Damage** token when crossing the **KO Line**, or if this new **Damage** pushes their level beyond red, the **Legend** is immediately **KO**'d.
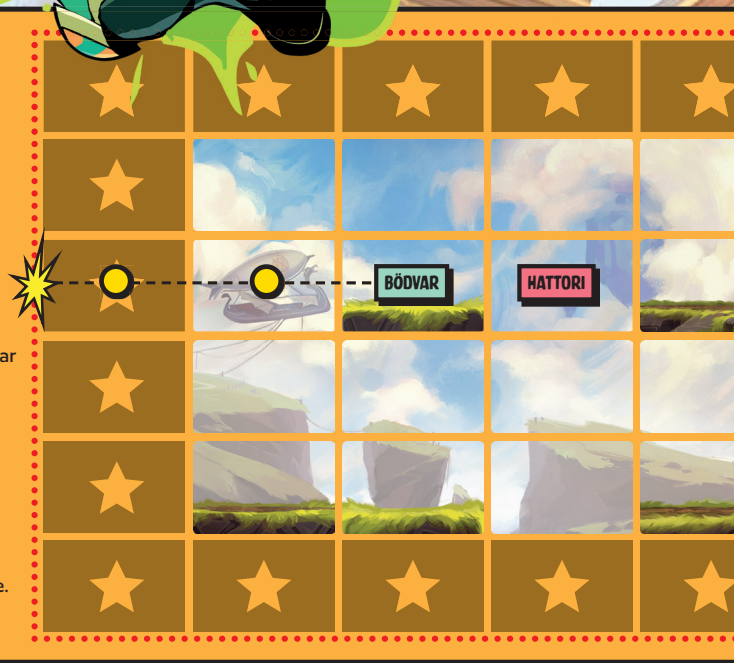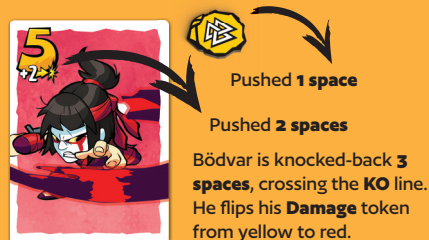
> **Reminder**: A **Legend** can never move beyond the **KO Line**.

Example 1: Hattori lands an **Heavy Attack** on Bödvar by playing a **4**. Bödvar has a **Red** token.

Pushed **2 spaces**

Pushed **1 space**

Bödvar is knocked-back **3 spaces**, across the **KO** line and is **KO**'d.

Example 2: Hattori land an **Heavy Attack** on Bödvar by playing a **5**. Bödvar have is **Yellow** token.

Pushed **1 space**

Pushed **2 spaces**

Bödvar is knocked-back **3 spaces**, crossing the **KO** line. He flips his **Damage** token from yellow to red.

KO & RESPAWN

When a Legend is **KO**'d, follow these steps:

1. **Draw** the top **KO** card and place it face up next to the **Legend** card.

2. Remove the **Damage** token from the **Legend** card.

3. Remove the **Flaming Sword** token from the **Weapon** card (if any). The **KO**'d Legend is now unarmed and must pick up their weapon again before they can use it.

4. Respawn the Legend on any top-row **space** of the player's choice.

5. The opponent who caused the **KO** (or the next player clockwise, if none) places the **Flaming Sword** token on any available **Platform space** of their choice.

If a player draws their final **KO** card (**#1**), their Legend is **eliminated**, and the game ends for them immediately!

KO CARDS

Each player starts the game with **2 KO** cards:

- Card **#2** provides a bonus **effect**.

- Card **#1** means **Game Over** — the Legend is **eliminated**.

Whenever your Legend is **KO**'d, reveal the top card of your **KO** deck and place it face up next to your **Legend** card.

On your turn, you may use a revealed **KO** card (**#2**) to gain one of the following bonuses:

- **+1 Knockback** on a successful **Heavy Attack**

- **+1 Damage** on a successful **Light Attack**

- **+1** additional **Action** (**Move**, **Attack**, or **Delay**)

ADDITIONAL GAME MODES

CLASSIC MODE

Each **player** now has a set of **3 KO** cards (**#1**, **#2**, and **#3**). Playing in Classic Mode tends to make games last longer.

BLITZ MODE

There are no **KO** cards — being knocked out of the **Arena** results in instant elimination.

DISCOVERY MODE (RECOMMENDED FOR FIRST GAMES)

The Discovery Mode is the perfect way to learn the basics before introducing the full depth of **Powers** and **effects**.

This mode lets new and younger players focus on the core gameplay — moving, attacking, and using their Legends — without having to manage complex **effects** just yet.

In this mode:
- **Players** ignore all **effects** written on their **Action** cards.
- Only **Legend Powers** and **Weapon Powers** are **active**.
- All other rules (movement, attacks, damage, and **KO**) remain the same.

MATCH FORMATS

1V1 - DUEL

- A tactical battle between two **players**.
- Each **player** controls their own **Legend** and deck.
- The last **player** standing wins.

2V2 - TEAM BATTLE

- Four **players** form two teams of two.
- Each **player** uses their own deck and **Legend**.
- A team is eliminated when both teammates are out.

Turns proceed in this order:
Player 1 (Team A) ➡ **Player 1** (Team B) ➡ **Player 2** (Team A) ➡ **Player 2** (Team B)

> **Note**: Each **player** uses their own **KO** cards — **KO** cards are not shared.
>
> When a **player** is eliminated, their teammate continues to play, taking their turn after each opposing team member.

FREE-FOR-ALL (3 OR 4 PLAYERS)

- Every **Legend** fights for themselves!
- Each **player** uses their own deck and **Legend**.
- The last surviving **Legend** wins — no alliances, no mercy!

POWERS & TRIGGERS

Some **Action** cards feature **Powers** with Triggers indicating when their effects occur — for example, **after moving**, **during Attack**, or **after Attack**.

If multiple **effects** are triggered at the same time, each player may only apply one **effect** per identical trigger.

Unless otherwise specified, a **Power** can be used by either the **Attacker** or the **Defender**, and applies in both **Light** and **Heavy** combat.

DETAILED COMBAT PHASES

> **Important**: **Players** are never required to **apply** an **effect**. They may choose whether or not to trigger it.

1. DECLARE ATTACK

- If the **active player** (**Attacker**) is adjacent to or within range of an opponent, they may choose the **Attack** action.
- The **Attacker** declares the type of **Attack**: **Light** or **Heavy**. A **Heavy Attack** can only be performed if the **Legend** is equipped with a **Weapon**.

2. PREPARATION (BEFORE)

- The **Attacker** plays one card face up (Except if a **Power** states otherwise).
- Apply any **effects** with the "**Before**" trigger condition. Only the **Attacker** may trigger "**Before**" **effects**.

3. ACTION (DURING)

The **Defender** now plays their card(s) depending on the type of **Attack**:

- **Light Attack**:
  o The **Defender** plays one or more cards to match or exceed the **Attacker**'s total.
  o The **Attacker** may then add more cards to exceed the defender's total, and so on, until one **player** passes.
- **Heavy Attack**:
  o The **Defender** may play only one single card with the exact same value as the **Attacker**'s card. No modifier can affect the card value.

During a **Light Attack**, multiple cards with a "During" **effect** may be played. Each **player** may trigger only one **effect** of each type (Before, During, or **After**) per **Attack** phase, even if multiple cards are played. A "During" **effect** must be triggered immediately when the card is played — it cannot be activated retroactively.

4. RESOLVE ATTACKS

Compare the final totals:

- **Light Attack**:
  o If the **Attacker**'s total is higher, the **Defender** takes **1** damage.
  o If the totals are tied or lower, the **Attack** is dodged, and therefore the **Defender** suffers no damage.
- **Heavy Attack**:
  o If the **Defender** did not play a matching card, the **Attack** hits and applies a **Knockback**.
  o If the value matches, the **Attack** is dodged, and therefore the **Defender** isn't **knocked back**.

5. AFTER ATTACK (RESOLUTION)

- Apply all **effects** with the "**After**" condition.
  o Resolve the **Attacker**'s **effects** first.
  o Then resolve the **Defender**'s **effects**.
- Finally, all **Legends** involved in the **Attack** discard all their played cards.

SEQUENCE SUMMARY

1. Declare ➡ Choose **Attack** type.

2. Before ➡ Apply preliminary **effects**.

3. During ➡ Apply **effects** as cards are played.

4. Resolve ➡ Compare totals. Apply **Damage** or **Knockback**.

5. After ➡ Apply post-attack **effects** and discard all played cards.

GLOSSARY OF TRIGGERS

ATTACK PHASE

BEFORE ATTACK	Triggers during the **Preparation Phase** of a **Light** or **Heavy Attack** — can only be performed by the **Attacker**.
BEFORE LIGHT ATTACK	Triggers during the **Preparation Phase** of a **Light Attack** — can only be performed by the **Attacker**.
BEFORE HEAVY ATTACK	Triggers during the **Preparation Phase** of a **Heavy Attack** — can only be performed by the **Attacker**.
DURING ATTACK	When played, it immediately triggers the **effect** during the **Action Phase** of a **Light** or **Heavy Attack** — can be performed by both the **Attacker** and **Defender**.
DURING LIGHT ATTACK	When played, it immediately triggers the **effect** during the **Action Phase** of a **Light Attack** — can be performed by both the **Attacker** and **Defender**.
DURING HEAVY ATTACK	When played, it immediately triggers the **effect** during the **Action Phase** of a **Heavy Attack** — can be performed by both the **Attacker** and **Defender**.
AFTER ATTACK	Triggers during the **After Phase** of a **Light** or **Heavy Attack** — Resolve **effects** in order: the **Attacker**'s **effect** is applied first, followed by the **Defender**'s **effect**.
AFTER LIGHT ATTACK	Triggers during the **After Phase** of a **Light Attack** — Resolve **effects** in order: the **Attacker**'s **effect** is applied first, followed by the **Defender**'s **effect**.
AFTER HEAVY ATTACK	Triggers during the **After Phase** of a **Heavy Attack** — Resolve **effects** in order: the **Attacker**'s **effect** is applied first, followed by the **Defender**'s **effect**.

MOVEMENT PHASE

BEFORE MOVE	Triggers before the **Legend** makes its movement.
AFTER MOVE	Triggers once the **Legend** has finished moving.

LEGEND POWER

This **effect** is always **active** and is triggered automatically whenever the conditions described in its text are met. A **Player** may decide not to use their **Legend Power**.

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