

FACTION FIGHTERS



Rule Book



TABLE OF CONTENTS

Introduction	3
Objective	3
Components	3
Pre-Built Teams	4
Setup	5
Cards in Your Deck	6
The Game Round	8
Draw Phase	
Scout Phase	
Bolster Phase	
Resolution Phase	
Round Tie	
Game End	9
Round Example	9
Odds and Ends	10
Time for Adventure	10
Ability Clarifications	10
Drafting a Deck	11
Credits	11
Find Out More	11
Quick Reference	12



INTRODUCTION

A storm of Power Orbs mysteriously rains on the world. Learn to wield the Orbs as you battle your way to Shard Peak. Will you uncover the mystery of the sudden storm?

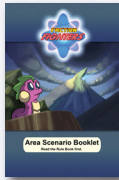
OBJECTIVE

Each game takes place at one of four area deck locations where you compete for the most Victory Points through tactical combat. During each round you simultaneously battle for an event card, which varies in point value. Earn the most Victory Points to win the game.

COMPONENTS



Rulebook



Scenario Book



2 Bluffy
Cards



32 Fighter
Cards



6 Power Orb
Cards

4 Area Tuck Boxes Containing:



12-Card "Starfall Fields" Area Deck
1 Reference Card



15-Card "Gem Hollow" Area Deck
4 Unlockable Fighter Cards
1 Reference Card



12-Card "Doomsday Bay" Area Deck
5 Unlockable Fighter Cards
1 Reference Card



12-Card "Shard Peak" Area Deck
6 Unlockable Fighter Cards
1 Reference Card



PRE-BUILT TEAMS

Sort the cards into the following teams:



Hiss's team excels at bringing strength to the battle.

Team Hiss

Triple Factions

Snake Friends
Loot Raccoons
Dingos



Galazar's team is best at planning for future rounds.

Team Galazar

Metagons
Spikey Weeds
Mind Readers

Double Faction Croko Eggs

Buff Bilbys

Legendary

Treegrith

Vermega

Standard

Orbs (1,2, & 3)
Wilds (1,2,3, & 4)
Bluffy

Orbs (1,2, & 3)
Wilds (1,2,3, & 4)
Bluffy

Each deck contains 20 cards.



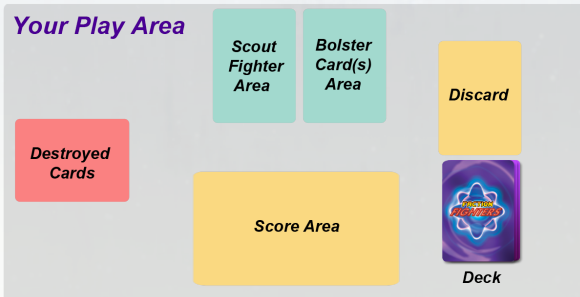
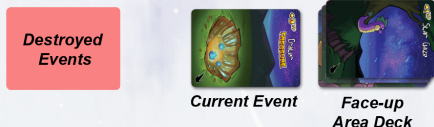
No two Factions are alike! Teams are asymmetrical. Pay attention to what abilities your opponent can use.

SETUP

1. Sit across from your opponent. Choose Team Hiss or Team Galazar as your starter deck as shown on the left. Experienced players may instead draft a deck (see “Drafting a Deck” page 11).
2. Remove the Bluffy and shuffle. Place your deck face-down on the table.
3. Draw 5 cards. Add the Bluffy for a total of 6.
4. Select and set up an area deck. The first area is Starfall Fields. It is differentiated by a comet icon in the bottom right corner. 🖱️ Open the Starfall Fields deck box. Remove the reference card, and then shuffle the deck. If a Faction Fighters card back is on top, continue shuffling until it is not. Flip the deck over. Draw the card that is now face-up and place it adjacent to the deck as the starting event.

Sample setup and play area for Starfall Fields.

Opponent's Play Area



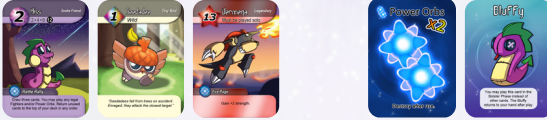
Event Cards

The cards in an area deck are called events. Treasures are some of the most valuable events. Most events have a victory point value and some also have an additional effect as described on the card.



CARDS IN YOUR DECK

Your deck has 3 types of Fighters, each with different rules regarding when they can be played. Your deck also contains Power Orbs and the Bluffy.



Faction Fighters



Your deck contains 4 different Factions, each with a unique name and color. You are limited to playing only 1 Faction each round. Fighters from different Factions do not mix. You can only have 1 color of fighters in play each round. Fighters of the same Faction also share the same background art. Faction Fighters' abilities only activate when you play their cost in Power Orbs.

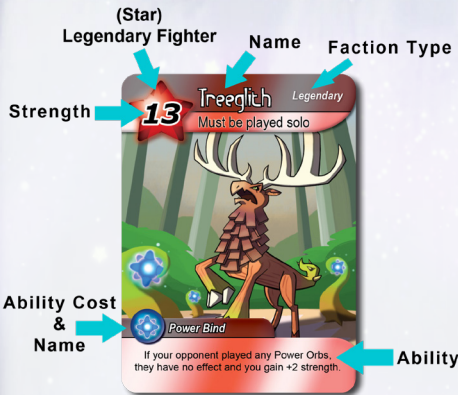
Wild Fighters



Your deck contains 4 Wild Fighters. Wilds are colorless and any number of Wilds can be played alongside your Faction Fighters in the same round. Wilds can also be played by themselves.



Legendary Fighters



Your deck has only 1 Legendary Fighter. Legendaries are so powerful that they must be played solo. You cannot play any other Fighters, including Wild Fighters, the same round you play your Legendary. Their ability activates when you play enough Power Orbs.

Power Orbs



Your deck contains 3 Power Orb cards each with a unique value. Play Orbs in the Bolster Phase to activate the abilities of your played Fighters. Each ability has a cost, which is shown by the number of Orbs in the icon. The number of Orbs you play must match or exceed the total cost of the ability(ies) you wish to activate.



Cost 1



Cost 2



Cost 3

If you play Orbs, mentally choose the ability(ies) you are activating before revealing your cards. You cannot switch which abilities you activate after cards are revealed. Even though Orbs are played in the Bolster Phase, they may be used to activate abilities of Fighters played in either phase. Orbs are single use. When played, place them in your destroy pile at the end of the round.

The Bluffy



The Bluffy card starts in your hand and is not a Fighter. You may play the Bluffy instead of playing any other cards in the Bolster Phase. Playing the Bluffy saves cards for future rounds. At the end of the round, the Bluffy returns to your hand.

THE GAME ROUND

Play simultaneously. Complete each phase at the same time as your opponent.

Each round has 4 phases:

1. Draw Phase (Skip the first round.)

Draw 2 cards from your deck.

If your deck is empty, first shuffle your discard pile to form a new deck. Destroyed cards will not cycle back into your deck.

2. Scout Phase

Play a Fighter face down. Reveal when both players are ready.



Playing a Wild in the Scout Phase allows you to be flexible with which one of your Factions you play in the Bolster Phase.

3. Bolster Phase

In a face-down concealing stack, play any number of additional matching color Faction Fighters, Wilds, and/or Power Orbs or play just the Bluffy. Place your hand on the stack to keep the number of cards played a secret. Reveal simultaneously when players are ready.

4. Resolution

- **Activate Abilities** - If Power Orbs are played, players simultaneously activate declared abilities.
- **Sum Up Strength** - Add the total strength of your remaining Fighters in play and from activated abilities. The player with the highest total strength wins the round.
- **Claim Event** - The winner claims the event card, follows the text on the card, and places it in their score area, except when stated otherwise.
- **Clean Up** - The loser destroys their lowest-strength Fighter in play. All players destroy played Power Orb cards and discard remaining played fighters. Draw a new current event.

Repeat beginning with the Draw Phase.

Round Tie

If both players' total strength is tied in a round, destroy the current event. Both players destroy their lowest-strength Fighter in play.

GAME END

After competing over the last area deck event, the game is over. Add up the total Victory Points on the event cards you've claimed. Whoever has the most points wins the game.

Game End Tie

If the total Victory Points are the same for both players, play an eventless round to determine the winner.

ROUND EXAMPLE

Cliff and Susan are in the middle of a game of Faction Fighters. They both draw 2 cards from their own decks to start a new round.

Cliff plays Hiss face down as his Scout Phase Fighter. Susan plays Minnowtarp face down as her Scout Phase Fighter. Both Cliff and Susan reveal their cards.



Cliff plays a Power Orb, Hisserpent, and Wattnot face down in a neat stack as his Bolster Phase cards. Likewise, Susan plays Gillgantic and Power Orbs x3 face down. Both players reveal their stacks, declaring any abilities they are activating.



Cliff activates Hiss's ability, allowing him to look at the top 3 cards of his deck. He finds and plays Servenom and Hydragon. He replaces the unused third card he drew.



Susan's Gillgantic ability destroys all of Cliff's fighters who have 3 or less strength, destroying both Hiss and Wattnot. Therefore, Hiss's and Hydragon's base strength will not count toward Cliff's total. Minnowtarp's ability also activates and adds 4 strength to Susan's total.



Susan has a total strength of 16. Cliff has 14. Susan wins the round and places the current event in her score area. Cliff loses. He puts his lowest strength fighter, Servenom or Hydragon, in his destroy pile. All played Power Orbs are destroyed. They draw the next event, and a new round begins.



ODDS AND ENDS

- The cards in your hand are kept secret, but the number of cards in a player's hand is open knowledge.
- There is no hand limit.
- You may search any discard or destroy pile.
- In the rare occurrence you don't have a Fighter to play in the Scout Phase, you must play the Bluffy. Your opponent automatically wins the round.
- You may only shuffle your discard back into your deck when the draw pile is empty and you need to draw a card.
- To avoid confusion of which ability(ies) you are activating, you may arrange your face-down Bolster cards so that your Power Orbs are below the Fighter(s) you are activating. An Orb activating the Scout Phase Fighter would be on top of the stack.

TIME FOR ADVENTURE!

You've finished your first game! Rules for additional areas are in the scenario book. To experience the story, read the scenario book from the beginning, playing each area in order. Games can be played consecutively or over multiple play sessions. New Factions will be unlocked as you complete the story.

If you prefer to forego the story, you may instead play any of the area deck locations. Open the area packs to make all Factions available for drafting.

ABILITY CLARIFICATIONS

- When activating multiple abilities, you choose the order your abilities resolve.
- If an ability discards or destroys Fighter(s), activated abilities on those Fighter(s) trigger before they are destroyed.
- The strength of Fighter(s) discarded or destroyed by abilities do not count toward your total.
- Your abilities that affect your cards activate before your opponent's abilities that affect your cards.
- A specific ability can only be activated once per round.
- Some abilities refer to Treasures. Not all events are Treasures, only those that say "Treasure" in their title.
- If you have an excess of played Power Orbs and one of your abilities adds more Fighters to play, you may choose to use those extra Orbs to activate the newly played Fighter's abilities.



DRAFTING A DECK

Instead of selecting a prebuilt deck, you may draft your own deck following these rules:

A deck always contains 20 cards:

• 1 Bluffy	• 1 Legendary
• 3 Power Orbs(x1,x2,x3)	• 3 Triple Factions
• 4 Wilds(1,2,3,4)	• 1 Double Faction

Sort all unlocked Fighters into the three types:



Randomly determine who will choose first. Alternate picks between players until you each have three Triple Factions, one Double Faction, and a Legendary.

Mixing different Fighters from Double Factions to create a custom Double Faction is forbidden. These same rules apply for Triple Factions. If you own 2 copies of the game, duplicate Factions are not allowed in the same deck.

CREDITS

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Quick Reference

Each player chooses a starter deck or drafts a custom deck. A deck always contains these 20 cards:

• 1 Bluffy	• 1 Legendary
• 3 Power Orbs(x1,x2,x3)	• 3 Triple Factions
• 4 Wilds(1,2,3,4)	• 1 Double Faction

Draw 5 cards and add the Bluffy for a total of 6.

Pick an Area Deck. Read its reference card for setup.



Round Order

1. **Draw 2 Cards** (Skip this step the first round.)
2. **Scout Phase** (Play a Fighter face-down and reveal.)
3. **Bolster Phase** (Play any number of matching color Faction Fighters, Wilds, Power Orbs or play just the Bluffy face-down and reveal.)
4. **Resolution** (Trigger activated abilities. Sum strengths from abilities and the remaining Fighters. The highest total strength player wins the round.)
 - Winner claims the event card.
 - Loser destroys their lowest strength Fighter in play.
 - Destroy all played Power Orbs.
 - Discard remaining played Fighters.
 - Draw a new event card.

Round Tie - Destroy the current event as well as both player's lowest strength Fighter in play.

Game End

The game ends when the area deck is empty. The player with the most Victory Points wins the game. Find detailed scoring information on the Area Deck reference cards or in the Scenario Book.

Game End Tie

If total Victory Points are the same, play an eventless round to determine the winner.

