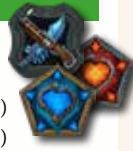


SUMMARY

This page is meant to be used for quick reference only. For full rules, refer to the corresponding page.

QUICK GAME SETUP

- 3x Wave counters
- 4x Life counters per team (4 Players)
- 5x Life counters per team (6 Players)



Pages 5-6

LONG GAME SETUP

- | | |
|-----------|--|
| One Lane | 5x Wave counters |
| | 6x Life counters per team (4-5 Players) |
| | 8x Life counters per team (6 Players) |
| Two Lanes | 2x7 Wave counters |
| | 6x Life counters per team (6-8 Players) |
| | 7x Life counters per team (9-10 Players) |

GAME STRUCTURE

The game is split into rounds. Each round consists of four turns. After four turns the round ends.

ON EACH TURN, ALL PLAYERS:

- Play one card, then reveal (*Simultaneously*)
- Check the Initiative order
- Perform one action (*In the Initiative order, from highest to lowest*)

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End of Round steps:

- Minion Battle
- Remove tokens, return markers
- Push the Lane (*If Applicable*)
- Retrieve cards
- Level Up (*Mandatory!*)
- Collect 1 Pity Coin (*Unless leveled-up!*)

Pages 8, 15, 16

WAYS TO WIN

- Push the Lane into opposing Throne.
- Win the "Last Push".
- Opposing team spends their last remaining Life counter.

Pages 3, 8, 13

LEVELING UP

Level*	Level Up Cost	Max card Tier**
1	-	-
2	1	II
3	2	II
4	3	II
5	4	III
6	5	III
7	6	III
8	7	IV

* All heroes start the game at level 1. It costs 1 coin to go from level 1 to level 2 and 3 coins to go from level 1 to level 3.

** You must upgrade all your non-basic cards to Tier II before upgrading a Tier II card to Tier III.

Pages 15-16

ACTIONS

Actions can be either secondary or primary. When you perform a primary action apply the card text (*If you cannot apply a part of the card text, stop performing the action at that point*).

Pages 7, 9, 10, 11, 12, 13, 14

Movement Action



Secondary:
Move your hero up to the number of spaces equal to the number shown on the icon.



Primary:
As above, plus apply the card text.

Fast travel (*Replaces entire Movement action*)

Jump quickly between adjacent Zones, as long as there are no interfering enemies. The card text is not applied when you Fast Travel.

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Skill Action
Apply the card text. That's it.

Page 12



Attack Action
Attack enemy heroes and minions and collect coins when you defeat one. Apply the card text.

Clear (*Replaces entire Attack action*)

Remove any number of tokens adjacent to you

Page 13

Defense Action (*Discard only!*)



Secondary:
Discard a card from your hand to defend when attacked. If you don't have a card with high enough Defense value you are defeated.



Primary:
Same as above, and, in addition, apply the card text.

Defense/Skill Icon



Cards with this icon can be used to perform either Defense or a Skill as a primary action. Apply the card text in both cases.

ATTACK/DEFENSE DETAILED ORDER

1. "Before the attack" card text
2. Calculate minion defense modifier
3. Defender discard a card
4. Defense action text, if applicable
5. Calculate the Defense total.
6. Check if the attack was successful
7. "After the attack:" text on the Attack card
8. Defense action ends.
9. Attack action ends.

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Hold Action



Do nothing this turn. Hold action has no icon and can be performed using any card.

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MINION TYPES

Melee Minions



+1 bonus Defense to adjacent friendly heroes.
-1 Defense penalty to adjacent enemy heroes.
Enemy melee minions are worth 2 coins when defeated.

Page 13, 14

Ranged Minions



-1 Defense penalty to all enemy heroes within a Range of 2 spaces.
Enemy ranged minions are worth 2 coins when defeated.

Page 13, 14

Heavy Minions



+1 bonus Defense to adjacent friendly heroes.
-1 Defense penalty to adjacent enemy heroes.
Enemy heavy minions are worth 4 coins when defeated.

Page 13, 14

HEAVY MINION IMMUNITY

As long as there are any friendly non-heavy minions in the Battle Zone the heavy minion is immune and cannot be affected by any action, including actions of friendly heroes.

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DEFEATING HEROES

When you are defeated:

- You are removed from the board.
- Resolve your unresolved card.
- Spend Life counters (*When you spend the last Life counter, your team loses the game!*).
- Cancel your Active effects.
- Return any markers you had.

When you defeat an enemy hero:

- Gain coins.
- Friendly heroes gain assist coins.

Hero Level*	Coins for defeating	Lowest Card Tier	Assist coins / Life counters
1	1	I	1
2	2	I	1
3	3	I	1
4	4	II	2
5	5	II	2
6	6	II	2
7	7	III	3
8	8	III	3

* All heroes start the game at level 1.

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