SUPER FANTASY BRAWL

™

RULES

MYTHIC GAMES

CONTENTS

CREDITS

INTRODUCTION

It's hard to imagine now, but a few generations ago Fabulosa was a world of war.

Then came magic, and everything changed. Sure, it created more problems at first, but eventually the wizards of Fabulosa saw the bigger picture. Dispute over land? Simply create more! Hungry? Magic yourself an apple. Or a banana. Or a three-course meal. Magic could do anything! Within a generation magic had ended every conflict, and within a further generation Fabulosa had become a utopian paradise where everyone had everything they ever wanted. And by the gods, it was boring.

As wizards gathered at the Hall of Honours for the 19th Annual Convocation of Wizards, the question on everyone's mind was how to stem the crushing boredom of everyday life. It was Ragryl the Wise, Master of the Third Quarter, who thought he had the answer.

"Why not travel to the past?" he asked, "We'll check out the Pan'daa nation in action, the greatest warriors of all time!"

"Don't be ridiculous!" replied Garnet of the Fourth Circle. "Those wimps from Pan'daa were a joke. Now, the Glass Trolls of Spitemire, THEY were the best of the best!"

The argument between the two wizards spread like wildfire across the Hall, engulfing every conversation. Everyone had an opinion on who was the best warrior of the past.

Esmae the Starseer broke the discord with an idea that would become legend. "Well, let's get them both then. We'll pit them against each other, and then we'll KNOW who was the greatest!"

The ensuing battle was glorious, though it left a hole in the past that took the Council of Corrections months to clean up. Even so, everyone agreed that the initial brawl was exhilarating. Rules were needed, of course, but this would be something new, and special. Most of all, it wouldn't be boring.

Brawls became the premium form of entertainment overnight. Wizards scrambled to assemble teams of champions from across history, pitting them against other teams for fame, honour, and glory. The Council of Corrections, now the ruling body behind the Brawls, handled disputes between wizards over when they could take a warrior from their timeline, ensuring that champions at their peak were reserved for the very best teams. The popularity of Brawls grew with every match until the largest tournament in the history of Brawls was announced: The Super Brawl.

Today, thousands of Brawls are fought over dozens of leagues across Fabulosa, with the best teams earning their spot in the annual Super Brawl. The world watches with eager anticipation as the greatest wizards and their heroic champions gather, ready to fight for bragging rights on the grandest stage of them all!
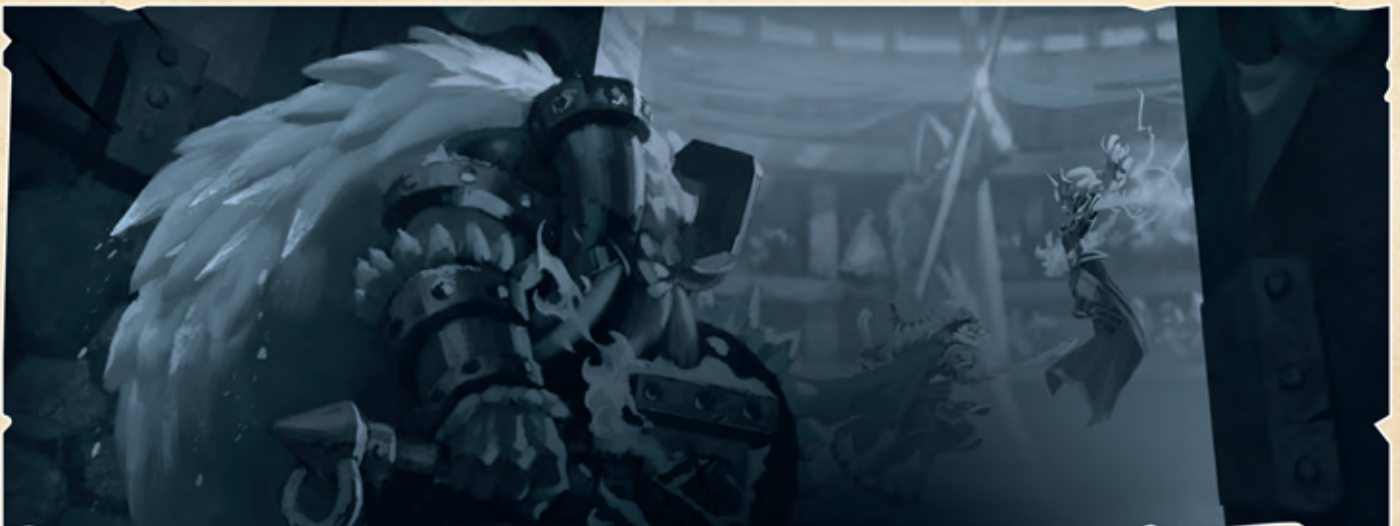
COMPONENTS

22 Challenge Cards:
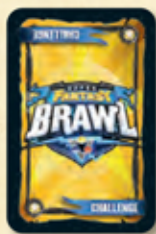
Back

Front

58 double sided cardboard tokens with the following breakdown:

20x Damage Tokens

13x Victory Point (VP) Tokens

First Player Token

12 Trap Tokens

2x Stun

2x Root

2x 1 Damage

4x 2 Damage

2x 3 Damage

12 Cores of Magic

4x Manipulation

4x Destruction

4x Creation

1 rulebook:

RULES

42 Cards:

6 Champion Cards

Deryn
Huntress of the Eastwood

Gwaien
The Gathering Storm

Dugrun
Warden of the North

Dugrun
Adjacent opponents cannot attack unless Dugrun is a target of the attack.

Front (Basic)

Back (Levelled Up)

36 Action Cards *(6 per Champion)*

Heavy Shot

Plundarr!

Appetite for Destruction

Challenge

Back

Front

1 Arena Board:

1 4-player overlay:

4 Player Dashboards:

10 plastic base rings:

6 Champion miniatures:

Gold'arr

Gwaien

Kilgore

Deryn

Dugrun

Tzu Xiao

GAME SET UP

Manipulation

Esmae's Statue

Destruction

Garnet's Statue

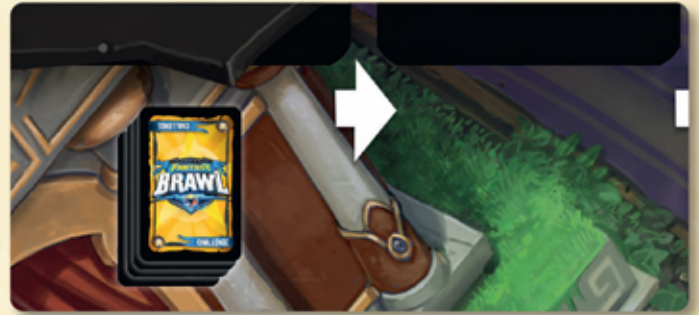**Creation**

Ragryl's Statue

Player Gate

Deployment Hex

Trap Hex

Arena Board Areas

1. Randomise which player goes first. That player chooses a deployment area, and places the First Player Token next to their Gate.

2. Players decide if they wish to freely choose their 3 favourite Champions to play with, or draft Champions using the casual draft or competitive draft rules (see page 7). Players take the base rings of their color of choice and add them to their Champions to form a team. They then place their team on their player Gate, and their Champion cards and 3 cores of magic, one of each color on their player board.

3. Each player takes the 3 Action decks for their Champions and shuffles them together to form their draw deck.

4. Shuffle the Challenge cards. Draw a Challenge card and place it in the leftmost 1VP slot on the Challenge Track, then draw another and place it in the Cannot Be Scored slot (the one with no trophy symbol).

5. Place the victory and damage tokens at the side of the board at the reach of players.

6. Place all the traps face down beside the board. The first player places traps face down on 2 trap hexes of their choice, without looking at them.

7. The second player places traps face down on 2 trap hexes of their choice, without looking at them. There should now be 4 traps and 2 empty trap hexes on the board.

8. The first player draws a hand of 5 cards from their draw deck. They may discard any number of those cards and draw a new card for each card they discarded. Then all discarded cards are shuffled back in the draw deck.

9. Then the second player draws a hand of 5 cards from their draw deck and discards the same way as the first player. Discarded cards are shuffled back in the draw deck.

10. The first player places their Champions onto unoccupied hexes in their deployment area.

11. The second player places their Champions onto unoccupied hexes in their deployment area.

WINNING THE GAME

The first Player to reach 5 VP immediately wins the game.

HOW TO DRAFT

Casual Draft

The Casual draft uses the following process:

1. Form a common pool of unique Champions, with a minimum of 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 game box.

Competitive Draft

The competitive draft uses the following process:

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.

BASIC CONCEPTS

The First Rule

If the effect of a card directly conflicts with one or more rules in this document, the text on the card takes precedence.

Enemies and Allies

Miniatures represent great warriors from Fabulosa's turbulent history, and are referred to as Champions. Champions under your opponent's control are referred to as Enemies. Your own Champions are called Allies. Note that when a Champion's card effect refers to *Allies* or an *Ally*, it does not include the Champion to whom the card belongs.

Objective of the Game

Victory Points (VPs) represent the favour of the crowd, that will decide the victor in the Brawl. The first player to score 5 VPs wins immediately. This is done by taking Enemy Champions out of action, and by completing challenges on the Challenge Track.

The Three Cores of Magic

All magic, and indeed all energy in Fabulosa, is intrinsically tied to one of the three Cores of Magic: Destruction ( ), Creation ( ), or Manipulation ( ). Whenever a player uses any type of Action, they exhaust (flip over) their connection to one of these Cores, and must wait until the end of their turn until they are ready to be used again.

Towards and Away

When an effect instructs a Champion to move towards a game element, the moving Champion must end its move with fewer hexes between it and the game element it is moving towards than it did before starting the move, 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, the moving Champion must end its move with more hexes between it and the game element it is moving away from than they were before starting the move. If this is not possible, the Champion will not move.

Strength and Damage

Some cards and effects will deal damage ( ), whilst others will state the strength ( ) of the attack. is always reduced by the defence ( ) of the target, whilst is applied directly to the target, ignoring any defence.

Resolving a card

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

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.

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.

Each player's discard pile is open information. Players can ask to see their opponent's discard pile at any time. Both sides of any Champion cards are also open information, and a player can ask to see 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.

Drawing Cards

If a player is instructed to draw cards from an empty deck, they shuffle their discard pile to form a new draw deck.

GAME ROUND

PLAYER TURN

Each round consists of three steps: First player's turn, Second player's turn, and Advance Challenge Track. ON A TURN, PLAYERS CARRY OUT THE FOLLOWING PHASES IN ORDER:

Scoreboard Phase. The active player checks to see if they meet the conditions of any active Challenge cards. If they do, they gain the appropriate number of VPs, and discard that Challenge. Skip this Phase on the first round.

Activation Phase. Players exhaust Cores to play Action cards from their hand and activate their Champions.

Upkeep Phase. The active player readies each of their Cores, discards their hand and draws a new hand of 5 cards.

1) Scoreboard Phase

During their Scoreboard Phase, the active player checks if they currently meet the scoring conditions of any active Challenges. Challenges are the key to victory. Completing a Challenge earns a player a number of VP tokens equal to the VPs based on the Challenge card's position on the Challenge Track. Discard any scored Challenges. Because

Challenges are scored at the beginning of a player's turn, their opponent will always have a turn to try and stop them from scoring. Of course, Challenges cannot be scored during the first round.
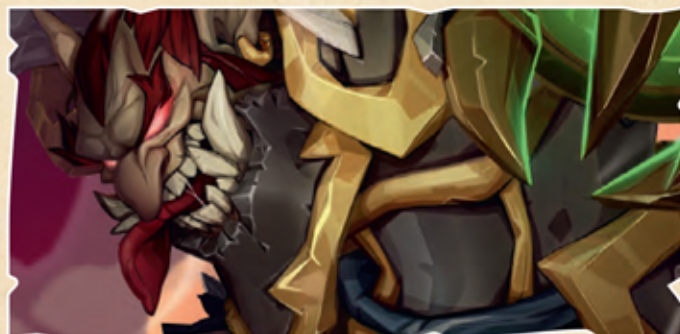
2) Activation Phase

During a turn, players may activate Champions by playing Action cards that belong to that Champion, or by using standard Actions. Players may play cards in any combination, and as many as they like, as long as they have the matching Core ready in order to play it. Most Action cards allow Champions to move and resolve an attack or a skill explained in that card's text box. Champions may be activated more than once per turn as long as the appropriate Core can be exhausted to pay for it. 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. Note that they do not have to move the full distance, or indeed move at all. Hexes containing Statues or Enemies are blocked, and 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 will usually result in the trap being triggered and that Champion suffering the trap's effects (see *Traps*, page 12). 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.

ACTION CARD ANATOMY

Attack card

Chain Lightning

1	Champion icon
2	Action type
3	Card name
4	Core of Magic
5	Action movement — 2
6	Action Range — 2-3
7	Action strength — 3

If was dealt, deal 2 to another Champion within 2 hexes of the target.

"Come on now, child, it's like you're not even trying."

Johannes Helgeson

Skill card

Throw

One of Kilgore's adjacent Allies may **Jump 3**.

What he lacked in technique, Kilgore more than made up for with raw, unbridled power.

Christophe McLean

Reaction card

Intimidation

+1

The attacker suffers **Fear 2**.

Many sailors chose to throw themselves overboard at the sight of The Grave Robber's sails.

Didier Nguyen

1	Champion icon (icons)	5	Action movement	9	Defence modifier
2	Action type (icons)	6	Action Range (min-max)	10	Flavour text
3	Card name	7	Action strength	11	Card number
4	Core of Magic (icons)	8	Action effect	12	Illustrator

When an effect requires a player to Place a Champion, it is removed from its current hex, and placed in the new location. This is not considered movement.

Attacks

PRE-ATTACK AND POST-ATTACK

Pre-attack ( ) and post-attack ( ) abilities are effects that take place when an attack card with either symbol is played. Both abilities are mandatory. 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.

The key difference between the two is that 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. Note that these abilities can be part of a reaction card.

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

Every Action card with the attack icon in the upper left corner of the card is an attack card. To resolve an attack, follow these steps:

1. Use as much of the card's movement as you choose.

2. Resolve any abilities.

3. Choose if you will use the attack. If you choose not to make the attack, the activation ends immediately. Otherwise, continue to step 4.

4. Declare target(s).

5. Opponent chooses whether to play Reactions.

6. The target's defence value is subtracted from the current strength value of the attack.

7. Resolve attack damage.

8. Resolve abilities from Reactions.

9. Resolve abilities from the attack card.

Declare target(s)

Check the range and targeting icons to determine which targeting rules apply for the attack. Some attacks have a minimum range, and any Enemy closer than that range is not an eligible target.

The dark grey hex in the targeting box marks the relative position of the attacking Champion to the targeted hex(es), marked on the card in yellow.

Melee Attack

A melee attack targets a single adjacent Enemy.

Indirect Shot

An indirect shot targets a single Enemy. The targeting value shows the maximum range of the Action. When one figure is specified the targeting value shows the maximum range of the Action. When two figures are indicated, the first specifies the minimum and the second the maximum range of the Action. To define range, count the smallest possible 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.

For example, with her Fireball, Gwaien targets 1 Enemy Champion in a range of min 2 and max 3 hexes from her.

Direct Shot

A direct shot works like an indirect shot with some extra restrictions. Direct shots may only target Enemies on hexes in the same row of hexes as the attacking Champion. Additionally, direct shots cannot target Champions if there are any Statues, or other Champions (Enemy or Ally) in that hex row between the activating Champion and target.

For example, with his Challenge Attack, Tzu Xiao targets 1 Enemy Champion that is up to 2 hexes away from him in the same row of hexes.

Area of Effect (AoE)

An AoE attack affects all Champions in the yellow marked hexes shown in the targeting icon of the Action card (including Allies). The player playing the Action chooses the exact orientation of the AoE.

Reactions are played

After targets are declared, the controller of an Enemy target Champion may play one Reaction card on any of their Champions targeted. The Core of the Reaction card must be exhausted as normal. Only one Reaction may be played per attack (see *Reactions*, page 11).

The target's defence value is subtracted from the current strength value

All Champions have a defence value. Even if a Champion's printed defence value is 0, it can still be modified by card effects.

During this step, the current defence value of the defender is subtracted from the current strength value of the attack. Remember to include any modifiers to strength and defence values in this step. Defence values are always applied to every attack made against the Champion, unless reduced or bypassed by a card effect. The end sum of this is the attack damage.

Resolve attack damage

The attack damage is dealt to all targets of the attack. Place on the Champion card damage tokens equal to the damage the Champion is dealt. Keywords that affect damage such as Poison, Double, and Lifesteal are resolved in this step (see page 15).

Skills

Most Champions have one or more skill cards, denoted by the skill icon in the upper left corner of the card. Some skills affect specific targets, and have targeting icons like attacks. When a player activates a Champion using a skill card, they resolve these steps in order:

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.

> **NOTE THAT:**
> Defence values do not help against effects that deal 💀.

Flash of Jade

Deal 🟢 to each target until they are **B**loodied.

By the time Tzu Xiao's opponents saw him, it was already too late.

For example, the player controlling Tzu Xiao decides to move him 2 hexes. They then choose to activate his skill. They declare 3 targets in melee range, at an orientation of their choice. They resolve the skill box and apply the effect on the declared targets.

CHAMPION CARD ANATOMY

Front Basic side	Back Levelled Up side

Tzu Xiao
The Jade Claw

Tzu Xiao
Adjacent Enemies suffer 🛡.

1 Defence Value	5 Card Number
2 Total Hitpoints	6 Card Illustrator
3 Champion Icon	7 Champion Ability (only in basic side)
4 Champion Name & description	8 Alternate art for the Levelled Up version

Standard Actions

1	Plan 1.
2	Heal 1.
3	Deal 1 🟢 to an adjacent Enemy.
4	2

In addition to using their hand of Action cards, players may also activate Champions using the Standard Actions shown on the player dashboard. These Actions are intentionally weaker than Action cards, but they offer some options when a player does not draw the Cores and/or cards of Champions they need.

Each Standard Action may only be used once per Activation Phase.

1. Spend the Manipulation (💧) Core to Move 1 and Plan 1 (see *Plan*, page 16).

2. Spend the Creation (🔶) Core to Move 1 and Heal 1 (see *Heal*, page 15).

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.
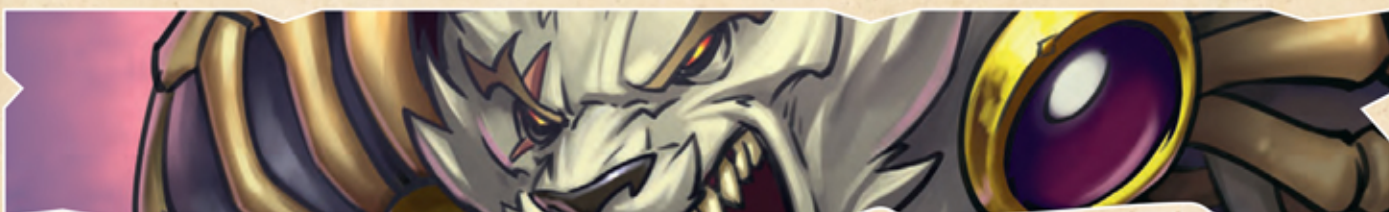
Reactions

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.

NOTE THAT:

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.

Reactions can never be used to react to a skill action.

A player cannot play more than one Reaction card per attack action, even if more than one Champion is targeted by the attack. When playing a Reaction during an AoE attack, a player must choose which of their 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. Some Reactions may cause an Enemy to be taken out of action. When this happens, the Champion who played the Reaction card will Level Up if possible, and the player will gain 1 VP.

3) Upkeep Phase

During their Upkeep Phase, players ready their Cores so that they are available during their opponent's turn. This means that a player will always have all their Cores available to play Reactions against their opponent's Actions. It is important to note that 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.

They 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), all Challenge cards move one space to the right, and a new Challenge card is drawn. This is placed in the Cannot Be Scored space. Challenges moving right from the rightmost space are discarded (move them to the Challenge discard pile). If at any point your Challenge card deck empties, shuffle the discard pile to form a new Challenge 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 (as printed on their Champion card). 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. The out of action Champion is teleported by the wizards out of harm's way and is healed. All damage is removed from the Champion, and if they had Levelled Up, flip their Champion card back over to the basic side. The out of action Champion is then placed on their team's Gate until they are activated again.

Whilst Champions are on the 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, the player must use an Action with 🟢⬛ to move that Champion 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 1VP and Level Up the appropriate Champions. If this would end the game in a draw (due to both players now being tied with 5 or more VPs), the player who didn't play the card wins.

LEVELLING UP

When an Enemy is taken out of action, the Champion currently being activated will Level Up after the Action is fully resolved. Flip that 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, then nothing happens. Please note that Level Up effects are always active.

Basic side   Levelled Up side

TRAPS

Some hexes contain trap tokens. Traps are always placed face down. A trap will trigger as soon as a Champion enters the hex in which it is placed. It doesn't matter if the Champion deliberately moved there or was pushed, pulled, or otherwise displaced onto that hex. The player controlling the Champion that activated 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. Without looking at it, the player places it face down on a different empty trap hex, 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 (for example when a Champion uses an attack that pushes the defender into a trap), the damage is considered to be caused by the source of that effect. This may result in Levelling Up Champions as normal.

Trap Effects

The Champion suffers the amount of damage indicated on the trap token. Remember, this damage ignores the defence value.

The Champion suffers Root.

The Champion suffers Stun.

DISPLACEMENT AND ROOT

Fear, Force, Pull, and Push are all considered displacement effects. Effects that negate displacement effects will negate any damage those effects would cause.

It is important to note that while Root means a Champion cannot be moved, it does not negate movement. 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.

HEXES & HEX ROWS

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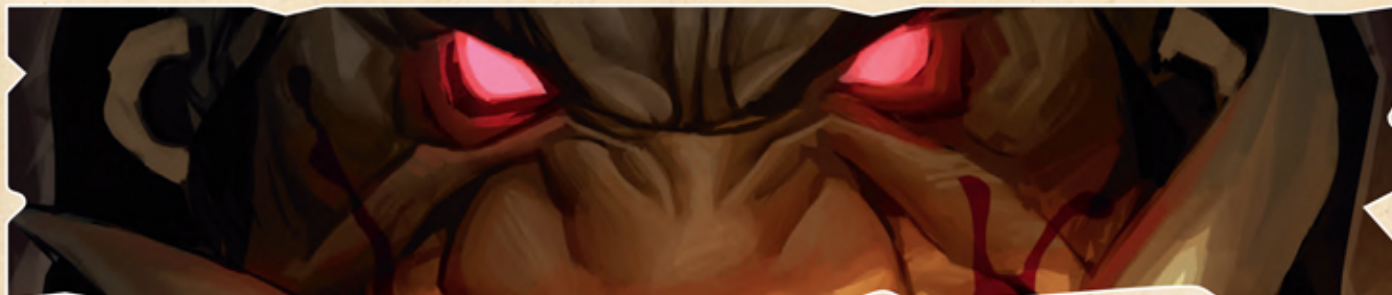

This is a hex row.

This is not a hex row.

Example:

Gold'arr makes a Dash 2. He can move along any of the hex rows shown, but cannot move out of the hex row due as the Dash keyword states he must remain in the same hex row (see *Dash*, page 15).

4-PLAYER VARIANT: SUPER TEAM TORNADO

Requires at least 8 Champions to play

RULES OVERVIEW

Super Team Tornado is a variant that allows 4 players to take part in one game. In this variant, players form two teams, with each player controlling 2 Champions. Super Team Tornado plays just like the base game, with the following rule changes; all other rules remain the same.

1) Team Gameplay

During their turn, a player can activate their Champions and exhaust Cores as normal. Any Actions they play affect their Champions or Allies, which include Champions controlled by their teammate. During an opponent's turn, a player can play Reactions as normal. As Reactions can be played on any of that player's Champions, in a Super Team Tornado game, a player's Reactions may be played on their teammate's Champions, too.

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

In games of Super Team Tornado, the Challenge Track is adjusted by the Challenge Track overlay. When the Challenge Track advances, each Challenge card moves two spaces to the right instead of one, and two new Challenge cards are drawn. When checking scoring conditions during the Scoreboard Phase, players count their teammate's Champions as their own.

GAME 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 (*see below*). Place the base rings of the colour of your choice to the Champions of your team. After Champions are chosen, 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.

a — Place Challenge card 1
b — Place Challenge Card 2
c — Place Challenge card 3

7. In player order, each player places one random face down trap onto a free trap hex of their choice.

8. In player order, each player draws a hand of 4 cards. They may discard any number of those cards and draw a new card for each card they 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 will collectively decide whether they wish to freely choose their favourite Champions to play with, or draft Champions using the casual draft or competitive draft rules (see below).

Casual Draft

1. Form a common pool of unique Champions (or form a common pool of Champions which includes duplicates. If you choose to do this, duplicate Champions 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 this game. Return any remaining Champions to the game 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 ROUND

1. First player's turn.
2. Second player's turn.
3. Third player's turn.
4. Fourth player's turn.
5. Advance Challenge Track.

KEYWORDS

BLOODIED: A Champion is considered Bloodied when they have half of their hitpoints or fewer remaining (rounding down). For example, a 7 hitpoint Champion would be Bloodied when reduced to 1, 2, or 3 hitpoints.

CONTROL: A player is considered to control an area when they have more Champions in that area than their opponent.

DASH X: A Dash is a straight-line movement where the dashing Champion must stay in the same hex row of the hex grid.

DOUBLE: After completing the resolve attack damage step of this attack, resolve this step a second 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: Whenever 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.

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.

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

PLACE: When a Champion or game element would be placed, it is removed from its original location, and put in a new location, as described by the effect causing the Place.

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

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 will stop before entering a hex with a Champion (Ally or Enemy), a Statue, or the edge of the arena, and will activate 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 will stop before entering a hex with a Champion (Ally or Enemy), a Statue, or the edge of the arena, and will activate 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.

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 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 do still activate if the Champion ends the Swoop on a trap token.

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