

ON YOUR TURN

FIGHTER FLIP:

IF YOU LOST, FLIP OVER A NEW FIGHTER CARD.

BATTLE PREP:

DRAW UP TO 3 NEW CARDS.

PLAY ITEM CARDS FACEDOWN IN A PILE TO THE LEFT OF FIGHTER

(YOU CAN HOLD THESE CARDS)

ACTION CARDS MUST BE PLAYED FACEDOWN TO THE RIGHT OF YOUR FIGHTER.

(YOU CAN NOT HOLD THESE CARDS)

COMBAT READY:

PASS TURN TO OTHER PLAYER FOR BATTLE PREP

RULES OF ENGAGEMENT:

ACTION PHASE: TURN ACTION CARDS OVER. RESOLVE.

ATTACK PHASE: TURN ITEM CARDS OVER. RESOLVE.

RESPONSE PHASE: TURN CARDS OVER IN RESPONSE TO OTHER PLAYERS

END PHASE: ASSIGN ALL DAMAGE TO PLAYER(S). PASS TO NEXT PLAYER.

END OF ROUND:

WINNER: FIGHTER WITH HIGHEST STRENGTH WINS.

TIEBREAK: ROLL A SIX SIDED DICE. HIGHEST NUMBER WINS.

TROPHY: PLACE THE LOSERS FIGHTER IN YOUR TROPHY PILE.

CLEAR THE GROUNDS:

ALL CARDS ARE REMOVED FROM THE FIELD.

WINING FIGHTER STAYS ON THE FIELD.

YOU WIN = 7 TROPHIES

CARD TYPES



ACTION



GEAR



FLASH



WEAPON