2v2 PvP
Quick Guide

1. Setup
A. Create two Teams as desired by the players.
B. Each team draws **2** random **(item)** cards, the team who drew the highest numbered card picks if they are Team A or Team B.
C. Team A gets first pick of the item cards, Team B picks **2** and then Team A receives the last remaining
D. Determine the number of **Flasks of Healing**.
- **1. A player Rolls a D4 for the number of Flasks of Healing both teams get.**
  - **1 = 0 Flasks of Healing for each Team**
  - **2 or 3 = 1 Flask of Healing for each Team**
  - **4 = 2 Flasks of Healing for each Team**

E. Pick two Heroes per team: Team B chooses the first Hero, Team A chooses two Heroes, and then Team B chooses the final Hero.
F. Each Hero assembles their starting combat deck **(Rulebook Page #)**
G. A player Rolls a **D6** to determine the number of **Skill Cards** all heroes will draft.
- **1 = Draft 1 Skill Card**
- **2 or 3 = Draft 2 Skill Cards**
- **4 or 5 = Draft 3 Skill Cards**
- **6 = Draft 4 Skill Cards**

H. A player Rolls a **D4** to determine the number of **Master Cards** all heroes will draft.
- **1 = 0 Master Cards are Drafted**
- **2 or 3 = 1 Master Card is Drafted**
- **4 = 2 Master Cards are Drafted**

I. For every Master or **Skill Card** you added to the deck you may scap half as many, (rounded up) cards from your deck.
J. Set the heroes **HP** to the high value (bracketed italicized numbers).
K. Each hero equips their **2 Player Relic** and gain **2** **(Buff Counters).**
L. All Heroes draw an opening hand of **4** cards from their shuffled **Combat Decks**.
M. Next determine team turn order on the first round of combat:

2. Combat
A. Each Hero with more then **0 HP** draws **1** card from their **Combat Deck** and gains **2** **(Active Action Points)**
B. If there are any **Injury Cards** in a hero's hand activate them and place them in the discard pile.
C. The current team in the turn order chooses which Hero acts using the voting rules. Heroes may only act once per round.
D. If the chosen Hero has a companion it acts.
E. Chosen hero must perform **one Hero Action** (if possible):
- **1. Play Combat Cards**
  - **a. If the effective stance on the played card matches enemy stance the Heroes perform their combat trait.**
  - **b. Adjust HP.**
    - **Any time a Hero is brought to 0 HP discard all cards in their hand, in enemy recallzones and in their Boon Pile.**
    - **If at any time all Heroes on a team are at 0 HP that team is defeated.**
- **2. Pay 1 to take, give, or swap an or Flask of Healing from a willing Hero, including Heroes at 0 HP.**
- **3. Use or Flasks of Healing**
- **4. Pay 2 to fill the hero's hand to 5 cards.**
- **5. Pay 2 to reshuffle the hero's discard pile into their draw deck.**
- **6. Use their 1 ability.**
- **7. Pay 3 to remove (Invisibility) from an enemy.**
- **8. Remove a card from a (Boon Pile) for its base AP cost +2 (This includes corruption cards)**

F. Repeat E. until out of AP or end the heroes turn.
G. At the end of a hero's turn they must discard down to 7 Cards in hand.
H. After a Hero's turn is over return to step C. Once all heroes have finished their turn go to **Round End**.

3. Round End
A. Heroes who end the round in the Stance draw **1** card, those in the Stance heal **3 HP**.
B. Next determine turn order for the next round of combat.
- **1. The team with the most heroes in stance chooses to act 1st and 4th or 2nd and 3rd.**
- **2. If there is a tie, the team with the most Stance heroes, then most stance heroes chooses first.**
- **3. If tied the team with the lowest HP hero (above 0) gets to choose.**
- **4. If both teams' lowest HP hero is the same, roll a die to determine which team gets to choose.**

C. Remove **Combat cards** from Heroes' **recall Zones** and place in owners' **discard piles**, **Continuous Attacks** may be left in the **Recall zone** by their owner.
D. All E **(Earned AP)** tokens are moved to the A **(Active AP)** area.
E. Remove **Status Effects** from all Heroes.
F. Return to 2. Combat: Step A