



Rulebook

How to win:

Kill your opponent's team of fighters or have the highest cumulative health points at the end of Round 12.

Set-up:

- 1- Set the 7 hex tiles down in a circle with 1 tile in the middle. Place 2 tiles containing a holding cell on opposite sides of the arena. The tiles with a holding cell on them are called the starting zones.
- 2- Both players set down their team of fighters in their respective starting zone. They set down their Arsenals on the right side of their starting zone. Outside of the arena.
- 3- Both players then set down their fighter's health cards near their starting zone with a purple cube placed at the highest health number.
- 4- Any additional cards pertaining to specific fighters go down next to that fighter's health card.
- 5- Place a D12 dice near the arena on "1". This will keep track of Rounds.

Starting the game:

- 1- Both players roll a die. Whoever gets the higher number may choose to go first or second.
- 2- Next, both players go through their Arsenal and select any 6 cards to create their starting hand.
(Each fighter has 2 Abilities cards that are suggested to be in your starting hand, marked with dashes "-" in their titles.)
- 3- After each player has created their hand, each player shuffles the remaining cards in their Arsenal then places it face-down.
- 4- Now the first player can start their turn. Once they start their turn it is now Round 1 for both players.

Add 1 to the current Round Number every time the first player starts their turn.
It will be that Round for both players during their turns.

Taking turns:

A player's turn has 4 Phases:

1. Alpha:

The active player draws a card from their arsenal and adds it to their hand.

2. Ready:

The active player's fighters and minions gain their indicated actions.
Some additional effects may trigger or conclude depending on what cards are in the arena.

3. Action:

The active player can play cards from their hand.

Each player can only **play up to 3 cards per turn** during the Action Phase. This is true for an opponent's Action Phase because some cards can be played during an opponent's turn. This includes cards with the "Outburst" and "Reaction" banners on them.

Cards from the arsenal have a time restriction number on them.

This is their **Round Number** (top left) and means that card cannot be played until it is the equivalent Round Number or beyond.

When a player plays a card the effect concludes and it's placed in a pile next to their arsenal called the **"Void"**.

Some cards will have effects that keep them in the arena until a certain point in time or until they are destroyed (hit points reach 0).

The active player can also use the **actions** on their fighters/minions and use the **built-in abilities** listed on their fighters.

This can be done in any combination with cards from their hand and at any time during the **Action Phase**.

When a fighter/minion uses their **move action** (white arrows icon) they move into an adjacent zone.

When using an **attack action** (red blades icon), a fighter/minion targets an enemy in their zone then deals damage equal to their current attack power to that enemy. When a fighter takes **damage** minus that number from their health card.

If they have a **multi-action** (red blade and white arrow icon), they can use it as a move action OR an attack action.

If they have a **ranged multi-action** (red blade and yellow rings icon) it can be used as an attack action or a ranged action which can target an enemy in an adjacent zone with an attack.

When they use an action on a fighter/minion card that action is gone until that player's next Ready Phase.

4. Omega:

The active player chooses to move onto this Phase when they are finished with their Action Phase.

Some additional effects may trigger or conclude depending on what cards are in the arena.

All of the active player's fighters and minions are cleansed of all **debuffs** (colorful icons that negatively affect fighters and minions).

Normally cleansing only affects a single debuff but the Omega Phase **cleanses all** debuffs.

Any **unused actions** on the active player's fighter cards are removed.

The game moves onto the next player's turn when the Omega Phase is over.

Additional rules for gameplay:

Each **zone** has a **capacity** of 4 cards. So no more than 4 cards can move or be placed into a zone.

There are ways to get into a full zone. If a card uses an effect with keywords such as; Leap, Teleport, Throw, etc.

That card can enter a full zone.

When fighters are **killed** (when their health reaches 0) their health card is flipped over and placed over the respective fighter card

in the arena. They no longer take a capacity in their zone. If that fighter is revived they come back to life in that zone.

While a player has a **dead fighter** card they can cycle a card during their Action Phase.

To do this they void a card from their hand then draw a card from their arsenal.

The player can do this once per turn for each dead fighter they own.