

## THANK YOU FOR PLAYING SAVE YOUR BACON!

If you have a moment, I would love if you could report your game results and let me know any feedback you have! I am actively working to improve the game balance and rules, and every game report helps. To submit feedback and game reports, please use the QR code or URL below.

Whether you file game reports or not, I hope you enjoy the game!



<https://feedback.saveyourbacon.app/>

## ATTACKING

1. **Declare attacking card:** Choose a ready champion or a ready card equipped on a ready champion; exhaust it
2. **Declare target:** Choose opposing card
3. **Declare counter:** If defending card is ready, defending player may exhaust it to counter
4. **Place damage:** Place attack and counter damage simultaneously

## CHAMPION DEFEAT

1. Exhaust the champion
2. Remove all tokens & conditions on champion (leave tokens on equipment)
3. Opponent gains 1 (taken from champion's player while they have 3+)

## TRAITS



## ATTACKING

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## CHAMPION DEFEAT

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## TRAITS



### UNSTABLE ENERGY BLADE

3

Sizzling Blade: [After this card places attack or counter damage] → If this champion lacks and/or , place 1 on them for each trait they lack.

4

2

### OVERLOAD WEAPON

2

Destroy one of this champion's equipped cards. If you do, choose an opposing champion; place 3 on that champion.

### EMBRACED ANGER

1

[After this champion places on an opposing champion] → Choose another opposing champion; place 3 on that champion.

### EMERGE FROM SHADOWS

3

Ready this champion. You may choose this champion or one of their ready equipped cards; perform an attack with that card targeting an opposing champion.

### HIDDEN KUNAI

2

Intercept: [After a friendly card is targeted by an attack] → Change the target of the attack to this card.

2

### SHURIKEN

2

Debilitate: → Choose an opposing equipment card; place 2 on that card.

0

1

### PLASMA CANNON

3

Targeted Blast: While attacking, this card may only target a champion if they have the Marked condition.

4

3

### BARBED SPEAR

2

Precise Jab: While attacking with this card targeting an equipment card, this card has +2 Attack.

2

3

### ADAPTIVE CAMOUFLAGE

1

[After this champion is targeted by an attack] → If able, the attacker must choose a different target for the attack.

### SCROLL OF EXPLOSION

3

Explosion: [After this card places on an opposing champion] → You may place 2 on all cards equipped by that champion.

3

2

### ICONIC WIZARD'S STAFF™

2

Spark: → → Choose up to two opposing cards; place 1 on each.

1

3

### BURN THROUGH LIMITS

1

[After this champion places on an opposing champion] → Place 1 on this champion; ready them.

### FIRES OF RETRIBUTION

3

Choose an opposing champion; place on that champion equal to the lesser value between: 5 or the number of on this champion.

### HOLY CLOAK

2

Holy Aura: Conditions cannot be placed on or removed from this champion by opposing effects.

0

2

### DIVINE CLEANSING

2

Choose a champion; remove 2 from that champion. You may remove a condition from that champion.

### ELEGANT ENERGY BLADE

3

Reflect: [After an opposing effect places ★ on a friendly champion] A- B- Place 2★ on the champion that used that effect.

3

2

### CHANNEL THE LIGHT

2

Choose a friendly champion; place the Buffed condition on that champion.

### INDUCED FAILURE

2

Choose an opposing equipment card; destroy that card.

### MASSIVE STOMP

3

Choose two opposing champions; place 2★ on each.

### FERAL CHARGE

2

Perform an attack with this champion.

### WAKE THE BEAST

1+

[After 2 or more ★ is placed on this champion] Ready this champion.

### FLANKING MANEUVER

3

Ready this champion. Choose an opposing champion; place 1★ and the Marked condition on that champion.

### ANIMALISTIC SENSES

2

Exploit Weakness: [After an opposing champion exhausts] A- B- Place 1★ on that champion.

0

2

### STALK PREY

2

Choose two opposing champions; place the Marked condition on each.

### COLD SNAP

3

Place 2★ on each exhausted opposing champion.

### SECOND WIND

2

Remove 1★ from this champion. If you do, place the Buffed condition on this champion.

### SHACKLES OF ICE

2

Choose an opposing champion; exhaust that champion.

### TEMPTATION

3

Choose an opposing champion; exhaust that champion. If this champion is ready, place 2★ on that champion; otherwise, ready this champion.

### UNHOLY FLAME

2

Choose an opposing champion; place 3★ on that champion. If this champion lacks 1P, place 1★ on this champion.

### STEAL VITALITY

1+

[After this champion targets a champion with ★ on them for an attack] Remove 2★ from this champion.

### CUTLASS AND PISTOL

3

Dead Men Tell No Tales: [After this card targets an exhausted champion for an attack] This card has +1 Attack this turn.

3

3

### CURSED DOUBLOON

2

Place 2★ on this champion. Place the Empowered condition on this champion.

### NAUGHT BUT BONES

1+

[After ★ is placed on this champion] Remove 1★ from this champion. Ready this champion.

### APPROPRIATE

3

Choose an equipment card; destroy that card. If you did, place the Empowered condition on this champion.

### SPIKED VAMBRACES

2

Perilous Target: [After attack damage is placed on this champion] B- Place 2★ on the attacking card.

1

2

### PEER INTO THE VOID

1+

[After this champion is targeted by an attack] Place no ★ on this champion when placing ★ for this attack.

### ABSURDLY BIG HAMMER

3

Blowback: [After this card places attack or counter damage] Place 1★ on this champion.

4

4

### BIKINI ARMOR

2

Implausibly Effective: When placing ★ on this champion, place 1★ from the total on this card instead.

0

2

### ENDLESS THROWING AXES

2

Where Is She Pulling Them From?: Do not exhaust this card when attacking with it.

2


3





### EXPLOIT WEAKNESS


3



Choose an opposing champion; place 3★ and the *Disarmed* condition on that champion.

### FIGHTING STANCE

2




Ready for Anything: While this champion is the attacking card, this champion has +1 Attack.

0

2

### WRIST-MOUNTED LASER

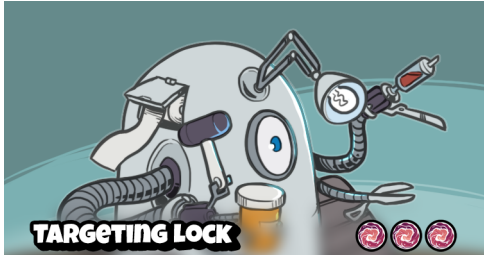
2



Peak Efficiency: While this card has no ★ on it, it has +2 Attack.

1

3



### TARGETING LOCK

3



This champion has +2 Attack this turn; perform an attack with this champion.

### EMERGENCY TRANSFUSION

2



Choose two champions; place 1★ on one and ready the other.

### FORCIBLE INOCULATION

2



Choose a champion; if that champion is friendly, remove 2★ from that champion. Otherwise, place 2★ on that champion.