## ATTACKING

1. **Declare attacker and target:** Exhaust a ready champion or a ready card equipped on a ready champion. Choose an opposing card as target.
2. **Declare block or counter:**
   - If defending card is a champion, defender may exhaust one of their equipment to block and counter.
   - Otherwise, if defending card is ready defender may exhaust it to counter.
3. **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+ 🗡)*

PLAYER TURNS

1. **Check for Victory:**
   a. 3+ 🗡: you win!
   b. 21+ @ value in spent energy: you lose!
2. **Take Two:**
   - **Play a card**
   - **Activate an 🍗 effect**
   - **Attack** *(see reverse; limit 1 first turns).*
   - **Refresh:**
     a. Optionally pitch 1 card for @
     b. Draw to 5 cards in hand
     c. Ready up to 3 cards

ICONS & TRAITS

★ Damage	🍗 Action cost
🥓 Bacon	▣ Exhaust cost
@ Energy	⚡ Champion ready
@ Upgraded energy	

OVERLOAD WEAPON
ACTION

2

Discard an equipment card from hand. If you do, choose an opposing champion; place 3★ on that champion.

Some days you just gotta break stuff.

The Dark Space Lord — PROTOTYPE v11

BURN THROUGH LIMITS
REACTION

1

[After this champion places ★ on an opposing champion]

Ready this champion.

I...shall...not...pass...out!

The Wizard — PROTOTYPE v11

THE CLERIC
FRIARETTA PRIEST

Self-sacrifice: [After a friendly champion is targeted by an attack] ■3 ➜ Change the target of the attack to this card; this attack is unblockable.

She will go to any length for bacon.

ATTACK	1	8	DEFENSE

PROTOTYPE v11

FERAL CHARGE
ACTION

2

Perform an unblockable attack with this champion.

Having acquired a taste for pork on the farm, it ran straight to the city.

The Kaiju   PROTOTYPE v11

FERAL CHARGE
ACTION

2

Perform an unblockable attack with this champion.

Having acquired a taste for pork on the farm, it ran straight to the city.

The Kaiju   PROTOTYPE v11

SHACKLES OF ICE
ACTION

3

Choose two opposing champions; exhaust those champions.

Where did you think you were going?

The Ice Queen   PROTOTYPE v11

SHACKLES OF ICE
ACTION

3

Choose two opposing champions; exhaust those champions.

Where did you think you were going?

The Ice Queen   PROTOTYPE v11

COLD SNAP
ACTION

2

Place 2★ on each exhausted opposing champion.

Good luck escaping winter.

The Ice Queen   PROTOTYPE v11

COLD SNAP
ACTION

2

Place 2★ on each exhausted opposing champion.

Good luck escaping winter.

The Ice Queen   PROTOTYPE v11

THE BERSERKER
BRUNHITTA

Overequipped: This card may have three equipped cards. While at maximum equipment, this card has **+1 Attack**.

She will hit you.

ATTACK	2	7	DEFENSE

PROTOTYPE v11

WRIST-MOUNTED LASER
EQUIPMENT

2

Peak Efficiency: While this card has no ✦ on it, its attacks are unblockable.

It is good at what it does.

ATTACK	2	3	DEFENSE

The Killbot — PROTOTYPE v11

WRIST-MOUNTED LASER
EQUIPMENT

2

Peak Efficiency: While this card has no ✦ on it, its attacks are unblockable.

It is good at what it does.

ATTACK	2	3	DEFENSE

The Killbot — PROTOTYPE v11

TARGETING LOCK
ACTION

3

For this turn, this champion has **+2 Attack** and its attacks are unblockable; perform an attack with this champion.

Contagion has exceeded safe levels; activating SCRCHD_EARTH.exe.

The Medbot — PROTOTYPE v11

TARGETING LOCK
ACTION

3

For this turn, this champion has **+2 Attack** and its attacks are unblockable; perform an attack with this champion.

Contagion has exceeded safe levels; activating SCRCHD_EARTH.exe.

The Medbot — PROTOTYPE v11

EMERGENCY TRANSFUSION
ACTION

2

Choose two champions; place 2✦ on one and ready the other.

Triage has been successful; applying treatment.

The Medbot — PROTOTYPE v11

EMERGENCY TRANSFUSION
ACTION

2

Choose two champions; place 2✦ on one and ready the other.

Triage has been successful; applying treatment.

The Medbot — PROTOTYPE v11