#### 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+ \$\mathscr{P}\$)

#### ATTACKING

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## **CHAMPION DEFEAT**

**OVERLOAD WEAPON** 

ACTION

- 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+ \$\mathscr{P}\$)

## **PLAYER TURNS**

- 1. Check for Victory:
  - a. 3+ \$\mathscr{P}\$: you win!
  - b. 21+ @ value in spent energy: you lose!
- 2. Take Two:
  - · Play a card
  - Activate an J 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 Bacon
- Action cost Exhaust cost
- Energy
- A Champion ready
- Upgraded energy







#### **PLAYER TURNS**

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#### **ICONS & TRAITS**

- \* Damage
- Action cost
- & Bacon @ Energy
- Exhaust cost Champion ready
- Upgraded energy









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

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.



[After this champion places \* on an opposing champion]

Ready this champion.

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



[After this champion places \* on an opposing champion]

Ready this champion.

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



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

She will go to any length for bacon.

ATTACK

**Defense** 



Perform an unblockable attack with this champion.

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

FERAL CHARGE

Perform an unblockable attack with this champion.

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

> > PROTOTYPE v11

The Kaiiu

**SHACKLES OF ICE** 

Choose two opposing champions; exhaust those champions.

Where did you think you were going?

The Ice Queen PROTOTYPE v11

Choose two opposing champions; exhaust those champions.

Where did you think you were going?

The Ice Queen PROTOTYPE v11



Place 2★ on each exhausted opposing champion.

Good luck escaping winter.

The Ice Queen



Place 2★ on each exhausted opposing champion.

Good luck escaping winter.

The Ice Queen PROTOTYPE v11



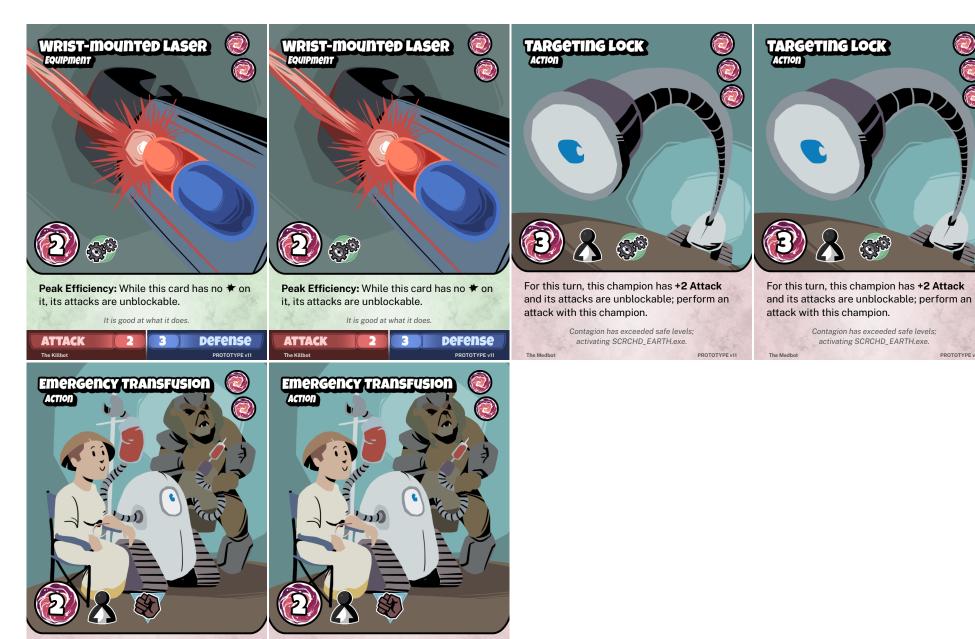
Overequipped: This card may have three equipped cards. While at maximum equipment, this card has +1 Attack.

She will hit you.

ATTACK



**Defense** 



PROTOTYPE v11

Choose two champions; place 2★ on one and

Triage has been successful; applying treatment.

ready the other.

The Medbot

Choose two champions; place 2★ on one and

Triage has been successful; applying treatment.

PROTOTYPE v11

ready the other.

The Medbot

PROTOTYPE v11