

LEARN TO PLAY

SAVE YOUR BACON!

Thank you for your interest in Save Your Bacon! The game is in active development, so the rules are available as a living document online; simply scan the QR code or visit the URL below to access them.

Enjoy the game, and may the best champions claim the bacon!



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

PLAYER TURNS

1. Check for Victory:
 - a. 3+ 🍖: you win!
 - b. 21+ ⚡ on cards in spent energy stack: you lose!
2. Take Two:
 - Play a card
 - Activate an ⚡ effect
 - Attack (see reverse). You cannot Attack again or Refresh this turn.
 - Refresh:
 - a. Draw to 5 cards in hand
 - b. Ready up to 3 cards
 You cannot Refresh again this turn.
 - Pass time: If cards in hand: pitch 1-2, gaining ⚡ tokens.

ICONS

- | | |
|-------------------|------------------|
| ★ Damage | ⚡ Action cost |
| 🍖 Bacon | ⚡ Exhaust cost |
| ⚡ Energy | 👤 Champion ready |
| ⚡ Upgraded energy | |

PLAYER TURNS

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|-------------------|------------------|
| ★ Damage | ⚡ Action cost |
| 🍖 Bacon | ⚡ Exhaust cost |
| ⚡ Energy | 👤 Champion ready |
| ⚡ Upgraded energy | |

THE DARK SPACE LORD

RYLO KEN



Choke: ⚡ - 1 ⚡ - 🍖 → Choose an opposing champion; place 2★ and the *Disarmed* condition on that champion.

Seeking life partner with whom to dominate the galaxy.

ATTACK 2 | 7 **DEFENSE**

PROTOTYPE v9

UNSTABLE ENERGY BLADE

EQUIPMENT



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.

Indomitable anger in blade form.

ATTACK 4 | 2 **DEFENSE**

The Dark Space Lord

PROTOTYPE v9

UNSTABLE ENERGY BLADE

EQUIPMENT



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.

Indomitable anger in blade form.

ATTACK 4 | 2 **DEFENSE**

The Dark Space Lord

PROTOTYPE v9

OVERLOAD WEAPON

ACTION



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

Some days you just gotta break stuff.

The Dark Space Lord

PROTOTYPE v9

OVERLOAD WEAPON

ACTION



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

Some days you just gotta break stuff.

The Dark Space Lord

PROTOTYPE v9

EMBRACED ANGER

REACTION



[After this champion places ★ on an opposing champion]

Choose another opposing champion; place 3★ on that champion.

Life is all about murdering your enemies and looking awesome while doing it.

The Dark Space Lord

PROTOTYPE v9

EMBRACED ANGER

REACTION



[After this champion places ★ on an opposing champion]

Choose another opposing champion; place 3★ on that champion.

Life is all about murdering your enemies and looking awesome while doing it.

The Dark Space Lord

PROTOTYPE v9

THE NINJA

REVERSE GAP MOE-CHAN



Master of Stealth: This card cannot be chosen as the target for an attack.

Adorable on the outside. Hardened killer on the inside.

ATTACK

3

6

DEFENSE

PROTOTYPE v6

EMERGE FROM SHADOWS

ACTION



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.

Even if the first strike fails, the second is on its way.

The Ninja

PROTOTYPE v9

EMERGE FROM SHADOWS

ACTION



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.

Even if the first strike fails, the second is on its way.

The Ninja

PROTOTYPE v9

SHURIKEN

EQUIPMENT



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

Death by inches.

ATTACK

0

1

DEFENSE

The Ninja

PROTOTYPE v9

SHURIKEN

EQUIPMENT



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

Death by inches.

ATTACK

0

1

DEFENSE

The Ninja

PROTOTYPE v9

HIDDEN KUNAI

EQUIPMENT



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

Nice try!

ATTACK

2

2

DEFENSE

The Ninja

PROTOTYPE v7

HIDDEN KUNAI EQUIPMENT



Intercept: [After a friendly card is targeted by an attack] **A - 1:** → Change the target of the attack to this card.

Nice try!

ATTACK 2 | 2 **DEFENSE**
The Ninja PROTOTYPE v7

THE XENO HUNTER "STALKER"



Predation: **J - 10:** → Choose an opposing champion; place 1★ and the Marked condition on that champion.

No one ever sees it coming.

ATTACK 3 | 7 **DEFENSE**
The Xen Hunter PROTOTYPE v8

PLASMA CANNON EQUIPMENT



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

Time to light up the jungle.

ATTACK 4 | 3 **DEFENSE**
The Xen Hunter PROTOTYPE v9

PLASMA CANNON EQUIPMENT

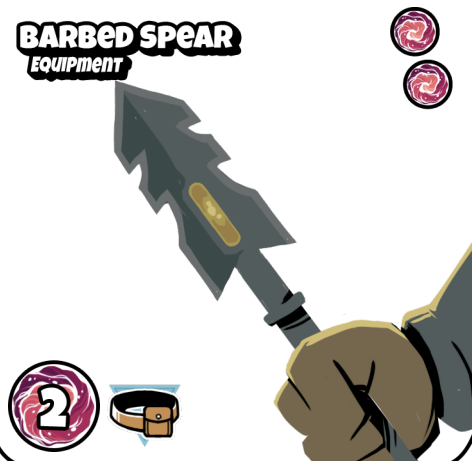


Targeted Blast: While attacking, this card may only target a champion if they have the Marked condition.

Time to light up the jungle.

ATTACK 4 | 3 **DEFENSE**
The Xen Hunter PROTOTYPE v9

BARBED SPEAR EQUIPMENT

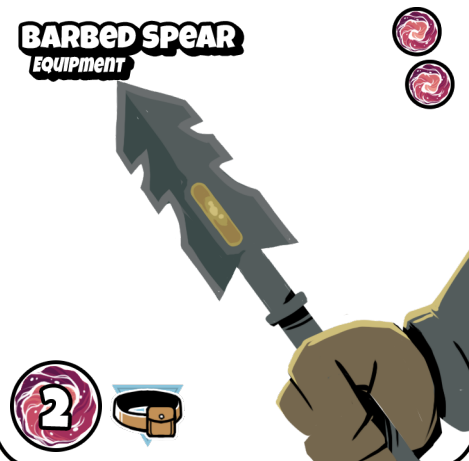


Precise Jab: While attacking with this card targeting an equipment card, this card has +2 Attack.

It definitely meant to hit that.

ATTACK 2 | 3 **DEFENSE**
The Xen Hunter PROTOTYPE v8

BARBED SPEAR EQUIPMENT

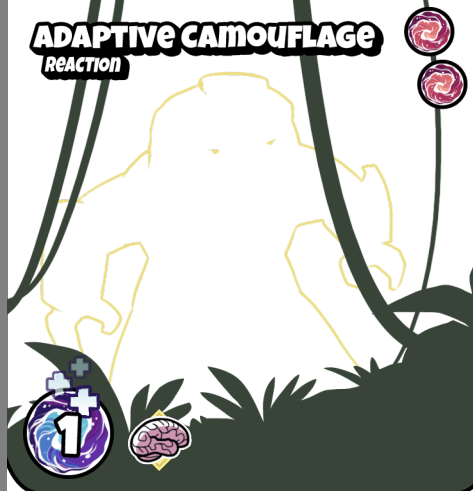


Precise Jab: While attacking with this card targeting an equipment card, this card has +2 Attack.

It definitely meant to hit that.

ATTACK 2 | 3 **DEFENSE**
The Xen Hunter PROTOTYPE v8

ADAPTIVE CAMOUFLAGE REACTION



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

It will be back.

The Xen Hunter PROTOTYPE v7

ADAPTIVE CAMOUFLAGE REACTION



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

It will be back.

The Xen Hunter PROTOTYPE v7

THE WIZARD MANDWELF



Fireball: ♠-♣-♠ → Choose an opposing champion; place 2★ on that champion.

Is he human? Dwarf? Elf? He exploded the last person to ask.

ATTACK 2 | 7 **Defense**
PROTOTYPE v9

SCROLL OF EXPLOSION EQUIPMENT



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

EXPLOOOOOOOOSION!

ATTACK 3 | 2 **Defense**
The Wizard PROTOTYPE v9

SCROLL OF EXPLOSION EQUIPMENT

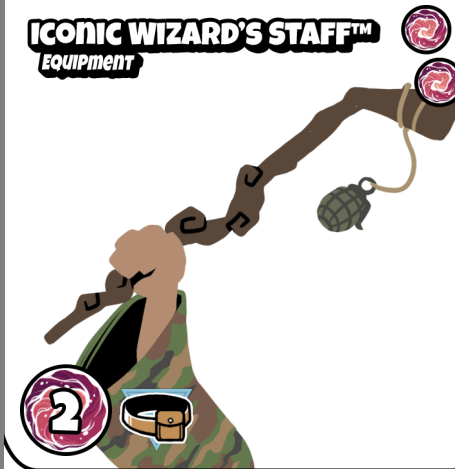


Explosion: [After this card places ★ on an opposing champion] → You may place 2★ on all cards equipped by that champion.

EXPLOOOOOOOOSION!

ATTACK 3 | 2 **Defense**
The Wizard PROTOTYPE v9

ICONIC WIZARD'S STAFF™ EQUIPMENT



Spark: ♠-♣-♠ → Choose up to two opposing cards; place 1★ on each.

*Never be mistaken for a degenerate cultist again!
Order your Iconic Wizard's Staff™ today!*

ATTACK 1 | 3 **Defense**
The Wizard PROTOTYPE v9

ICONIC WIZARD'S STAFF™ EQUIPMENT



Spark: ♠-♣-♠ → Choose up to two opposing cards; place 1★ on each.

*Never be mistaken for a degenerate cultist again!
Order your Iconic Wizard's Staff™ today!*

ATTACK 1 | 3 **Defense**
The Wizard PROTOTYPE v9

BURN THROUGH LIMITS REACTION



[After this champion places ★ on an opposing champion]

Place 1★ on this champion; ready them.

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

The Wizard PROTOTYPE v9

BURN THROUGH LIMITS REACTION



[After this champion places ★ on an opposing champion]

Place 1★ on this champion; ready them.

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

The Wizard PROTOTYPE v9

THE CLERIC FRIARETTA PRIEST



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

She will go to any length for bacon.

ATTACK 1 | 8 **Defense**
PROTOTYPE v7

FIRES OF RETRIBUTION

ACTION



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

Little Friaretta Priest always wanted to wield a sword when she grew up, but smiting unbelievers is almost as good.

The Cleric

PROTOTYPE v9

FIRES OF RETRIBUTION

ACTION



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

Little Friaretta Priest always wanted to wield a sword when she grew up, but smiting unbelievers is almost as good.

The Cleric

PROTOTYPE v9

DIVINE CLEANSING

ACTION



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

To claim the bacon, first fatten the flock.

The Cleric

PROTOTYPE v9

DIVINE CLEANSING

ACTION



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

To claim the bacon, first fatten the flock.

The Cleric

PROTOTYPE v9

HOLY CLOAK

EQUIPMENT



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

By bacon's shine, her faith is rewarded.

ATTACK 0 | 2 **DEFENSE**

The Cleric

PROTOTYPE v9

HOLY CLOAK

EQUIPMENT



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

By bacon's shine, her faith is rewarded.

ATTACK 0 | 2 **DEFENSE**

The Cleric

PROTOTYPE v9

THE LIGHT SPACE MONK

Ken Benobi



Counterattack: [After an exhausted friendly champion is targeted by an attack] ■ → Place 2★ on the attacking card.

*Ken Benobi just wants to help.
His only hope is that he'll get some bacon out of it.*

ATTACK 2 | 8 **DEFENSE**

PROTOTYPE v7

ELEGANT ENERGY BLADE

EQUIPMENT



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

An elegant weapon for a more civilized pork product.

ATTACK 3 | 2 **DEFENSE**

The Light Space Monk

PROTOTYPE v9



ELEGANT ENERGY BLADE

EQUIPMENT



3

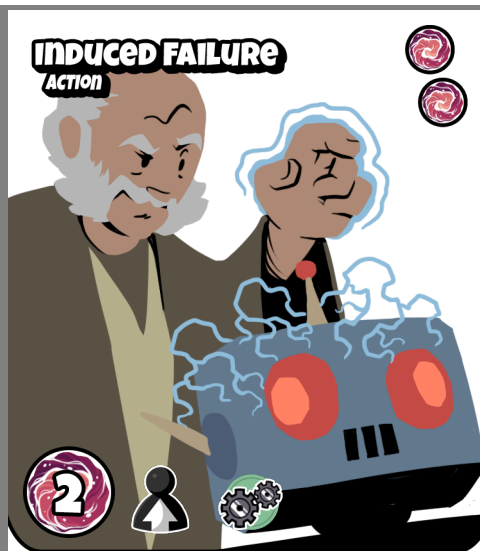
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An elegant weapon for a more civilized pork product.

ATTACK 3 | 2 **DEFENSE**

The Light Space Monk

PROTOTYPE v9



INDUCED FAILURE

ACTION



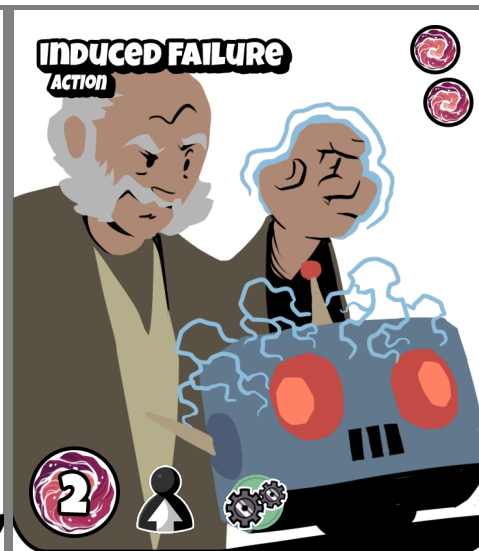
2

Choose an opposing equipment card; destroy that card.

These aren't the...oh, wait. Oops.

The Light Space Monk

PROTOTYPE v9



INDUCED FAILURE

ACTION



2

Choose an opposing equipment card; destroy that card.

These aren't the...oh, wait. Oops.

The Light Space Monk

PROTOTYPE v9



CHANNEL THE LIGHT

ACTION



2

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

The Light will be with you.

The Light Space Monk

PROTOTYPE v6



CHANNEL THE LIGHT

ACTION



2

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

The Light will be with you.

The Light Space Monk

PROTOTYPE v6



THE KAIJU

GOURDZILLA



Different Scale: The opponent who gains ♣ for this card's defeat gains 1 extra ♣.

It will squash you.

ATTACK 4 | 15 **DEFENSE**

The Kaiju

PROTOTYPE v9



MASSIVE STOMP

ACTION



3

Choose two opposing champions; place 2★ on each.

It's big enough to share.

The Kaiju

PROTOTYPE v9



MASSIVE STOMP

ACTION



3

Choose two opposing champions; place 2★ on each.

It's big enough to share.

The Kaiju

PROTOTYPE v9

FERAL CHARGE

ACTION



Perform an attack with this champion.

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

The Kaiju

PROTOTYPE v6

FERAL CHARGE

ACTION



Perform an attack with this champion.

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

The Kaiju

PROTOTYPE v6

WAKE THE BEAST

REACTION



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

Ready this champion.

The farmer's first and last mistake was trying to harvest it.

The Kaiju

PROTOTYPE v8

WAKE THE BEAST

REACTION



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

Ready this champion.

The farmer's first and last mistake was trying to harvest it.

The Kaiju

PROTOTYPE v8

THE DINOSAURS VELOCIRAPTOR PACK



Pack Hunters: While attacking a champion with the *Marked* condition, this card has +1 Attack.

Such clever girls.

ATTACK

2

7

DEFENSE

PROTOTYPE v6

FLANKING MANEUVER

ACTION



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

You'd think such bright plumage would be easier to track...

The Dinosaurs

PROTOTYPE v9

FLANKING MANEUVER

ACTION



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

You'd think such bright plumage would be easier to track...

The Dinosaurs

PROTOTYPE v9

STALK PREY

ACTION



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

Plenty of prey for all.

The Dinosaurs

PROTOTYPE v9



STALK PREY

ACTION

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

Plenty of prey for all.

The Dinosaurs

PROTOTYPE v9



ANIMALISTIC SENSES

EQUIPMENT

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

Always ready to pounce.

ATTACK 0 | **2** **DEFENSE**

The Dinosaurs

PROTOTYPE v9



ANIMALISTIC SENSES

EQUIPMENT

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

Always ready to pounce.

ATTACK 0 | **2** **DEFENSE**

The Dinosaurs

PROTOTYPE v9



THE ICE QUEEN

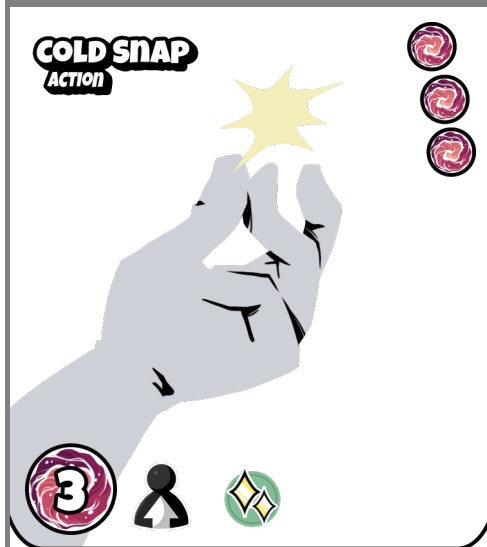
KELSA OF BARRENDELL

Immune to Cold: Effects cannot place ★ on this card.

Kelsa just can't let it go.

ATTACK 2 | **7** **DEFENSE**

PROTOTYPE v6



COLD SNAP

ACTION

Place 2★ on each exhausted opposing champion.

Good luck escaping winter.

The Ice Queen

PROTOTYPE v9



COLD SNAP

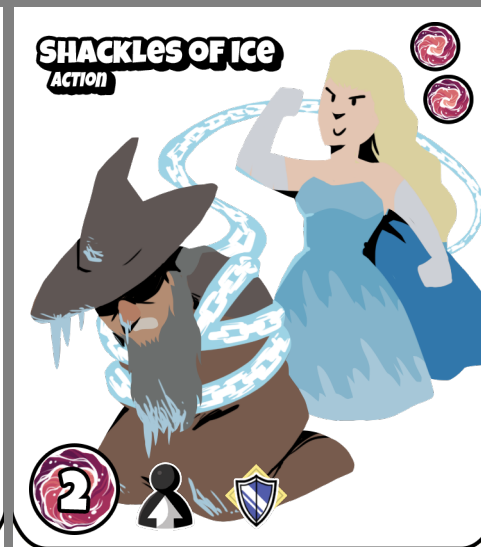
ACTION

Place 2★ on each exhausted opposing champion.

Good luck escaping winter.

The Ice Queen

PROTOTYPE v9



SHACKLES OF ICE

ACTION

Choose an opposing champion; exhaust that champion.

Where did you think you were going?

The Ice Queen

PROTOTYPE v9



SHACKLES OF ICE

ACTION

Choose an opposing champion; exhaust that champion.

Where did you think you were going?

The Ice Queen

PROTOTYPE v9



Second Wind

ACTION



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

Oh, now you've made her mad.

The Ice Queen

PROTOTYPE v6



Second Wind

ACTION

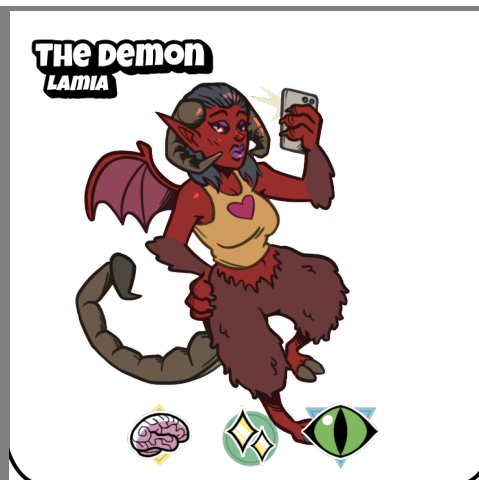


Remove 1★ from this champion. If you do, place the *Buffed* condition on this champion.

Oh, now you've made her mad.

The Ice Queen

PROTOTYPE v6



The Demon

LAMIA

Increase Suffering: While attacking a champion with ★ on them, this card has +1 Attack.

Even she is tempted by bacon.

ATTACK

2

7

DEFENSE

PROTOTYPE v9



Temptation

ACTION



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

Hey, handsome.

The Demon

PROTOTYPE v9



Temptation

ACTION



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

Hey, handsome.

The Demon

PROTOTYPE v9



Unholy Flame

ACTION



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

She has more than one method of persuasion.

The Demon

PROTOTYPE v9



Unholy Flame

ACTION



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

She has more than one method of persuasion.

The Demon

PROTOTYPE v9



Steal Vitality

REACTION



[After this champion targets a champion with ★ on them for an attack]

Remove 2★ from this champion.

Mm, almost as good as bacon.

The Demon

PROTOTYPE v9

STEAL VITALITY

REACTION



[After this champion targets a champion with ★ on them for an attack]

Remove 2★ from this champion.

Mm, almost as good as bacon.

The Demon

PROTOTYPE v9

THE GHOST PIRATE

Lechonk



Lively Dead: [After this card is defeated] → Place the *Empowered* condition on this card.

Death has merely piqued his appetite.

ATTACK 2 | 7 **DEFENSE**

PROTOTYPE v8

CUTLASS AND PISTOL

EQUIPMENT



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

Avast, me hearties!

ATTACK 3 | 3 **DEFENSE**

The Ghost Pirate

PROTOTYPE v9

CUTLASS AND PISTOL

EQUIPMENT



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

Avast, me hearties!

ATTACK 3 | 3 **DEFENSE**

The Ghost Pirate

PROTOTYPE v9

NAUGHT BUT BONES

EQUIPMENT



[After ★ is placed on this champion]

Remove 1★ from this champion. Ready this champion.

It's but a flesh wound!

The Ghost Pirate

PROTOTYPE v9

NAUGHT BUT BONES

EQUIPMENT



[After ★ is placed on this champion]

Remove 1★ from this champion. Ready this champion.

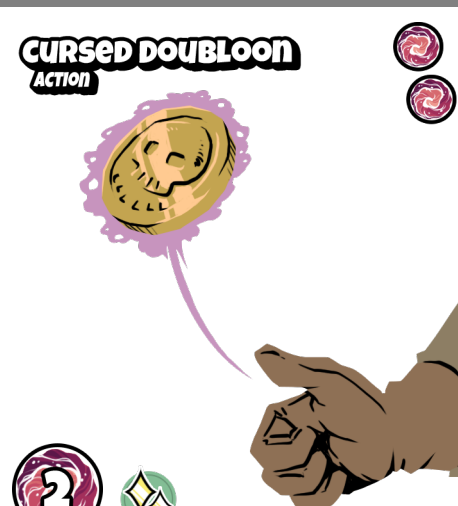
It's but a flesh wound!

The Ghost Pirate

PROTOTYPE v9

CURSED DOUBLOON

ACTION



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

One pirate's curse is another's treasure.

The Ghost Pirate

PROTOTYPE v9

CURSED DOUBLOON

ACTION



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

One pirate's curse is another's treasure.

The Ghost Pirate

PROTOTYPE v9

THE HAUNTED ARMOR "BAKIN' KNIGHT"



Sacrifice Mobility: [After declaring an attack with this card] Place 1★ on this card → This card has **+1 Attack** this turn.

Perhaps it can fill its emptiness with bacon.

ATTACK 2 | 8 **DEFENSE**

PROTOTYPE v9

APPROPRIATE ACTION



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

It will take its enemies' strength for itself.

The Haunted Armor

PROTOTYPE v6

APPROPRIATE ACTION



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

It will take its enemies' strength for itself.

The Haunted Armor

PROTOTYPE v6

SPIKED VAMBRACES EQUIPMENT



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

Attack it if you dare.

ATTACK 1 | 2 **DEFENSE**

The Haunted Armor

PROTOTYPE v6

SPIKED VAMBRACES EQUIPMENT



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

Attack it if you dare.

ATTACK 1 | 2 **DEFENSE**

The Haunted Armor

PROTOTYPE v6

PEER INTO THE VOID REACTION



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

Nothing but emptiness and hunger.

The Haunted Armor

PROTOTYPE v9

PEER INTO THE VOID REACTION



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

Nothing but emptiness and hunger.

The Haunted Armor

PROTOTYPE v9

THE BERSERKER BRUNHITTA



Overequipped: This card may have three equipped cards.

She will hit you.

ATTACK 2 | 7 **DEFENSE**

PROTOTYPE v6



ABSURDLY BIG HAMMER Equipment

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

She will hit you really hard.

ATTACK 4 | 4 **Defense**
The Berserker PROTOTYPE v9



ABSURDLY BIG HAMMER Equipment

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

She will hit you really hard.

ATTACK 4 | 4 **Defense**
The Berserker PROTOTYPE v9



ENDLESS THROWING AXES Equipment

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

She will hit you a lot.

ATTACK 2 | 3 **Defense**
The Berserker PROTOTYPE v6



ENDLESS THROWING AXES Equipment

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

She will hit you a lot.

ATTACK 2 | 3 **Defense**
The Berserker PROTOTYPE v6



BIKINI ARMOR Equipment

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

She can take a hit.

ATTACK 0 | 2 **Defense**
The Berserker PROTOTYPE v9



BIKINI ARMOR Equipment

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

She can take a hit.

ATTACK 0 | 2 **Defense**
The Berserker PROTOTYPE v9

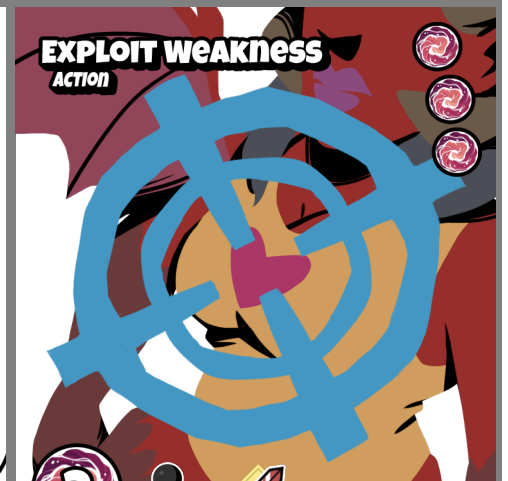


THE KILLBOT KILLINATOR

Micromissile Barrage: ♣-♣ → Place 1★ on each opposing champion.

It has 4,037 hours worth of soap operas to catch up on, so it's going to make this quick.

ATTACK 2 | 7 **Defense**
PROTOTYPE v9



EXPLOIT WEAKNESS ACTION

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

Enemy successfully neutralized.

The Killbot PROTOTYPE v9



EXPLOIT WEAKNESS ACTION

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

Enemy successfully neutralized.

The Killbot

PROTOTYPE v9



WRIST-MOUNTED LASER EQUIPMENT

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

It is good at what it does.

ATTACK 1 | 3 **DEFENSE**

The Killbot

PROTOTYPE v6



WRIST-MOUNTED LASER EQUIPMENT

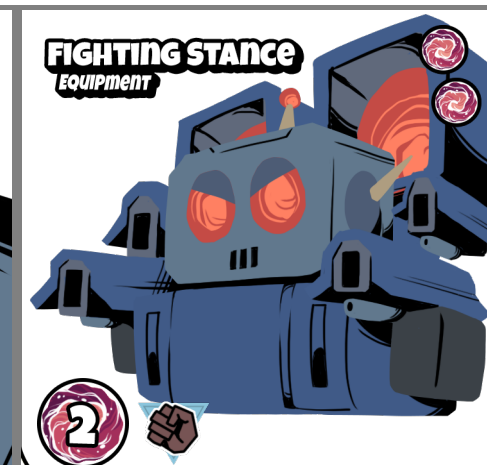
Peak Efficiency: While this card has no ★ on it, it has +2 Attack.

It is good at what it does.

ATTACK 1 | 3 **DEFENSE**

The Killbot

PROTOTYPE v6



FIGHTING STANCE EQUIPMENT

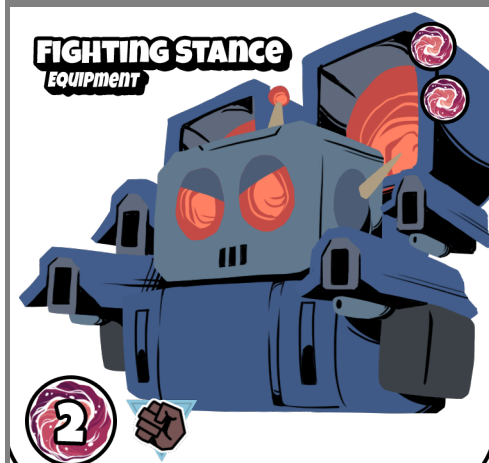
Ready for Anything: While this champion is the attacking card, this champion has +1 Attack.

It's always prepared for battle.

ATTACK 0 | 2 **DEFENSE**

The Killbot

PROTOTYPE v7



FIGHTING STANCE EQUIPMENT

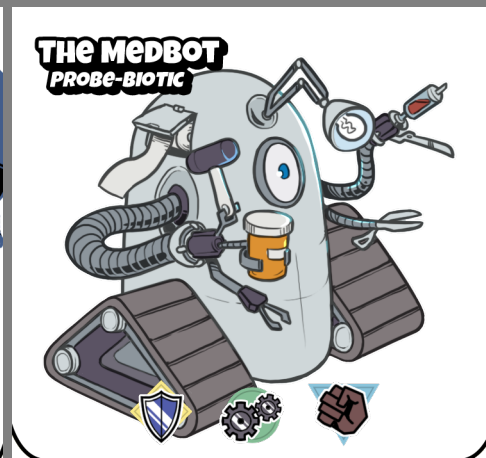
Ready for Anything: While this champion is the attacking card, this champion has +1 Attack.

It's always prepared for battle.

ATTACK 0 | 2 **DEFENSE**

The Killbot

PROTOTYPE v7



THE MEDBOT PROBE-BIOTIC

Render Aid: ♣ - ♠ → Choose a champion; remove up to 2 conditions from that champion.

Perhaps if it procures strips of fatty protein its patients will stop running away.

ATTACK 1 | 8 **DEFENSE**

The Medbot

PROTOTYPE v6



TARGETING LOCK ACTION

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

Contagion has exceeded safe levels; activating SCRCHD_EARTH.exe.

The Medbot

PROTOTYPE v6



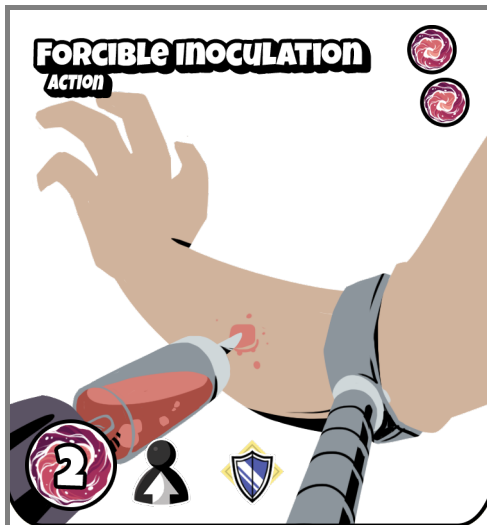
TARGETING LOCK ACTION

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

Contagion has exceeded safe levels; activating SCRCHD_EARTH.exe.

The Medbot

PROTOTYPE v6



FORCIBLE INOCULATION

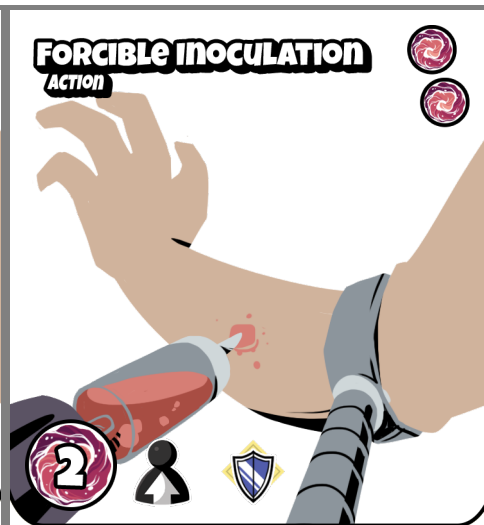
ACTION

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

This might sting a little...

The Medbot

PROTOTYPE v8



FORCIBLE INOCULATION

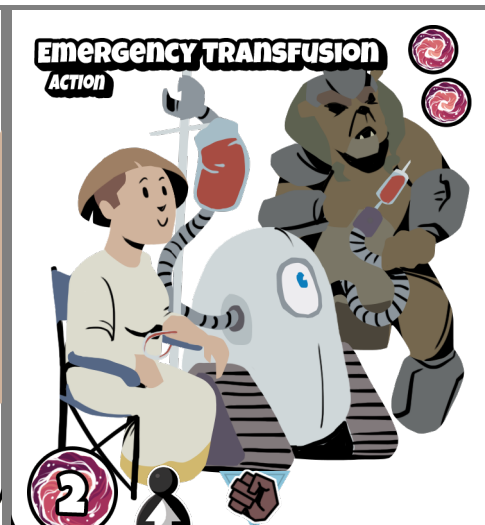
ACTION

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

This might sting a little...

The Medbot

PROTOTYPE v8



EMERGENCY TRANSFUSION

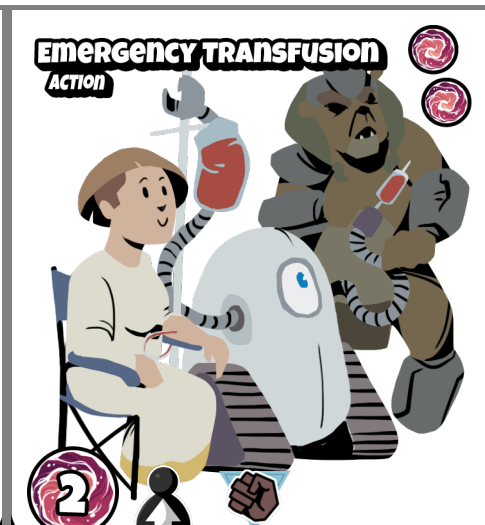
ACTION

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

Triage has been successful; applying treatment.

The Medbot

PROTOTYPE v6



EMERGENCY TRANSFUSION

ACTION

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

Triage has been successful; applying treatment.

The Medbot

PROTOTYPE v6