

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+)

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PLAYER TURNS

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

ICONS & TRAITS

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



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OVERLOAD WEAPON ACTION



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

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BURN THROUGH LIMITS REACTION



[After this champion places ★ on an opposing champion]

Ready this champion.

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

The Wizard

PROTOTYPE v11

BURN THROUGH LIMITS REACTION



[After this champion places ★ on an opposing champion]

Ready this champion.

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

The Wizard

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THE CLERIC FRIARETTA PRIEST



Self-sacrifice: [After a friendly champion is targeted by an attack] **1** → 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



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



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



Choose two opposing champions; exhaust those champions.

Where did you think you were going?

The Ice Queen

PROTOTYPE v11

SHACKLES OF ICE ACTION



Choose two opposing champions; exhaust those champions.

Where did you think you were going?

The Ice Queen

PROTOTYPE v11

COLD SNAP ACTION



Place 2★ on each exhausted opposing champion.

Good luck escaping winter.

The Ice Queen

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COLD SNAP ACTION



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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



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



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



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



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

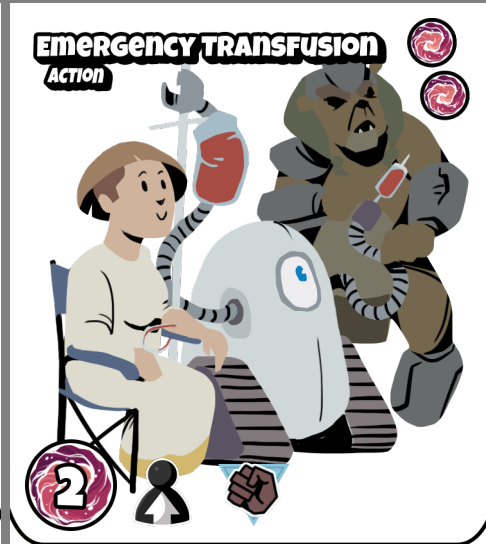


Choose two champions; place 2★ on one and ready the other.

Triage has been successful; applying treatment.

The Medbot

PROTOTYPE v11



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

Triage has been successful; applying treatment.

The Medbot

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