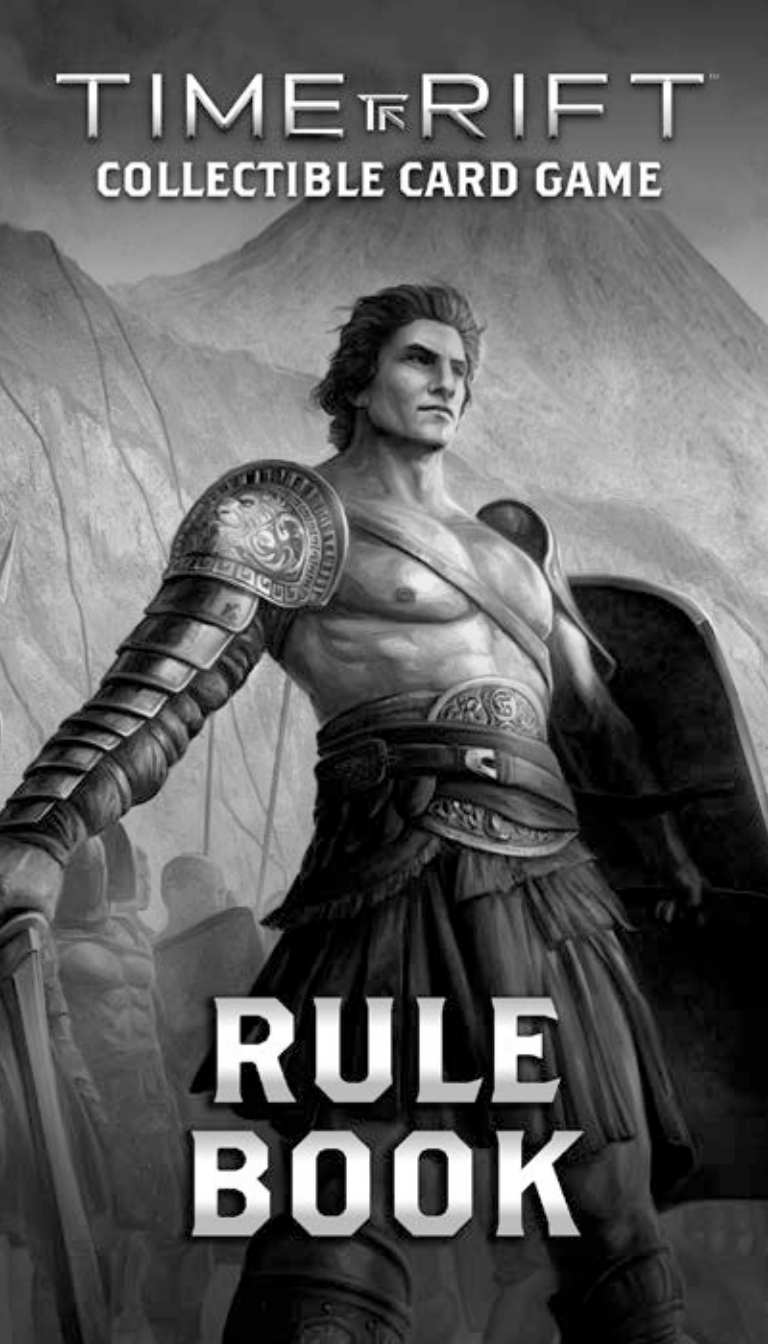
TIME RIFT

COLLECTIBLE CARD GAME



RULE BOOK

TIME RIFT
COLLECTIBLE CARD GAME

RULE BOOK v1.3

Bringing Legends to the Present to Fight for the Future™!

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Time Rift™ is a hybrid board, collectible card, and tactics game featuring Champions drawn from across world history. Unleash legendary figures like Spartacus and Miyamoto Musashi to battle in the Arena. Equip your Champion with iconic weapons, master-crafted armor, and ancient artifacts, then harness the lessons of real battles and extraordinary people to shape your strategy.

OBJECTIVE

“Navigate the Arena, perfect your Loadout, and craft strategies as bold as the stand at Thermopylae as you battle to become the ultimate Time Rift™ Champion.”

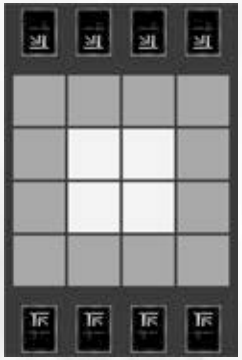
In Time Rift™, players fight as a **Champion** battling in the **Arena**. Each Champion has a Life total. Reduce your opponent’s Life total to 0 and be the last one standing – or have the highest Life total at the end of Round 4 – to win the game.



OVERVIEW

Time Rift™ is played in the ***Arena*** — a designated 4×4 game board where your Champion competes.

Here is an example of what the Arena looks like:



Your ***Champion*** is your primary card and the foundation of your strategy. Through them you will spend Actions to move throughout the ***Arena***, attack your opponent's Champion, and activate unique Abilities — using your actions wisely will guide you to victory.



Here is an example of a Champion Card — this one featuring the legendary gladiator Spartacus, who appears in the Starter Game.

The remaining four cards are called **Loadout cards**. These cards rest in the Loadout Slots outside the Arena and are revealed one per Round, unlocking fresh Abilities, bonuses, and tactical choices as the game develops.

Here is an example of a standard Loadout. In this case, these cards all belong to Spartacus' standard Battle Deck, however, you are encouraged to mix and match to find the perfect strategy for you, the player — more on deck building later.



Your **Champion** card + your 4 **Loadout cards** = a **Battle Deck**:



As a short recap:
You spend Actions to Move your ***Champion*** inside the ***Arena*** and make Attacks. Your ***Loadout*** cards alter gameplay, provide new Abilities, bonuses, and tactical options.

HOW TO PLAY

Is this your first time picking up Time Rift™?

Or just need a quick refresher on the fundamentals? You are in the right place. In the pages ahead, we will walk through the core concepts of the game – general gameplay flow, card anatomy, and the basics of building a Battle Deck.

Prefer colorful visuals and step-by-step instruction?

Scan the QR code here to jump straight to our online **Quick Play Guide**, designed to get you playing in minutes.

Understanding Your Champion



Initiative: On Champion cards, the Champion's Initiative breaks ties. On Loadout cards, Initiative determines which Champion goes first during that Round.

Life: A Champion's starting Life. When it reaches zero, the Champion is defeated.

Agility: How many actions a Champion can spend each round to move through the Arena, make various attacks, or activate unique Abilities with printed action costs.

Attack Grid: Where your Champion can make attacks in the Arena relative to your Champion's position and facing.

Damage: The amount of Damage a successful Base Attack deals to the opponent.

DEF: Modifies your Champion's Defense Roll(s).

Element: An important classifying aspect of your Time Rift cards. Each card is 1 of 7 possible Elements.

Keywords: Type, Region, Culture, and Designation. These Keywords connect your Champion to synergies and card effects.

Game Text: Text that informs the players how the card Ability functions, how and when it may interact with other cards, and any additional text pertinent to playing the game.

Flavor Text: Italicized text that offers the player history, interesting anecdotes, or a short story about the region, culture, or individual person.

How the Attack Grid Works



The Attack Grid represents a Champion's position and facing (the chevron in the Grid). A Champion may only make attacks into spaces on their Grid that show a number. These numbers modify the Attack Roll.

Base Attacks use the Champion's Attack Grid.
Weapon Attacks and Special Attacks use their own Attack Grids.
Attack Grids do not overlay or combine.

How to Spend Actions (Agility)

During your turn, you are able to spend your Actions (Agility Bolt value) to do three things:

Move / **Attack** / **Activate Unique Abilities**.

The number of Actions a player has for each Round is represented by the value on the Champion's Agility Bolt plus or minus any revealed Card Effects that increase or decrease the Action Count. Some cards allow you to spend Actions outside your turn. These effects will always specify when this is allowed.

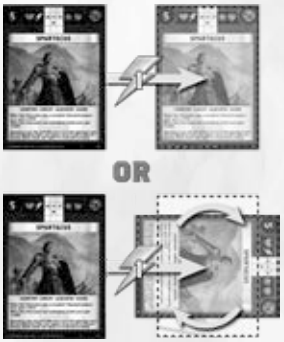
Players may perform Actions in any order and may make as many Move and Base Attack Actions as they can afford.

Spending an Action by Moving

Rotating (1 Action):

Rotating in the space the Champion currently occupies. Rotate your Champion 90°, 180°, or 270° in place.
Rotation changes your facing and therefore your Attack Grid.





Moving (1 Action):

Moving is changing location in the Arena by leaving one space and entering another unoccupied space. When a Champion moves spaces in the Arena, they are always able to change their facing as part of that Move Action.

Champions can only move orthogonally.



Spending an Action by Attacking

We will cover the full Attack Sequence in detail on page 17. For now, it is important to understand that —just like Moving— your Agility actions can be spent to initiate attacks. This includes Base Attacks, Weapon Attacks, and Special Attacks.



Spending an Action by Activating Unique Abilities

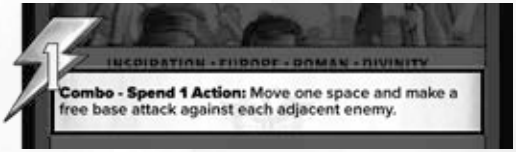
Unique Abilities vary from card to card. They can be found in the card's Game Text and grant you access to unique conditions. Ones that require Actions to activate clearly state that you must spend an Action. Below is ***LIBERTAS'*** Combo Power Ability:



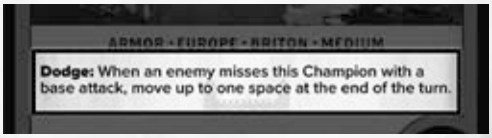
A Closer Look at Unique Abilities

Some Loadout cards include abilities that instruct you to Spend the card. When you resolve an ability that says "Spend," that card is considered Spent and is placed face-up in your Discard Pile. Cards are only Spent when an ability specifically uses the word Spend.

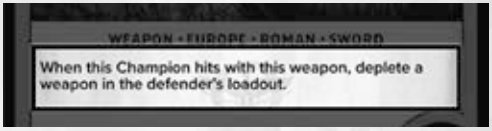
Some Unique Abilities can only be activated when it is your Turn, and no other Effects, Attacks, or Abilities are being resolved.
Shown again is ***LIBERTAS'*** **Combo** Power:



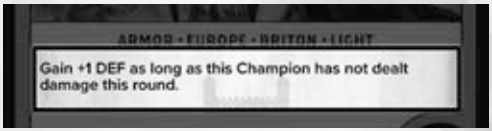
Some Unique Abilities can only be activated when specific game Actions trigger them.
See the ***DOMED HELMET***'s **Dodge** Power Ability below:



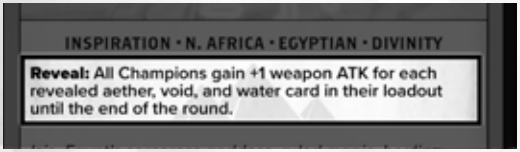
Some Unique Abilities are not Power Abilities, but they can be activated when specific game actions trigger them.
See ***CROCEA MORS***' Unique Ability below:



Other cards have Unique Abilities that are always working and always in effect, unless the card is Depleted. ***MANTLED TUNIC***'s Effect (see below) is always active, unless your Champion has dealt Damage in the Round:



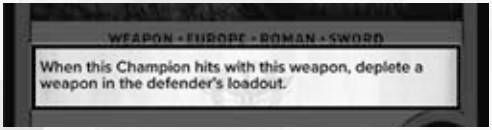
Additionally, some cards have effects that can change as the Round progresses and different game conditions are met. It is important to note that some of these Unique Abilities can come from Power Abilities, like in ***ISIS***' Reveal Ability below:



Lastly, some cards might have two Power Abilities. Only one can be activated at a time, and on Champion cards Power Abilities can only be activated once per Round. Take a look at ***OLIVIER LEVASSEUR***'s Power Abilities below:



A non-Power Ability on a depleted card that was depleted from its own effect is still an active Ability (and a static effect) until the end of its Ability duration or when the card is recharged, whichever comes first.
Look at ***GLADIUS HISPANIENSIS*** below:



Any card text with a trigger, activation, cost, and/or static effect is considered a Unique Ability.
If an Ability does not have a triggering clause, assume you can do it on your turn when no other Effects, Attacks, or Abilities are being resolved. Abilities that cost Actions, have you deplete, or spend the card will indicate it in the card's text. Power Abilities will always deplete the card, but some do not require any Actions to activate.

Game Set Up

Now that you understand your Champion and how to spend Actions, let us set up a game and find out how the Rounds take place!

Set Up 1: Champions + Loadouts

Players begin by simultaneously revealing the Champion they will use this game. Then players begin placing cards facedown into their Loadout slots.

Standard Loadout = 1 card of each type: **Weapon**, **Armor**, **Inspiration**, and **Special**.
(More on Loadout cards and deck building on pg.22)



Set Up 2: Tactical Advantage

Once all players have placed their Loadout cards face-down, one in each Loadout Slot position, players now compare the Initiative values on their respective Champions to determine Tactical Advantage. The Champion with the lowest Initiative value enters the Arena first on their Starting Row (the row closest to their Loadout cards) and facing forward. The Champion with the highest Initiative has Tactical Advantage and enters the Arena in any space within their first two rows, facing toward the opponent's side.



Set Up 3: Designating North

There are 3 scenarios which may determine where North is in the Arena:

In a 2-Player Game (Players situated across from one another): The first Champion to enter the Arena designates which unoccupied Arena side is North. This is the Champion with the lowest Initiative.

In a 3-Player Game: The unoccupied side is North.

In a 4-Player Game: The first Champion to enter the Arena enters from the North side. This is the Champion with the lowest Initiative.

The Round and Taking Turns

We are all set and ready to begin the first Round!

Each Round begins with the R-R-R sequence:

R–R–R, Turns, and End of Round.

R–R–R (Recharge – Reveal – Read)

Recharge

• Restore Actions equal to your Champion's Agility.
• All Depleted cards return to their Charged (upright) position.



Reveal

• Each player simultaneously flips their next Loadout card face-up.
• Newly revealed cards become available immediately and all non-Power Abilities on newly revealed cards take effect immediately.



Read

Players compare the Initiative values on their newly revealed Loadout cards to determine who acts first this Round. The Champion with the highest Initiative will take the first turn. Resolve all start-of-Round effects in this order:

1. Champion "start of Round" Abilities.
2. Loadout "start of Round" Abilities.
3. Reveal Abilities on cards flipped face up this Round.
4. Abilities that check to see who won and lost Initiative for the Round.



Turns

During your turn, you spend Actions to Move, Attack, and activate Unique Abilities.

You may perform Actions in any order, and you may repeat Actions as long as you have Actions remaining.

Players must spend at least 1 Action during their turn before passing play to the next player in Turn Order.

End of Round

After all players have taken their turns, resolve the End of Round phase.

During this phase, end any effects that last "until the end of the Round," and check for any Unique Abilities or **Reveal** effects that expire at this time.

Combat

Combat is the core way in which you will interact with other players during a game of Time Rift™. Swinging weapons, setting traps, or straight up fisticuffs — to name a few ways in which you can bring your opponent's Life total down.

Preparing for Combat

Moving into position - You cannot declare an attack unless the target is in a valid space on your Attack Grid.

If the Defender is not in the attacker's numbered attack grid they are not in range and you must spend Actions or Move until they are.



Spartacus (Agility 4) moves forward one space (1 Action), then spends 1 Action to declare a Base Attack.

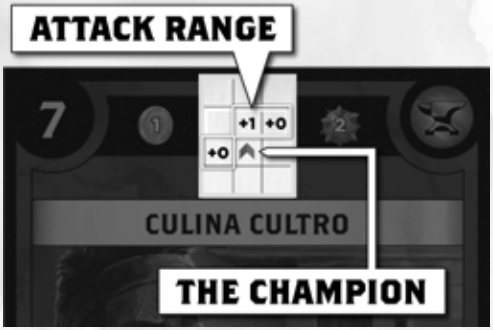


He has spent 2 of his 4 Actions — 1 to Move and 1 to Attack — leaving 2 Actions remaining. Keep swinging for more attacks or make a tactical retreat, the choice is yours!

Weapon Attacks

If you have a Weapon revealed in your Loadout, you may be able to use it in combat instead of a Base Attack.
Let us see how making a Weapon Attack works:

When using a Weapon, you must use the Weapon's Attack Grid to see where you can Attack. Note: It does NOT combine with the Base Attack Grid.



See this Coin? It shows how many Actions it Costs to attack with the Weapon.



Attack Sequence

Declaring Combat
When declaring an attack, deplete any required Loadout cards and spend the appropriate Actions, then proceed through the following steps:

Defender Rolls

1. The Defender rolls 2d6 to determine their Defense Roll Result.
2. Apply any card effects or Abilities that modify the Defense Roll Result and/or set a total.
3. Add the Defender's DEF value modifier.
4. This final number becomes the Defense Total.

Attacker Rolls

1. The Attacker rolls 2d6 to determine their Attack Roll Result.
2. Apply any other card effects or Abilities that modify the Attack Roll Result and/or set a total.
3. Add the appropriate Attack Grid modifier (+ or –).
4. This final number becomes the Attack Total.

Compare Totals

• If ATK Total > DEF Total, the attack hits.
• If DEF Total > ATK Total, the attack misses.
• If the totals are equal, the Champion with the higher Champion Initiative wins the tie.

Damage

Dealing Damage refers to the Damage dealt to the defending Champion's Life Total. Damage equals the value shown in the Damage Ball for the Attack used, plus any modifiers.

Base Attacks use the Champion's Damage value. Weapon Attacks use the Weapon's Damage value. Special Attacks use the Special's Damage value.

Refer to any card's Game Text and unique Abilities in case additional Damage modifiers can be added.

Critical Hits

If the Attacker rolled doubles on their attack roll dice, apply **Critical Hit Damage!** This doubles the Damage Ball's Damage dealt to the Defender (then add or reduce any Damage modifiers).

Victory

• Be the last, undefeated Champion after four Rounds of combat, or
• Have the highest Life total at the end of the 4th Round.

Next Steps

Using the prebuilt starter decks in the Starter Game (or any standard Champion decks in our set Booster Packs) you are now ready to play your first game of Time Rift™!

However, this was just the basic training. If you want to explore more, or need specific help and guidance, check out the rest of this rule book or refer to the contents page for information about deck building, Golden Rules, Keywords, and more!

Time Rift™ also includes over 60 unique game variations ranging from team battles to free-for-alls and specialty modes like Boss Battles — giving players countless ways to experience the Arena.



LOADOUTS

BATTLE DECKS & WAR CHESTS

A standard Battle Deck must follow these rules:

1. Your four Loadout slots must contain exactly one of each Loadout type:

1 Weapon / 1 Armor / 1 Inspiration / 1 Special

2. Body Slot Restrictions

A Loadout card is illegal if it occupies a Body Slot already used by a previously revealed card.



3. Hand Requirements

A Champion may use a maximum of 2 Hands. Any Loadout combination that exceeds 2 Hands is illegal.

4. Illegal Cards

If a card is illegal when revealed, it is immediately discarded:

- It does not trigger any Reveal effects.
- Its Initiative is treated as 0.
- It cannot be used for the rest of the game.

Battle Deck

A Battle Deck is a standard array of each type of card: a Champion and 4 Loadout cards.

Note that some cards allow you to play more than one copy of a card or have multiple instances of the same type of card in your Battle Deck.

War Chest

A War Chest is a collection of Battle Decks and reserve cards used across a multi-game Match. In a Best of 3 Match, there will be 20 cards total; Best of 5, 30 cards total; and in a Best of 7 Match, there will be 40 cards total. The number of games also corresponds to the minimum amount of Champions you must have in your War Chest (e.g. a Best of 3 Match = 3 Champions minimum).

Unrevealed cards from a game return to a player's War Chest and may be used in future games in the same Match. Place all other cards in the Exile Pile.

Unless a card says otherwise, only one copy of each card may appear in the War Chest.



Card Types

Weapon Cards

Weapons represent the traditional tools of combat.



Cost: Number of Actions required to make an Attack with this Weapon.

Weapon Damage: How much Damage you deal to the Defending Champion if you are successful in your ATK Rolls during combat.

Weapon Attack Grid: You must use this Attack Grid if you want to Attack with this Weapon.

Hand Requirement: Each Champion has a maximum of 2 hands, meaning your total Loadout cannot amount to more than 2 hands.

Armor Cards

Armor and Adornments provide protection and defensive bonuses for your Champion.



Body Requirement: Indicates which body slot this card occupies.

Inspiration Cards

An Inspiration represents a Champion's guiding purpose or why they fight.



Special Cards

A Special card represents a tangible item, tactic, skill, or knowledge that affects game play.



Remember: Special cards may also have an Attack Grid, Cost Coin, and a Damage Symbol.



WIELD THE ELEMENTS

Every card in Time Rift™ will have an associated Element symbol defining a particular fighting style. Any Champion can play with cards of any Element, but some cards synergize better with certain Elements over another.



Aether: Provide support and defend your campaign with these Inspiration and Life Masters.



Fire: Battle your way to a brutal victory with these Attack and Damage Masters.



Metal: Wield the greatest tools and cover your weaknesses with these Weapon and Balance Masters.



Wood: Set the pace and outwit your enemies with these Initiative and Attack Grid Masters.



Earth: Go bold and hunt down your opponent with these Defense and Arena Masters.



Water: Get creative and outmaneuver your opponent with these Movement and Loadout Masters.



Void: Take no chances and deal terrifying damage with these Dice and Crit Masters.

Advanced Rules

Initiative Ties

During the Read step of R-R-R, compare the Initiative values of the newly revealed Loadout cards.

- The player with the highest Loadout Initiative takes the first turn of the Round.
- If two or more players reveal cards with the same Initiative, compare their Champion Initiative values.
- If still tied, each tied player rolls a d6. The highest roll wins the tie.
- Continue rolling if necessary until the tie is broken.

Empty Loadout Slots are considered to have an Initiative value of '0'.

Resolving Effect Order

Resolve effects in this sequence:

1. Champion "start of Round" Abilities
2. Loadout "start of Round" Abilities
3. Reveal Abilities on cards flipped face-up this Round
4. Abilities that check to see who won and lost Initiative for the Round.

When multiple effects occur at the same time, including Reveal Power Abilities, resolve them in descending (Loadout) Round Initiative order.

Note that once a card is flipped face-up and in its Charged position, its effects are immediately active, even before Champion "Start of Round" Abilities. This might affect Champion Initiative values or other aspects of the game. Take a look at ***Aries*** on the next page:



Overtime

If players are tied in Life at the end of Round 4, begin an Overtime Round:

- Those players roll a d6. The highest roll takes the first turn.
- Overtime is played exactly like a normal Round (R-R-R), except no Loadout card is revealed.
- The Champion with the highest Life at the end of the Overtime Round wins.

If the Overtime Round ends in a tie:

1. Remove all non-Champion cards from the Arena.
2. Each player rolls a d6 to determine Tactical Advantage.
3. Players place their Champions in any of the unoccupied Center-spaces, starting with the lowest roll.
4. After placement, players roll again to determine turn order.

Champions may only move within Center-spaces.

Stepping into a Wall-space defeats the Champion immediately.

Play continues until:

- Only one Champion remains undefeated OR
- One Champion has the highest Life at the end of the Round.

GOLDEN RULES

Movement

When an attacker's effect forces an enemy Champion to move, the attacker chooses the destination space. After the move, the defending player chooses their Champion's facing.

Spending Actions to Move is different from spending Actions to activate a Power Ability that grants Movement.

Attacking

A free attack:

- Costs no Actions.
- Does not deplete the Weapon or Special used.
- Cannot be made with a Depleted Weapon or Special.
- Effects that grant "+x ATK/DEF" only affect your Champion, not any minions your Champion has in the Arena.

If a card instructs you to make a free attack with a Weapon or Special, any effects that trigger when attacking with that card still apply.

If a card instructs you to attack each adjacent enemy, you may only attack enemies in your Attack Grid.

If a card grants an attack modifier and instructs you to make an attack, you may make that attack even if the target is not in your Attack Grid, unless the card states otherwise.

Timing

When players are instructed to act simultaneously, resolve Actions in descending Round Initiative order.

The player with the highest Round Initiative acts first.

Ties

Champion Initiative breaks ties.

If Champion Initiative is tied, roll a d6. The highest roll wins the tie.

Dice/Rolling

Attack and Defense Rolls are resolved in order: the Defender rolls and resolves their dice, then the Attacker rolls and resolves theirs.

Abilities that set a roll result or total ignore the die roll.

Players must give an opportunity for opponents to activate timing-specific triggers such as Dodge, Reroll, React, and other Power Abilities.

Miscellaneous

If a card does not say "may," you must do it.

If a card does not say "up to," all are included.

Minions cannot gain Life.

Depleted Cards

Cannot be activated. Essentially, they are “turned off.”

Only check for “even if depleted” triggers and clauses.

Elements, Initiative Values, Attack Grids, and Keyword designations are still able to be referenced by other cards.



GLOSSARY

Arena - *4x4 or 5x5 square grid where Champions fight battles.*

Armor - *1 of 5 card types and the card representing the armor and adornments a Champion wears into battle. Armor cards have a body symbol representing the head, torso, legs and feet, or arms and hands. Limit one Armor per body location.*

ATK - *The modifiers added to a Base, Weapon, or Special Attack’s Roll Result.*

Attack - *An attempt to deal damage to an enemy. Base attacks may be made to the numbered spaces on a Champion’s Attack Grid. Weapon attacks may be made to numbered spaces on a weapon Attack Grid. Special attacks may be made to numbered spaces on a Special Attack Grid. If there is no numerical value in an Attack Grid space, you can not make an Attack there.*

Attack Grid - *3x4 grid on the top of Champion, Weapon, and some Special cards indicating which spaces are available to Attack and the modifying values to the Attack roll for those spaces.*

Attack Roll - *Dice rolled by the Attacker with the total to be compared to the defense roll total to determine the success (hit) or failure (miss) of the Attack.*

Attack Total - *Equals the Attack Roll result (2d6) plus or minus modifiers.*

Attacker - *Player who identifies the Defender, announces the intent to deal damage, and rolls to determine the success of the attack.*

Battle Deck - *Group of five cards including one of each card type (Champion, armor, weapon, inspiration, and special).*

Body - *Set of symbols (head, torso, legs and feet, arms and hands), limiting the number of each a Champion may wear into battle. Hands will always have an accompanying number between 0 and 2.*

Card Types - *Each represents the Champion, Armor, Weapon, Inspiration, and Special cards.*

Center Space - *The four spaces in the Arena that do not sit adjacent to an outer boundary of the Arena.*

Chain - *Series of cards that may replace any loadout card type and cause a unique effect when all cards in the chain are revealed. Players may use cards from multiple chains in a battle deck. Each card in the chain must have a different name.*

Champion - *1 of 5 card types and the card chosen to represent the player in the Arena. Champions have: Initiative, Life, Agility, DEF Value, Damage stats, and an Element representing the Champion's playstyle.*

Charged - *A revealed card in its upright position. It is "on" and any effects or Abilities on the card are also in effect.*

Corner Space - *The four spaces in the Arena that share share two outer boundaries of the Arena. Corner spaces are always Wall Spaces.*

Cost - *Amount of a resource to be paid in order to perform a specific action in a game.*

Critical Hit - *Attacks that result in a hit where all attack d6 share the same value deal double damage.*

Damage - *A number associated with the damage ball symbol and represents the number of life points reduced following a successful attack or another source.*

Defense (DEF) Value - *Card stat associated with the shield symbol on a Champion card with the number representing a modification to all defense roll results.*

Defense Roll - *Dice rolled by the Defender with the total to be compared to the attack roll total to determine the success (hit) or failure (miss) of the attack.*

Defense Total - *Equals the defense roll result (2d6) plus or minus modifiers.*

Defender - *Player whose Champion is targeted by an attack; the Defender rolls their dice first.*

Deplete - *To turn a card sideways to show that it has been activated and used.*

Die Value - *Represented by /n/ on a card, this indicates the face value of a single die.*

Discard Pile - *Stack of previously revealed cards Spent during a game.*

Element - *One of seven symbols representing a card's playstyle.*

Exile Pile - *In the Clean Up phase of the game, all cards not returned to the War Chest are placed in this pile until the end of the match.*

Flavor Text - *Text describing the relevance and historical context of a card.*

Game - *Two or more Champions battling in the Arena until one ultimately remains. A game is made up of at least one Round.*

Game Text - *Text describing how cards function during a game and the associated costs.*

Hand - *Symbol and number representing how many Hands are required to Load out and Activate a particular card. A Champion may have a total of 2 Hands worth of Loadout cards.*

Initiative - *Number in the upper left corner of all cards used to determine Turn order and break ties.*

Key Words - *Nouns and adjectives located at the top of the Text Box that help classify each card.*

Key Word Line - *First line of words in the Text Box where players look to find: Type, Region, Culture, and Designation.*

Life - *Card stat associated with the heart symbol on a Champion card with the number representing how much damage a Champion can take before defeat.*

Loadout - *The four cards that are arranged along your side of the edge of the Arena and, with the Champion, complete your Battle Deck.*

Match - *Series of games fought to determine the winner of the best 2 of 3, 3 of 5, or 4 of 7 games.*

Modification - *Any change or alteration to an Attack or Defense roll. Includes Attack Grid Values, DEF Values, rerolling, setting, adjusting, altering any individual die faces, or dice themselves, and Roll Results and/or Totals.*

Overtime - *Extra Rounds that take place if there is no winner by the end of Round 4.*

Read - *The final step in the R-R-R phase. This is when "Start of the Round and Reveal" effects activate.*

Recharge - *The first step in the R-R-R phase that resets Agility and returns depleted Loadout Cards back upright and into their Charged positions at the start of a Round.*

Resource - *Actions, Life points, revealed and unrevealed cards, and Tokens may all be spent during a turn as defined by its game text.*

Reveal - *The second step in the R-R-R Phase where the next card in the Loadout Slot is turned face-up.*

Roll Result - *The dice results from an Attack or Defense Roll that will be modified to obtain the Total. Note all Roll Results are noted by *n* on card text.*

Round - *Four make up a game. Begin each round with R-R-R (Recharge, Reveal, Read). A Round completes when each player has taken a Turn. An "Overtime" Round happens if Life totals are tied at the end of the 4th Round.*

Stat Line - *The entire line of statistics associated with a Champion, Weapon, or Special card.*

Tactical Advantage - *The Champion card with the highest initiative value at the start of the game enters the Arena last and may place on any open space on their side of the Arena.*

Tie Breaker - *All ties must be broken. Equal values on dice rolls and Round Initiatives are broken by a comparison of Champion Initiative values. If still tied, roll d6 to break the tie.*

Text Box - *Location on a card where a player will find Key Words, the Game Text, and the Flavor Text.*

Token - *A counter generated by and spent on some Champion and Loadout cards.*

Total - *The Attack or Defense Roll Results after they have been modified by Attack Grid Values, DEF Values, and any other Unique Ability effects. Note all Attack and Defense Totals are represented by (n) on card text.*

Turn - *Order in which each player takes Action in a Round. The highest Initiative takes the first Turn followed by all other players in descending Initiative order. In the event of a tie in Initiative, the Champion with the highest Initiative breaks the tie. Roll 1d6 to break further ties.*

Victory - *When all enemies are reduced to 0 Life, or the Champion with the highest Life total makes it to the end of round 4, that Champion has met the victory condition and is declared the winner.*

Wall Space - *The 12 spaces in the Arena that contain at least one outer boundary of the Arena.*

War Chest - *Battle decks and reserve cards built for a multi-game Match. Unrevealed cards from a game return to a player's War Chest and may be used in future games in the same Match.*

POWER ABILITIES

Power Abilities Deplete themselves when activated. They typically can only be used during your Turn unless otherwise stated and not when other effects, Abilities, or Attacks are being resolved. They also do not cost any Actions unless specified in the Game Text.

Each Power Ability can be activated whenever timing conditions are met, except for **Reveal** Power Abilities which are activated the Round they are revealed.

If a Power Ability has no timing restriction or triggering clause, it may only be activated during your Turn when no other Attacks, effects, or triggers are resolving.

Following is the list of Power Abilities:



Combo - *A Power Ability that allows a Champion to activate an additional Ability, often immediately after spending an Action.*

Complete - *Found on Chain cards. Activates only when the entire Chain is revealed.*

Deploy - *A Power Ability that will instruct a player to place a card from their Loadout into the Arena.*

Disarm - *A Power Ability that focuses primarily on depleting opponents' Loadout cards.*

Dodge - *A Power Ability that may be triggered after a hit or a miss during combat.*

Fear - *A Power Ability that often decreases enemy Champions stats or rolls.*

Heal - *A Power Ability that allows Champions or allies to gain Life.*

Jump - *A Power Ability often associated with moving a Champion. This effect might also alter how a Champion may Move.*

Poison - *A Power Ability that often affects enemies in detrimental ways.*

Pull - *A Power Ability that allows a Champion to Move another Champion in a specified direction.*

Push - *A Power Ability that allows a Champion to Move another Champion in a specified direction.*

Rage - *A Power Ability that often confers a bonus of some kind to Champions.*

React - *A Power Ability that can be activated after a specific effect or interaction.*

Reveal - *This Power Ability always triggers at the start of the Round in the "Read" Phase of R-R-R. Reveal effects specify what they affect, such as a single Champion, multiple Champions, or other cards in the game. Their effects last only during the Round they are revealed. A card revealed in the middle of a Round with a Reveal Power Ability will still trigger and its effect will be activated until the end of the Round. Unlike other Power Abilities, Reveal effects are mandatory.*

Reroll - *A Power Ability that can change dice. These Abilities can be activated after dice have been rolled, modifying the roll result.*

Save - *A Power Ability that places Tokens on cards. Effects vary from card to card.*

Support - *A Power Ability that often aids, Moves, or bolsters allies.*

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