



KAIJU CRISIS RULEBOOK

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THE STORY SO FAR...

The year 2099 marks the dawn of Earth's greatest catastrophe—the Kaiju Crisis.

Towering beasts of ancient legend, extraterrestrial nightmares from the far reaches of space, and mystical demigods from forgotten realms have converged upon our world, bringing unparalleled destruction. Once, humanity thrived in peace, but these titanic threats dwarf any conflict ever known. Skyscrapers crumble and the ground trembles as Kaiju battle for dominion.

Can the citizens of Earth unite to fend off these gargantuan invaders, or will our world be reduced to ruins in a cosmic free-for-all?

Dive into the chaos and discover the fate of our planet in Kaiju Crisis!

INTRODUCTION

Kaiju Crisis is an apocalyptic battle game where monstrous beasts, giant robots, and otherworldly beings battle one another for control of The City. It's a tactical card game with many traditional TCG elements, such as deck building and resource management, but is unique in that it's played on a grid map.

Movement and positioning are an integral part of the battle — you don't just play cards and then attack an abstract "life total" — instead, you have to advance your cards forward on the Battle Grid into enemy territory to attack your opponent's Base while protecting your own. Each player enters the fray with a Kaiju and a coinciding deck filled with Minions, Tactics, and Boons. Power up your Kaiju, send Minions into battle, and destroy your opponent's Base to win the game!



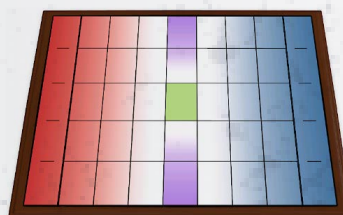
GAME OBJECTIVE

The objective of Kaiju Crisis is to reduce the opponent's Base to 0 Hit Points (HP). This is the only way for a player to win the game.

REQUIRED MATERIALS



2 40-card Kaiju Crisis decks
+ 1 Kaiju card per deck



1 Kaiju Crisis Map



20 Energy Tokens +
6 Bonus Energy Tokens



Counters:
For damage, Base hit points, Power points

BASICS OF PLAY: ENERGY, POWER, COSTS.

ENERGY

To play cards, take special actions, or use certain abilities, players must spend **Energy** — an expendable resource that refreshes and grows with each new turn. Energy is the primary resource players will use to build fearsome board states so that they can attack their opponents and defend their base.



Energy is stored in a player's **Energy Cache**, which is a figurative pool of all available and spent Energy kept to the side of the Battle Grid. This Energy Cache is used for players to track their resources and can be organized in any way that is suitable for both players.

This is an example of a player's Energy Cache. This player has 5 Energy available to use out of a maximum of 10.

Energy and **Bonus Energy** tokens.

Players often flip Energy tokens to track spent Energy during turns.



At the start of a player's turn (including their first turn), players gain a new Energy and refresh all spent Energy in their Energy Cache. As a result, players should begin each new turn with one more Energy than they had available to them during the previous turn, along with all of their existing Energy available for use.

However, a player can only have a maximum of 10 Energy in their Energy Cache. If a player already has 10 Energy in their Energy Cache and would gain another, they instead enter into Overtime (you can read

BONUS ENERGY

Bonus Energy has a similar function to normal Energy but differs in how it is gained and spent. Bonus Energy is gained through one of two ways: starting your turn on **The High Ground** (green objective space) on the Battle Grid or through card abilities. Bonus Energy can be spent like normal Energy, either in place of or in addition to, but does not refresh like normal Energy. Once it is spent, you will have to earn more. Bonus Energy is also a limited resource, as players can only store a maximum of 3 Bonus Energy at a time.

ENERGY SYMBOLS ON CARDS ⚡ ⚡

Some card abilities will reference Energy or Bonus Energy using symbols, such as an added cost for using an ability. While normal Energy costs can be paid for with Bonus Energy, abilities using Bonus Energy symbols must be paid for with Bonus Energy.

POWER

While Energy serves as the common resource for playing cards from your deck, **Power** serves as a separate dedicated resource for playing your Kaiju. You cannot use Power to play cards from your hand and you cannot use Energy or Bonus Energy to play your Kaiju.

At the beginning of a player's turn, that player will gain 1 power if their Kaiju is in their Base. Each Kaiju requires 3 power to deploy from base, meaning it will typically take 3 turns to gain enough power to deploy your Kaiju.

Once a player deploys their Kaiju from their Base, they will not gain Power at the start of their turns until their Kaiju has been defeated and returned to their Base.

CARD COSTS

Whether it's Energy or Power, the costs to play each card will always be displayed in the top left corner of the card frame. If the card requires Energy to play, such as a Minion, Tactic, or Boon, its cost will be displayed as a number over the Energy symbol. If a card requires Power to play (currently only Kaiju), its cost will be displayed as a number over the Power symbol.

Note: some cards have alternative or conditional costs to deploy defined by their card abilities. Be sure to read your cards carefully!



BASICS OF PLAY: START OF GAME

START OF GAME

After both players have chosen their respective decks and Kaiju, it's time for the battle to begin!

In Kaiju Crisis, determining who goes first and second is critically important, as both players will start with a different amount of resources available to them. Generally speaking, the first player will generate Power first and deploy their Kaiju earlier as a result, while also getting to act first and setting the early pace of the match. The second player will start with more energy and cards in hand, giving them a slight resource edge with which to respond.

Because going first or second provides distinct but separate advantages, there is no definitively better option. Instead, players will want to weigh the strategic advantages of going first or second carefully; matchups, deck builds, and chosen Kaiju are all factors to consider.

DETERMINING WHO GOES FIRST

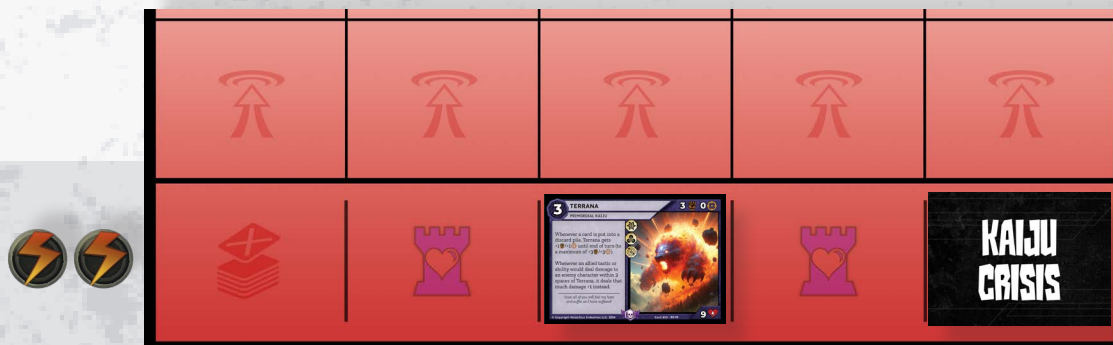
Players are free to use any method of determining who goes first. Commonly, a coin is flipped and whoever wins the flip gets to choose if they go first or second. When playing multiple matches, the losing player typically gets to decide turn order. It's also worth noting that the board and Base colors have nothing to do with going first or second. Again, this is a matter of preference for players.

SETTING UP THE BOARD AND COUNTERS

Once it's been determined who is first to go, the players will set up their boards and reset counters.

To set up the board, players place their Kaiju face up on the middle space of their Base (the backmost row of the Map). Base HP counters should be set to their starting value of 20, Power counters set to 0, and available Energy set to the appropriate amount based on turn order. The first player should start with 2 Energy, while the second player should start with 3 Energy.

Decks are then shuffled and placed in one of the corner spaces of their Base, depending on player preference (though conventionally they are placed to the right).



An example of the first player's starting board.

BASICS OF PLAY: MULLIGAN & STARTING TURNS

OPENING HANDS AND MULLIGANS

Once both players have set up their respective sides of the board, each draw their starting hands and mulligan. This is done at the same time, prior to the start of the first player's turn.

The first player draws a starting hand of 5 cards, while the second player draws a starting hand of 6 cards.

Then, each player gets to mulligan once. Players can choose any number of cards in their starting hand, place their selected cards off to the side, and draw that many cards to replace them. Then, the mulliganed cards are shuffled back into the player deck.

Note: players cannot choose to mulligan again after drawing their replacement cards. Players must choose all cards they wish to mulligan at once and draw that many cards as part of the same mulligan action.

TURN START

After each player has had a chance to mulligan and build their new starting hands, the game starts.

At the start of each new turn, a number of things happen:

1. players gain 1 Power if their Kaiju is in their base.
2. players gain 1 Energy and refresh any spent Energy from the turn before.
3. players draw a card from their deck.
4. any start of turn triggers resolve.
5. any committed cards are readied, unless an ability would prevent this.

To this end, on the first player's first turn, they should gain 1 Power, 1 Energy, and draw a card. This should give them 1 Power, 3 available Energy, and 6 cards in hand. The second player does the same, starting their first turn with 1 Power, 4 available Energy, and 7 cards in hand.

With each new turn, players will have access to one more Energy than the previous turn (to a maximum of 10), and one more Power (if their Kaiju is still in their base).



BASICS OF PLAY: DEPLOYMENT

DEPLOYING CARDS

Until now we've been using the term *playing* to refer to putting cards into play. However, in Kaiju Crisis, players "play" cards by deploying them during one of two **Deployment Phases** during their turn. Players cannot deploy cards outside of their own Deployment Phases, including Tactics, Boons and Kaiju.



From left to right, players progress through these 7 phases during their turn, doing the named action corresponding to each phase they are in. Players can only deploy during deployment phases, advance during advancement phases, and so on.

The requirements for deploying a card depend on a card's type (and sometimes a card's ability). For example, most cards will require paying the appropriate Energy or Power cost to deploy, as well as needing an unoccupied space to deploy into.

Tactics, on the other hand, do not typically have spatial requirements to deploy. Instead, they bestow single-use effects which are then discarded after their ability resolves.

DEPLOYMENT SPACES FOR MINIONS

Minions are deployed in unoccupied allied Deployment Spaces. Allied Deployment Spaces consist of the entire back row of the Battle Grid, as well as the two **Forward Deployment Spaces**. To deploy into a Forward Deployment Space, an allied character must occupy a **Rally Point**, which are the two leftmost and rightmost purple objective spaces in the center row of the Battle Grid.

DEPLOYMENT SPACES FOR BOONS

Boons are deployed onto one of the two Boon Zones to the left and right of the Kaiju Zone in a player's Base. If a Boon Zone is occupied by another Boon, players can opt to destroy the existing Boon while deploying another into its space.

DEPLOYMENT SPACES FOR KAIJU

Kaiju can only be deployed into the Deployment Spaces in their player's back row of the Battle Grid. They cannot be deployed in a Forward Deployment Space, even if the player controls the necessary objective.

Kaiju are colossal in scale and powerful in ability, with their base serving as a place for them to recharge in between tense battles. Therefore, they must emerge out of their base in order to enter into battle and turn the tides of war.

LEGEND

-  Allied minions can be deployed here
-  Allied characters can be deployed here
-  Allied boons can be deployed here
-  No allied character can be deployed here

BASICS OF PLAY: ADVANCEMENT & MOVEMENT

ADVANCING AND MOVING CHARACTERS

Once the active player finishes deploying cards, they then move on to their **Advancement Phase**. It's during this phase that characters can be positioned around the map to capture objectives, set up for attacks, block potential enemy approaches, and generally interact with the Battle Grid in a meaningful way.

However, there are many nuances to moving cards in Kaiju Crisis. Different card abilities will trigger and depend on how exactly a card enters into nearby spaces, which is why it's important to draw a distinction between Advancement and Movement.

ADVANCEMENT

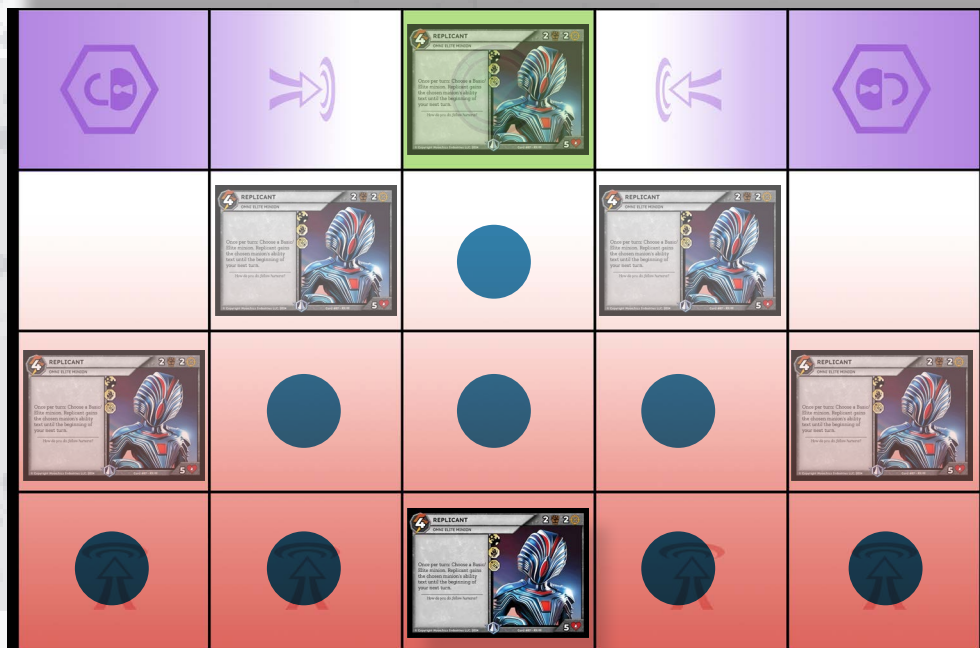
Advancement refers to a specific action taken during the Advancement Phase: moving a character a number of spaces equal to its maximum advancement. By default, and for the vast majority of cards, a character's max advancement is equal to 3 spaces. This means a character can move up to 3 spaces in any cardinal direction and in any sequence.

If a character can advance less than or more than the default 3 spaces, it will be clearly stated on the card as ability text. There is no stat assigned to advancement.

Advancement actions cannot be split up. Advancement, regardless of distance traveled, happens as a single unbroken and continuous action. In other words, once a character has advanced any number of spaces, it cannot advance again during the same turn. Players should be mindful that this means they cannot pause advancement with one character to advance another allied character out of the way.

With a default maximum advancement of 3 spaces, this example depicts all the possible spaces Replicant can advance through or to.

Replicant can advance up to 3 spaces to end at any of the marked positions, or end its advancement early and occupy any of the blue-dotted spaces along the way.



MOVEMENT

While Advancement refers to the specific action taken during the Advancement Phase, **Movement** is a general term that refers to any instance of a card being physically moved from one space on the Battle Grid to another space. In other words, Advancement is a type of Movement.

Some abilities will augment a character's Advancement, allowing the character to advance fewer or greater spaces than normal during their advancement action. Other abilities will allow a character to move up to a number of spaces. Because Movement isn't tied to a specific action or phase, this often allows characters to move around the Battle Grid outside of the Advancement Phase.

Since some abilities will trigger off of Advancement or Movement, such as a character dealing damage to cards that enter nearby spaces, it's important to remember the distinction between the two when resolving abilities.



MOVING THROUGH OCCUPIED SPACES

Unless a card says otherwise, characters cannot generally move through occupied spaces—meaning spaces where another card is already present. Similarly, characters that can move through occupied spaces cannot end their turn in an occupied space.

Characters must always end movement in an unoccupied space.

DIAGONAL SPACES AND MEASURING PROXIMITY

Characters cannot move diagonally, only up, down, left, or right. Thus, moving "diagonally" counts as moving 2 spaces and requires a clear, unoccupied path to get there.

This is also true for determining the range of abilities, such as a character with an ability that reads "Choose a minion up to 1 space away...". This ability would only allow a player to target the 4 spaces directly up, down, left, or right to said character. However, if the ability were to instead read "Choose a minion up to 3 spaces away...", a player could functionally choose a minion in any of the spaces shown in the Replicant example on the previous page.

BASICS OF PLAY: COMBAT. COMMIT. DAMAGE

ATTACKING

After the Advancement Phase, the Active Player moves to the **Attack Phase**. It's during this phase that characters deal and receive damage via attack actions, either trading damage between characters or dealing damage directly to the opponent's Base.

There are two primary forms of attack in Kaiju Crisis: melee and ranged. When a character attacks with either, they deal and receive damage based on the matching attack scores of their target.

ATTACK REQUIREMENTS

There are a few considerations that player's must keep in mind in order to determine which of their characters are able to attack.

- Unless a character has *RUSH*, a character cannot move and attack during the same turn it was deployed.
- On subsequent turns, characters are free to move and attack within the same turn.
- Only readied characters can attack and retaliate; committed characters cannot do either.
- When a character attacks, they become committed.
- Characters can only attack valid targets that are within melee or ranged attack distance. By default, melee attack distance is within 1 space and ranged attack distance is within 2 straight spaces.
- Characters cannot attack through other characters.

Note: as a general rule of thumb, card abilities will always supersede the above requirements. If a card says you *can* do otherwise, you can. If two card abilities would conflict, *cannot* abilities supersede *can* abilities.

An example of attack ranges and valid targets.

Sandwinder is in melee range of Putrid Hatchling, Cicadra, and the opponent's base.

Lightning Sprite is within ranged attack distance of putrid hatchling and the opponent's base.



READIED VS. COMMITTED

As mentioned earlier, only readied characters can attack and, after attacking, become **committed**. This distinction is important, as committed characters do not deal retaliation damage against would-be attackers. Once a character is committed, they are rendered functionally inert — they cannot advance, attack, or use activated commit abilities until the beginning of their owner's next turn.

Players are free to signify committed vs. readied characters any way that they see fit, though traditionally you signify commitment by turning the card 180 degrees so that it is facing the opposite direction of the owner.

RETALIATION DAMAGE

Whenever a character attacks another character, there is a possibility that the defending character will deal **retaliation damage** to the attacking character. If a character attacks a readied character, and the defender is within valid attack range of the melee or ranged attack it is being targeted by, the defending character will deal retaliation damage equal to its matching attack score. Retaliation damage is dealt at the same time as attack damage, with both characters taking damage simultaneously.

If a defending character is committed, they do not deal retaliation damage.



Imagine Terrana can attack either of these characters on their turn. If Terrana melee attacks Skulking Eggthief, Terrana would deal 3 damage and take 0 retaliation damage because its target is committed. If it melee attacks Bortus, Terrana would deal 3 damage and take 4 retaliation damage because its target is ready and has a melee score of 4.

TRACKING DAMAGE



Damage is persistent in Kaiju Crisis and does not reset in between phases and turns. As a character takes damage, players should track this damage using dice. The amount of damage on a character lowers its remaining health and when this value is reduced to 0, the character is destroyed.

For example, a character with 6 HP that is dealt 3 damage has 3 remaining HP. If it is attacked next turn for 3 damage, it is destroyed.

BASICS OF PLAY: SECOND PHASES & TURN END

SECOND ADVANCEMENT

After the active player has declared the Attack Phase over, they proceed to the second **Advancement Phase**.

This second Advancement Phase follows the same rules as the first. Characters cannot advance if they are committed, have already advanced this turn, or have attacked this turn.

SECOND DEPLOYMENT

After the second Advancement Phase comes the second **Deployment Phase**.

Players are free to use whatever remaining resources are available to them to deploy more cards, such as minions onto Forward Deployment Spaces or Tactics to finish off damaged enemy characters.

TURN END

After the second Deployment Phase has ended, the active player ends their turn. A few things happen at turn end:

1. Resolve all "end of turn" triggers in an order of the active player's choice.
2. All "until end of turn" effects end.
3. The active player's turn ends and your opponent's turn begins.

STARTING A NEW TURN

At the end of a turn, the next turn begins and follows the same turn order. The following happens:

1. The new acting player's committed characters are readied.
2. Their Energy is refreshed.
3. They add 1 energy to their Energy Cache (up to a max of 10 energy).
4. They gain 1 Power if their Kaiju is in their Base.
5. They draw a card, or two cards if they are in Overtime (explained below).
6. Gain 1 Bonus Energy if an allied character occupies The High Ground.

OVERTIME

Overtime refers to any time a player would gain an Energy at the start of the turn while they are already at the max of 10 energy. While in Overtime, players draw 2 cards at the start of their turn instead of one.

QUICKSTART INSTRUCTIONS

GAME SETUP

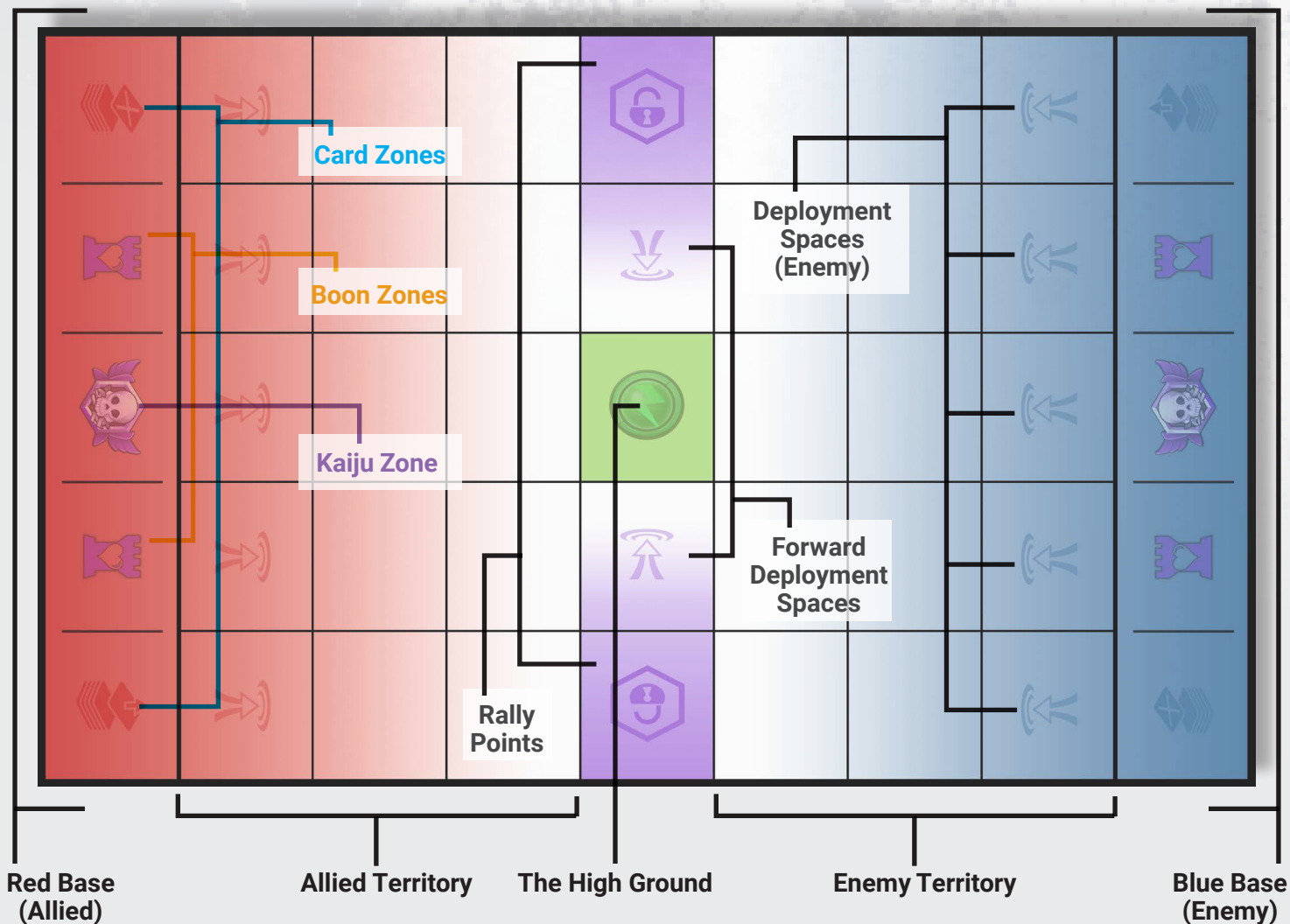
1. Each player chooses a side of the map and places their Kaiju into their Kaiju Zone in their Base. Decks can be placed anywhere, as long as they are nearby.
2. The winner of a random method (such as a coin toss) chooses either to go first or to go second.
3. The player going first adds 2 Energy to their Energy Cache; the player going second adds 3 Energy to their Energy Cache. Both players set their Base HP to 20.
4. The player going first draws 5 cards; the player going second draws 6 cards.
5. Both players may choose to mulligan once.
 - Mulligan: set aside any number of cards from your hand, then draw that many cards, then shuffle the cards you set aside into your deck.
6. The player going first starts their turn and the game begins.

ENDING THE GAME

When a player's Base is reduced to 0 HP, that player immediately loses the game and the other player wins the game!



THE MAP & BATTLE GRID



THE BASES

On each side of the Map are the Players' Bases. These are divided into 5 zones:

- 1. Kaiju Zone:** The center space of a Base. Kaiju reside in this space when not on the Battle Grid. You cannot use your Kaiju's abilities while it is in your Base (unless otherwise noted).
- 2. Boon Zones:** The two spaces to the left and right of your Kaiju Zone. Boons are deployed into these spaces.
- 3. Card Zones:** The outermost left and right spaces of your base are for your Deck and Discard Pile. Placement of either is of personal preference.

Characters cannot advance into a Base. All spaces that make up a Base are considered one "target" and any of those spaces may be attacked by characters within range to attack them as though those spaces were characters.

THE MAP

The **Map** is a seldom-used term that refers to the entire playing board, including both players bases. It is a general term to refer to the object that Kaiju Crisis is played on.

BATTLE GRID

The **Battle Grid** refers to the 7x5 grid that exists outside of player bases. It specifically refers to the area on the Map that constitutes the "play area" of the game. The Battle Grid is broken into multiple sections:

TERRITORIES

Allied Territory - The 3 rows between your Base and the center row of the Battle Grid.

Allied Deployment Spaces - the row of spaces on the Battle Grid closest to your Base.

Enemy Territory - The 3 rows between the center row of the Battle Grid and the Enemy Base.

Enemy Deployment Spaces - The row of spaces on the Battle Grid closest to the Enemy Base.

NEUTRAL SPACES

The center row of the Battle Grid contains spaces that do not belong to either player. 3 of these spaces are considered Objective Spaces which can trigger certain abilities and effects

Objective Space 1: **The High Ground**

The green, centermost space on the Battle Grid.

At the start of your turn, if an allied character occupies The High Ground, gain 1 Bonus Energy.

Objective Spaces 2 & 3: **Rally Points**

The leftmost and rightmost purple spaces in the center row of the Battle Grid.

If an allied character occupies a Rally Point during one of your Deployment Phases, you may deploy minions in a Forward Deployment Space.

Non-Objective Spaces: **Forward Deployment Spaces**

The two spaces on either side of The High Ground on the Battle Grid.

You can deploy minions in these spaces if an allied character occupies the corresponding Rally Point.



DECK BUILDING

CHOOSE YOUR KAIJU

Before you start building your deck, you need to pick a Kaiju card—your chosen Kaiju will determine which cards you can include in your deck.

CARD ATTRIBUTES

All cards have up to three **attribute** icons located at the center of the card beneath their name and type text. The cards in your deck may not have any attributes on them which are not on your Kaiju card. Universal cards (without any attribute icons) can be included in any deck.

Cost

Card Name

Card Type

Attributes

Melee Attack

Ranged Attack

3

LUMOZOA

ATLANTIAN BASIC MINION

Lumozoa has a ranged attack distance of 4 spaces.

The hypnotic patterns flashed a bitter warning before the bombardment began.

4

Card #10/ - R9.99

Ability Text

Flavor Text

Rank

Card Number and Version

Health

ATTRIBUTE NAMES

Natural

Mechanical

Mystical

Instinct

Order

Ambition

Progress

Independence

Entropy

EXAMPLE DECK:



Jyra is a Megabeast Kaiju with the attributes **Natural** [1], **Instinct** [2], and **Independence** [3].

That means a Jyra deck can contain any non-Kaiju cards that have any combination of those 3 attributes:

- [1] **Natural**
- [2] **Instinct**
- [3] **Independence**

and, additionally, cards without any attributes (these are labeled "Universal" in their type line).

Here are some **examples of cards that can be included** in a Jyra deck:



Ravenous Raptors has **3 attributes**: Natural, Instinct, and Independence — just like Jyra! That's because Ravenous Raptors is a Megabeast faction card (displayed in its type line alongside rank and card type).

Each faction has a unique combination of 3 attributes, so, naturally, cards in that faction exactly match the Kaiju in the same faction.



This means that Ravenous Raptors and other Megabeast faction cards can only be included in Megabeast decks.

Some cards have only 1 attribute. **Bloody Roar** is one such card; it only has the Natural attribute. Jyra also has the Natural attribute, so **Bloody Roar** can be included in any Jyra deck.

Similarly, **Lethal Weaponry** has the Instinct attribute and can also be included in any Jyra deck. But neither of these cards are limited to **ONLY** Megabeast decks; there are 2 other factions with the Natural attribute that can use **Bloody Roar**, and 2 other factions with the Instinct attribute that can use **Lethal Weaponry**.

Kaiju Superfan has no attribute icons and can therefore be included in any deck (Superfan indeed!).

EXAMPLE DECK (CONTIUED):

Let's take a look at 2 cards that **cannot** be included in a Jyra deck:



Irradiated Rat has only 1 attribute: *Entropy*. **Jyra** does not have that attribute, so Irradiated Rat cannot be included in a Jyra deck. **The Kraken** has 3 attributes, one of which is *Natural*, an attribute that Jyra DOES have, but The Kraken also has 2 other attributes, *Ambition* and *Progress*, which Jyra DOES NOT have, so this card cannot be included in a Jyra deck (even if it would be really great).

CARD RANKS

You can include up to a specific number of copies of any given card in your deck, based on that card's rank which are:



BASIC



ELITE



LEGENDARY



KAIJU

Your deck can contain as many cards from each rank as you would like, but cannot contain more than the designated amount for each card with the same name. For example, you may have 3 or more different Legendary cards in your deck, but only 1 copy of each uniquely named Legendary card.

A deck may contain:

- Up to 3 copies of any **Basic card**
- Up to 2 copies of any **Elite card**
- Exactly 1 copy of any **Legendary card**

DECK SIZE

Standard Constructed decks must contain exactly 40 cards + 1 Kaiju card. Your Kaiju card exists outside of your deck, and cannot be put into your deck in any way during the game.

SPECIAL RULES

CARDS BREAK THE RULES

If a card directly contradicts the rules, the card always takes precedence.

STANDARD ACTIONS

CONCENTRATE - Pay 3 Energy to draw a card.

POWER UP - Pay 5 Energy to gain 1 Power.

SHOVE - Follows the rules below.

When deploying a character, you may choose to deploy that character in a back-row deployment space that is currently occupied by an enemy minion if that minion can be moved 1 space (some minions may be blocked in and cannot move, or may have an ability that prevents them from being moved).

Pay 1 Energy (in addition to the deployed character's cost) to move that enemy minion 1 space in any direction away from the deployment space in which you wish to deploy your character, then immediately deploy the intended character in the empty space.

You may only Shove enemy minions off of back-row deployment spaces in your territory; you cannot Shove enemy minions off Forward Deployment Spaces accessed by occupying a Rally Point.

Allied characters cannot be Shoved.

Enemy Kaiju cannot be Shoved, even if you want to deploy your Kaiju in that space.

Enemy minions may be Shoved in any direction they can legally move; they do not have to be moved "straight back" (although this is often preferable).

DAMAGING BOONS

When you would deal damage to an enemy Base on your turn, you may choose to redirect all of that damage to an enemy boon card in the enemy Base instead.

If the damage dealt exceeds the boon's remaining structure, it does not carry over to the enemy Base. For instance, if you redirect a 3-damage attack to a boon with only 1 structure, the additional 2 damage does not carry over to the enemy Base.

On your turn, if damage would be dealt to your Base, you may redirect that damage to an allied boon. Similarly, excess damage does not carry over to your own Base.

"CANNOT" ALWAYS WINS

Whenever a card "cannot" do something, that text takes priority over conflicting text affecting the same condition.

SPECIAL RULES (CONT.)

GAME TRIGGERS

Whenever an event triggers an ability (such as when a character enters the Battle Grid), the active player must immediately resolve that triggered ability before moving on.

- Triggers cannot be interrupted by any actions you would take, such as advancing a character or using a card's activated ability.

If one or more abilities trigger at the same time, the active player decides in which order those abilities trigger. This includes triggered abilities of enemy cards if you are the active player.

CONFLICTING ABILITIES

If two or more cards and/or abilities conflict with each other, the active player must choose one effect to take precedence over the other.

INFINITE LOOPS

If a combination of cards and/or abilities creates a situation that would recur indefinitely, the active player chooses a number of times that ability's effects occur and then proceed with the turn. The game cannot get "stuck."

OCCUPIED SPACES

Cards cannot typically exist in spaces occupied by other cards for more than a temporary, fleeting amount of time.

A character may move through another character's space if it has an ability that allows it to do so, but cannot end its movement in the same space as another card.

- If a character would lose its ability to advance through another character's space while it is in said space, it does not lose that ability until it exits that space. See Cybertracker + Thunderhoof.

If a card would enter the Battle Grid into a space occupied by another card, the card attempting to enter the Battle Grid instead does not enter the Battle Grid and stays wherever it existed beforehand. If it cannot stay where it existed beforehand, it is destroyed.



FAQ

Q: If I ready my characters after they have attacked, can they attack again this turn?

A: No. A character may only make an extra attack if an ability grants that character an extra attack.

Q: Can I Shove my opponent's minion to the side, or do I have to Shove that minion straight back?

A: You can Shove an enemy minion into any empty space within 1 space of that minion. You can even continue to Shove that minion with multiple deployments as long as there's an empty space available to Shove that minion into.

Q: If I activate Gnarled Corrupter and then move it, will characters within 1 space of it get +1/+1 after I move them away from the Gnarled Corrupter? What about later in the turn?

A: Activated abilities only check to see what qualifies for their benefits at the time they are activated, so in the case of Gnarled Corrupter, only allied characters within 1 space of Gnarled Corrupter at the time that you activate its ability will get the +1 /+1  buff, and that buff lasts until the end of your turn.

EX: If you use Gnarled Corrupter's ability and there are 3 allied characters within the effect's range at that time, those allied characters will get +1 /+1  until the end of your turn. If you then move the Gnarled Corrupter, characters that were not originally nearby when you activated the ability would not gain the benefits of that ability, even if later in the turn they are within 1 space of Gnarled Corrupter.

Q: Can I use Nebulon's peek ability to look at the top card of my deck before I draw a card at the start of my turn?

A: No. You cannot use card abilities until your first deployment phase.

Q: If I control a Kraken and my opponent has an Avatar of Wrath within 3 spaces of my Kraken, what happens at the beginning of my turn? Do I draw my cards before or after the Avatar of Wrath is destroyed?

A: The active player always chooses the order that all steps resolve during the beginning of turn phase; one of those steps is resolving all abilities that may have triggered as a result of beginning your turn.

That means you can choose to resolve all abilities that triggered before doing anything else. The Kraken's ability would resolve, dealing 2 damage to Avatar of Wrath, which would destroy it. This destruction would trigger two new abilities: Avatar of Wrath causing you to discard your hand, and The Kraken drawing a card. Again, the active player always chooses the order in which simultaneously triggered abilities resolve. In this case, you should choose Avatar of Wrath to resolve first, that way you discard your hand before drawing a card from The Kraken.

You would then proceed resolving each other step that occurs at the beginning of your turn, including readying your cards, gaining energy, and drawing cards as per usual.

Therefore, in this particular card interaction, you should choose to discard your hand first, then draw a card from the Kraken, then draw another card as per usual at the beginning of your turn. You may end up drawing yet another card if you had 10 energy at the start of the turn as well (that would leave you with a hand of 3 cards after discarding whatever else was there at the start of your turn).

Q: Can I choose minions in my discard pile with Time Warp?

A: No. Whenever a card tells you to choose something, the default location of the target being chosen is on the Battle Grid for characters or in a Boon Zone for boons.

Q: Can I attack with Waveracer after I use its ability to move it forward on the map?

A: Waveracer's ability changes how it advances, so if you have deployed Waveracer this turn, you cannot attack with it unless it has been given RUSH.

Q: What happens when Gorescrew destroys Putrid Hatchling?

A: The active player chooses which ability to resolve first, Gorescrew's movement to the dead Hatchling's space, or the Hatchling hatch ability.

If the active player choose to resolve the Gorescrew ability first, Gorescrew will move to the last space the Hatchling occupied; then the Hatchling ability will reveal cards, but cannot put a revealed minion into the last space the Hatchling occupied because that space is now being occupied by the Gorescrew, so the revealed minion is instead shuffled into the deck along with the other revealed cards, effectively negating the Hatchling ability.

If the active player chooses to resolve the Hatchling's ability first, then the revealed minion would go into the space and Gorescrew would be unable to then move into that space. Since Gorescrew's abilities only trigger on its controller's turn, that player is most likely going to resolve the Gorescrew ability first to negate the Hatchling ability. Sorry Xyll players!

There are many such interactions in Kaiju Crisis, and they typically benefit the active player because that player will likely choose the best scenario for themselves.

Q: Does Tempest Caller retaliate with its melee against a Cursed Ronin that is diagonal to it? What about whenever a Tempest Caller is attacked by a Redeemer within 2 spaces but there is a character between them?

A: Retaliations are made based on whether the character in question could attack the character that is currently attacking, so yes, a ready Tempest Caller retaliates with melee against a Cursed Ronin melee attacking it from a diagonal space, because Tempest Caller's ability allows it to attack that way as well. The same is true for Tempest Caller retaliating with it's ranged attack if it's being attacked by a Redeemer from 2 spaces away, even if there's a character between them.



**Q: How does Cybertracker work with characters that have abilities that affect how they advance?
Cybertracker + Thunderhoof (and cards like it that advance through characters)**

Cybertracker + Thunderhoof (and cards like it that advance through characters)

If at any point Thunderhoof comes within 2 spaces of Cybertracker, that character loses that ability **unless** it is currently occupying the same space as another card when it would lose the ability, in which case it loses all other abilities that are not critical to ending the illegal game state that is having two cards occupy the same space at the same time.

Remember, cards **can** occupy the same space when they have an ability that allows them to do so, but they must do so only temporarily; they cannot end their advancement on top of another card. So the Thunderhoof **must** retain the “*advances through*” ability in order to finish its advancement as a legal move, even when Cybertracker says it should lose that ability. Essentially if a character had the ability going into the space, it must retain that ability in order to exit the space because it cannot stop in that space.

That being said, in such a situation, Thunderhoof would lose the ability to deal 3 damage to the character it advanced through, even if it regains that ability after exiting Cybertracker’s ability radius. Effectively, it has missed the trigger required in order to resolve the ability to deal 3 damage to the character it was advancing through.

Cybertracker + Glacier Golem (and cards like it that have a limitation to the number of spaces they can advance, or may not be able to advance at all)

If Glacier Golem enters into Cybertracker’s radius, it then loses the ability “Glacier Golem advances 1 space” for as long as it’s within that ability radius. If it leaves that radius further along its advancement, it can no longer advance, since it’s already advanced 1 space at least during this advancement.



Q: Can I put both minions from Pack Hunt into play one after the other, next to one another on the Battle Grid?

A: No. After revealing your minions, you must choose spaces within 1 space of characters already on the Battle Grid to place the minions you revealed into, or deployment spaces in your back row. After the spaces are chosen, those minions enter the Battle Grid simultaneously in their chosen spaces.

Q: Can my Thunderhoof advance through Tear in Reality?

A: No. Although Thunderhoof can advance through cards, Tear in Reality states that "Characters cannot occupy" its space, and in order to advance through a space, Thunderhoof must occupy that space, even if only temporarily.



RULES GLOSSARY

Ability - Text printed on a card that describes a specific action or set of actions that can be activated or triggered under certain conditions during the game. Abilities produce effects when they are resolved and can modify the game state by dealing damage, altering stats, moving cards, changing other cards' abilities, etc.

Abilities can be categorized as:

- **Activated Abilities:** Require a cost or specific action to use (e.g., "Commit: [Ability Text]").
- **Triggered Abilities:** Automatically activate when certain conditions are met (e.g., "When {THIS CARD enters the Battle Grid...}")
- **Static Abilities:** Continuous effects that are always active as long as the card is in play (e.g., "Allied characters within 2 spaces of [THIS CARD] get +1 /+1 ").

Active Player: The player who is currently taking their turn.

Attack: The primary way damage is dealt in Kaiju Crisis. Players declare attacks during their attack phases; characters do the attacking.

Advance: A specific type of movement performed during the Advancement Phase. While advancing, characters are moved up to 3 spaces (some cards can advance more or must advance fewer spaces).

Allied: Anything comprising your Force or areas on your side of the map.

Allied Territory: The 3 rows between your Base and the center row of the Battle Grid.

Allied Deployment Spaces - the row of spaces on the Battle Grid closest to your Base.

Another / Each Other - Whenever a card uses an "other" phrase, it is indicating either a specific designation or a change in affected cards. A card cannot be chosen or affected twice by the same card if that card uses either "another" or "each other."

If a card reads "Choose another allied character" it means "Choose an allied character other than THIS CARD" or a character other than one previously chosen by a card.

If a card reads "...deal 1 damage to each other enemy character within 2 spaces of the attacked character" it will not deal damage to the attacked character.

Base - On the exterior of each edge of the gameboard, the spaces labeled "Base" which are treated as one entity, divided into 5 zones (2 card zones, 1 Kaiju zone, and 2 Boon zones). Characters cannot move into or out of your Base, but can attack it by being within the appropriate attack's distance.

Basic Cards - The lowest rank of cards in your deck. You may have up to 3 copies of each basic card in your deck.

Bonus Energy - A temporary resource used to pay costs. Bonus energy is used exactly like Energy, except it is expended upon use and is removed from your Energy Cache. You may store up to 3 Bonus Energy at a time in your Energy Cache.

Boon - Cards that provide persistent effects throughout the game. Boons are deployed in the Boon Zones within your Base. Whenever you deploy a boon and there are no empty Boon Zones in your Base, you must destroy an existing boon and place the deployed boon in that card's space.

Boon Zones - The two spaces to the left and right of your Kaiju Zone in your Base. Boons are deployed into these spaces.

Card Zones - The outermost left and right spaces of your Base, for your deck and discard pile. Placement of either is of personal preference.

Characters - Minions and Kaiju are both characters. A card that affects characters will affect both minions and Kaiju.

Choose / Chosen - "Choose" is used on cards to instruct when a game entity is designated by a player as the recipient of a card's effect. When a game entity is designated using a card that says "Choose," that entity is then considered "Chosen."

Only game entities on the Battle Grid can be chosen for resolving card effects unless a card specifies that you can choose a game entity in another zone or a player.

- Example: If a card says "Choose a minion. Return the chosen minion to its owner's hand," you may only choose a minion card on the Battle Grid; you cannot choose a minion in a discard pile or anywhere else.

Cards that cannot be chosen by other cards may still be attacked. For attack designation, the word "target" is used instead of "choose." See Target / Targeted.

Commit / Committed - The opposite of Ready / Readied. To turn a card to face your opponent. A committed character may not attack or advance for the rest of this turn, and does not retaliate against incoming attacks. A card must be ready to be committed and vice versa.

Some abilities are displayed as such: "Commit: [ability text]." Cards with this type of ability must be committed as part of the cost of the ability, then the effects of the ability are resolved.

Cards that enter the Battle Grid or come under your control this turn may use "Commit:" abilities, even if that card has advanced this turn.

Control - Controlling a card means making all choices for that card. By default, you "control" all allied cards. Sometimes a card will instruct you to "gain control" of an enemy card. That card then ceases to be an enemy card and becomes an allied card until otherwise stated.

Whenever a card leaves the Battle Grid (e.g., when it is destroyed or returned to a hand), it enters its owner's appropriate game zone—such as the discard pile or hand—regardless of which player controlled the card when it left play. This means that if you control but do not own a card that is destroyed, it goes to its owner's discard pile instead of your own.

Damage - The amount of indicated points that are tracked on a card via markers (usually dice) or via a reduction of a Base's HP total.

Damaged - A card is damaged when it has damage markers on it. A Base is damaged if it has fewer than its starting HP total.

Deals / Is Dealt (damage) - The instance wherein damage is dealt to or by one designated entity to another. Damage is dealt via attacks and card effects.

Declare an Attack - The step during the attack phase when the intention to attack a game entity with a character is stated, and a target for that attack is designated.

Deploy - To pay for and play a card, usually from your hand, usually during your Deployment Phase. See Deployment Phase.

Deployment Space - The 5 spaces closest to a player's Base. Characters are typically deployed into these spaces.

Destroy - Put a character or boon into its owner's discard pile. If a Kaiju would be destroyed, it is placed into the Kaiju Zone of your base instead of the discard pile. Whenever a character or boon has damage on it equal to or exceeding its HP, it is destroyed.

Discard Pile - The zone in either one of the bottom corners of the map that contains all your cards that have been destroyed or otherwise used (such as tactics).

Effect - Any change to the game state resulting from resolving a card's text or game mechanics. Effects are produced by card abilities, Tactics, Standard Actions, or triggered events.

Elite Cards - The mid-tier rank of cards in your deck. You may have up to 2 copies of each elite card in your deck.

Enemy Territory - The 3 rows between the center row and the Enemy Base.

Energy - A consistent resource that you use to pay costs. Energy is spent and cannot be used again during the same turn, but refreshes at the beginning of your next turn to then be used again. You may have a maximum of 10 Energy in your Energy Cache.

Energy Cache - The dedicated space on the gameboard for storing your energy.

Energy Cost - The amount of Energy required to deploy a card. A card's Energy Cost is located in the top left corner of the card.

Extra Attack - When a card states it gets an extra attack, it may, under the stated conditions, declare an attack one additional time even if it has already attacked this turn. Cards may be granted any number of extra attacks each turn, but must meet the standard conditions for attacking as well as the stated conditions in order to declare that extra attack.

Force - The collective term used to refer to all your cards (your deck and your Kaiju).

Forward Deployment Space - the inner left and inner right spaces of the center row. You cannot deploy minions in these spaces unless an allied character occupies the corresponding Rally Point.

Get(s)/Gain(s) - Used on cards that grant abilities or stat bonuses to other cards. Examples: "This turn, allied characters get +1 /+1  on their next attack" or "Allied characters gain RUSH."

Hand - Cards that you hold, hidden from your opponent, and can be deployed during your deployment phase. There is no limit to the amount of cards you can have in your hand.

Health Score - The bottom left icon on characters that specifies how much damage the card can receive before it is destroyed. Whenever a character is dealt damage, that damage is tracked by adding a damage marker onto that card. Whenever a character has damage equal to or exceeding its Health Score, it is immediately destroyed.

Hit Points (HP) - The total amount of damage a Base can receive. When a Base is dealt damage, reduce that many HP from the Base's total. Whenever a player's Base's HP is reduced to 0, that player immediately loses the game. A player's default starting Base HP total is 20.

The High Ground - The center space in the center row on the Battle Grid. At the start of your turn, if an allied character occupies The High Ground, gain 1 Bonus Energy.

Kaiju - Monstrous characters that lead your Force.

Kaiju Zone - The center space of your Base. Your Kaiju resides in this space while powering up. You cannot use your Kaiju's abilities while it is in your Base.

Legendary Cards - The highest rank of cards in your deck. You may have up to 1 copy of each legendary card in your deck.

Melee Attacks - An attack that targets an enemy character or the enemy Base within 1 space of the attacking character.

Melee Attack Score - The amount of damage a character's melee attack deals when it resolves.

Minion - The smaller character cards that make up your Force and exist in your deck.

Move - Interacting with a card on the Battle Grid in any way that results in that card leaving the space it currently occupies, then occupying a new space on the Battle Grid.

Mulligan - The opportunity at the beginning of the game to alter your starting hand. You may place any number of cards from your starting hand aside, then draw that many cards from your deck, then shuffle the cards you set aside into your deck. You can only mulligan once per game.

Occupy - Any time a card is physically in a space, even if only temporarily, it is considered to be "occupying" that space. For instance, while moving through a space, a card occupies that space, even if it doesn't stop on that space. In order to deploy a character, it must be allowed to occupy the space in which it is going to be deployed.

Place - The act of putting a card from one game area into another game area or space on the Battle Grid. You cannot place a card from anywhere into a space occupied by another card. If you control the effect that places a card onto the Battle Grid, you control the card placed onto the Battle Grid unless the effect says otherwise.

Power - The resource used to deploy Kaiju cards. At the beginning of your turn, if your Kaiju is in your Base, you add 1 Power to your Power Pool. You may also use the "Gain Power" by paying 5 Energy to add 1 Power to your Power Pool.

Power Cost - The amount of Power required to deploy a Kaiju. A Kaiju card's Power Cost is located in the top left corner of the card.

Power Pool - The dedicated space on the gameboard for storing your Base's Power.

Rally Points - The outer left and outer right spaces in the center row. If an allied character occupies a Rally Point during one of your Deployment Phases, you may deploy minions in a Forward Deployment Space.

Ranged Attacks - An attack that targets an enemy character or enemy Base exactly 2 clear, straight line spaces away from the attacking character. You cannot Ranged Attack targets that are only 1 space away from the attacking card.

Ranged Attack Distance - The number of spaces apart from which you can attack a game entity with a ranged attack. The default ranged attack distance is 2 spaces, but some characters may have extra attack distance granted to them by cards and abilities.

Ranged Attack Score - The amount of damage a character's ranged attack deals when it resolves.

Ready / Readied - The opposite of committed. To turn a card to face you. Ready characters may advance and attack during your turn. A card must be committed to then be readied and vice versa. At the beginning of your turn, you may ready any number of committed allied cards.

Redirect - When a card would be dealt damage, some of that damage may be dealt to another card instead.

Refresh - To return any spent energy tokens to their face up positions.

Resolve an Attack - The step after an attack is declared, where damage is dealt by attacking and retaliating characters. Some characters have abilities that trigger when you resolve an attack with them. See Resolving Attacks.

Retaliate - The act of a character dealing return damage to an attacker when it is attacked. See Resolving Attacks.

Reveal - When a card is shown to all players.

RUSH - A shorthand ability on a card that means "This character may advance AND attack the turn it comes under your control."

Standard Actions - The default actions each player can take each turn. These are Concentrate, Power Up, and Shove.

Stow/Stowed - Shorthand text on a card that refers to cards being placed or existing under other cards. See Stow for more details.

Structure (score) - The bottom left icon on boon cards that specifies how much damage that card can receive before it is destroyed. Whenever a boon is dealt damage, that damage is tracked by adding an equal number of damage markers onto that boon. Whenever a boon has damage equal to or exceeding its Structure, it is immediately destroyed.

Target / Targeted - A term instructing that a game entity has been designated by a player as the recipient of a character's attack. When a game entity is designated during an attack declaration, that card is then considered to be the "target" of that attack.

Tactic - Single-use cards that are deployed from your hand. Their effects are resolved immediately after deployment, whereafter they are placed in your discard pile.

Own - Any card that you begin the game with is considered "owned" by you, even if you do not actually own the cards you are using to play.

Within [X] Spaces - Sometimes a card's effect indicates that something happens within X spaces of a game entity. To determine area of effect, start with that game entity, then count out that number of spaces one at a time in each cardinal direction away from the game entity. Any other qualifying game entity within that specified area is subjected to the ability's effect.





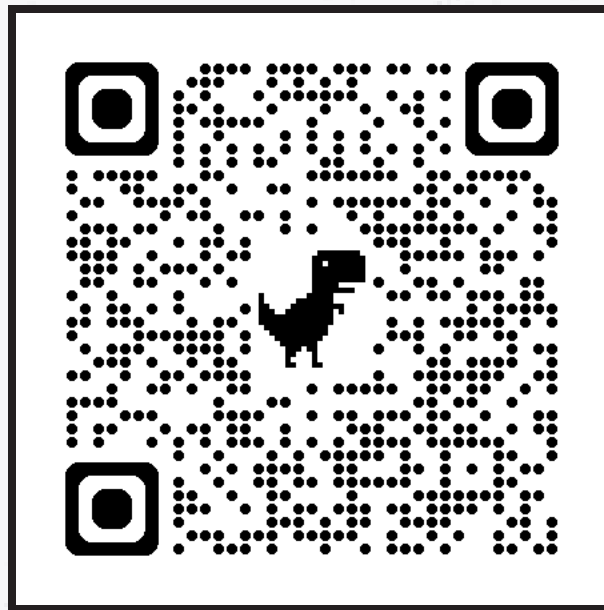
KAIJU CRISIS

TACTICAL CARD GAME

Contact us : playtest@kaijucrisis.com

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For more information and a digital copy of the rulebook please visit kaijucrisis.com/playtest or scan this QR Code



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TURN START

- Ready your committed cards. Refresh ⚡.
- Add 1 ⚡ to your Energy Cache (max 10 ⚡).
- Gain 1 Power if your Kaiju is in your Base.
- Draw a card.
- Draw a second card if you started the turn with 10 ⚡.
- Gain 1 🟢 if an allied character occupies The High Ground.

1ST DEPLOYMENT PHASE

- Pay for and deploy cards: Kaiju, Minions, Tactics, Boons.
- Deploy characters in empty allied deployment spaces or minions into a Forward Deployment Space if an allied character occupies the corresponding Rally Point.
- Deploy Boons in either of the two empty spaces next to your Kaiju in your Base, for a max of two at a time.

1ST ADVANCEMENT PHASE

- One at a time, you may advance readied allied characters up to 3 spaces each on the Battle Grid.
- They cannot advance diagonally or through cards.
- Characters that entered the Battle Grid this turn may only advance or attack; they cannot do both unless they have RUSH.

ATTACK PHASE

- One at a time, declare and resolve melee or ranged attacks with readied allied characters, committing them when attacks are declared.
- When attacked, readied enemy characters will *retaliate* using the same attack type. Attacked characters can only retaliate if they are within their own attack range.

2ND ADVANCEMENT PHASE

- Same rules as 1st Advancement Phase.
- Characters that have advanced or attacked this turn cannot advance during this phase, even if they are readied.

2ND DEPLOYMENT PHASE

- Same rules as 1st Deployment Phase.
- Pay for and deploy cards using remaining resources.

TURN END

- Resolve "end of turn" triggers in the order you choose.
- All "until end of turn" effects end.
- Your turn ends and your opponent's turn begins.

STANDARD ACTIONS

- **CONCENTRATE** - Pay 3 ⚡ to draw a card.
- **POWER UP** - Pay 5 ⚡ to gain 1 Power.
- **SHOVE** - Pay 1 ⚡ (in addition to normal costs) while deploying a character to move an enemy minion occupying an allied deployment space 1 space in any direction. Immediately deploy into the empty space.
 - You cannot shove off of Forward Deployment Spaces.
 - Kaiju cannot be shoved, even to deploy your Kaiju.

Concentrate and **Power Up** can be used at any time during your turn.

REMINDERS

- Cards cannot occupy the same space.
- Characters cannot advance or attack diagonally.
- You cannot advance, move, or attack through cards.
- Tactics and Boons can only be played during the Deployment Phases.
- There is no hand size limit.
- You do not lose if you run out of cards in your deck.
- If multiple abilities trigger simultaneously, the active player decides the order of resolution.
- During advancement, characters cannot advance into spaces they have already advanced through this turn. This does not apply to movement effects, which circumvent advancement restrictions.

TERMINOLOGY

- **Bonus Energy** (🟢) - Earned through gameplay. Can be used to pay any ⚡ costs.
- **Committed** - A committed character may not attack or advance for the rest of this turn, and does not retaliate against incoming attacks.
- **Territory** - Territories are defined by the spaces between the middle row and a player's base.
- **Power** - The resource used to deploy Kaiju cards. At the beginning of your turn, if your Kaiju is in your Base, you add 1 Power to your Power Pool.
- **RUSH** - A shorthand ability on a card that means "This character may advance AND attack the turn it comes under your control."
- **Retaliate** - return damage that is dealt as characters are attacked, equal to their matching attack stat.

DECKBUILDING

- 40 Cards + 1 Kaiju
- Your chosen Kaiju will determine which cards you can include in your deck via attributes.
- All cards have up to three attribute icons located at the center of the card beneath their name and type text.
- The cards in your deck may not have any attributes on them which are not on your Kaiju card. Universal cards (without any attribute icons) can be included in any deck.
- A deck may contain:
 - Up to 3 copies of any Basic card
 - Up to 2 copies of any Elite card
 - Exactly 1 copy of any Legendary card

THE BATTLE GRID

- **Center Objective Space** — **The High Ground**
The centermost space on the Battle Grid.
At the start of your turn, if an allied character occupies The High Ground, gain 1 Bonus Energy (🟢).
- **Left & Right Objective Spaces** — **Rally Points**
The leftmost and rightmost spaces in the center row. If an allied character occupies a Rally Point during a Deployment Phase, you may deploy minions in the space directly next to that objective in the center row.
- **Bases & Boons** — **The Only Win Condition**
A player's Base refers to the back row of the map. Characters attack bases following normal attack rules to reduce Base HP to zero. Attacking characters can choose to divert their full attack damage to Boons.