

EPIC™

TRADING CARD GAME



RULE BOOK

Prologue

The first war of the gods tore the world apart. Each god continually remaking reality as he or she saw fit was more than the universe could withstand... The great nothingness returned, leaving the gods to bicker in the void.

Eventually, a compromise was reached. The gods would join forces to create the universe anew, but this time there would be rules that even they must obey. No longer will gods battle directly, tugging against one another on the fabric of reality. Now they must battle by proxy, with great champions summoned from the far corners of the world or even pulled through time itself.

A new war of the gods is upon us. Champions do battle while gods smite the forces of their enemies. Defeated gods shall be banished to walk the world of men while the victor's will is imposed. Eventually the vanquished god's power shall return, starting the endless cycle of war anew.

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Quick Start Rules



(These rules are for veteran TCG players, first time TCG players see the Basic Rules on page 9.)


- Deck size (draft or sealed pack): minimum 30 cards
- Starting hand size: 5
- Starting score (Mojo): 30
- If your Mojo is 0 or less, you lose immediately.
- If you have no cards left in your deck, you win the game.
- Mulligan rule: Put any number of cards on the bottom of your deck and draw that number of cards. Lose 1 Mojo for each card drawn in this way. Mulliganing starts with the player going first and each player may only mulligan once.

Playing a Card

When you play a card, announce all targets and pay all costs, then put it “on the line”. Cards on the line resolve last-in-first-out. When something on the line resolves, players get a chance to add more things to the line.


Cost To Play a Card


At the start of each player's turn, each player gains an action () . Unspent actions go away at the end of the turn. If a card has  in the upper left hand corner, it costs your action to play.


If a card has  in the upper left hand corner, it is free to play.


When You Can Play a Card

The icon in the upper right hand corner of the card tells you when you can play a card (the card's speed).

 (Build): Can only be played in your Build Step. Can only be played when “the line” is empty.

 (Paced): Can only be played in your Pre-Battle and Build Steps. Can only be played when “the line” is empty.

 (Fast): Can be played anytime you have priority.

 (Instantaneous): Same as a single symbol, but resolves immediately. No one may respond, and whoever played the card retains priority.



The Turn

Turns are broken into 5 steps.


Prepare Step:

The active player prepares (turns right side up) all his champions and objects, then draws a card. No one may play cards or abilities during this step.




Pre-Battle Step:

The active player may play  cards and abilities. Any player may play  cards and abilities.


Battle Step:

Any player may play  cards and abilities. The active player may make any number of single or group attacks (see Battle below).

Build Step:

The active player may play  and  cards and abilities. Any player may play  cards and abilities.

End Step:



Any player may play  cards and abilities. At the end of this step the active player discards down to 10 cards and all players prepare (turn right side up)

all flipped (upside-down) champions and objects. All damage is removed from champions, and “until end of turn” effects go away.


***Note:** The very first turn of the game starts in the Build Step. On your turn you are the active player and you are the first to gain priority. When a player has priority they may add as many things as they like to the line, then priority passes to the player on their left.*

Battle



Each Battle Step, do the following:

- 1) Players may play  cards and abilities.
- 2) The active player may end his Battle Step or choose a champion or a group of champions to attack. Expend (turn sideways) all attacking champions. Only prepared champions may attack. All champions in this group must attack a single player.
- 3) Players may play  cards and abilities.
- 4) The defending player may choose a champion or group of champions to block the attack. Flip

(turn upside-down) all blocking champions. Only prepared champions may block. In order to block, a champion must be capable of blocking at least one member of the attacking group.

- 5) Players may play  cards and abilities.
- 6) Champions with range deal damage.
- 7) Champions without range deal damage.
- 8) That attack ends. Go back to #1 and start over.
The active player may repeat this process any number of times.

***Note:** Champions deal damage equal to their offense. If a champion is blocking or being blocked by multiple champions, it may deal all its damage to one or split its damage up in any way. If a champion takes damage equal to or greater than its defense, it is broken. Champions that were not blocked deal damage to the defending player.*

***Note:** Champions may attack and use abilities the turn they come into play. Only prepared champions and objects may use abilities with  or  in their cost.*

See page 38 for game term definitions.

Basic Rules

In *Epic*, players are gods battling each other with mighty champions, momentous events, and powerful objects represented by cards in their deck. Each turn, every player has a single action. The most powerful cards cost an action to play, the others are free.

Winning the Game

If you eliminate all of your opponents, you win the game. A player is eliminated when their score (Mojo) is brought to 0 or below, or if a card says they “lose the game”.

If you have no cards left in your deck, you win the game. If multiple players meet this condition simultaneously, those players finish in a tie.

Formats

Like most trading card games, *Epic* can be played two player or in bigger multiplayer games. You can

build a deck from your collection of cards (designed deck), or build a deck from cards taken straight out of sealed packs (sealed pack or draft). For now, we'll start with the simplest format: Sealed Pack using 2 packs per player. Other formats will be covered in the Advanced Rules.

Unique among trading card games, you can play great games of *Epic* with each player using only two 15 card booster packs. To play this format, open two packs of *Epic* and shuffle them together. You now have a 30 card deck, and are ready to get started.

Getting Started

You will need some way to keep track of the score such as a pen and paper. Each player starts with a score of 30 Mojo. You can reduce your opponent's Mojo by attacking with your champions and by using certain event and object cards.

Each player shuffles their deck, presents it to their opponent to shuffle or cut, and then draws their starting hand of 5 cards. Any number of players may take a mulligan, and then the first player starts his turn.

Hand Size

Each player starts with a hand of 5 cards. As you end your turn, if you have more than 10 cards in your hand, you must discard down to 10 cards.

Taking a Mulligan


If you don't like any of the cards in your starting hand, you may shuffle any number of them and put them on the bottom of your deck. For each card you did this with, you lose 1 Mojo and draw a replacement card. All players may do this (starting with the player going first and proceeding clockwise) before anyone takes their first turn.

You may only mulligan once each game and you must mulligan all the undesired cards at the same time.

Playing Cards

Actions

At the beginning of each player's turn, all players

gain one action (). Unspent actions are lost as the turn ends; they may not be saved for use on later turns.

Action Cards

Cards with  in their upper left hand corner cost an action to play.

Free Cards


Cards with  in the upper left hand corner are free to play.


Note: Normally, a player may play one action card and any number of free cards each turn.

Note: You gain an action on your turn and on your opponent's turn, so even if you spent your action on your turn, you will have one on your opponent's turn.







When a Card Can Be Played

Each card has a speed represented by a symbol in the upper right hand corner of the card. This symbol tells you when you are allowed to play the card.

 (Build): Can only be played in your Build Step. Can only be played when “the line” is empty.


 (Paced): Can only be played in your Pre-Battle and Build Steps. Can only be played when “the line” is empty.

 (Fast): Can be played anytime you have priority.

  ,   or   (Instantaneous): Same as a single symbol but resolves immediately. No one may respond, and whoever played the card retains priority.

For more on when a card can be played, see timing in the advanced rules below.

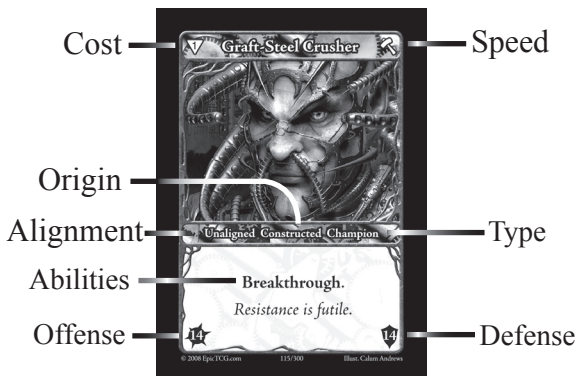
How to Play a Card

- 1) Announce you are playing the card.
- 2) If the card has choices or targets, name them.
- 3) If the card has costs (like a  for an action card), pay them.
- 4) Put the card “on the line”. This is done by putting the card on the table so everyone can see it and has a chance to respond (by playing a card from

their hand or using an ability of a card in play).

- 5) Once everyone who wanted to respond has done so, resolve the last thing put on the line. Players may then add more things to the line if they wish.
- 6) When a champion or object resolves, put it into play (it is now a game piece that you can use). When an event resolves, do what it says and then put it in the discard pile.

Understanding an *Epic* Card



Alignment

A card's alignment represents the morality of the card. There are four alignments in *Epic*: **Good** (gold cards), **Evil** (dark purple cards), **Wild** (green cards) and **Unaligned** (chrome blue cards). Alignment has no game effect on its own, but many cards will reference alignment.

Example: A champion or object could have the ability: “When you play a good card, you may gain 3 Mojo.”

Origin

A card's origin represents how it came to be. There are three origins in *Epic*: **Natural** (scales in card background), **Magical** (lightning in card background), and **Constructed** (gears in card background). Origin has no game effect on its own, but many cards will reference origin.

Example: An event might say: “Banish all *magical* champions and objects.”



Type

A card's type represents what a card is. There are three types of cards in *Epic*: **Champions**, **Objects**, and **Events**. Each of the three card types has its own unique frame around the art box.

Champions

Champions are heroes, monsters, or the like, that fight for you. Champions can battle for you by attacking or blocking (see Battle Step below) and many champions have abilities (see Abilities below). A champion is put into play and you can continue to use it until it is broken (put into its controller's discard pile), banished (put on the bottom of its owner's deck) or otherwise removed from play.

Offense and Defense

All champions have offense and defense numbers. The offense () indicates how much damage the champion deals in battle. If a champion takes damage equal to or greater than its defense () in a single turn, break it. (When something is broken, it is put into the discard pile.)

Objects

Objects are items or locations that you have at your disposal. They are put into play and have abilities that you may use until the object is broken or banished.




Events

Events are things that you can make occur (like an earthquake, assassination, resurrection, etc). When an event resolves, do what it says and then put it into the discard pile.

Abilities

Some champions and objects have abilities. There are three types of abilities: **activated**, **triggered**, and **continuous**.

Activated abilities are things you can choose to use. They sometimes have a cost, and always have a speed, followed by a colon, which is followed by an effect.

***Example:** A champion might have the activated ability:  , : Put target champion into its controller's hand. Because it's fast (), you can use this ability anytime you have priority (see timing below). Simply*

expend (turn sideways) the champion to put the “Put target champion into its controller’s hand” effect on the line.

Triggered abilities are abilities that only happen or can only be used when a condition is met. Continuous abilities continuously affect the game. We’ll cover triggered and continuous abilities in more detail in the **Advanced Rules** below.

Turns

At the start of the game, randomly determine which player will take the first turn. When playing a multiple game match, the player who lost the last game (or in multiplayer, was the first to lose in the last game) gets to decide which player will take the first turn. Play proceeds in clockwise order around the table.

Active player

The active player is the player whose turn it is currently.



Steps

Each turn is broken up into the following steps:


Prepare Step:

The active player prepares (turns right side up) all his champions and objects, then draws a card. No one may play cards or abilities during this step.




Pre-Battle Step:

The active player may play  cards and abilities. Any player may play  cards and abilities.


Battle Step:

Any player may play  cards and abilities. The active player may make any number of single or group attacks (see Battle below).

Build Step:

The active player may play  and  cards and abilities. Any player may play  cards and abilities.

End Step:

Any player may play  cards and abilities. At the end of this step the active player discards down to 10 cards and all players prepare (turn right side up) all flipped (upside-down) champions and objects. All damage is removed from champions, and “until end of turn” effects go away.

For each step (except the Prepare Step):

- At the beginning of this step, starting with the active player, each player puts any “beginning of step” triggers on the line.
- Whenever the line is empty or something on the line resolves, the active player regains priority.

***Note:** The very first turn of the game starts in the Build Step. On your turn you are the active player and you are the first to gain priority. When a player has priority they may add as many things as they like to the line, then priority passes to the player on their left.*



Ending a Step

To end a step, the active player announces he is ending the step and passes. If all players pass, the step ends. Otherwise, resolve the line and then the active player may try to end the step again.

Battle

Each Battle Step, do the following:

- 1) Players may play  cards and abilities.

- 2) The active player may end his Battle Step or choose a champion or a group of champions to attack. Expend (turn sideways) all attacking champions. Only prepared champions may attack. All champions in this group must attack a single player.
- 3) Players may play  cards and abilities.
- 4) The defending player may choose a champion or group of champions to block the attack. Flip (turn upside-down) all blocking champions. Only prepared champions may block. In order to block, a champion must be capable of blocking at least one member of the attacking group.
- 5) Players may play  cards and abilities.
- 6) Champions with range deal damage.
- 7) Champions without range deal damage.
- 8) That attack ends. Go back to #1 and start over. The active player may repeat this process any number of times.

***Note:** Champions deal damage equal to their offense. If a champion is blocking or being blocked by multiple champions, it may deal all its damage to one or*

split its damage up in any way. If a champion takes damage equal to or greater than its defense, it is broken. Champions that were not blocked deal damage to the defending player.

Note: *Champions may attack and use abilities the turn they come into play. Only prepared champions and objects may use abilities with ↶ or ↷ in their cost.*

Advanced Rules

(Play a few games before reading the Advanced Rules.)

Timing



Priority

The active player has the first option to play a card or to use an ability. When it is a player's option to play a card or ability, he has priority.




The Line

If a player plays a card or an ability, anyone (including himself) may respond by playing a card or using

an ability. First, the player who made the play may respond. When he is done with any responses, he passes priority. Next, the player to his left gets priority and may respond as many times as he wishes, before he also passes priority to his left. This process continues until every player all the way around the table passes after the last thing was added to the line. Once all players have passed, resolve the last thing put on the line, then the active player regains priority and you start again. Continue this process until everything on the line has resolved.

Note: Even if it is your turn you may not respond with  (build) and  (paced) speed cards and abilities. They may only be played if there is nothing currently on the line.

Instantaneous

Build (), paced () and fast () cards or abilities may have the instantaneous trait. This is indicated by the speed symbol appearing twice:

  ,   or  .

When a card or ability with instantaneous is played or otherwise added to the line, it resolves right away. This happens immediately and no one may respond

to it. No one gains priority and nothing else may be added to the line until it resolves. Once the instantaneous card or ability is resolved (and any “when” triggers it may have triggered have been added to the line), then *the player who played that instantaneous card regains priority.*

Triggers

If a card or ability has “when” or “as” followed by a condition and then an effect, that is a *trigger*.

When Triggers

If the word “when” or “whenever” is used, it is a **when trigger**.

Example: “Whenever a champion goes to a discard pile from play, you may gain 3 Mojo.”

When the condition that causes a **when trigger** is met, the effect is added to the line.

If multiple **when triggers** trigger at the same time, the active player adds his first, then the player to his left, and so on. If a player has multiple **when**

triggers, he decides what order to add them to the line.

Players do not gain priority while triggers are being added to the line. After all **when triggers** have been added to the line, the player who last had priority regains it.

As Triggers

If a card or ability says “as” condition, effect, that is an **as trigger**.

As triggers happen right away (at the same time as the condition that triggered them) and don’t wait to go on the line.

Example: “As any card would go to the discard pile, put it in the banished pile instead.”

All **as triggers** happen simultaneously.

If two or more **as triggers** would contradict each other, then the active player’s **as trigger** is the only one that is applied (or the player’s closest to his left if he didn’t have one).

Example:

Player A has an object in play with “As any card would go to a player’s discard pile, banish it instead.”

Player B has an object with “As any card would go to a discard pile, put it in your hand instead.”



If it is Player A’s turn, then as any card would go to a player’s discard pile, it is banished instead.

If it is players B’s turn, then as any card would go to a discard pile, it is put in player B’s hand instead.

If the player whose trigger would resolve controls multiple contradicting **as triggers**, he decides which resolves.

Continuous Abilities

Continuous abilities are always applied and don’t need to go on the line.

Example: *Champions you control get +2  +2 .*

Order to Apply Continuous Abilities

Continuous abilities that say “have”, “are” or “is” are applied simultaneously, then Continuous Abilities that say “get” or “gain” or “lose” are applied.

***Example:** If you have a card that says “All champions are .” and another card that says “All champions get +4 +0 .*, then all champions are .

***Note:** +1 +1 counters are continuous abilities that read, “This champion gets +1 +1 .*”

Contradictory Continuous Abilities

If one or more continuous abilities would contradict each other, then remove all the cards, tokens or counters that generated those continuous abilities from the game, before that contradiction is applied.

***Note:** Something that is removed from the game is set aside and no longer has any effect on the game. Cards removed from the game will be shuffled back into their deck for the next game.*

Example: *Player A has an object with “You control all champions.” Player B plays the same object. As player B’s object resolves both objects are removed from the game without player B gaining control of the champions in play.*

Legal Targets

In order to play a card or ability on a target, that target must be legal.

Example: *An event card that reads “Break target evil champion.” may only be played on an evil champion. If when a card or ability resolves, one of its targets is no longer legal, that target is unaffected by the targeting effect.*

Example: *Player A plays an event card that reads “Break target champion and target object” targeting player B’s champion and object. Player B responds with a fast speed event card that reads “Your champions are untargetable until the end of turn.” Both players have no more plays and allow the line to resolve. The last thing on the line (player B’s event) resolves first, making player B’s champions untargetable. When player A’s event resolves, it breaks player B’s object but player B’s champion is unaffected.*

If when a card or ability would resolve none of its targets are legal, then it fails (it doesn't resolve and is put into the discard pile).

Example: *Player A plays an event card that reads “Draw a card. Break target champion.” targeting player B’s champion. Player B responds with a fast speed event card that reads “Your champions are untargetable until the end of turn.” Both players have no more plays and allow the line to resolve. The last thing on the line (player B’s event) resolves first, making player B’s champions untargetable. Player A’s event had only one target, which is no longer legal. Player A’s event fails. The champion is not broken and player A doesn’t draw a card.*

Negative Numbers

For game effects, negative numbers are considered the same as 0.

Example: *A champion with 4★ gets -5★ until end of turn. It is now 1★, and it would deal 0 damage in battle. It then gets +2★ until end of turn. It is now 1★ and it would deal 1 damage in battle.*

As a champion’s defense becomes 0, negative, or less

than or equal to the damage it has already taken this turn, it is broken.

Note: An unbreakable champion can't be broken.

Tokens

A card may instruct you to put a token champion or object into play. You may use anything to represent a token, so long as you and your opponent know what it is. If a token would ever leave play (return to your hand, be banished, broken, etc) it is removed from the game instead.

Owner

You are considered the “owner” of any card that was in your deck at the start of the game. A card you own will never go into any other player’s deck during the course of the game. A card you own may go to another player’s hand or discard pile.

Controller

The player who is using a champion, object, event or ability is the controller.

If a champion or object you control is broken, it goes into your discard pile.

Gain Control

If you “gain control” of a champion or object, move it to your side of the table. You get to use it until something causes you to lose control of it. If it is broken, it will go to your discard pile. If something returns it to its controller’s hand, it goes to your hand. If it is banished, put it onto the bottom of its owner’s deck. When the game ends, return all cards to their owners.

Cards You Don’t Own In Your Hand

In the course of a game you may end up with a card you don’t own in your hand. If so, that card is displayed face up in front of you so that all players may see what it is. In all other ways it is treated identically to the cards you own that are in your hand.

***Note:** If you are instructed to discard a card at random, use a die or other random method to determine which card is discarded.*

Cards You Don't Own In Your Discard Pile

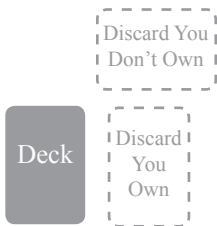
Cards you don't own can go to your discard pile. Your discard pile is actually two piles of cards, one face up pile to contain the cards you own, and another face up pile to contain cards you don't own.

Formats

(For a current list of formats, see EpicTCG.com)

Sideboard

Some formats allow a 15 card sideboard that you may use to modify your deck between games. You may choose not to have a sideboard, but if you have one, it must be exactly 15 cards.



When playing a multi game match, between games you may swap any number of cards between your deck and sideboard. This is done on a one for one basis so that your sideboard is always exactly 15 cards.

After the match is complete, return your deck and sideboard to their original configurations before starting the next match.

Sealed Pack

When playing sealed pack each player opens the same number of packs and uses those cards to build a deck of at least 30 cards. Sealed pack using two packs per player is called “Sealed Pack 2”. With three packs per player it is called “Sealed Pack 3”, and so on.

You may use any of the cards in your packs to build your deck and sideboard. There is no maximum deck size and no restriction to the number of copies of a card you may play. Any cards not being put into your deck or sideboard are set aside and may not be used.

Pack War

“Pack War” or “Sealed Pack 1” is sealed pack played

with just 1 pack per player. Just like “Sealed Pack 2”, there is no deck building. Just shuffle up your cards and you are ready to play.

In Pack War, a player doesn't win the game when he has no cards left in his deck. Instead, as a player tries to draw a card from an empty deck, each of his opponents loses 5 Mojo for each card he was unable to draw.

Draft

In a draft, players sit around the table in a circle. Each player has the same number of booster packs. All players open their first pack at the same time, look through all the cards in the pack and choose one to keep. The other 14 cards are shuffled and passed to the player to their left. Each player then looks through the cards passed to them, chooses one to keep and passes the remaining 13 cards to the player to their left. This process continues until all the cards in the first set of packs have been chosen.


Each player then opens their second pack and repeats the process, but cards are now passed to the right. Continue until all packs have been used, switching the direction cards are passed with each pack. Once

all the cards have been drafted, players build their decks and sideboards using the same rules as sealed pack.

Draft using two packs per player is called “Draft 2”. With three packs per player it is called “Draft 3,” and so on.

Designed Deck

In this format, players build a deck of at least 60 cards from their collection.

Between a designed deck and it’s sideboard there may be no more than 3 copies of each card, a maximum total of 18 free cards (cards with  in the upper left hand corner), and a maximum total of 9 gift cards (see below). A free card that is also a gift card counts against both the total of free cards and the total of gift cards in your deck.

Restricted Cards

When playing designed deck, a player is allowed a maximum of 1 of each restricted card between their deck and sideboard. As of the printing of this rulebook, there are no restricted cards. The current list of

restricted cards may be found at www.EpicTCG.com.

Banned Cards

These are cards that are not allowed in a designed deck or its sideboard. As of the printing of this rulebook, there are no banned cards. The current list of banned cards may be found at www.EpicTCG.com.

Gift Cards

Between a designed deck and its sideboard a player is allowed a maximum of 9 gift cards in total. Each individual gift card is still restricted to the 3 card maximum (or 1 card maximum if it is restricted.)

As of the printing of this rulebook this set contains the following gift cards:

At Any Price

Battle Standard

Bolt from the Blue

Brush Aside

Evil Dead

Ferocious

Flash Fire

Forget the Past

Full Moon

Hand of Navec

Hired Muscle

I Own the Night

Mask of the Many

Naturalist

Nature's Renewal	Snowblind
Night Rise	Stolen Memory
One-Eyed Sidekick	Swarm
Priestess	Thought Stealer
Recruitment	Thrust
Rescue	Timewalker
Ring of Will	Tranquil Retreat
Rushing In	Walk it Off
Seaside Cave	Werewolf
Second Wind	Word of Summoning
Seize the Day	You Lack Faith
Shelter	You Were Saying?

The current list of gift cards may be found at:
www.EpicTCG.com

Game Terms

Ability	A card or token's capability to do something.
Activated Ability	An ability that has to be used. These will have a ":" with the cost to activate the ability followed by

the abilities speed on the left, and the effect on the right.


Continuous Ability

An ability that affects the game in an ongoing basis.



Triggered Ability

An ability that automatically triggers when a condition is met. The condition is indicated by the word “when” or “as.”

Action ()

At the beginning of each turn all players gain 1 action (). Most cards and some abilities require you to pay your action to play them. Unspent actions are lost as the turn ends; they may not be saved for use on later turns.

Action Card

An action card has the  symbol in the upper left hand corner. Playing one of these cards costs 1 action (.

Alignment

Represents a card or tokens morality. The four alignments are:

Evil: Delights in the misfortune and suffering of others.

Good: Delights in the good fortune and happiness of others.

Unaligned: Neutral and motivated by self interest. Capable of both good and evil acts.

Wild: Acts impulsively or on instinct. Good or evil acts may be an accidental byproduct.

Airborne

Attackers with airborne may only be blocked by defenders with airborne or range.



Banish

Put on the bottom of owner's deck.

Break




Put in controller's discard pile. If a champion takes damage equal to its defense, it is broken.

Breakthrough

An attacker with breakthrough deals damage to defending player equal to its  minus the blockers total .

Damage Ward Reduce each instance of damage
“Number” dealt by that number.


Example: A champion with damage ward 5 is targeted by an event that does 7 damage to target champion. It will only take 2 damage.

Example: A champion with damage ward 5 blocks an attacking group consisting of a champion with range and +3 , a champion with +5  and a champion with +4 . It will take 7 damage ($5 + 3 + 4 - 5 = 7$).


Note: The 3 range damage and 2 damage of the blockers choice are prevented.

Deadly One or more deadly damage will
break a champion.


Deck The face down pile of cards from
which you draw.

Defense  How much damage (in a single
turn) it takes to break a champion.

Discard Pile Each player has a discard pile; a face up pile where they put cards that are discarded, stopped or broken. A player's discard pile is broken up into two piles: one to contain the cards he owns, and another to contain cards he doesn't own.

Expend  Turn sideways. To pay an expend cost of an ability or to attack, you may only expend a prepared card or token (not one that is already expended or flipped).

Expended Sideways (horizontal) card or token.

Flip  Turn upside-down. To pay a flip cost of an ability or to block, you may only flip a prepared card or token (not one that is already expended or flipped).

Flipped Upside-down card or token.

Note: A flipped card is turned 180 degrees. It is still face up.

Free Card A free card has the infinity symbol. in the upper left hand corner. Playing one of these cards doesn't cost an action.

Hand Your hand of cards. This is where a card goes when you draw it.

Hunter A champion with hunter may attack as normal or attack a champion another player controls (this doesn't target). In order for a group to attack a champion, all the champions in the attacking group must have hunter.

If the champion being hunted is prepared, flip it as the attack is declared.

The controller of the hunted champion is considered the defender, and any breakthrough damage is applied to him. He may have other champion(s) block the attack as normal. If he does, the hunted champion is not involved in the

combat (but it is still flipped if it was prepared).

An effect that prevents a player from being attacked will not prevent his champions from being attacked by hunters.

A Hunter may only attack a champion that it could block. For example, a hunter without airborne or range can't attack an airborne champion.

Match

A multigame series to determine a winner. A match is usually best 2 out of 3 games.

Mojo

Mojo is your “game score” and represents your godly power and ability to affect the world. Players start with 30 Mojo. For each point of damage you take, you lose 1 Mojo. When your Mojo is reduced to 0 or below, you've lost the game.

Offense

How much damage a champion deals in battle.

Origin	Represents how a card or token came to be. The three origins are: <i>Constructed</i> : Built, assembled or crafted. <i>Magical</i> : Produced through supernatural forces. <i>Natural</i> : Indigenous to the non-magical world.
Prepare	Turn right-side-up
Prepared	Right-side-up card or token
Range	May block airborne attackers and deals damage first.
Reveal	Show all players a card from your hand.
Stop	Take a card out of “the line” and put it into the discard pile. It does not resolve.
Target	Something that is singled out to be the subject of an event or ability.
Token	A champion or object that is repre-

sented by something other than an *Epic* card.

Type

What a card is. The three types are:

Champion: A hero, monster or the like represented by a card or token.

Event: A card that represents something occurring (like an earthquake, assassination, resurrection, etc)

Object: A useful or powerful item (like a sword, treasure, fortress, etc.) represented by a card or token.

Unveiled


A face down champion in play being turned face up is called unveiling. Many champions with veiled have an ability that triggers when or as they are unveiled.

Unblockable

May not be blocked.

Unbanishable

May not be banished while in play.

- Untargetable** May not be the target of an event or ability while in play.
- Unbreakable** Will not be put into the discard pile from a break effect or from damage.
- Veiled** A champion with veiled may be played face down (so your opponent can't see what it is) during the Build Step for the cost of . You may unveil it (turn it face up) at any time you have priority. It must be unveiled after blockers are declared if it attacks or blocks.
- It also must be unveiled as it is targeted, would take damage, be broken, banished, leave play, or if a card or ability would check anything about it (like alignment, origin, offense, etc).
- If it is targeted while on the line, it is turned face up and will resolve face up. This is not considered unveiling and will not trigger any

when or as unveiled triggers.

While veiled, a champion is considered to have no alignment or origin.

“X” Ward

Can't be damaged, broken, banished, blocked, or otherwise affected by things of type “X” while in play.

***Example:** A champion with Evil Ward will not be broken when an evil event that reads “Break all champions” resolves.*

Credits

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