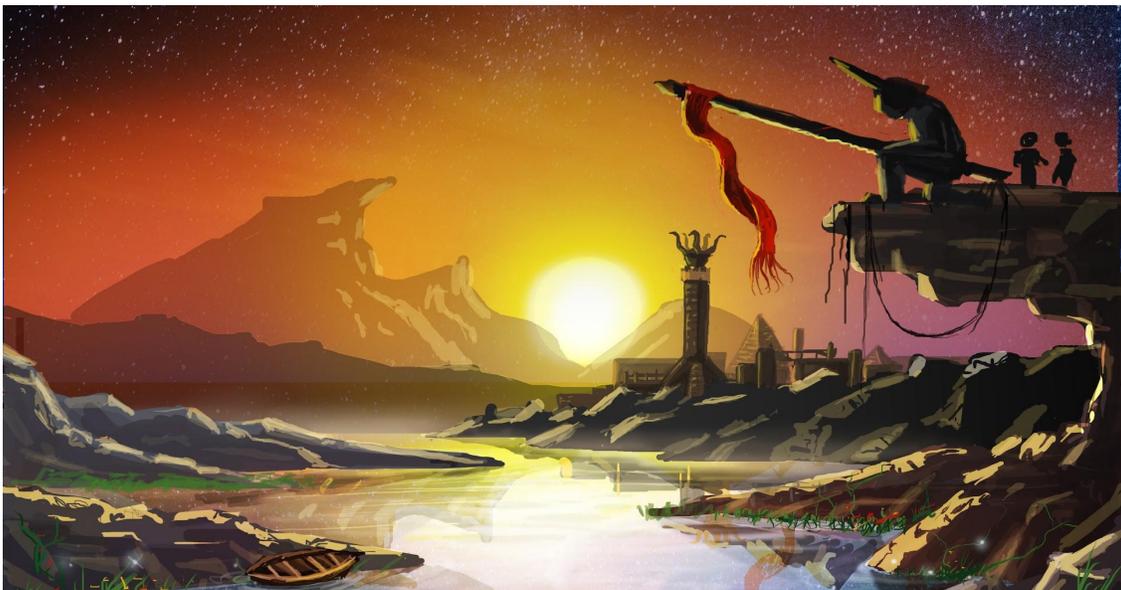# Genesis: Battle of Champions

Core Rulebook 5.2

Origins Release

Genesis: Battle of Champions is a tactical collectible card game played with cards and a 5x6 arena. Genesis merges the strategic concepts of a tactical miniatures game with the experience of a collectible card game. In Genesis, players act as champions in an arena and build a custom deck called a timeline. The cards in a player's timeline will contain different abilities that a champion can use in order to defeat their enemies. The positioning of your champion and allies factors into your success. You win by defeating all enemy champions. A champion is defeated when they have zero HP remaining or have no more cards left in their timeline. Genesis: Battle of Champions can be played in multiple formats such as the standard constructed format, multiple opponent free-for-all and teamed matches, as well as limited formats such as draft and sealed. A typical two-player game will last for 15 - 30 minutes.

For more information about the game, check out the Genesis: Battle of Champions' official website at: www.genesisboc.com

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Game Layers

A game of Genesis: Battle of Champions plays out in a series of rounds, whereby each player will alternate taking turns until all champions and summons (together known as "combatants") are exerted. Players interact with the play space in order to use the cards in their champion's timeline (deck) to provide a winning strategy. Genesis: Battle of Champions is unique in that it has two layers that work in synergy to create a tactical, decisions-matter experience while playing the game.

The First Layer
You are players playing a game. Players use cards that contain text which represents abilities, summons, enchantments and alterations.

The Second Layer
You are champions in the arena. Champions use abilities and allies to move around the arena in order to strike from an advantageous position.

The key that allows the mixing of these layers is that you (the player) are your chosen champion. Any text or keyword that refers to "you" represents both you and/or your champion depending on the card text. There will be some points in this rule document when it is referencing the player playing a card, or a champion playing an ability (printed on the card). Keep in mind these two layers. Players play cards, champions play abilities.

Play Space and Zones

The play space allows for the two layers to mix and create a seamless gameplay experience. Each of the following zones can be interacted with either by choice or when dictated by specific card text. The following are zones within the play space:

- The Hand (Thoughts) - Any cards held in a player's hand
- The Deck (Timeline) - Always face-down, found on the playing surface outside of the arena.
- The Playmat (Arena) - 5x6 rectangular grid, where cards are put onto individual spots within the arena.
- The Discard Pile (Memories) - Always face-up, found near the corresponding timeline.
- The "Out of Game" Pile (Subconscious) - Any card from outside the game that is not a part of your forethoughts. Cards with the same names can be a part of the subconscious even if they are in your timeline or forethoughts.
- Forethoughts- A pool of cards outside the current game that can be used to alter your deck strategy between games of a match.
- The Skill Zone - Any skill that is attached to a permanent goes here, outside of the arena.

The Hand (Thoughts)

A player's hand represents the abilities that their champion can use, hence the hand is known as the champion's thoughts. Each champion is allowed to look at their own thoughts but not their opponent's. Each player's hand has no limit to the number of cards that it can contain.

- Players can choose to play cards from their hand. Cards in hand are the thoughts of your champion. (See To Play a Card from Hand).
- Abilities that bring a permanent into the arena are the only abilities that can be played from a summon or alteration card while that is in the champion's thoughts. (Example: Beckon)
- Cards from a player's hand can be put onto the arena, into the timeline, subconscious, skill zone or directly into memories. Cards played from a player's hand await resolution while on the Stack.

The Deck (Timeline)

Each timeline is kept face down on the playing surface but off the arena. Players are not allowed to look through their timeline or their opponent's. Whenever a card is drawn, it is done off the top of the player's timeline. If a player is directed to search their timeline for a card, they must shuffle their timeline before placing back to its face-down position.

The Playmat (Arena)

The arena is built with 5x6 rectangular spaces, known as "spots". Cards that remain in the arena when being played are called "permanents". An individual spot can contain more than one permanent depending on the type of permanent or how the permanents are put onto that spot. Champions are the only permanents that begin the game in the arena. When a summon is placed in the arena (known as beckoning) it remains in the arena until it is killed or otherwise removed. Likewise, when an alteration is placed in the arena it remains in the arena until it is destroyed or removed. Permanents placed in the arena are placed face-up.

The Discard Pile (Memories)

A player's memories are put face-up, near the timeline and each player may look at any card(s) found in any memories and any time (if requested). Whenever a card is discarded, negated or fails to resolve, that card is moved to the memories. Summons and alterations when killed or destroyed within the arena, are moved to the memories. Enchantments that are sacrificed, or otherwise removed from a permanent, are moved to the memories. Spells and Techniques also are put into the memories after they have resolved.

The Out of Game Zone (Subconscious)

Cards that begin the game in the subconscious are put face-down, near the timeline. Players are not allowed to look through their opponent's subconscious. Some abilities can put a card from another zone to your subconscious. These cards should be kept face-up in order to

differentiate between subconscious cards and timeline cards, that have been sent to the subconscious from another zone.

- Cards that begin the game in the player's subconscious should be distinct from timeline cards (differently sleeved or not sleeved).
- Players should have enough copies to represent the cards being pulled from the subconscious to be sufficient for the expected amount of use. These copies may be tokens or actual copies of the subconscious card.
- Subconscious cards cannot be put into a timeline, if this would occur that card is redirected to memories of that player instead.

The Forethoughts

Each player is allowed to have a pool of cards which are called their forethoughts. It is a group of additional cards the player may use to modify their timeline between games of a best of three match. The forethoughts help a player address the weaknesses of their strategy or pivot strategies completely against their opponent. For more in-depth rules on how to build a player's forethoughts, and how and when they are used please check out the section The Forethoughts Explained.

The Skill Zone

Any Skills that are attached to a champion or summon from enchantments are put into this zone. The enchantment cards are placed face-up in this zone once the card's Enchant or Curse abilities (or any variants on these abilities) resolve. When a skill is attached to a champion or summon, the card is placed into the skill zone of the player who owns the permanent that the skill is attached to.

- When a skill is removed, sacrificed or destroyed it goes from this zone to the memories of the owner of the enchantment.

The Stack

The stack is not an actual zone within the play space. Instead, it is a transitional space, representing a slowing down of time in the heat of battle, allowing the players to act and react in a fashion that can be logically followed. The stack is not a zone therefore, cards and/or abilities are not considered "going to" or "coming from" the stack. The stack is important as it brings order to the interaction of abilities. The stack allows a card to be tracked from one zone to another. While cards are on the stack they can be interacted with by other cards from either player except while the ability contained on the card is resolving. See Using the Stack for further details on how it works.

Permanents in the Arena

Permanents are any card that remains in the arena. Permanents can be champions, summons or alterations. All permanents have HP and can be killed by having their HP drop to zero. While in the arena, permanents can be interacted with using abilities and all permanents have abilities printed on the card which represents them. Text that refers to a permanent it's on by name means just that particular permanent and not any other permanents with that name, regardless of any name changes caused by game effects.

Playing the Game

The Golden Rule:
● If the text of a card in Genesis: Battle of Champions contradicts the rules of the game, the card takes precedence.

Conditions for Winning the Game:
● If your enemy's champion is at zero HP, you win the game. This condition is instantaneous and cannot be responded to.
● If your enemy has zero cards left in their timeline, you win the game. This condition is instantaneous and cannot be responded to.

How to Start a Game
1. Randomly determine which player is going to choose to be the leading player. The winner (of a coin flip or dice roll) gets to choose to be the leading player, or not. If playing a best of three match, after the first game, the leading player is determined by the player who lost the last game.
2. Both players place their champions, face-up, on the starting spots. The starting spot for champions is the middle column, on the row closest to the edge of the 5x6 arena. (See Play Area Setup image).
3. Both players must keep track of Aura and HP for their selected champion and set both to the starting amounts printed on their champion's card.
   a. Both players should inform one another of how they will keep track of their Aura and HP as a courtesy.
4. Both players shuffle timelines and present them, face-down, to their opponent.
   a. Each player may then cut or lightly shuffle their opponent's timeline, keeping the cards face down.
   b. Either player may choose not to cut or lightly shuffle their opponent's timeline if they so choose.
5. Both players place their timelines, face-down, on the playing surface outside of the arena. (See Play Area Setup image).

6. Both players place any subconscious cards (if required) face-down in an area off of the arena, near their timeline. (See Play Area Setup image).
7. Both players draw 5 cards for their opening hand. Then transition to the beginning of the first round. See Rounds and Turns below.

Play Area Setup

Rounds and Turns

Beginning of Round

The leading player has priority:
- Beginning of round passive abilities occur
    - No abilities may be played while Immediate abilities are on the stack.
    - Additional active abilities may be played while trigger abilities are on the stack.
    - If multiple passive abilities occur at the same time, the Order of Events determines how the abilities resolve.
- Remove all Exert tokens and both players draw a card for the round.
- The leading player declares an un-exerted ally combatant that will take its turn, this becomes the active combatant. There is no priority pass, then transition to the Beginning of Turn.

Turn Order

Throughout their turn, the active combatant's player has priority. A mandatory pass of priority occurs whenever an active ability is played and/or a passive ability is added to the stack (see the Using the Stack for further information). When transitioning between phases it is required to announce which phase you are transitioning to.

- Beginning of Turn
    - Put all abilities that occur at the beginning of the turn on the stack.
    - No abilities may be played while immediate abilities are on the stack.
    - Additional active abilities may be played while trigger abilities are on the stack.
    - If multiple passive abilities occur at the same time, the Order of Events determines how the abilities resolve.
- Move Phase
    - 1 move and/or rotation, then transition to the Main Phase (see below).
    - 2 moves and/or rotations, then transition to the End Phase (see below).
    - You may choose not to move and/or rotate, then transition to the Main Phase.
    - See Navigating the Arena for more information.
- Main Phase
    - The active combatant may play action or swift abilities. They may play as many abilities as they choose, so long as they can pay the cost.
    - If Exert cost is paid by the active combatant, then transition to the End Phase.
- End Phase
    - The Swift Step:
        - The active combatant's player chooses to add an ability to an empty stack or pass priority.
        - If the other player chooses to pass priority, then transition to Exert Step.

- - ■ If the other player chooses to add an ability to the stack, then continue building a stack as normal. Once the stack is empty the active combatant's player once again may choose to begin a new stack or pass priority. If there is a consecutive pass of priority, transition to the Exert Step.
  - ○ The Exert Step
    - ■ The champion or summon taking its turn must Exert, if not currently Exerted.
    - ■ Then transition to the End Phase's Clean Up Step.
  - ○ Clean Up Step
    - ■ All end of turn trigger abilities occur. Additional active abilities may be played while triggers are on the stack. If multiple passive abilities occur, the Order of Events determines how the abilities resolve.
    - ■ All abilities that last until end of turn, end.
    - ■ Priority passes to the next player. That player declares an un-exerted ally combatant that will take its turn, this becomes the active combatant. Transition to the Beginning of the Turn and a new turn starts.
    - ■ If all combatants are Exerted, transition to the Completion of Round.

Completion of Round

- ● The Swift Step:
  - ■ The leading player chooses to add an ability to an empty stack or pass priority.
  - ■ If the other player chooses to add to the stack, continue building a stack as normal.
  - ■ If the other player chooses to pass priority, the leading player may then choose to put another ability onto the stack or pass priority.
  - ■ If there is a consecutive pass of priority on an empty stack, then transition to the Completion of Round's Clean Up Step

- ● Clean Up Step
  - ■ End of round trigger abilities occur. If multiple passive abilities occur, the Order of Events determines how the abilities resolve. Additional active abilities may be played while triggers are on the stack.
  - ■ Once the stack is empty, all abilities that last until the end of round, end.
  - ■ Transition to the Beginning of Round for a new round.

Beginning of Round
Remove all exert tokens.
All players draw a card.

Turn

Move Phase

Move and/or Rotate OR **Stay**

Move and/or Rotate

Main Phase
Play as many abilities
you want.

End Phase
Swift Step
Exert Step
Clean Up Step

Completion of Round
Swift Step
Clean Up Step
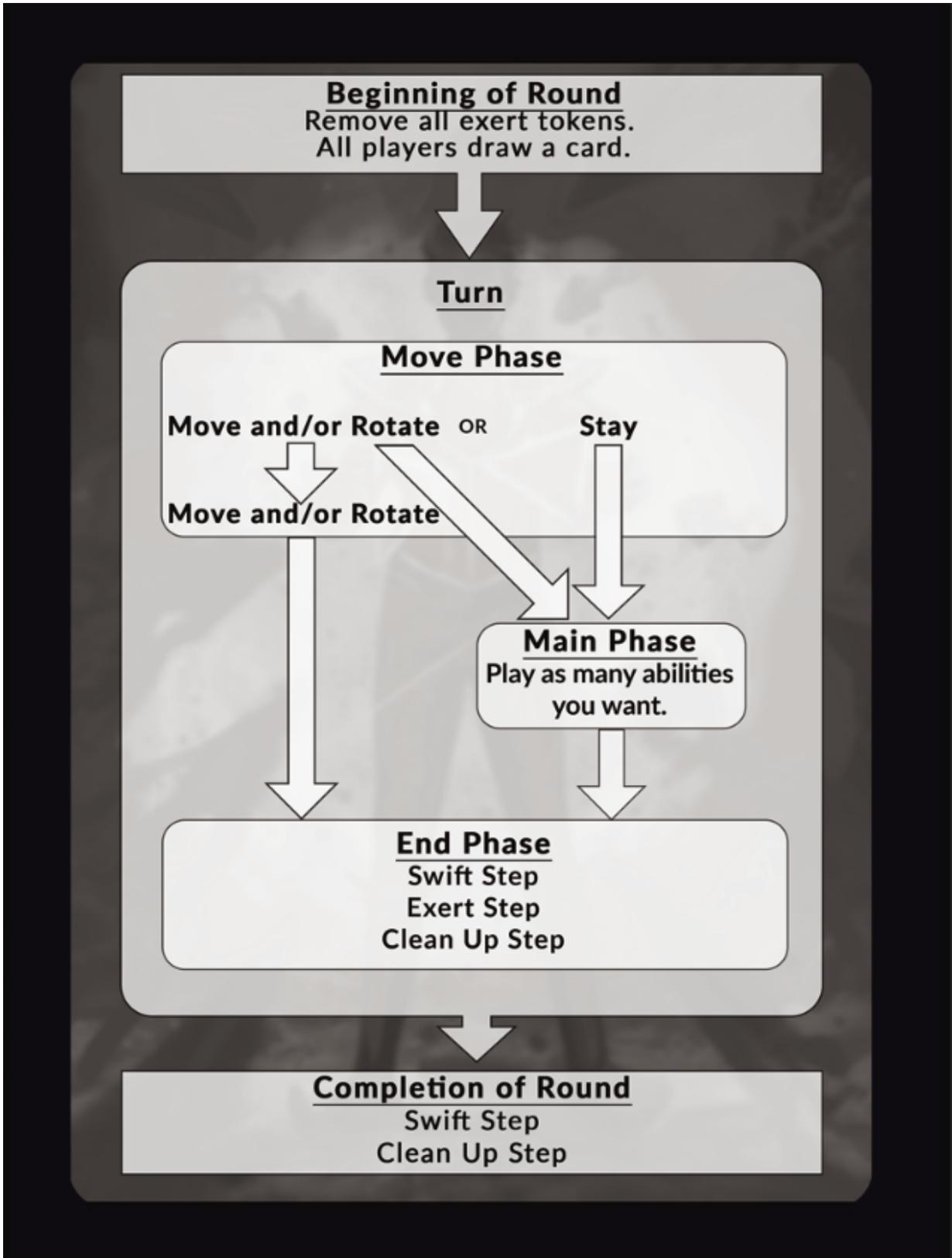
Navigating the Arena

When playing Genesis: Battle of Champions, combatants and other permanents will have to navigate the 5x6 arena in order to secure their victory. All forms of navigating the arena are described below. Every ability in Genesis: Battle of Champions that changes a permanent's location in the arena or the permanent's directional orientation fits into one of these forms of navigation.

Move:

A permanent that is moving, leaves the spot it was on and travels to an unoccupied spot in the arena. When a player moves a permanent, they are physically shifting the card which represents the permanent to an unoccupied spot in the arena. Movement can occur as a part of the Move Phase of a turn, or as a resolution of an ability.

Moving as a Part of the Move Phase:
While moving as a part of a Move Phase, the combatant may only move to an unoccupied spot that is adjacent to the spot they are leaving. Moving as a part of a Move Phase does not use the stack and cannot be responded to. While moving in the Move Phase doesn't use the stack, passive abilities may cause a stack to be generated due to movement. The only permanents that use the Move Phase to navigate the arena are combatants (champions and summons).

Moving as a Part of an Ability:
Movement can occur because of a played or passive ability. The card text of the ability will state where the permanent can be moved to. If it is not stated as a part of the ability, the movement that occurs is to an adjacent unoccupied spot. When a combatant or alteration moves as a part of an ability, moving does not allow for a change in orientation (rotation, see below) unless the ability causing the movement specifies otherwise. Moving by an ability still requires the spot the permanent is entering to be unoccupied. Active and passive abilities that cause movement can be responded to as per normal rules (see the section on Using the Stack for more information).

Rotate:

A player rotates a permanent by physically turning the card representing it within the arena 90 degrees to the left or right so that the top of the card faces a new direction. Rotating may be done as a part of moving, or instead of moving, during the Move Phase or can be caused by an ability. When rotating, a permanent does not leave the spot it is on. A player may rotate a permanent even if the permanent is on an occupied spot.

Rotation as a Part of the Move Phase:
Rotating as a part of the Move Phase does not inherently use the stack. A player may rotate a combatant they control as a part of a move during that combatant's Move Phase, or

instead of moving. See the [Rounds and Turns](#) section for more information about the Move Phase.

Rotation as a Part of an Ability:

Outside of the Move Phase, a combatant may only rotate because of an ability's effect. The active and passive abilities that would cause the rotation of a permanent can be responded to as per normal rules (see the section on [Using the Stack](#)). If the ability causing rotation does not dictate which direction the rotation occurs, whichever player is doing the rotating of the permanent chooses which direction the permanent rotates.

Place:

Placing a permanent can mean that it is either entering the arena from another zone (such as from a Beckon ability) or leaving the spot it was on, to travel within the arena to another spot within the arena. The latter requires the permanent to be in the arena before the placing effect is played or triggered. Placing does not count as a move and therefore does not require the spot a permanent is being placed on to be unoccupied.

Placing from the Thoughts:

Some abilities, like Beckon, Build, or Create allow the player to place a permanent from their hand to a spot in the arena. A player, when using a Beckon ability for a summon, may place that beckoned summon in any adjacent spot, even on top of another permanent. When the orientation of a place ability is not stated when placing from their thoughts, the player may choose the orientation of the permanent. Certain printings do not have reminder text for Beckon, but Beckon always follows the same rules for orientation (facing the same direction as the champion that Beckoned it). Placing a permanent from the thoughts onto a spot in the arena counts as "entering the arena".

Placing from the Subconscious:

Some abilities pull a summon or alteration from the subconscious onto a spot in the arena. This is another way for permanents to count as "entering the arena". The orientation of permanents entering the arena this way will be explicitly stated by the ability that is causing the placing effect. If it is not stated, the payer may choose the orientation of the permanent.

Placing from the Memories:

Some abilities pull a summon or alteration from the memories onto a spot in the arena. This is another way for permanents to count as "entering the arena". The orientation of permanents entering the arena this way will be explicitly stated by the ability that is causing the placing effect.

Placing from Within the Arena:

Placing a permanent from within the arena, similar to moving, requires the player to physically put the card on the desired spot. This means the permanent leaves the spot that they were on. An ability that resolves with placing a permanent from within the arena to a new spot

will state if a rotation or a specific change of direction is allowed. Placing within the arena does not reset the HP of a permanent to its stated HP.

Switch:

When an ability calls for two permanents to switch spots (e.g. the decoy ability), they swap places. It is different from both move and place effects and does not inherently allow for rotation. It can happen anywhere in the arena and does not trigger any abilities that use "move" or "place". When two permanents switch spots, both permanents are considered to have left the spot they were on when the switch resolves. **If an ability causes one or more combatants involved with the switch to be unable to leave a spot, the ability causing the switch fails.**

Types of Cards in Genesis

The cards in Genesis contain information to determine how each card interacts within the game. Every ability is set up the same way and any rules text required can be found on the card.

Reminder: the rule text on a card can be either reminder text or keywords, all current and past keywords can be found in the [Glossary of Terms and Keywords](#) *at the end of this document.*

Card Types:

There are two main card types:
1. Champion cards
2. Non-Champion cards
   a. Spells
   b. Techniques
   c. Summons
   d. Alterations
   e. Enchantments

Champion Cards

Champion cards are the only cards that are placed in the arena before the start of the game. Champion cards cannot leave the arena and therefore cannot be put into the thoughts, timeline, memories or subconscious. Champion cards are considered permanents within the arena.

The Anatomy of a Champion Card

A- Starting Health
This is the amount of HP a champion begins the game with. This number can increase or

can decrease to a minimum of zero. If it hits zero, the champion is defeated and they lose the game.

B- Starting Aura

This is the amount of Aura a champion has to work with. This number does not generally increase but is depleted as the champion uses abilities with Aura as a cost.

C- Energy Reduction

This is the amount that Energy costs are reduced when a champion is required to pay Energy.

D- Awareness

Champions have their awareness printed at the top center of their card. The white arrow is the spot the champion playing the ability currently occupies. The red dots are the spots in the arena that the champion can "see" (where they can interact with other permanents using their abilities that rely on awareness). Any abilities on their card are bound by that awareness unless otherwise stated.

E- World Symbol

This means that this champion is from a specific world. It counts as part of the champion's affiliations (see below).

F- Affiliations

These colourful symbols represent the affiliations of a champion. All cards within this champion's timeline must match one or more of these symbols, and cannot have any affiliations not present on the champion's card. See the section Building a Timeline for more information.

G- The Champion's Name

This is what the champion is called.

H- The Champion's Abilities

Champions have more than one ability to choose from. See the section titled Abilities in Genesis for more information.

A - Starting Health
B - Starting Aura
C - Energy Reduction
D - Awareness
E - World Symbol
F - Affiliations
G - Name
H - Abilities

Non-Champion Cards

These cards make up the majority of cards in Genesis: Battle of Champions. This category represents the options available to every champion depending on each of their affiliations. These cards can provide allies to fight alongside a champion or even powerful abilities that use a champion's own Aura or Energy. Furthermore, non-champion cards provide support and even potential protection for a player's champion. They can allow a champion to be able to react to what is happening in the arena. All non-champion cards have a Chi cost, which is important for building a timeline. More on what Chi is, in the Building a Standard Constructed Timeline section.

Non-Champion cards are broken down into the following categories:

Spells: These cards are magical abilities and usually cost Aura to play.
Reminder: A player starts the game with their champion's full amount of Aura. Generally that player ends the game with less Aura than they started with.

Techniques: These cards are physical abilities and usually cost Energy to play.
Reminder: Energy cost comes off the top of the timeline of the player playing the ability.

Summons: These cards are brought into the arena to fight alongside the champion that beckoned them. Summons, like champions, count as combatants and are also considered permanents. Summons can play active abilities printed on their card, with the exception of the ability that brings them into the arena.

Reminder: These are allies to the champion that currently controls them. They will each take their own turn and they <u>DO NOT</u> have access to a champion's thoughts, timeline or Aura.

Alterations: These cards are brought into the arena onto a spot. They often act as obstacles, traps, or similar features. Alterations are considered permanents and are the only permanents that are not also combatants.
Reminder: Alterations are not considered allies or enemies for any champion but their abilities are considered "controlled" by the owner of the card. Alterations do not occupy the spot they are on unless stated otherwise.

Enchantments: These cards can be attached to champions or summons and provide additional abilities. Curses are also a form of enchantment. Enchantments, when attached to a permanent as a skill, are placed in the skill zone, and never enter the arena.

Abilities in Genesis

In Genesis: Battle of Champions, abilities are used to interact with enemies and the arena. Each card in Genesis has a name that is used to differentiate the cards from each other. When a player uses a card, they are playing an ability on that card.

Abilities that are played are called "active" abilities. If there is more than one active ability on the card, the player must choose an ability when playing the card. There are also "passive" abilities in Genesis that are not played, but occur when conditions are met.

There are some important things to remember about abilities in Genesis:
1. The effects of a card are not optional unless the card says they are.
2. If the text of a card says something can't happen it supersedes when a card says that something can happen.
3. Any text that refers to a card it's on by name means just that particular card and not any other cards with that name, regardless of any name changes caused by game effects.
4. Always keep in mind the Golden Rule.

Anatomy of Abilities

All abilities are structured in the same way, whether they be on a combatant or not. Things to note about each ability are the speed, the ability name, the cost and the ability's effect text. The speed of the ability is on the left side in a black box. The name of the ability is in the center and has keywords that are important to understand (see Glossary of Terms and Keywords for information on all keywords). On the right side in the white box is the cost of the ability. Finally, the ability's effect text explains how the ability works.

Ability Structure:
The Speed - The Name - The Cost
The Effects
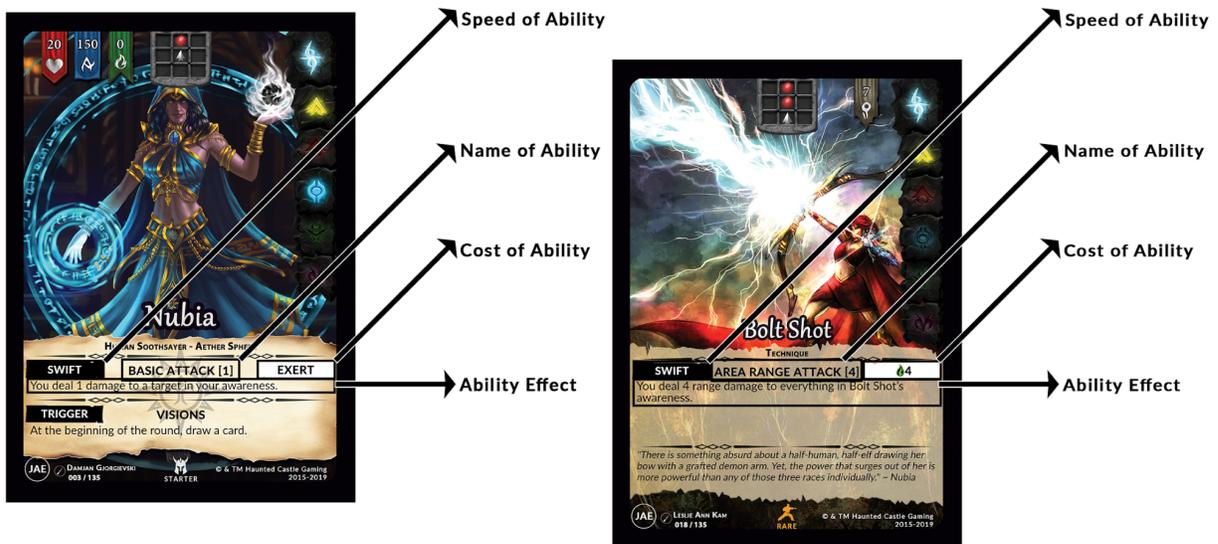
Card Name: The name of the card that is being used.
Ability Information: The speed of the ability - Name of the ability– The cost of the ability.
Ability Effect: What occurs when the ability resolves.

Example:
Card Name: Bolt Shot
Ability Information: Swift - Area Range Attack [4] - 4 Energy
Ability Effect: You deal 4 damage to everything in Bolt Shot's awareness.

To Play any Active Ability

To play any active ability, whether it be from a card in your thoughts, or from a combatant in the arena, a player should follow these steps:

1. Select and announce the ability.
2. Put a card or a token representing the ability on the stack.
3. Declare any target(s), if required and pay all costs for the ability.
4. Proceed with play (priority passes for another player to respond).

To Play a Card from Hand

While playing a card from hand, declare the card name to be played. If a card contains multiple abilities the player must declare the chosen ability. Put the card on the play space off of the arena, thereby adding it to the stack. If the ability requires a target, the target(s) must be declared and any cost associated with the ability on that card must be paid.

While an ability is added to the stack, the card representing it is no longer part of the champion's thoughts. Once the declared ability resolves, the effect of that ability will be applied. For spells and techniques, after the played ability resolves, and any passive abilities that would occur have occurred, the card goes into the memories of the player who owns it. If an ability is negated, the card representing that ability is sent to the memories of the owner of the card but does not resolve.

When playing a summon or alteration card from thoughts, only the ability that brings the card from a player's hand to the arena can be played by their champion (such as the Beckon ability for summons). These abilities allow for the card to be placed in the arena, and remain within to represent the permanent featured on the card.

Reminder: The speed of an ability will dictate when it can be played from a player's hand.

To Play an Ability from a Combatant:

At many points during Genesis: Battle of Champions, a combatant will be able to play an ability. These abilities are printed on the combatant and follow the same rules as playing any other active ability. After you declare which combatant you wish to play an ability from, declare any target(s) and pay all costs for that ability. Having a token representation of the combatant's ability on the stack is ideal. This allows for stack interactions to be processed by all players, without having to remove the combatant playing the ability from its spot in the arena.

Declaring Targets

When an ability that refers to a "target(s)" is played, all targets must be clearly indicated when the cost is paid and before priority passes. Targets generally must be within the awareness of the ability that is targeting them.

Combatants have their awareness printed at the top center of their card. A combatant's target must be located in the red dots of their awareness. Other cards such as spells and techniques often have their own separate awareness.

Reminder: Some abilities can only target champions, while others only target summons or alterations. Most abilities have a printed awareness but some abilities are unbounded within the arena.

The Costs of Abilities

The cost of an ability cannot be reduced below zero. If a player cannot pay the cost of an ability, it cannot be played.

Paying Aura

To play an Aura ability, reduce the amount of Aura equal to the cost of the ability from the champion's remaining total.

Paying Energy

This cost is paid from the timeline. A player must send cards from the top of their timeline equal to the Energy cost of the ability directly to their memories. All champions have an Energy Reduction printed in a green banner on their card. For some champions, this number is zero. This amount is subtracted from the Energy cost of the ability. A champion with a reduction of 1 will only pay 2 for an ability that costs 3 Energy.
Reminder: If there are no more cards in your timeline, you instantly lose the game.

Paying HP

This cost is paid with the health of the combatant playing the ability. Permanents need to have at least that amount of HP remaining to play the ability. The starting HP is printed in a red banner of whatever combatant is using the ability.
Reminder: Abilities can increase HP above the starting total. If a champion's HP ever reaches 0, that player immediately loses the game.

Paying Exert

Many abilities have a cost of "Exert". In order to pay this cost, the combatant must not already be Exerted. To Exert, an Exert token must be placed on the combatant, (use coins, beads, or anything you like). No action abilities may be played by an Exerted combatant. Any abilities that cost Exert cannot be played by that combatant either, even if they are swift speed.

Reminder: An Exerted champion can still play other swift abilities so long as Exert is not part of the cost.

Paying Discard

An ability that costs discard requires a player to discard the required card(s) from their thoughts. The player who is paying the discard cost may choose which card to discard unless otherwise specified. A discarded card goes directly to the memories from the thoughts of the player discarding the card.

Speeds of Abilities

In Genesis: Battle of Champions there are several different speeds of abilities. They are grouped into two sections: active abilities and passive abilities.

Active Abilities:

Action Abilities: These are the slowest and most restricted. They can only be played by a combatant during their Main Phase, and only when the stack is empty.

Swift Abilities: These are much faster and can be added to the stack even when there are other abilities on the stack. Swift abilities can be played on an empty stack or added to the stack as a response to any other non-immediate ability.

Passive Abilities:

Immediate Abilities: These abilities resolve the moment they go on the stack. No other ability can be *played* until this resolves. Other passive abilities can still occur if an immediate ability has occurred at the same time, this is where the Order of Events allows the game to sequence through passive abilities to keep the game progressing.

Note that If an immediate ability were to cause an additional trigger ability, the immediate would only do that on its resolution. Which would allow for abilities to be played as a response to the trigger ability but not the immediate ability which is off the stack.

Trigger Abilities: These automatically go on the stack when a prerequisite condition is met. Trigger abilities occur on their own and are not chosen by a player. In circumstances where multiple triggered abilities are occurring the Order of Events allows for the owner of the cards triggering the abilities to order them how they choose.

Continuous Abilities: These abilities do not go onto the stack, rather the effect is always applied.

Order of Events

The Order of Events allows the game to progress through multiple passive abilities while still allowing for interaction from both players to occur at the correct time.

Normal rules for adding to and resolving the stack apply here. For rules on the stack, please go to [Using the Stack.](#)

If a single event causes multiple abilities to occur **at the beginning or end of a round** simultaneously, the leading player adds their abilities to the stack. Then the following player in the turn order adds their abilities to the stack.

If a single event causes multiple abilities to occur **at the beginning or end of turn** simultaneously, the player currently taking their turn adds their abilities to the stack. Then the following player in the turn order adds their abilities to the stack.

Order of Events is completed once the stack is empty of passive abilities by a consecutive pass of priority. It would play out in the following sequence:
1. Immediate Abilities
2. Trigger Abilities
   a. Consecutive Priority Pass

The game continues as normal and transitions to the next step in rounds and turns (see [Rounds and Turns](#)).

Using The Stack

The stack is a state of suspended abilities that each player intends to perform. It operates by adding abilities on top of the previous one played, then resolves those abilities from the last ability added (the one on top) down to the bottom. The first ability played becomes the last ability resolved. **After any ability has been resolved on the stack, additional abilities may again be added to the stack. Each time an ability is added to the stack, priority passes to the next player. When an ability is removed from the stack, priority passes to the player who did not play the ability on top of the stack, who may now add to the stack or pass priority.**

Starting a Stack:

Whenever an active ability is played or a passive ability's conditions are met, a stack occurs.

Adding to the Stack and Passing Priority

Each time you add an ability to the stack, your opponent may play a swift ability or may pass. After they decide to play a swift ability or pass priority, you may play a swift ability or pass priority. This continues until both players pass in succession. Should more than one passive ability get added to the stack simultaneously see [Order of Events](#) for a detailed look at this process.

Once neither player wishes to add to the stack, the ability on top (the last one added) is resolved. In order to do this, two rules always apply:

1) The combatant playing the ability must still have HP greater than zero and is still in the arena.
2) Any target(s), if declared, must still be valid.

A valid target is one that satisfies the requirements of the ability targeting them when the ability goes onto the stack and at the time the ability resolves. If both above rules are met, then apply all effects of the ability.

Example of Resolving a Stack:

Player A chooses to activate Ra'Ha for their turn. Two spots away is an enemy Jaelarian Hound that is facing to the right, facing one of Ra'Ha's Phyr Cubs. Ra'Ha chooses to not move and go into their Main Phase. Player A plays a Quick Shot from Ra'Ha's thoughts and adds the card to the stack. Player A targets the Jaelarian Hound, then pays 3 Energy (taking the top 3 cards off their timeline). This is because of Ra'Ha''s Energy Reduction of 1. Player B (who owns and controls that Jaelarian Hound) chooses to have their Jaelarian Hound attack the Phyr Cub that it is facing. Player A at this point chooses to play Ra'Ha's Range Attack [2] ability, targeting Jaelarian Hound and Exerting Ra'Ha, adding that ability to the stack.

The Stack currently consists of:
- *Range Attack [2] (from Ra'Ha; at the top of the stack)*
- *Basic Attack [3] (from the Jaelarian Hound)*
- *Range Attack [1] (from the Quick Shot; at the bottom of the stack)*

With no other responses, the Stack begins to resolve, starting from the top of the Stack (the newest ability) and going to the bottom (the first ability). First, the Range Attack [2] resolves, putting Jaelarian Hound to 1 HP remaining. The Jaelarian Hound's Basic Attack [3] resolves, killing the Phyr Cub. Then, the Range Attack [1] from Quick Shot resolves and kills the Jaelarian Hound. The Stack is now empty.

Reminder: That when each ability comes off the stack both players have a chance to respond before that next ability resolves.

Copying an Ability from a Champion

When you copy an ability, you create an imaginary duplicate card and you place the entire duplicate on the stack. The imaginary duplicate does not go to the memories once it is resolved or fails, it ceases to exist.

Many aspects including any dependent abilities are also copied, but not all aspects. The following is what is copied:
- The ability text
- The awareness
- Chi
- Any targeting information/ decisions
- Any dependent abilities (Modify Stack, Triggers, etc)
- Ability name(s), (Cast, Execute; as well as the specific order)
- Speed characteristics (Action, Swift, Trigger) as well as any information on being passive or active
- card type (spell, technique, etc)
- The cost of the card (Aura, Energy, HP, DIscard, etc.)

Copying a Non-Beckon Ability from a Summon

When you copy a non-Beckon ability from a summon, you do not make a duplicate card to place on the stack, instead you may place a token representing the ability being copied onto the stack.

Many aspects including any dependent abilities are also copied, but not all aspects. The following is what is copied:
- The ability text
- The awareness (you use the summon's awareness instead of your own)
- Chi
- Any targeting information/ decisions
- Any dependent abilities (Modify Stack, Triggers, etc)
- Ability name(s), (Cast, Execute; as well as the specific order)
- Speed characteristics (Action, Swift, Trigger) as well as any information on being passive or active
- The cost of the ability (Exert or HP)

Copying a Beckon Ability from a Summon

When you copy a Beckon ability from a summon, you may play the same card from your subconscious and resolve the Beckon as per normal rules.

Copying an Ability that Places an Alteration in the Arena

When you copy an ability from an alteration that allows you to place it on a spot in the arena, you may play the same card from your subconscious and resolve the ability as per normal rules.

Copying an Ability that Attaches a Skill

When you copy an ability from an enchantment that allows you to attach it as a skill, you may play the same card from your subconscious and resolve the ability as per normal rules.

When an Ability "Fails"

An ability is considered to "fail" when it does not resolve or is removed from the stack. The most common reasons for an ability to fail are the ability being negated or by another ability making the target(s) invalid. Cards that do not resolve go directly to their owner's memories. Otherwise, abilities from permanents already in the arena, when they "fail", are simply removed from the stack unresolved.

Damage Resolution

During the course of gameplay, any damage needs to be converted into a reduction of HP and applied to a permanent. To do this conversion all modifiers need to be considered. If the damage that resolves is enough to drop the permanent to zero HP, it dies. **If a single ability were to deal multiple instances of damage to a single target that total amount of damage is put into the damage calculation as a lump sum.**

Damage calculation occurs in the following steps:

- An ability that causes damage as part of its resolution (such as an Attack ability or some Cast abilities) is added to the stack.
  - Priority passes and there is a chance to respond to the ability. If there is no response, transition to the next step. **This is the only time to respond prior to damage calculation.**
- Damage resolves. To resolve damage the following must be considered:
  - Apply all modifiers that increase damage (Weakness and abilities that add additional damage).
  - Apply all modifiers that reduce damage.
    - First, the game checks if the receiver of damage has Immunity to that damage. If it does, then that permanent takes no damage. If there is no Immunity present, continue to the next step.
    - Second, you apply all modifiers that reduce damage.
    - Finally, you apply all modifiers that prevent damage. If there are multiple abilities that prevent damage, prevent the damage in the order of the abilities' resolution.
  - The result after all considered modifiers have been applied is the damage dealt. This number can be zero, but cannot go below zero.
- The damage is calculated and any damage dealt converts to a reduction of HP to the permanent.

- If the damaged permanent is dealt enough damage to reduce its HP to zero, send it to its owner's memories (it has been killed). This constitutes the permanent leaving the arena.
- If the damage does not reduce the combatant or alteration's HP to zero, then it remains in the arena. Use dice or similar methods to keep track of the permanent's HP. At this point, any trigger abilities that trigger off of damage dealt now go onto the stack.
  - Priority passes and a chance to respond occurs. If there are responses, continue with building a stack as normal. If no responses occur, transition to the next step.
- The next ability on the stack now gets a chance to resolve.

Example of Damage Resolution:

Nubia attacks, using her Basic Attack [1] versus a Phyr Cub. For this example, the attack is coming from a flanking position, where the Phyr Cub has no responses.

1. *An ability that causes damage (Basic Attack [1]) is added to the stack. Priority passes. No response is given.*
2. *Damage resolves*
   a. *The target has no weakness (modifier of +0)*
   b. *The target has no immunities, damage prevention or resistance (modifier of -0)*
   c. *The result is 1 damage dealt*
3. *The damage converts to a reduction of HP for the Phyr Cub*
4. *The damage dealt is equal to the HP of the Phyr Cub, reducing its HP to zero. The Phyr Cub dies and goes to its owner's memories. Skips steps the remaining steps as the target is dead, no trigger abilities from damage being dealt occur. The stack is now empty. Nubia is also Exerted.*

Multiple instances of damage from a single ability to a single target resolve as a single lump sum of damage. This would mean that damage modifiers such as weakness or resistance also only are applied once.

Example of Multiple Instances of Damage from a Single Source:

Player A has their champion Nubia cast Chain Lightning targeting Player B's Exerted Archon of Vigor, and player B's Exerted Phyr Cub (which is around the Archon of Vigor). For this example, Player B has one response in their thoughts: Air Shield, which is played in response to Chain Lightning and is targeting Player B's Archon of Vigor,

5. *An ability that causes damage (Chain Lightning) is added to the stack. Priority passes. Player B responds with an Air Shield and targets Archon of Vigor. Priority passes with no response from player A. Priority passes again with no response from Player B, making it a consecutive pass or priority. Move to the next step*

6. *Damage resolves. Archon of Vigor takes 3 electric damage, Phyr Cub takes 2, and then Archon of Vigor takes 1. This occurs simultaneously and is calculated as a lump sum, making Archon of Vigor take a total of 4 damage, added from the 2 instances of damage from a single source (Chain Lightning).*
    a. *The targets have no weakness (modifier of +0)*
    b. *The Archon of Vigor has 1 damage prevention (modifier of -1), while the Phyr Cub has no such modifier (-0).*
    c. *The result is 3 damage dealt to the Archon of Vigor and 2 damage dealt to the Phyr Cub.*
7. *The damage converts to a reduction of HP for the Archon of Vigor and Phyr Cub*
8. *The damage dealt is equal to the HP of Phyr Cub, reducing their HP to zero. The Archon of Vigor survives with 1 HP. The Phyr Cub dies and goes to Player B's memories. Player B will now need to use a die to keep track of Archon of Vigor's HP. The stack is now empty and the game can resume.*

If there was a source of Elemental (Electric) Weakness that affected the archon, they would have taken 5 damage instead of 4, then the Air Shield's reduction would kick in, reducing the damage by 1. This would bring the Archon of Vigor to zero HP (as 4 damage total is converted to HP lost) and it would die. This damage calculation is considered to happen simultaneously but must be done in the order presented for the proper calculation to occur.

Adding and Removing Ailments and Keyword Abilities

If an ability that puts an ailment on a combatant has no stated timeframe (such as until the end of the round) and does not have a position-based framing, then if the ability resolves, the ailment is permanent until removed. A position-based framing means that the ability, often a continuous speed ability, only affects that which is in a specific position in relation to the permanent that the ability is tied to. Examples of position-based framing would be "on the same spot as", "adjacent to" or "around".

If an ailment is granted to a combatant in the arena because of a Continuous speed ability that relies on positioning to apply the ailment (eg. Fire Pillar), and another ability is played that removes that ailment which does not use a stated timeframe, then the removal of the ailment is permanent until the ailment gets reintroduced to that combatant. This remains true even if the combatant is still within the positioning that applied the ailment in the first place. For the combatant to be reintroduced to the position-based framing, would require one of the following:

● Leaving then re-entering the same affected spot
● Entering another spot that is being affected by the ability that grants the ailment
● Another instance of the ailment is applied
    ○ This can be due to another played ability such as a spell or technique
    ○ This can be due to a trigger of an ability, which bestows the ailment

- ○ Or another position-based continuous ability affects the combatant (such as a second Fire Pillar being placed adjacent to the combatant)

The above is also true for applying and removing keyword abilities such as "Flight" and "Dash", by replacing each instance of "ailment" with "keyword ability".

Other Rules for the Standard Constructed Format

The constructed format is the standard for official, and competitive play. It involves building a timeline from your collection of cards. Rules for how to build your timeline can be found in this section.

Building a Standard Constructed Timeline

- The standard constructed format uses timelines that have been built before the game or event (such as a championship).
- Constructed format timelines must contain exactly 50 cards and have a sum of no more than 250 Chi.
  - The Chi symbol looks like " 𝓎 " and can be found along the top of all non-champion cards in the gray banner.
  - NOTE: Cards from the Alpha set have symbols in a different arrangement but the symbols are the same.
- A champion card is not part of a timeline and should be distinguishable from your timeline (different colour card sleeves, or an alternative method).
- Subconscious cards (if required) are not part of the timeline and should be distinguishable from your timeline (sleeved differently or not sleeved at all).

The Forethoughts Explained:

Each player is allowed to have a pool of cards which are called their forethoughts. It is a group of additional cards the player may use to modify their timeline between games of a best of 3 match. The forethoughts help a player address the weaknesses of their strategy or pivot strategies completely against their opponent.

Your forethoughts may be constructed with any number of cards, adding up to a maximum of 100 Chi. The cards you can select for your forethoughts are otherwise cards that would normally be able to fit into your timeline. These cards are not a part of your 50 card timeline, nor are they counted towards your 250 Chi for your timeline. Your forethoughts are also separate from your subconscious. You may not use cards from your forethoughts mid-game.

Lock and Show

When you are between games in a match you may want to modify your timeline with cards from your forethoughts, this is a two-part process called "lock and show". Note that if a player has no forethoughts, they forfeit their lock and show process but it is not denied to any player which has their forethoughts. A player may always choose to not use their forethoughts.

The Process for Lock and Show:

After the first game in a match, the player who lost that game will choose whether they will take the lead (choose to go first and become the leading player) or become the second player in the next game. Both players must begin to simultaneously choose what cards they want

to swap between their timeline and forethoughts. The winner of the last game will then proceed to lock their cards. This player is not required to show their selected cards yet. Then the next player will then lock their cards. Once both players have locked in their choices, both players will then show (reveal) their selection of cards. Once the players have shown their cards, they may exchange them with the cards they removed from their timeline.

Lock:
   The first part is determining which cards you want to swap between your timeline and your forethoughts. This is done by taking the cards from your timeline that you don't want, putting them face-down in one pile. You then take the same number of cards from your forethoughts and put them face-down in another pile, this is called "locking". The cards being swapped out must match the same total Chi value as the cards you removed from your timeline. Once you are done, you let your opponent know that you have locked in your decision.

Show:
   The second part of this process is "show". Now that all the cards have been locked in and no more changes can be made, both players show what cards they are planning to swap out. Once each player's cards have been confirmed, then the cards can be swapped between their forethoughts and timeline. Both players then shuffle their altered timelines, and the next game of the match can begin.

   When a match is over, both players must return their timelines back to their original state.

Now you are ready to play!

Glossary of Terms and Keywords

Terms:

Active Combatant

The champion or summon that is actively taking their turn.

Adjacent

The four cardinal spots that are directly forward, behind, left or right of a spot are considered adjacent. This does not include diagonals.

Advance (deprecated)

An advance is an optional move followed by an optional rotation.

Ailments

An ailment is a negative effect that is usually placed on a combatant or alteration. Each instance of an ailment will dictate any special rules as to what kind of card type it will affect. The following is a current list of Ailments:

- Decay
- Grounded
- Pacify
- Stun
- Weakness

Allies (Ally)

All combatants you control are considered your allies. Abilities that affect only allies, affect these combatants. A champion cannot be its own ally.

Around

All 8 spots that surround a spot. This includes the 4 adjacent spots and the 4 diagonal spots.

Attributes (Attack)

This refers to the various types of terms attached to an Attack that change how the Attack functions mechanically. The following Attack Attibutes affect how the Attack ability functions, Area, Basic, Drain, Heavy, and Range. See Attack Abilities for more information.

Attributes (Damage)

This refers to the various types of damage in the game. Currently, there are 7 elemental attributes (Holy; Dark; Fire; Earth; Water; Air; and Electric), but Range and Heavy are also damage attributes that do not inherently use the elements. An attack may have more than one Attribute.

Attach

This will add an ability (skill) to a combatant, usually from an enchantment. Attached skills go to the Skill Zone (see Play Space and Zones).

Aura ⋀

The main currency for playing abilities. To pay an Aura cost, reduce your total Aura by [X] where [X] is equal to the Aura cost. Champions start with a set amount of Aura that does not replenish. Summons cannot pay Aura from the champion's Aura pool.

Awareness

The awareness is printed at the top center of a card. The white arrow is the spot that a combatant occupies, or where a spell or technique is being played from; this spot is not part of the awareness. The red dots are the spots in the arena that the ability can affect.

Reminder: If a champion loses their awareness, they may still play other abilities that have an awareness independent of the champion (see "Pacify", below).

Away

Moving a target away from you is always done in a straight line. It increases the distance on the grid between you and the target. When a permanent is successfully moved away, it is considered to have left the spot it was on. The edge of the arena prevents "away" from occurring if the instance of "away" would cross the arena boundary. Movement rules still apply.

Chain

This means there is a linked group of individual targets. The parameters, such as how many targets and their locations will be specific to each ability. If any of the targets in the chain become invalid then the entire chain fails and does not resolve.

Chi ⚲

Chi is the balancing mechanic for building a timeline and/or forethoughts. Each card that can go into a timeline is assigned a Chi value. This value is printed in a gray banner at the top right of any non-champion card.

Combatant

Any champion or summon in the arena. This term is generally used only when both champion and summon are applicable.

Damage

Damage is a reduction of HP. When a combatant or alteration takes damage, they lose HP equal to the amount of damage dealt. Damage can be prevented.

Desperation

This is a condition that applies to any champion that currently has a certain amount of HP remaining, or less. The amount of HP will be dictated by the ability.

Destroyed

An alteration is destroyed when it is sent from the arena to the memories by an ability that utilizes the term "destroy". Alterations can also be destroyed by having their HP become zero.

Died/Dies

This refers to when a summon goes from the arena to the memories. This can occur from a summon's HP becoming zero or by an ability that kills the summon.

Element

This refers to the various types of elemental damage in the game. Currently there are 7 elemental attributes (Holy; Dark; Fire; Earth; Water; Air; and Electric)

Energy 🔥

Energy is currency used for playing certain abilities. To pay an Energy cost, take the top [X] cards from the timeline of the player paying the cost, and place them into their memories, where [X] is equal to the Energy cost. Energy costs are reduced by a champion's Energy reduction. Energy costs can not be less than zero. Summons cannot pay Energy.

Energy Reduction

Energy Reduction is a value that reduces any Energy costs. This reduction occurs before the Energy cost is paid. The Energy Reduction may be zero, in which case, you would pay the full Energy cost. Energy costs cannot be reduced to less than zero.

Enemy (Enemies)

This term refers to all combatants that an opponent controls.

Enter (the Arena)

Entering the arena is a term that describes when a permanent is placed onto the arena. A permanent can enter the arena from a player's thoughts, timeline, subconscious or memories. Whether a summon, or alteration enters the arena, they enter the arena face-up with the HP set to the HP printed on the card.

Exert

This is indicated by placing an Exert token onto a combatant. Being Exerted means that a combatant cannot play action speed abilities or pay an Exert cost. During the End Phase of a combatant's turn, during the Exert Step, if a combatant is not Exerted then they become Exerted.

Exhaust (deprecated, see "Exert")

Fail(s)

An ability that fails means that it does not resolve or it is removed from the stack.

Gain(s)

"Gains" is the transition from "not having" to "having" a currency, an ailment, or an ability. If not stated otherwise, gaining is a transition to a permanent state of "having".

Golden Rule

The Golden Rule is summed up as "whenever a card's text directly contradicts the rules, the card takes precedence".

HP 🖤

This is a value that dictates the survivability of a combatant or an alteration. When a combatant or alteration has HP that is greater than zero it can remain in the arena. If HP becomes zero that combatant or alteration must be put into the memories. Any changes to HP are persistent until additional changes to HP occur.

HP Loss

This is a reduction in the amount of HP. HP Loss is not inherently considered damage. However, damage does cause HP loss.

Kill(ed)

A summon is killed if its HP reaches zero or it is sent from the arena to the memories by an ability that utilizes the term "kill".

Leading Player

The player that will take the first turn at the beginning of each round. This is determined randomly at the start of the game.

Leave/Leaves (a Spot)

Leaving a spot is defined as a combatant or alteration being removed from the spot they are currently on to go to another spot in the arena. Leaving a spot can be caused by movement, placement or a "switch" ability. When you rotate, you do not leave the spot.

Leave/Leaves (the Arena)

When a combatant or alteration is physically removed from the arena. A combatant or alteration are considered to leave the Arena when both of the following are true:

- They were previously in the arena
- They are now in a player's memories, subconscious, or thoughts.

When a summon or alteration leaves the arena, all Exert tokens, ailments, enchantments and life loss are removed from that champion, summon or alteration.

Lose/Loss

"Loss" is the transition from "having" to " not having" a currency, an ailment, or an ability. If not stated otherwise, losing is a transition to a permanent state of "not having".

Lose/Loss (the game)

This occurs when a Champion is defeated, by any means. Currently, such means are:
- The champion has been reduced to zero HP.
- The champion no longer has cards in their Timeline.
Losing the game is instantaneous and cannot be responded to.

Lose/Loss (of HP)

The reduction of HP is either caused by paying HP as a cost, or from effects that cause HP loss, such as Drain Attacks.

- If an ability would cause a loss of HP, as a result of the ability and not the cost (such as a Drain Ability) and the ability causing the HP loss would cause the target to lose more HP than it has, it loses as much HP as it can.
    - This does not apply to paying HP as a cost. HP Loss as a result of paying a cost of HP must follow all rules for paying a cost.

Negate

If an ability is negated, then it is removed from the stack and goes directly to its owner's memories.

May

At the moment of resolution for this ability, the owner can choose to proceed with this clause or not. The effects of a card are not optional unless the card says they are.

Move/Moving

Moving is physically taking a card and changing its location to an unoccupied spot within the Arena. It leaves the spot it was on and enters another spot.

Sometimes an ability with an awareness resolves by moving a champion or summon directly into a spot in that awareness. It does not mean that it has to move through each spot to get there.

Must

At the moment of resolution for this ability, the owner has to proceed with executing this clause as long as they are able to do so.

Owner

The owner of a card in the game is the player who started the game with it in their timeline. If a card is brought into the game from the subconscious rather than starting in a player's timeline, its owner is the player who brought it into the game.

Passing of Priority

When an active ability is played, or a passive ability occurs, the other player gets a chance to react and add to the stack, or to pass their opportunity back to the first player. This exchange of who can react is known as a pass of priority.

Permanent

A permanent is the name given to things that remain in the arena. All permanents fall into one of the following categories: champions, summons, and alterations. Permanents have a printed HP on them and may be killed or removed from the arena due to abilities.

Place/Placing

When a permanent is placed on a spot, it is put there regardless of the spot's occupancy. Placing does not inherently change a permanent's orientation.

Prevent

Prevent is a reduction in the amount of damage dealt.

Priority

The player that can start or add to a stack is considered to have priority.

Sacrifice

You can only sacrifice allies and skills attached to you or your allies. A sacrificed target is sent to the memories of the owner of the card being sacrificed.

Second Player

The player who gains priority from the leading player.

Skill

Skills are abilities that are attached to a combatant and continuously alter that champion, summon, or the arena. Each skill provides additional abilities to whatever they are attached to. A skill that is sacrificed or removed is placed in its owner's memories.

Subconscious Cards

Cards that originate from a player's subconscious.

Switch

When two combatants exchange spots. When this occurs, both combatants are considered to have left the spot they were on. This is not considered movement or placement. It can happen anywhere in the arena and does not trigger any abilities that use "move onto" or "place on". **If an ability causes one or more combatants involved with the switch to be unable to leave a spot, the ability causing the switch fails.**

Target

When an ability uses the term "target", you select what the ability's effect is to be applied to.

Target (ability)

You may select a valid ability on the stack.

Target (anything)

You may select a valid permanent in the arena.

Target (spot)

You may select a valid spot in the arena.

Timeline Cards

Cards that originate from a player's timeline (deck).

Key Words

Aerial

The only Attack abilities that can target a combatant with this ability are Range Attack abilities. Please note, Cast abilities and Area attacks abilities can hit something with Aerial.

Attack Abilities

Basic Attack [X]

This combatant deals X damage to a target in its awareness.

Range Attack [X]

This combatant deals X range damage to a target in its awareness.
- These are the only attack abilities that can target an Aerial champion or summon.

Heavy Attack [X]

This combatant deals X heavy damage to a target in its awareness.
- All heavy attacks are action speed.

Elemental Attack [X]

This combatant deals X elemental damage to a target in its awareness.
- A single attack can have multiple elements simultaneously

Area Attack [X]

This combatant does X damage to everything in the attack ability's awareness.
- All Area Attacks deal X damage to everything in the specified awareness instead of a single target
- These Attack Abilities do not target

Drain Attack [X]

Target combatant in your awareness loses X HP and the combatant using Drain Attack gains X HP.
- All Drain Attacks cause life loss (not damage) which cannot be prevented by effects that prevent damage.
- If a Drain Attack gains an element and its target has a weakness to that same element, the attack does NOT drain for more.
- Drain Attacks are not inherently a cost but are the result of the ability, therefore if a Drain Attack ability would cause a target to lose more HP than it has, it loses as much HP as it can. This can result in a combatant having zero remaining HP, in which case the combatant dies.

Beckon

Place this summon on a spot adjacent to you, facing the same direction as you, then Exert it. This is the only ability on a summon card that is played from the thoughts, and not by the summon itself. All other abilities on the summon card are played by the summon autonomously.
- Summons may be beckoned onto occupied spots. As this is a place effect.
- The placement of the summon is chosen upon resolution of a Beckon ability.

Blitz

When this summon enters the arena, remove all Exert tokens from it.

Brand

An ability that applies a specific ailment to a target.

Break

Break is a triggered ability that occurs when specific conditions are met. When those conditions are met, a player may remove all counters from this card and the listed effect will occur.

Breakthrough (deprecated, see "Draw")

Build

Place the alteration on the same spot you are on.
- This ability is played by the champion from their thoughts.

● All other abilities on the alteration act autonomously.

Champion Curse

Attach this to a valid enemy champion as a skill.

Count

Count is a trigger ability that occurs whenever the specified condition is met. This allows a player to put a counter on the card with this ability.

Counter Attack [X]

When damage is dealt to a combatant with this ability in its awareness, it deals X damage to them.
● If the initial damage that had triggered Counter Attack kills the champion or summon, then Counter Attack cannot go on the stack.
● Counter Attack does not target.

Create

Place the alteration on an unoccupied spot in the arena.
● This ability is played by the champion from their thoughts.
● All other abilities on the alteration act autonomously.

Cure [X]

A target in this ability's awareness gains X HP.
● There is no maximum limit to HP.
● Any changes to HP are persistent until additional changes to HP occur.

Curse

Attach this to a valid enemy target as a skill.

Dash

At the beginning of this champion or summon's turn, it may move.
● This does not give a rotation.
● This is extra movement outside of a Move Phase. It does not take away from the move(s) a combatant gets during their Move Phase.

Death Touch [X]

When a card with this ability enters the arena, it kills target summon around it with remaining HP [X] or less.
- This is not considered damage.
- If the target is healed and its HP is greater than X then it does not kill the summon.
- This ability triggers as long as there is a viable summon to target even if it is an ally summon

Decay

At the end of the round, this card loses 1 HP.
- This HP loss cannot be prevented.
- Instances of Decay are cumulative

Decoy

Decoy is an ability that causes two combatants to switch spots. This ability also allows for the switching of targeting when played.

Decoy Summon

Decoy Summon is an ability that causes two summons to switch spots. This ability also allows for the switching of targeting when played.

Defense [X]

This is an ability that is used to prevent [X] damage dealt to a permanent.

Draw

When this ability triggers, take a card from the top of your timeline and add it to your thoughts (draw a card).

Elemental Selection

Choose an Attribute: Air, Dark, Earth, Electric, Fire, Holy, Water
- You can only choose between the elements that are listed in the ability's text. If an element is not in the list, you cannot choose that element.

Elemental Weakness

All elemental damage dealt to this combatant or alteration is increased by 1.
- If an elemental ability is causing you to lose HP, such as from a Drain Attack, it does not increase if you are weak to that element (as HP loss is not damage).

Enchant

Attach this card as a skill. Skills can be attached to combatants.
- Read the ability text carefully because some have ongoing costs you must pay or other rules you may have to consider.

Execute

This is a catch-all term for physical abilities. Each instance of "execute" is unique.

Fatigue [X]

Fatigue Is a cost-based ability. A champion affected by this ability must pay Energy off the top of their timeline equal to the value of [X]. A champion's Energy Reduction is applied to fatigue.

Reminder: If the affected champion does not have enough cards in their timeline to pay for Fatigue, then the champion does not pay any Energy.

Fear

Summons in the awareness of this combatant cannot play attack abilities while they remain in its awareness.

Flight

This combatant can move on a spot even if it is occupied.

Grounded

This combatant does not have Flight and Aerial abilities.

Heal [X]

You gains X HP.
- There is no maximum limit to HP.
- Any changes to HP are persistent until additional changes to HP occur.

Hop

Place yourself on a spot in the ability's awareness.

Indirect Immunity

This ability prevents all damage from enemy sources that do not target this permanent.

Line of Sight

Line of Sight originates from the awareness of the ability and continues to the edge of the arena (or stops on where a permanent "blocks line of sight") in a straight line, following the direction of the arrow in the awareness.

Madness

A champion who is affected by the Madness ability must discard a card at random from their thoughts, if able.

Modify

This ability continuously alters another ability on this card.

Modify Stack [X]

This ability continuously alters another ability on this card while it is in the [X] position on the stack.

Negate

Remove target ability from the stack and send it to the memories.

Pacify

The champion or summon only loses their current awareness.
- The loss of awareness does not stop a champion from playing abilities from their thoughts with a separate awareness than their own.
- Combatants who have lost their awareness due to Pacify are labelled as "pacified".

Paralyze

Exert target champion or summon in this ability's awareness and they gain the Stun Ailment.
- If a Paralyzed combatant removes their Exert token, they are still affected by the Stun ailment, unless the Stun ailment has also been removed.

Pinned

A combatant affected by Pinned cannot leave its spot.

Push

Move target combatant or alteration one spot away from you.
- See Away

Quick

The speed of the ability changes from Action speed to Swift speed.

Replicate [X]

You take [X] copies of it from your subconscious, place it on a spot adjacent to this card, facing the same direction as this card and then Exert it.

Resistance

- **Elemental Resistance**: All elemental damage dealt to this card is reduced by 1.
- **Attack Resistance**: All damage dealt to this card by attack abilities is reduced by 1.
- **Cast Resistance**: All damage dealt to this card by cast abilities is reduced by 1.
- **Damage Resistance**: All damage dealt to this card by any abilities is reduced by 1

Resurrect Beckon

Place this summon on a spot where a summon has been killed this round, facing the same direction as you, then Exert it.
- This ability can only be played if a summon has been killed this round.
- This is the only ability on a summon card that is played from the thoughts, and not by the summon itself.

Spectral

This combatant cannot be targeted by attack abilities for as long as they are Spectral.
- Area attack abilities still damage combatants with Spectral.
- Cast abilities can still target combatants with Spectral.

Stun

Target champion or summon cannot move or rotate themselves this round.

Tiny

This is an ability that allows movement into occupied spots. Combatants with Tiny do not occupy the spot they are on. Furthermore, combatants and alterations with Tiny cannot be targeted by abilities.

Toss

You may place target combatants in this ability's awareness on a spot around you.
- This can be the same spot the target was on.
- This does not change the direction of the combatant being tossed.
- This does place the target, so you can place them on an occupied spot.
- This ability causes the target to leave the spot they currently are on.

Trap

Place this alteration on an occupied spot. Trap abilities are played at Swift speed.

Warp

Move to a spot adjacent to a target in this ability's awareness.

Weakness [Specific]

This ailment will cause all forms of damage from the specific source to be increased by 1; whether it be damage from a particular element type, from all attack type abilities, or similar specified sources of damage.