

Rules

It's hard to imagine now, but a few generations ago Fabulosa was a world of war.

Then came magic, and everything changed. Sure, it created more problems at first, but eventually the wizards of Fabulosa saw the bigger picture. Dispute over land? Simply create more! Hungry? Magic yourself an apple. Or a banana. Or a three-course meal. Magic could do anything! Within a generation magic had ended every conflict, and within a further generation Fabulosa had become a utopian paradise where everyone had everything they ever wanted. And by the gods, it was boring.

As wizards gathered at the Hall of Honours for the 19th Annual Convocation of Wizards, the question on everyone's mind was how to stem the crushing boredom of everyday life. It was Ragryl the Wise, Master of the Third Quarter, who thought he had the answer.

"Why not travel to the past?" he said, "We'll check out the Pan'daa nation in action, the greatest warriors of all time!"

"Don't be ridiculous!" replied Garnet of the Fourth Circle. "Those wimps from Pan'daa were a joke. Now, the Glass Trolls of Spitemire, ***they*** *were the best of the best!"*

The argument between the two wizards spread like wildfire across the Hall, engulfing every conversation. Everyone had an opinion on who was the best warrior of the past. Esmae the Starseer broke the discord with an idea that would become legend. "Well, let's get them both then. We'll pit them against each other, and then we'll ***know*** *who was the greatest!"*

The ensuing battle was glorious, though it left a hole in the past that took the Council of Corrections months to clean up. Even so, everyone agreed that the initial brawl was exhilarating. Rules were needed, of course, but this would be something new, and special. Most of all, it wouldn't be boring.

Brawls became the premium form of entertainment overnight. Wizards scrambled to assemble teams of champions from across history, pitting them against other teams for fame, honour, and glory. The Council of Corrections, now the ruling body behind the Brawls, handled disputes between wizards over when they could take a warrior from their timeline, ensuring that champions at their peak were reserved for the very best teams. The popularity of Brawls grew with every match until the largest tournament in the history of Brawls was announced: The Super Brawl.

Today, thousands of Brawls are fought over dozens of leagues across Fabulosa, with the best teams earning their spot in the annual Super Brawl. The world watches with eager anticipation as the greatest wizards and their heroic champions gather, ready to fight for bragging rights on the grandest stage of them all!

COMPONENTS

Arena Board



Esmae's Statue | Garnet's Statue | Ragryl's Statue

Areas

Manipulation

Destruction

Creation

Player Gate

Deployment Hex

Trap Hex

4 Player boards



6 Champion cards





Front (Basic) | Back (Levelled up)

36 Action cards *(6 per Champion)*



Back



Front

11 Challenge cards



Back

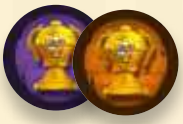


Front

Tokens



20x Damage tokens



13x Victory point (VP) tokens



First player token

12 Trap tokens



2x Stun



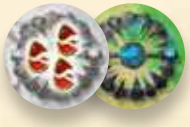
2x Root



2x 1 damage



4x 2 damage



2x 3 damage

12 Cores of Magic



4x Manipulation



4x Destruction



4x Creation

6 Miniatures



Dugrun



Kilgore



Deryn



Tzu Xiao



Gold'arr



Gwaien

BASIC CONCEPTS

The First Rule

If the effect of a card directly conflicts with one or more rules in this document, the text on the card takes precedence.

Enemies and Allies

Miniatures represent great warriors from Fabulosa's turbulent history, and are referred to as Champions. Champions under your opponent's control are referred to as Enemies. Your own Champions are called Allies. Note that when a Champion's card effect refers to Allies or an Ally, it does not include the Champion to whom the card belongs.

Objective of the Game

Victory Points (VPs) represent the favour of the crowd, who will decide the victor in the Brawl. The first player to score 5 VPs wins immediately. This is done by taking Enemy Champions out of action, and by completing challenges on the challenge track.

The Three Cores of Magic

All magic, and indeed all energy in Fabulosa, is intrinsically tied to one of the three Cores of Magic: Destruction (red), Creation (yellow), or Manipulation (blue). Whenever a player uses any type of action, they exhaust their connection to one of these cores, and must wait until the end of their turn until they are ready to use again .

Towards and Away

When an effect instructs a Champion to move **towards** a game element, the moving Champion must end this move with fewer hexes between it and the game element it is moving towards than it did before starting the move, if possible. If this is not possible, the Champion will not move.

When an effect instructs a Champion to move **away** from a game element, the moving Champion must end this move with more hexes between it and the game element it is moving away from than they were before starting the move.

Strength and Damage

Some cards and effects will deal damage ( ), whilst others will state the strength ( ) of the attack. is always measured against the defence of the target, whilst is applied directly to the target, ignoring any defence.

Targeting

Unless a card says otherwise, Champions can only target Enemy Champions. Area of Effect (AoE) attacks that include an Enemy Champion in the AoE fulfil this condition, even if an Ally is also in the AoE.

Open and Hidden Information

Each player's hand is hidden information, and does not have to be shared with an opponent unless a game effect instructs a player to do so. When a card effect asks a player to **show** something, both players may see the revealed information.

Each player's discard pile is open information. Players can ask to see their opponent's discard pile at any time. Both sides of any Champion cards are also open information, and a player can ask to see either side of a Champion card at any time. When a card effect asks a player to **look** at something, only that player may see the revealed information.

Drawing Cards

If a player is instructed to draw cards from an empty deck, they shuffle their discard pile to form a new draw deck.



SETTING UP THE GAME

1. Randomise first player. That player chooses a deployment area, and place the first player token next to their gate.
2. Players decide if they wish to freely choose their favourite Champions to play with, or draft Champions using the casual draft or competitive draft rules (see below). After Champions are chosen, players place their Champion miniatures on their player gate, and their Champion cards on their player board.
3. Each player takes the three action decks for their Champions and shuffles them together to form their draw deck.
4. Shuffle the challenge cards. Draw a challenge card and place it in the leftmost 1VP slot on the challenge track, then draw another and place it in the Cannot Be Scored slot.

5. Place all of the traps facedown beside the board. The first player places traps facedown on 2 trap hexes of their choice.
6. The second player places traps facedown on 2 trap hexes of their choice. There should now be 4 traps and 2 empty trap hexes on the board.
7. The first player draws a hand of 5 cards from their draw deck. They may choose to discard any number of those cards and draw a replacement card for each card they discarded.
8. The second player draws a hand of 5 cards. They may choose to discard any number of those cards and draw a card for each replacement card they discarded.
9. The first player places their Champions onto unoccupied hexes in their deployment area.
10. The second player places their Champions on to unoccupied hexes in their deployment area.

HOW TO DRAFT

Casual Draft

Drafting is a sports term for taking turns to select a team member from a pool of possible individuals. In casual games, players draft their Champions from a common pool. This draft uses the following process:

1. Form a common pool of unique Champions.
2. The second player drafts one Champion.
3. The first player drafts one Champion.
4. The second player drafts a second Champion.
5. The first player drafts a second Champion.
6. The second player drafts a third and final Champion.
7. The first player drafts a third and final Champion.
8. Each player should now have a team of three Champions. Return the remainder of the Champions to the game box.

Competitive Draft

The competitive draft uses the following process:

1. Each player brings 5 different Champions that they choose before the game or tournament.
2. The first player chooses one of the second player's Champions. This Champion cannot be drafted this game.
3. The second player chooses one of the first player's Champions. This Champion cannot be drafted this game.
4. The first player drafts one of their Champions to their team.
5. The second player drafts one of their Champions to their team.
6. The first player drafts one of their Champions to their team.
7. The second player drafts one of their Champions to their team.
8. The first player drafts a final Champion to their team from their remaining Champions.
9. The second player drafts a final Champion to their team from their remaining Champions.
10. Each player now has a team of three drafted Champions, and two Champions that will not be used in this game.



GAME ROUND

Each round consists of three steps: **First player's turn**, **Second player's turn**, and **Advance challenge track**. On a turn, players carry out the following steps:

Scoreboard Phase. Players check to see if they meet the conditions of any active challenge cards. If they do, they gain the appropriate number of VPs, and discard that challenge.

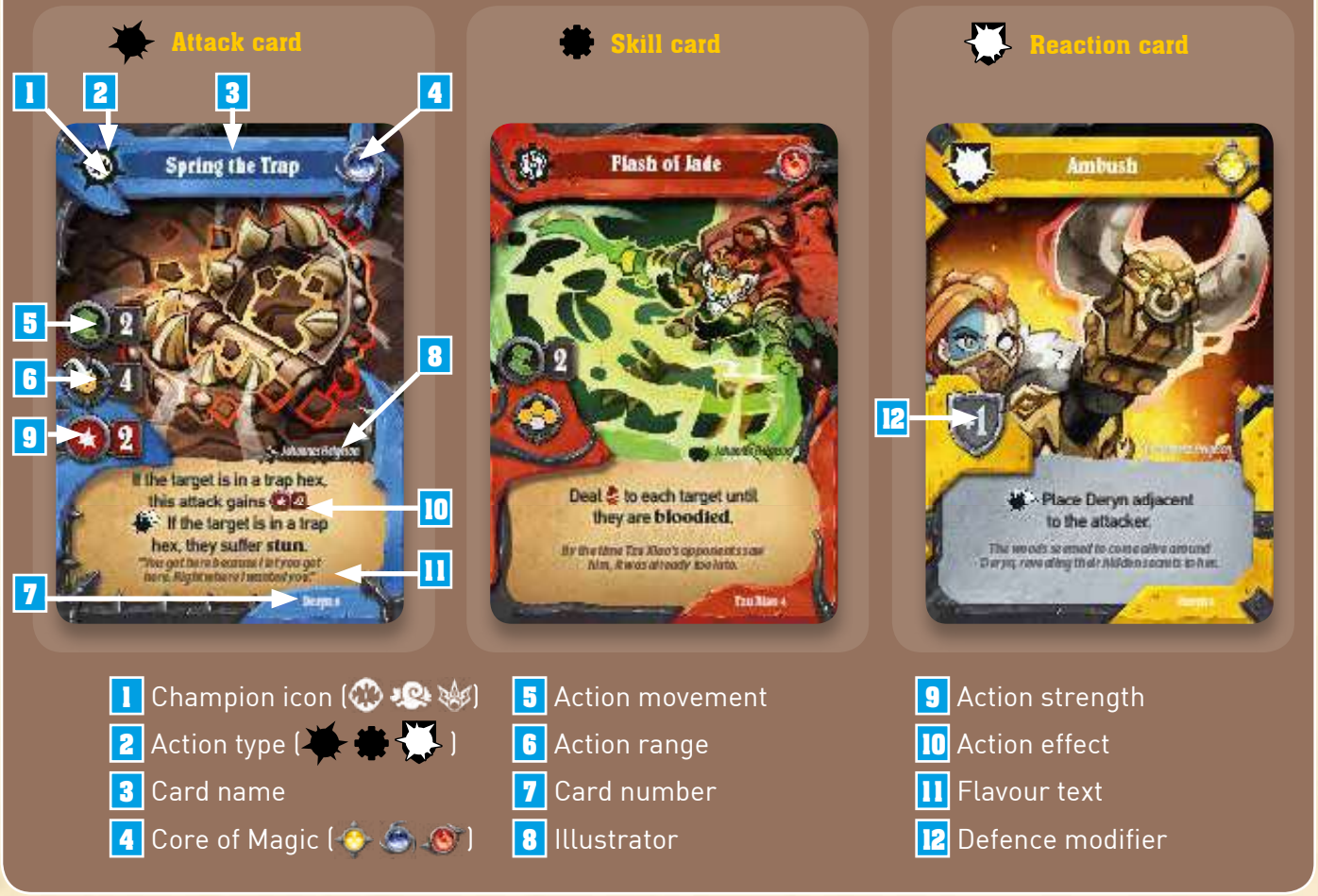
Activation Phase. Players exhaust Cores to play action cards from their hand and activate their Champions.

Upkeep Phase. Players ready each of their Cores, discard their hand and draw a new hand of 5 cards.

SCOREBOARD PHASE

During their Scoreboard Phase, the active player checks if they are currently fulfilling the scoring condition of any active challenges. Challenges are the key to victory. Completing these challenges will earn players a number of VPs based on that card's current position on the challenge track. Discard any scored challenges. As challenges are scored at the beginning of a player's turn, their opponent will always have a turn to try and stop them from scoring.

ACTION CARD ANATOMY



1 Champion icon
2 Action type
3 Card name
4 Core of Magic
5 Action movement
6 Action range
7 Card number
8 Illustrator
9 Action strength
10 Action effect
11 Flavour text
12 Defence modifier

ACTIVATION PHASE



During their turn, players exhaust their Cores to play cards from their hand and use standard actions to activate their Champions (see *Standard Actions*, page 7). Players may play cards in any combination, and as many as they like, as long as they have the matching Core ready in order to play it.

Activation of Champions

During a turn, players may activate Champions by playing action cards that belong to that Champion, or by using standard actions. Most action cards allow Champions to move and resolve an attack or a skill explained in that card's text box. Champions may be activated more than once per turn as long as the appropriate Core can be exhausted to pay for it. An action card has to be completely resolved before that player may pay another.

Movement

Champions may move up to the number of hexes indicated by the value on the action card. Note that they do not have to move the full distance, or indeed move at all. Hexes containing statues or Enemies are blocked, and Champions cannot normally move through or end their movement in them. Champions may move through, but not end on, hexes containing Allies. Champions can move into hexes containing trap tokens, but this will usually result in the trap being triggered and that Champion suffering the trap's effects (*see Traps*, page 8). If a Champion has a movement bonus, it is applied to each action card and standard action used to activate them, but only if the action card has a printed value.

When an effect requires a player to place a Champion, it is removed from its current hex, and placed in the new location. This is not considered movement.

Attacks

PRE-ATTACK AND POST-ATTACK

Pre-attack ( ) and post-attack ( ) abilities are effects that take place when an attack card with either symbol is played. Both abilities are mandatory. If a card instructs a player to resolve a or ability, then they must be fully resolved before moving on to the next step of the attack.

The key difference between the two is that a player may resolve a ability, and then choose not to attack, whereas a ability is only ever resolved after an attack is made.

Note that many keywords have numerical values, so can be legally resolved by choosing 0, effectively cancelling the effect.



Every action card with the attack icon in the upper left corner of the card is an attack card. To resolve an attack, follow these steps:

1. **Use as much of the card's movement as you choose.**
2. Resolve any abilities.
3. Choose if you will use the attack. If you choose not to, the activation ends immediately.
4. Declare target(s).
5. Opponent chooses whether to play reactions.
6. The target's defence value is subtracted from the current strength value of the attack.
7. Resolve attack damage.
8. Resolve abilities from reactions.
9. Resolve abilities from the attack card.

Declare target(s)

Check the range and targeting icons to determine what targeting rules apply for the attack. Some attacks have a minimum range, and if an Enemy is closer than that range, they are not an eligible target. The dark grey hex in the targeting box marks the relative position of the attacking Champion to the hex(es) that are targeted.

Melee Attack



These attacks target a single adjacent Enemy.

Indirect Shot



Indirect shots target a single Enemy. The targeting value shows the maximum range of the action (count the smallest possible number of hexes to the target, including the target's hex but not the activating Champion's hex). Indirect shots **can** target Champions through statues and other Champions.

Direct Shot



Direct shots work like indirect shots with some extra restrictions. Direct shots may only target Enemies on hexes in the same row of hexes as the attacking Champion. Additionally, direct shots cannot target Champions if there are any statues, or other Champions (Enemy or Ally) in that hex row between the activating Champion and target.

Area of Effect (AoE)



AoE attacks affect all Champions in the yellow marked hexes shown in the targeting icon of the action card (including Allies). The player playing the action may choose the exact orientation of the AoE.

Reactions are played

After targets are declared, the controller of an Enemy target Champion may play one reaction card on any of their Champions targeted. The Core of the reaction card must be exhausted as normal. Only one reaction may be played per attack (*see Reactions*, page 8).

The target's defence value is subtracted from the current strength value

All Champions have a defence value. This could represent many things, from having particularly effective armour, super-fast reflexes, or even magical wards. Even if a Champion's printed defence value is zero, it can still be modified by card effects.

During this step, the current defence value of the defender is subtracted from the current strength value of the attack (remember to include any modifiers to strength and defence values in this step). The end sum of this is the attack damage.

Resolve attack damage

The attack damage is dealt to the target(s) of the attack. Keywords that affect damage such as poison, double, and lifesteal are resolved in this step.

Skills



Most Champions have one or more skill cards, denoted by the skill icon in the upper left corner of the card. Some skills affect specific targets, and have targeting icons like attacks.

When a player activates a Champion using a skill card, they resolve these steps in order:

1. **Use as much of the card's movement as you choose.**
2. Choose if you will use the skill. If you choose not to, the activation ends immediately.
3. Declare target(s), if necessary.
4. Resolve the skill card's text box.

Standard Actions



In addition to their hand of action cards, players may also activate Champions using the standard actions shown on the player dashboard. These actions are intentionally weaker than playing action cards, but they offer some options when players do not draw the Cores and/or cards of Champions they need.

Each standard action may only be used once per Activation Phase.

UPKEEP PHASE

During their Upkeep Phase, players ready their Cores so that they are available during their opponent's turn. This means that a player will always have all their Cores available to play reactions against their opponent's actions, although any Cores exhausted will not be available on the player's next turn to play their own cards.

They then discard any cards that remain in their hand, and draw a new hand of five cards.

HITPOINTS AND DEFENCE



Every Champion has a number of hitpoints. This represents how much damage the Champion can take before being taken out of action, at which point the wizards teleport them out of harm's way and heal them.

Champions also have a defence value. Defence values are subtracted from the strength value of attacks. Defence values are always applied to every attack made against the Champion, unless reduced or bypassed by a card effect. Defence values do not help against effects that deal .

OUT OF ACTION

A Champion is taken **out of action** as soon as they suffer an amount of damage equal to or greater than their hitpoint value (as printed on their Champion card). All damage is removed from the Champion, and if they had levelled up, flip their Champion card back over to the basic side. The out of action Champion is then placed on their team's **gate** until they are activated again.

Whilst Champions are on the gate, they cannot be affected by card effects, can never be targeted by actions or attacks, and cannot target Champions on the hex grid.

In order to activate an out of action Champion, the player must use an action with to move that Champion back into the arena. The first hex of movement must be on to one of their team's deployment area hexes.

Out of action Champions may not be activated using action cards without . Once in the arena, they may use any remaining movement to move further, and complete the action.

If during their activation a Champion takes an Enemy out of action, the attacking Champion's player gains 1 VP, and the attacking Champion levels up.

If during their activation a Champion takes themselves or an Ally out of action, their opponent gains 1 VP.

A card could result in taking a Champion out of action from each team simultaneously. If this happens, both players gain 1VP and level up the appropriate Champions. If this would end the game in a draw (due to both players now having 5 or more VPs), the player who didn't play the card wins.

LEVELLING UP

When an Enemy is taken out of action, the Champion currently being activated will level up after the action is fully resolved. Flip that Champion card, and move any damage tokens to the levelled up side. The Champion uses the stats and effects of the levelled up side until they are taken out of action. If the Champion was already levelled up before the knock out, then nothing happens.



REACTIONS

During an opponent's turn, players can react to their opponent's attacks by playing reaction cards. Reactions may only be played during the opponent's turn and only when at least one of that player's Champions is targeted by an opponent's attack action.

Reactions can target any of a player's Champions, not only the Champion whose card it is, and not only the Champion that is the target of the attack.

Reactions can never be used to react to a skill action.

A player cannot play more than one reaction card per attack action, even if more than one Champion is targeted by the attack. When playing a reaction during an AoE attack, a player must choose which of their Champions will be targeted by the reaction. When reaction cards cause effects like push, pull, or , the target of the reaction card is the Champion causing that effect. Some reactions may cause an Enemy to be taken out of action. When this happens, the target of the reaction card will level up if possible, and the player will gain 1 VP.

ADVANCE CHALLENGE TRACK

At the end of each game round (after all players have taken a turn), all challenge cards move one space to the right, and a new challenge card is drawn. This is placed in the Cannot be Scored space. Challenges moving right from the rightmost space are discarded (move them to the challenge discard pile).



TRAPS



Some hexes contain trap tokens. Traps are always placed facedown. Traps trigger as soon as a Champion enters the hex. It doesn't matter if the Champion deliberately moved there or was pushed, pulled, or otherwise displaced onto that hex. The player controlling the Champion that activated the trap flips the trap token and applies the effect to the Champion. The Champion may then complete any remaining movement they have available, unless prevented from doing so by the trap effect.

There should always be 4 trap tokens on the map. As soon as a trap is triggered and it's effects applied, the player whose Champion triggered the trap takes a new trap token from the supply. Without looking at it, they place it facedown on a different empty trap hex. If all trap hexes are blocked by Champions and/or traps, the trap token may be placed anywhere adjacent to a trap hex as long as that hex is not blocked by a Champion or statue. In addition to the trap hexes on the board, any hex that currently contains a trap is considered a trap hex.

If the trap was triggered because of a card effect (for example when a Champion uses an attack that pushes the defender into a trap), the damage is considered to be caused by the source of that effect. This may result in levelling up Champions as normal.

Trap Effects



The Champion suffers the amount of damage indicated on the trap token.



The Champion suffers root.



The Champion suffers stun.

DISPLACEMENT AND ROOT

Fear, force, pull, and push are all considered displacement effects. Effects that negate displacement effects will negate any damage those effects would cause.

It is important to note that while root means a Champion cannot be moved, it does not negate movement. As the target cannot move, any push or pull distance will cause as normal. Fear and Force cannot move a Champion suffering root, but do not cause as neither keyword usually causes damage for failing to complete the movement.

KEYWORDS

Bloodied: A Champion is considered Bloodied when they have half of their hitpoints or fewer remaining (rounding up). For example, a 7 hitpoint Champion would be bloodied when reduced to 4 hitpoints.

Control: A player is considered to control an area when they have more Champions in that area than their opponent.

Dash X: A dash is a straight-line movement where the dashing Champion must stay in the same hex row of the hex grid.

Double: After completing the resolve attack damage step of this attack, resolve this step a second time.

Draw X: Draw X cards. A player may choose to draw any number of cards fewer than X, including 0, but must declare how many they will draw before they draw any.

Fear X: If an action or reaction applies fear, the Champion who suffered the fear effect must dash X in a direction of their choice, as long as it is away from the source of the fear. When a Champion is affected by fear, the Champion must move the maximum dash value they possibly can.

Force X: The player who played the card with the force effect may move the target up to X hexes in any direction.

Heal X: Whenever a Champion is healed, remove up X damage from that Champion. Unless the effect says otherwise, the Champion being healed is the activating Champion. .

Jump X: Jump is a type of movement that allows the Champion to move up to X hexes, and move through hexes containing Enemy Champions, statues, and traps without activating them. If the Champion ends the movement on a trap token, the trap is activated.

Lifesteal: During the resolve attack damage step of this attack, the attacking Champion is healed for an amount equal to the attack damage.

Poison X: During the resolve attack damage step of this attack, if damage was dealt, deal X to the target.

Place: When a Champion or game element would be placed, it is removed from its original location, and put in a new location, as described by the effect causing the place.

Plan X: The controlling player may put up to X cards from their hand onto the top of their deck.

Pull X: Target Champions are pulled directly towards the Champion causing the pull in a straight line. They must stay in the same row of hexes. The activating Champion must pull the target the full distance. The target will stop before entering a hex with a Champion (Ally or Enemy), a statue, or the edge of the arena, and will activate traps if they are pulled over or onto them. If a Champion cannot be pulled the full distance for any reason, they suffer equal to the remaining distance. If the target is not in the same hex row as the attacking Champion when the pull is resolved, the pull is ignored.

Push: Target Champions are pushed directly away from the Champion causing the push in a straight line. They must stay in the same row of hexes. The activating Champion must push the target the full distance. The target will stop before entering a hex with a Champion (Ally or Enemy), a statue, or the edge of the arena, and will activate traps if they are pushed over or onto them. If a Champion cannot be pushed the full distance for any reason, they suffer equal to the remaining distance. If the target is not in the same hex row as the attacking Champion when the push is resolved, the push is ignored.

Root: A rooted Champion instantly loses any remaining movement points of the current action, and may not move, dash, swoop, or jump again during this turn. The Champion may attack and use skills normally. A Champion suffering root cannot be moved for the duration of the turn, but can be placed.

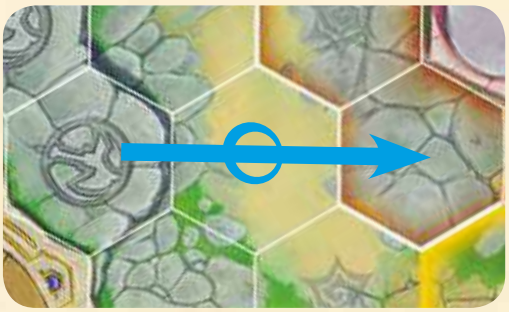
Stun: When a Champion suffers stun, its controller must choose and discard a card of that Champion from their hand, or reveal a hand showing no cards of that Champion.

Swoop X: A swoop is a straight-line movement where the swooping Champion must stay in the same hex row. A swooping Champion may move through Enemies, statues, and traps without activating them. Traps do still activate if the Champion ends the swoop on a trap token.



HEXES AND HEX ROWS

The arena board is made up of a series of hexes. A continuous line of hexes is called a hex row.



This is a hex row.



This is not a hex row.

Example:



Gold'arr makes a dash 2. He can move along any of the hex rows shown, but cannot move out of the hex row due as the dash keyword states he must remain in the same hex row (see *Dash*, page 9).

SUPER TEAM TORNADO

Requires at least 8 Champions to play

Super Team Tornado is a variant that allows four players to take part in one game. In this variant, players form two teams, with each player controlling two Champions. Super Team Tornado plays just like the base game, with the following changes:

Team Gameplay

During their turn, a player can activate their Champions and exhaust Cores as normal. Any actions they play that affect their Champions or Allies include Champions controlled by their teammate. During an opponent's turn, a player can play reactions as normal. As reactions can be played on any of that player's Champions, in a Super Team Tornado game, a player's reactions may be played on their teammate's Champions too.

Hand Size

Each player has a starting hand of four cards, and draws a hand of four cards during the Upkeep Phase.

Winning the Game

The first team to a combined total of 7 VPs wins. A team wins or loses together.

Challenge Track

The challenge track for Super Team Tornado games has two Cannot be Scored positions at the start of the track instead of one. The rest of the track is the same. At the beginning of the game, reveal three challenges instead of two. The challenge track will be adjusted at the end of each round, after the fourth player's turn. When this happens, challenges will move two spaces to the right instead of one, and two new challenges will be drawn. Players still check to see if any of their team is in a scoring position at the start of their turn as usual.

SETTING UP THE GAME

1. Randomise which team will play first.
2. That team chooses one of their players to be the first player and places the first player token in their play area. Their teammate will be the third player.
3. The other team then chooses one of their players to be the second player. Their teammate will be the fourth player.

4. Players draft Champions using the agreed upon process (*see below*).
5. Each player takes the two action decks for their Champions and shuffles them together to form their draw deck.
6. Shuffle the challenges deck. Draw a challenge card and place it in the leftmost 1 VP slot on the challenge track. Then draw another challenge card and place it in the rightmost Cannot be Scored slot. Finally, draw a third challenge card and place it in the leftmost Cannot be Scored slot.
7. In player order, each player places one random facedown trap onto a free trap hex of their choice.
8. In player order, each player draws a hand of four cards. They may choose to discard any number of those cards and draw a new card for each card they discarded.
9. In player order, each player places their Champions on unoccupied hexes in their team's deployment area.

HOW TO DRAFT

Like the base game, players will collectively decide whether they will wish to freely choose their favourite Champions to play with, or draft Champions using the casual draft or competitive draft rules (see below).

Casual Draft

1. Form a common pool of unique Champions. (Or form a common pool of Champions which includes duplicates. If you choose to do this, duplicate Champions may not be drafted by the same team).
2. The second player drafts one Champion.
3. The first player drafts one Champion.
4. The fourth player drafts one Champion.
5. The third player drafts one Champion.
6. The second player drafts a second Champion.
7. The first player drafts a second Champion.
8. The fourth player drafts a second Champion.
9. The third player drafts a second Champion.
10. Each player should now have two Champions for this game. Return the remainder of the Champions to the game box (if any).

Competitive Draft

1. Each player chooses three unique Champions before the game or tournament. None of these Champions may be the same as any of their teammate's Champions.
2. The first player chooses one of the second player's Champions. That Champion is not used in this game.
3. The second player chooses one of the first player's Champions. That Champion is not used in this game.
4. The third player chooses one of the fourth player's Champions. That Champion is not used in this game.
5. The fourth player chooses one of the third player's Champions. That Champion is not used in this game.
6. Each player should now have two Champions that will be used in this game and one Champion that will not be used.

GAME ROUND

1. First player's turn.
2. Second player's turn.
3. Third player's turn.
4. Fourth player's turn.
5. Advance challenge track.



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