



OVERWATCH®

THE CARD GAME

RULES

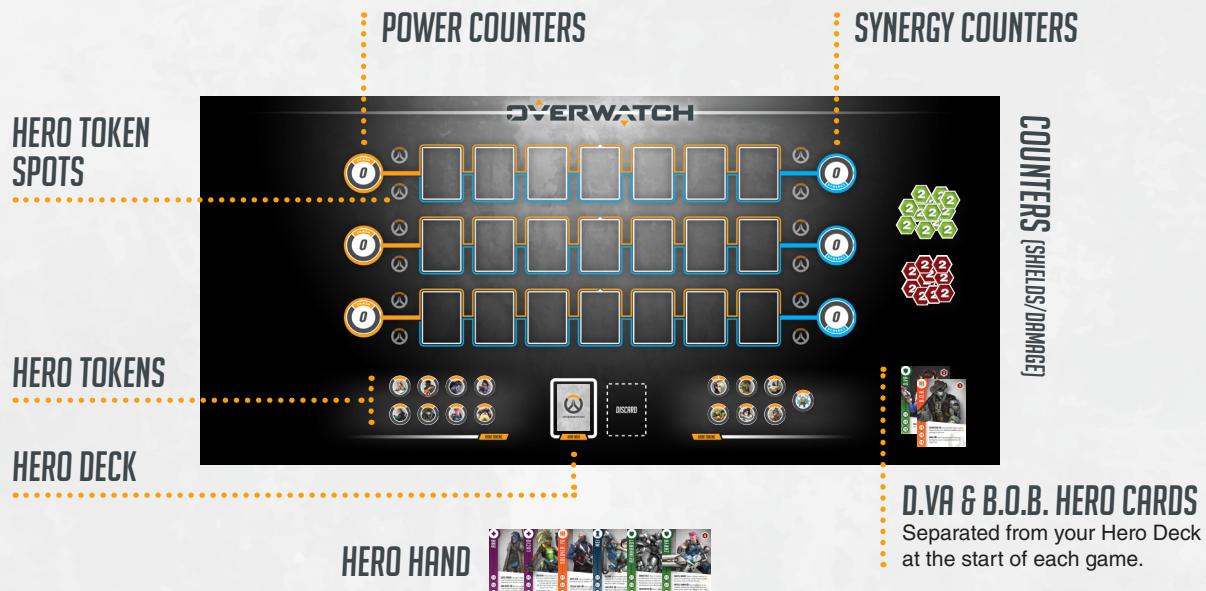
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SET UP

- 1 Remove the “D.VA” and “B.O.B.” Hero Cards from your deck and set them aside. Shuffle each player deck and place the deck in the Hero Deck area.
- 2 Organize and distribute Hero Tokens, Damage Counters, and Shield Counters to each player. Place these somewhere nearby your playing field.
- 3 Draw 6 cards from your player decks and decide who goes first however you choose. You may choose to discard up to three cards (or half your hand rounded down if you choose to play with more than six cards) and replace them with new cards from your Hero Deck before you start.

The complete set-up for a player is shown below:



CLASS:

-  Offense
-  Defense
-  Tank
-  Support

HERO NAME

BRIGITTE +

3/1
2/2
1/3



HEALTH: How much damage this Hero can take before being defeated. Flip a defeated Hero card over and leave it in the space in which it was deployed.

DEPLOY SKILL: You may choose to use this skill when deploying this Hero from your hand.

ULTIMATE: Pay the Synergy cost to activate an Ultimate Skill.

STRATEGY NOTES

While not always the case, certain classes of Heroes may be more useful if played at certain times during the round:

-  **Offense Heroes:** Specialize in direct damage to enemies (Good middle to late plays)
-  **Tank Heroes:** High health, fortify teammates (anytime plays)

-  **Defense Heroes:** Specialize in area control (Good Early Plays)
-  **Support heroes:** Game changing Ults, low health (good middle to late plays)

THE TURN

TURN START – Any effects that occur at the start of your turn trigger now. *To take your turn, choose ONE of the following three actions:*

1 PLAY A HERO CARD (You must play six eventually)

Choose and play 1 Hero Card from your hand into the Front, Middle, or Back Row. *Your first Hero must be placed in the center space of your chosen row.* Following plays must be played in a column with another character OR directly adjacent to a character that has already been played. For instance, you will never have an empty space between Heroes in a row (unless you remove a character from the board with Reaper or Symmetra). You will also never have a hero that is alone in a column and row, except for the first Hero played each round. Any effects that occur when a Hero is played trigger NOW.

Use Primary Ability (if you wish) – Use the played Hero's primary ability right after you play them onto the battlefield. This ability may only be used once per play of a Hero card. If you decide to NOT use their Primary Ability you may not use it at a later time unless they have been returned to your hand and played again.

Generate Synergy – Change the state of the Synergy Counter to reflect the new Synergy total in the row that Hero was deployed to. See the previous page to learn how Heroes add Synergy to rows.

Generate Power – Change the state of the Power Counter to reflect the new Power total in the row that Hero was deployed to. See the previous page to learn how Heroes add Synergy to rows.

2 ACTIVATE AN ULTIMATE ABILITY – Choose a Hero that has already been played and activate their second (ultimate) ability by paying the cost in Synergy shown to the right of the ability name. You may only spend synergy from the row that the Hero resides in. There must be enough synergy in that row to pay for the cost of the Ultimate Ability. You may only use each Ultimate Ability once per round unless the hero has been returned to your hand and played a second time. **Turn the Hero card 180 degrees to show that its Ultimate ability has been used.**

3 PASS (You must have no cards in your hand to choose the Pass Action) – after passing you may take no more actions this round.

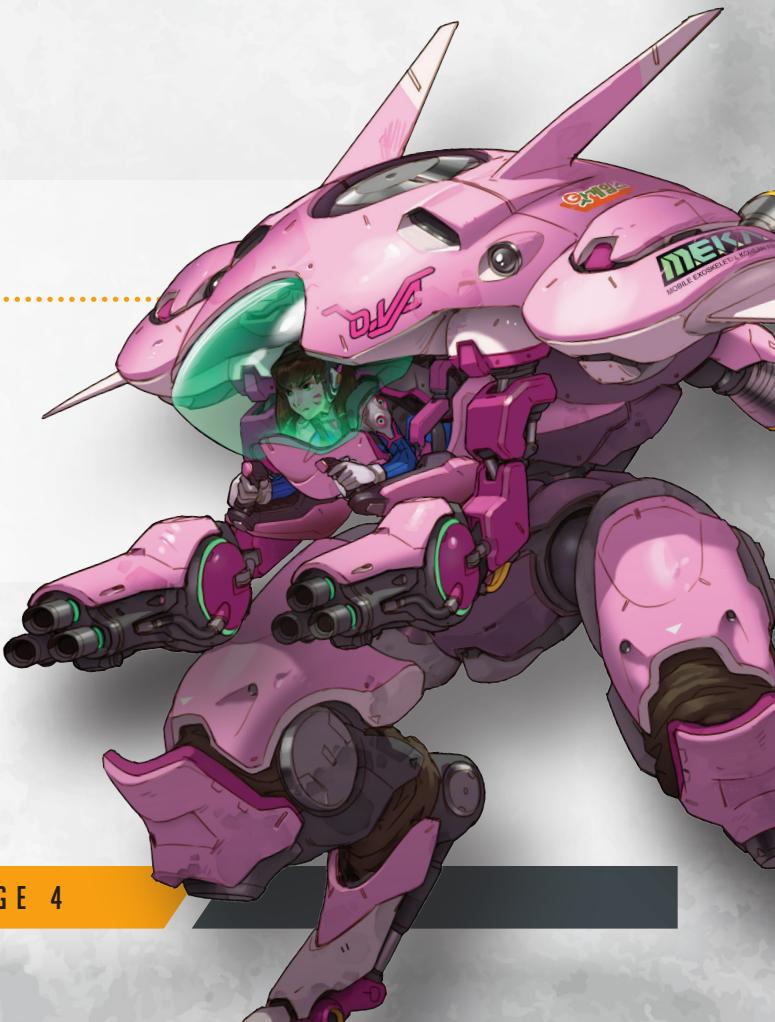
ROUND END

Repeat this process until both players have passed. At this point, whoever has the most Power wins the round. In the case of a tie, whoever has the most UNSPENT Synergy wins. If that is tied, both players win the round. Discard all Hero cards that have been played and draw 6 new cards. Remove all tokens from the playing field. Reset all Power and Synergy counters to zero. The Player who won the previous round goes first in the new round. The player who lost the previous round sets each row's Synergy value to one.

WIN CONDITIONS:

The first player to win two rounds wins the match.

You may also choose to play more than a Best of Three match. Decide how many rounds you will play before the game starts.



MORE RULES

DEFATING A HERO

If a Hero receives Damage equal to their Health value during the course of a round, they are considered to be defeated. Remove all Damage and Shield counters currently on that Hero card. Remove all Hero tokens belonging to that Hero from the board unless specifically stated otherwise in the text of that Hero's abilities. Reduce the Power in that defeated Hero's row by the amount of Power the Hero initially provided. Flip the defeated Hero card over, leaving the Hero card in its current space on the board. **DO NOT remove the defeated Hero from the board or discard the defeated Hero until the end of the round.** Defeated Heroes are not counted when considering adjacency. For instance, two undefeated Heroes are counted as adjacent even if they are separated by defeated Heroes.



MOVING A HERO

Some Hero abilities allow you to move yourself or other Heroes. If a Hero is moved, Power must be updated in both the row that Hero started in and the row the Hero ended up in based on the Power that Hero provides to those rows.

For instance, Winston's Primal Rage ability allows you to move Winston to any row and deal 2 damage to all enemies in the opposing row. If Winston was played in the second row he would generate 2 Power in that row. If Winston was moved to the front row using Primal Rage, you would reduce the Power in the second row by 2 (the amount of Power Winston provides when played in row 2) and add 3 Power to the front row (the amount of Power Winston provides when played in row 1). **Power in each row should always reflect the Heroes' Power generation in that row.**

MORE RULES CONTINUED

HERO TOKENS

Hero Tokens help represent persistent Hero Abilities on the battlefield. These tokens are played into the Hero Token spots on the right or left of each row. Hero Tokens are not considered Heroes unless specifically stated otherwise (see Baptiste's "Immortality Field" below) within the text on a hero card. This means that Hero Tokens cannot be the target of attacks and are unaffected by Abilities that target the row in which the token resides. Hero Tokens are normally removed from the board when their associated Hero is defeated unless specifically stated otherwise in the text on their Hero Card.

SPECIAL CASES

Baptiste's "Immortality Field" – This Hero Token has three health and IS considered a Hero for all intents and purposes. This means it can be the target of direct attacks as well as attacks or abilities targeting the row in which the token resides. Once three damage has been done to the Immortality Field, it is removed from the board and all Heroes within the same row as the Immortality Field that have suffered damage equal to or greater than their health are immediately defeated. **Baptiste's Hero Token is NOT removed when Baptiste is defeated.**



MORE WAYS TO PLAY

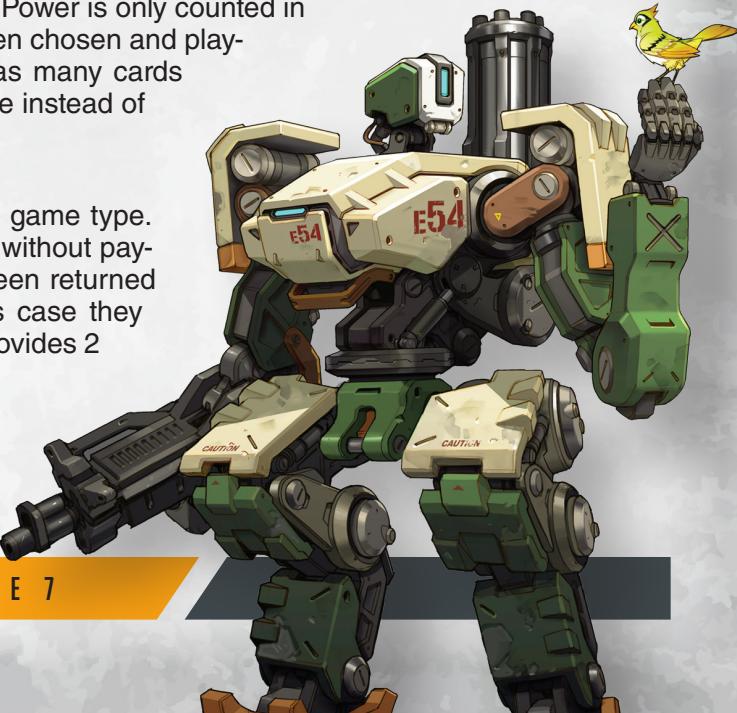
HERO DRAFT: Place out ALL Hero cards from a single deck (excluding D.VA and B.O.B.) in a central space where both players can see each card clearly. Players take turns picking a card and adding it into their hand until both players have eight cards (or more if you decide to play a round with more than eight cards). You must draft at least one Hero from each class. Play a round with your drafted team. If you wish to play more than one round, reset the cards and draft again between rounds. The player who lost the previous round drafts first.

REINFORCE: In this game type, Hero cards, Hero Tokens, Damage and Shield Counters are not removed between rounds. Do not reset power or Synergy either. Instead, after the round ends. Discard all defeated Heroes from the board and draw six new cards. Continue playing with your surviving Heroes intact on the board. Whoever has the most Power after two (or more) rounds wins the match!

KING OF THE HILL: Before the round starts and before drawing (or drafting) Hero cards, choose a random row to be the “Hill”. Power is only counted in this randomly chosen row. Once the “Hill” has been chosen and players have drawn their hands, they may discard as many cards from their hand and redraw as they want one time instead of the normal three cards.

SUPER SYNERGY: Synergy is not counted in this game type. Instead, each Hero can use their Ultimate ability without paying the cost once per round unless they have been returned to your hand and played a second time. In this case they can use their Ultimate ability again. Each Hero provides 2 Power to the row in which they are deployed.

FREE 4 ALL: Design your own game!



ABILITIES – Each Hero has two abilities: the top ability is used when, and only when, that Hero is Deployed. The bottom ability is their Ultimate Ability and Synergy Points must be spent to use this Ability.

ADJACENT – Heroes are adjacent if they are in the same row and right next to another Hero (left or right). Defeated Heroes are ignored when determining adjacency. See “*Defeating a Hero*” on page 5.

ALLY/ALLIES – Your Heroes, not your opponent’s. Does not include the Hero whose ability is being used.

COUNTERS – Counters include Health tokens, Shield Tokens, and Hero Tokens.

COLUMN – Hanzo’s Ult, for example, damages enemy Heroes in a column. This means you choose any column of Heroes, including a column of only one Hero, and deal damage accordingly.

DAMAGED – A Hero is damaged if he or she has Damage tokens on them.

DEFEATED – A Hero is defeated when their health is reduced to zero. Flip this Hero over if this occurs. Remove the power they added from your current Power Score. They remain on the battlefield until the end of the round. A defeated Hero may not use abilities or be

the target of abilities unless specifically stated otherwise (Mercy).

DEPLOY/DEPLOYED – A Hero is deployed when placed on the battlefield from your hand.

HEROES – General term for Hero cards: allies or opponents.

MOVE – When a Hero moves rows the overall power a team generates changes depending on the new layout. However, Synergy is only generated when a card is played and does not transfer to new rows when moving. A Hero’s initial Synergy addition within a row stays in that row even if they move to a different row.



OPPOSING ROW – The same row, but on your opponent's side.

POWER – An abstract score counted in any way you choose before the game.

SHIELD (TOKEN) – Serves as extra health for a Hero. If a Hero with shield tokens is dealt damage you MUST remove shield tokens instead of taking direct health damage. Once all shield tokens are gone, add damage tokens normally.

START OF TURN – Any effects that take place at the start of turn occur BEFORE a Hero card is played or a Synergy Ability is triggered. If multiple “Start of Turn” abilities trigger, it is up to the player who is acting to determine the order.

STARTING ROW – The row a Hero occupied at the start of the turn.

SYNERGY – Gained by playing heroes. Spent to use Ultimate Abilities.

SYNERGY DAMAGE – Synergy Damage is taken by removing Synergy Points from the damaged Hero's row.

TARGET – You choose your target whenever this word is used. This includes an Ally or Opponent Hero unless stated otherwise.

ULTIMATE ABILITIES – The second Ability on each Hero card, noted by a Synergy Cost. This ability may only be used once per round unless that Hero has been deployed a second time with Symmetra's “Teleporter” Ability. You must pay the Synergy cost to activate an Ultimate Ability. Once a Hero's Ultimate Ability is used, turn that Hero card 180° to note that they have used their Ultimate Ability.

