Battle Royale

How to Win:
Defeat all members of your opponent's team.

Setup:
- Roll Green Die to see who picks first.
- Chose one character from any universe.
- Then each player picks a character in turn until each has a team of four characters.
- Setup the health counters and place all cards face-up.
- Roll to see who goes first.

Gameplay:
Each turn has a total of 4 actions which may take place in any order. Players must announce their action before proceeding. Example: "Flash moves (roll Green Die) four spaces." / "Venom attacks Hulk."

*Note: One die roll applies for the whole turn, whether movement takes place at the beginning or end of a turn.

**Note: Three/Four Player Variant: Player selects 2–3 characters and the number of actions is based on the number of starting characters. If the game begins with each player selecting three characters, then players will have three actions each turn.

Actions consist of:

1. Moving a character
2. Playing an available action card.
3. Attacking another character.

Moving a character:
- A character that **has yet to move** this turn may move up to the number of spaces on the die.
- Characters cannot move through each other.

Playing an Action Card:
- Action cards may be played during your own turn or during your opponent's battle phase. Follow the directions on the card then turn the card over as it cannot be played again in this mode **(unless a card specifically states that it may remain face-up, in which case, it remains face-up unless a card specifies it is turned face down).**
- Action cards played during your opponent's battle phase do not count as an action.
- Movement action cards may be played during the battle phase as a defensive maneuver as long as the title of the card does not contain the work "attack."
- Action cards played during your opponent's battle phase may be played after both players have rolled. ***Bonus Cards drawn after a character dies are treated as Action Cards.**

Attacking another character:
- A player must announce which character she is using to attack and which character she is attacking, then they proceed into the Battle Phase. Example: "Robin attacks Joker."
- Players cannot attack through walls / blacked-out spaces.
- Characters must be adjacent to attack unless an action card allows them to attack from a distance.
- Some cards allow characters to attack multiple adjacent characters. Adjacent is defined by any touching square. **Characters can damage teammates** per the effect a of card. *
- As directed by the cards, "up to three spaces away," is defined as the number of spaces between characters and the spaces may be horizontal, vertical, or diagonal.
- Characters cannot attack through each other.

Battle Phase:
- The attacking player rolls the Red die.
- The defending character rolls the white die.

Damage Calculation:
- If the attack is greater than the defense, the difference is subtracted from the defending character's health counter.
- If the attack is less than the defense, no damage is done.
- If the attack and defense are equal, no damage is done.

*Note: During this damage calculation step, the defending character may choose to play an available action card that **does not have "attack" in its name**.

Defeating a Character:
When a character's health reaches the "R," they are out of play and cannot return this game.

Bonus Cards:
When a character dies, both players must roll the green die. The player who rolls higher gets to draw a Bonus Card from the deck and it remains in that player's hand until they choose to play it as an action and use the card's effect.

The Bonus Card is discarded after being played and cannot be used again.

Winning the Game:
The winner is the player who has the last hero or villain standing.

Capture the Flag

How to Win:
Capture your opponent's flag and take it to a space behind your own team's base.

Setup:
- Chose a team of two characters from either universe.
- Place each flag behind the right side of your team's base.
- Place each character on either side of the flag.
- Setup the health counters and place all cards face-up.
- Roll to see who goes first with the (Green Die).

Gameplay:
Each turn has a total of 3 actions which may take place in any order. Players must announce their action before proceeding. Example: (roll Green Die) "Beast moves three spaces." / "Batman attacks Thor."

*Note: If movement takes place at the beginning and end of a turn, the same roll applies for the whole turn.

Actions consist of:

1. Moving a character
2. Playing an available action card.
3. Attacking another character.

Moving a character:
- A character that **has yet to move** this turn may move up to the number of spaces on the Green Die.
- Characters cannot move through each other, but may move through their own flags.
- To capture a flag, a player must land adjacent to the space a flag occupies. Once a character captures a flag, he must stop movement until the next turn.

Movement with the flag:
- After a roll, the character with the flag moves and then places the flag in an adjacent space. The flag must remain in this space until the controlling character moves it or it is captured by another player.
- If a character from the opposing team lands on an adjacent space, then neither player may move the flag until the other has been defeated or moves away.

Playing an Action Card:
- Action cards may be played during your own turn or during your opponent's battle phase. Follow the directions on the card then turn the card over as it can only be played again after a **Respawn Phase** (*unless the card notes that it may remain face-up*).

- Action cards played during your opponents battle phase must be played after both players have rolled.
- Action cards played during your opponent's battle phase do not count as an action.
- Movement action cards may be played during the battle phase as a defensive maneuver as long as the title of the card **does not contain the work "attack."**

Attacking another character:
- A player must announce which character he is using to attack and which character he is attacking, then they proceed into the Battle Phase. Example: "Hawkeye attacks Superman."
- Players cannot attack through the walls / blacked-out spaces.
- Characters must be adjacent to attack unless an action card allows them to attack from a distance.
- Some cards allow characters to attack multiple adjacent characters. Adjacent is defined by any touching square. Characters can damage teammates per the effect of a card. *
- As directed by the cards, "up to three spaces away," is defined as the number of spaces between characters and the spaces may be horizontal, vertical, or diagonal.
- Characters cannot attack through each other.

Battle Phase:
- The attacking player rolls the Red die.
- The defending character rolls the white die.

Damage Calculation Phase:
- If the attack is greater than the defense, the difference is subtracted from the defending character's health counter.
- If the attack is less than the defense, no damage is done.
- If the attack and defense are equal, no damage is done.

*Note: During this damage calculation step, the defending character may choose to play an available action card that does not have "attack" in its name.

Defeating a Character:
When a character's health reaches the "R," they must be placed **on their side** in either empty space behind their base's line and enter the Respawn phase.

Respawn Phase:
- Characters are not in play.
- The character may not move or complete any actions for **one turn.**
- Characters cannot be attacked until they are right-side up.
- The character and all their cards are flipped face up at the end of the Respawn phase.

Winning the Game:
The winner is the player who takes their opponent's flag to a space behind their own team's base.