

Overwatch Card Game

Set-Up

Shuffle each player deck and place to your right. Place out three row placeholder cards to the left in a column as shown below. Organize and distribute Hero Tokens, Damage Counters, and Synergy Tokens to each player. Place these somewhere nearby your playing field. Choose some method of counting power for each player such as a 20 sided die or a calculator on your phone. This should be readily visible to both players. Draw 8 cards from your player decks and decide who goes first however you choose. The complete set-up for one player is shown below:



Note: Token graphics are not included. Make your own or use spare change, whatever works!

Gameplay

The Turn On your turn you may choose one of the following actions:

1. **Turn Start** – Any effects that occur at the start of your turn trigger now.
2. **Play a Hero Card (You must play six eventually)**
 - a. **Choose and play 1 Hero Card** from your hand into the Front, Middle, or Back Row. Your first Hero must be placed somewhere near the middle 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. 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.*
 - b. **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.
 - c. **Generate Synergy.** Add the appropriate number of synergy tokens to the row this Hero has been played into. Place Synergy tokens on top of the Row placeholder card for that row.
 - d. **Generate Power.** Add Power to your overall team score depending on the power that Hero generates. The value changes depending on which row it is played in.
3. **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 is currently in. There must be enough synergy in that row to pay for the cost of the Ultimate Ability. You may only use each Ult once per play of a card.
4. **Pass** (with 6 Heroes on your side of the Battlefield) – after passing you may take no more actions this round. You cannot Pass unless you have six Heroes (living and/or defeated) on the battlefield.

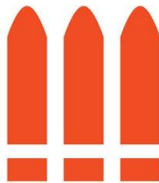
Round End Repeat this process until both players have passed. At this point, whoever has the most power wins the round. In the case of a tie, whoever has the most UNSPENT Synergy wins. If that is tied, both players win the round. Discard all Hero cards that have been played and draw 6 cards (you should have 8 after drawing unless you returned a card to your hand during the previous round). Remove all tokens from the playing field. The Player who won last goes first in the new round.

Win Conditions: The first player to achieve two victories wins the match.

Hero Card in Detail



DEFENSE



OFFENSE



SUPPORT



TANK

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)

Glossary

Adjacent – Heroes are adjacent if they are in the same row and right next to another Hero (left or right). Heroes in another row or on your opponent's side are never adjacent to

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 – Hanzo's Ult damages enemy Heroes in a column. This means you choose any column of Heroes (in front, middle, and back rows), 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.

Heroes – General term for YOUR Hero cards, not your opponent's. This term includes the Hero whose ability is being used.

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.

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.

Skills – Includes your Hero's Primary and Ultimate Skills

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.

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 Tokens from the Affected Hero's row.

Target – You choose your target whenever this word is used. Target must be a single Hero. This includes an Ally or Opponent Hero unless stated otherwise.

Print & Play Instructions

The "Print and Play" file includes card backs. Print two copies of this file to play the game (one for each player). I printed these on card stock and had them cut along the crop marks at a local Staples or Office Depot (cheap). Then I sleeved them using Magic the Gathering Sized Sleeves. The clear Fantasy Flight Sleeves work great. I placed a front and back in each sleeve giving them a sturdy feel. This is the cheapest way to print and play that has some quality to them. You are welcome to get these professionally printed, front and back, and cut at a local print shop but I still recommend sleeving them for maximum playability. I included original InDesign Files, as well as all linked files, and fonts for your use. Feel free to manipulate these files in any way you choose. Hope you enjoy!