EPIC PVP

PVP

FANTASY

RULES

Game Design by
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Epic PvP: Fantasy

Epic PvP: Fantasy is a battling card game. Each player builds a character by shuffling 2 decks of cards together – a race deck and a class deck. Players then take these character decks and battle until only one player is left standing. The game can be played head-to-head, as a 3-player free-for-all or as a 2-on-2 team battle.

If you want to skip all this reading, just go to **www.funto11.com** and check out the Learn-to-Play video!

Contents:

- **Rules**

- **7 Class Decks** *(20 cards and 1 Class Board for each; Samurai, Druid, Rogue, Paladin, Barbarian, Ranger, Monk)*

- **6 Race Decks** *(20 cards and 1 Race Board for each; High Elf, Human, Dwarf, Goblin, Dark Elf, Orc)*

- **17 Random Class/Race Character Creation Counters**

- **45 Game Counters** *(9 "+1 Attack", 9 "+1 Block", 3 "+1 Damage", 3 Insight/Human, 3 Wolf/Barbarian, 2 Samurai/Mastery, 5 Deceit/Dark Elf, 5 Rage/Barbarian, 3 Lunchies/Halfling, 3 Pacify/Cleric)*

- **3 Sheets of stickers**

2-Player Rules:

(Starting with the 2-player game is by far the best way to learn).

SET-UP

Each player chooses a race and a class for themselves. They then collect the corresponding boards and decks. The boards go on the table in front of the player, and the two decks are shuffled face down together to form a draw deck.

Race and Class Board Set-up Diagram

Race Name   Initiative   Class Name

Life

Initiative:

Your character's initiative is the total of both of your race and class board's initiatives.

Each player then takes a number of cards off the top of their deck equal to their character's life stat *(on the race board)*, and puts them face down in a pile to their left. This is called the **life pile**. *A player loses when they have no cards left in their life pile.*

Place the remaining cards in the draw deck face down on the player's right. Players should leave room for a discard pile as well as leaving room in front of their race and class boards for their **aggression pile** which will be built during the game.

Next, each player draws a starting hand of 5 cards. The player with the highest total initiative goes first *(to find your character's initiative, add the initiative numbers on your race and class boards together)*. In the case of a tie, the player with the lowest life goes first. If that is also tied, both players discard the top card of their deck and compare the cost of the cards; highest cost goes first *(skill cards have 0 cost)*.

You are ready to play!

Your opponent is over here

The Field - where you and your opponent play moves

Spot for your Aggression Pile

Life Pile   Race Board   Class Board   Deck

HIGH ELF   RANGER

Move and Skill Cards

Move Card

Cost

Defense

Card Name

Gleeful Slash

◆ **End phase:** if your enemy took damage from at least one attack, you may gain one aggression.

Deck Indicator

Attack

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Skill Card

Card Name

Skitter Away

◆ **After playing moves:** if you only played one move this turn, block all enemy attacks.

Card Ability

Deck Indicator

Game Play:

Epic PvP is played in turns, with each player taking turns back-and-forth until one player has their life pile reduced to zero cards, at which point the other player wins. Each turn is straightforward and follows these steps.

1. **Aggression Phase:** Take two cards from the top of your deck and, without looking at them, add them to your aggression pile. Your aggression pile provides you energy to play moves during your turn.

2. **Draw Phase:** If you want, you may draw any number of cards *from your aggression pile* and put them in your hand. You MUST declare how many you want to draw *before* you start drawing. And remember, your aggression pile provides you with energy to play cards, so every card you draw will reduce the amount of energy you have left to play cards during your turn!

3. **Play Moves:** You can play move cards from your hand with a total cost equal to *(or less than)* the number of cards in your aggression pile *(For example: If a player has 2 aggression, they can play a single 2 cost move, two 1 cost moves, a single 1 cost move, or no moves at all)*.

    Put any move cards you play in the field between you and your enemy with the defense stat towards your enemy.

4. **Assign Blocks:** You may assign any or all of your moves to block incoming attacks that your enemy has *(if any)* in the field from their last turn *only if your move has a defense at least as high as the attack.* Each defense can only be assigned to a single attack. You may not split up one defense against multiple attacks or add up more than one defense against a single attack.

5. **Block:** This is when all the defenses that you assigned to attacks actually block *(Some card abilities happen during this step)*.

6. **Take Damage:** If there are any remaining unblocked enemy attacks in the field, you take 1 damage from each attack *(**each attack just does 1 damage if unblocked,** NOT damage equal to the attack stat)*. For each damage you take, reveal the top card of your life pile cards and add it to your discard pile *(which is always face up)*.

7. **End Phase:** Spin your moves around so the attack stat is now pointed towards your enemy. Any abilities that says "End Phase" go off here as well. Then, your enemy discards all move cards they have in the field *(the ones that were blocked and the ones that did damage)*. At this point you should be the only player with move cards in the field.

That's it. Just keep going back and forth playing turns until one of you is out of life. ***OK, That's not all of it…***

Skill Cards

Skill cards don't have a cost, attack, or defense stat. Skill cards are played differently than move cards. Just play them whenever they say to *(the bold part at the top of the text box)* by revealing it to your enemy. Then do whatever the cards says. After playing a skill card, put it in your discard pile unless the card says to do something else with it.

CARD TEXT:

Most move cards and all skill cards have text on them. Unless otherwise stated, "draw a card" is from you deck, "discard a card" is from your hand, "gain an aggression" is from your deck, and "gain a life" is from your deck. Card text supersedes rules text.

Basic Strikes:
Basic Strikes are a type of move card that appear in each deck. Lots of cards trigger off of Basic Strikes *(like "+1 to this move's attack if you also played a Basic Strike this turn").*

Class and Race Abilities:
Your class and race boards also have text on them. These are powerful abilities you can use during the game. If you have any questions about them, or any other rules, go to **www.funto11.com** *or* **www.alderac.com/epicpvp.**

Timing Icons and Counters

In the text area of cards you will find one or more of these helpful icons. Here is what they mean:

This text is important during your turn.

This text is important during your enemy's turn.

This text reacts to something happening in the game.

Some card abilities instruct you to add +1 attack or defense counters to a move. If a move creates more than one attack, the +1 counter only affects one of them. The same is true for cards that create more than one defense.

Permanents:
Some cards can be put into play as a permanent. Each card indicates when and how it becomes a permanent. When this happens, place the card next to your class and race boards and leave it there so you can see its ability and use it for the rest of the game *(or at least until you have to discard it for some reason)*.

If a move card becomes a permanent, it no longer acts as a move.

Text under this line is what the card does while it's a permanent, and only while it's a permanent.

Dwarven Height

Before playing moves:
Put in play as a permanent.

After playing moves:
All of your Basic Strikes gain a +1 defense counter.
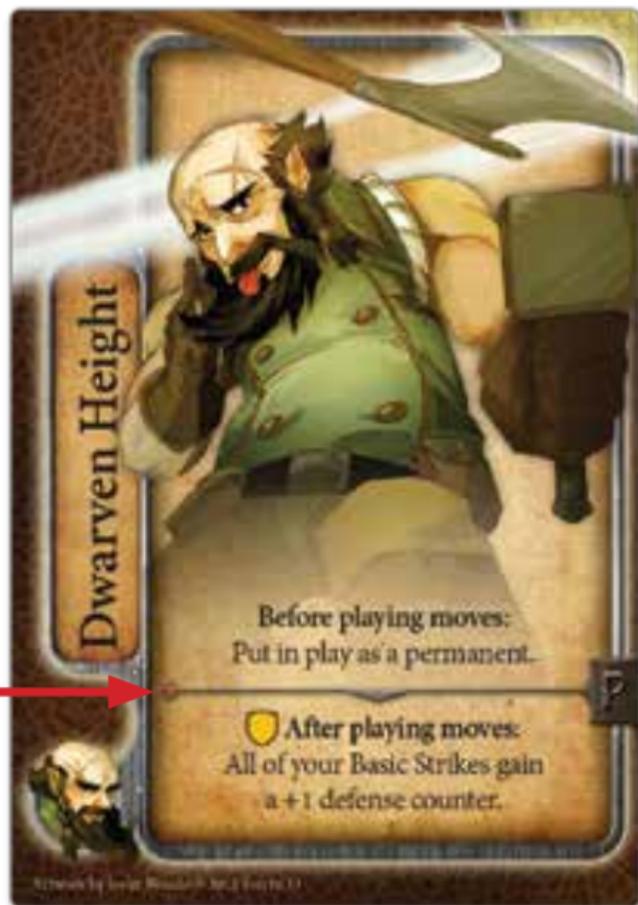
Miscellaneous Rules:

Getting Tired *(reshuffling your deck)*:
When you need to draw a card from your deck *(to use as aggression or for any other reason)*, and there are no cards left in your deck, you take 1 damage. Then, reshuffle your discard pile to make a new draw deck.

Timing:
Sometimes two abilities will happen at the same time. If the abilities are controlled by the same player, then that player gets to choose which one happens first – resolve that one fully, then move on to the other. If they are controlled by different players *(very rare)*, first all cards in play happen in an order chosen by the player whose turn it is, then cards that players play from their hand happen.

2-vs-2 Rules:

After you've played a few 1-on-1 games of Epic PvP: Fantasy, you may want to try to play a bigger battle. If you want to play PvP with 4 players, this is how it works. You should totally do this, it is super fun…

Here are the changes to the game.

SET-UP *(see full diagram to the right)*

1) **Establish Teams:** Sit next to your partner *(across from the enemy team)*

2) **Make a Shared Life Pile:** Each player makes their life pile as normal, but before the game starts, each team shuffles their life piles together to make one big life pile. The first team to have their life pile reduced to 0 cards loses.

3) **Going First:** The team with the highest total initiative goes first.

TURNS

Team members take their turn at the same time – going through each phase together. Each player has their own aggression pile. When it's time to play moves, the team member with the highest initiative plays first *(if initiatives are tied, the team decides at the start of the game who will have to play first for the whole game).*

1) **Assigning Blocks:** Any player on a team can assign moves to block any incoming attack during their turn.

2) **Damage:** When a team takes damage, and the card in the life pile is revealed, it goes into the discard pile of the player whose deck the life card came from.

3) **Sharing Information:** Players may talk all they want, but they may NOT show their cards to each other and all talking must be public.

Joan's enemy is over here

Matt's enemy is over here

The Field - Where all players play their moves.

Joan's Aggression Pile

Joan and Matt's Life Pile

Matt's Aggression Pile

Deck   Race Board   Class Board   Race Board   Class Board   Deck

HIGH ELF   RANGER   HUMAN   DRUID

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A Few Points On Card Effects In 2-On-2:

1) **The Word "Enemy":** In 2-vs-2, your "enemy" is the player directly across from you for card abilities. So if a card says "if your enemy blocks this move, you draw a card" – you ONLY get to draw a card if the player directly across from you was the one who blocked your move! This can greatly affect how you play your cards.

2) **Damage Effects:** Some effects happen when damage is taken. If you have an effect that triggers when you take damage, it only triggers if the life card from your team's life pile is from your deck.

That's it, just play until one team is out of life, making the other team the winners!

3-Player Rules:

If teamwork isn't your thing, and you enjoy beating up on your friends, then this variant is for you…

SET-UP

Here are the changes to the game:

1) Players sit around the table in any order they want.

2) The player with the highest initiative goes first.

The turn sequence is the same as it is for 1v1 battles. The biggest change is how you play moves.

MOVES THAT YOU ASSIGN AS BLOCKS

These moves must attack the player who played the move that your move blocked. *(If your move blocked more than one attack from more than one opponent, as some cards can, then you can choose).*

MOVES THAT YOU DON'T ASSIGN AS BLOCKS

You freely choose for each move which player you want to attack. *(If player A attacks you with a move, and you block that attack with one of your moves, your move is now attacking player A.)*

WINNING THE GAME

Whenever a player loses all of their life cards, they are eliminated from the game. The last player left alive wins!

THE WORD "ENEMY"

Whenever you play an ability that affects your enemy, you must choose which player it affects. The only exception to this is if the ability is on a move card – in that case, the effect must target the player you are attacking with that move.

The Races:

Human: You are probably familiar with these. Humans are smart with an uncanny ability to do well at finding what they need when they need it.

Goblin: Small and sneaky, Gobins are like 8-year-olds with knives and you've just turned off their favorite TV show and told them to clean their room. Dangerous little buggers who draw cards like crazy.

High Elf: Long-lived enough to be super annoying at cocktail parties, High Elves are super fast and they rarely make a mistake. And they will tell you about your mistakes until you want to punch them in the face. Which you likely can't do as they will see it coming a mile away.

Dwarf: Dwarves are short like Goblins, but it's best if you don't mention that fact to them as they drink a lot of beer. Unlike Goblins though, Dwarves are some of the toughest of beings, and hurting them just seems to make them tougher. That's probably the beer too.

Human

Goblin

High Elf

Dwarf

Orc

Dark Elf

Halfling

Catfolk

Orc *(expansion 1)*: Slow to start, but easy to anger, Orcs have fewer letters in their name than any other race in Epic PvP: Fantasy. Their fierce war paint and terrifying demeanor makes them very tough to beat.

Dark Elf *(expansion 1)*: Evil cousins of the High Elves, Dark Elves are some of the most deceitful and nasty fighters, with the ability to recycle their favorite moves over and over again. They are also surprisingly snappy dressers.

Halfling *(expansion 2)*: Like that tiny bug that seems to be impossible to squash, when you invite a Halfling over, you should hide the valuables as they tend to steal things when you least expect it – including your favorite moves in the arena.

Catfolk *(expansion 2)*: The internet's favorite Epic PvP: Fantasy race, despite being so…grumpy. Catfolk live a full 9 lives by looking into the future and performing just the right move when needed.

The Classes:

Rogue: Rogues have a bad rep because they steal things and stab people with dirty knives. Which, now that I think about it, is a good reason for a bad rep. They can take your best move at the worst time, furthering their non-popularity.

Druid: Druids are the most likely Epic PvP: Fantasy class to be gluten free vegans. Which seems to work for them as they have an uncanny ability to shake off damage by covering themselves with magical gluten-free tree bark.

Ranger: Master of planning, the Ranger has no issue hosting a 12-person dinner party with no notice. They are also good at preparing battle plans for the arena, tweaking their strategy for each enemy.

Paladin: Powerful, heavily armored, righteous, and probably hiding some deep mental scars from elementary school, Paladins are super tough and can land the biggest attacks in the game.

Monk *(expansion 1)***:** When you take this deck from my hand, you can play the Monk class *(or just choose it when no one is looking)*. The Monk is good at rapid-fire, multiple attacks at the same time.

Rogue

Druid

Ranger

Paladin

Monk
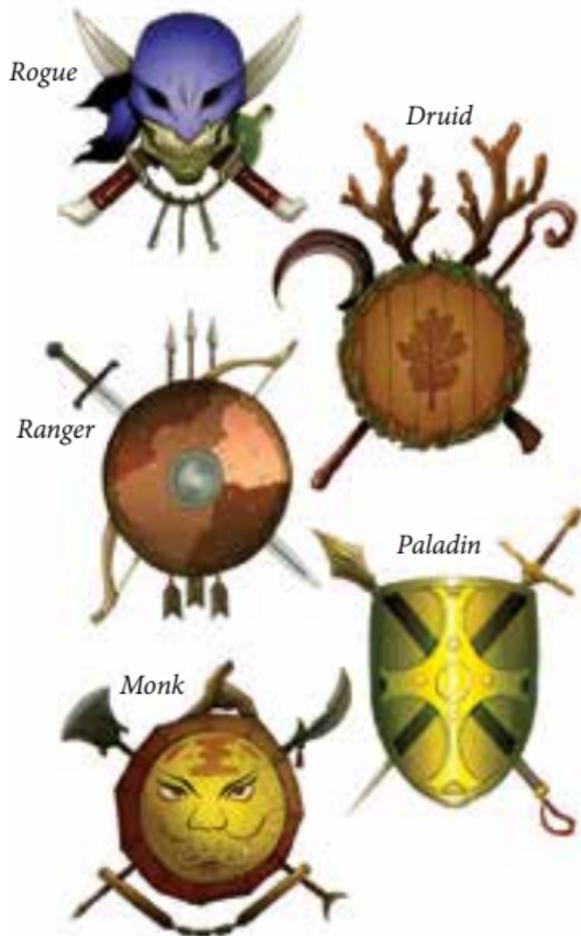
Barbarian

Dark Knight

Cleric

Samurai

Barbarian *(expansion 1)*: The Barbarian is always looking for a good fight – actually even if the fight isn't good, the Barbarian is up for it. The Barbarian is good at figuring out what works and then doing it over and over again. And then doing it again.

Dark Knight *(expansion 2)*: The Paladin's evil twin, the Dark Knight is full of helpful suggestions to create a better world full of more Dark Knights. A very dangerous enemy, the Dark Knight is very aggressive and has the ability to curse their enemies creatively.

Cleric *(expansion 2)*: Here, let me help you with that wound…with my massive mace! Clerics can just as easily heal as they can harm, and when they harm, it's some pretty bad medicine *(cue Bon Jovi)*.

Samurai: We added Samurai thanks to our partnership with AEG, and obviously because Samurai are awesome. They are all about Focusing and getting done what needs to get done. Bam!

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Warning: Choking Hazard!
Not for use by children under 3 years of age.