

VOID BREAKERS

Objective

Lead your team in the arena. Eliminate all of your opponent's fighters or have the highest total health among your fighters at the end of Round 12!

Building Your Arsenal

3 Fighter Cards*

30 Support/Ability Cards*

*No Duplicates

Remember: The **Support cards** must have the same **fighting style** as the fighter cards. **Ability cards** must have the **fighter's names** in the text.

Starting The Game

- Decide who goes first.
- The player who takes the first turn places their fighter cards in the starting zone on their side of the arena. The second player places their fighter cards in the starting zone on their side of the arena. (See Image A)
- Each player selects any 6 cards from their Arsenal. These 6 cards become the player's starting hand.
- Both players shuffle their respective Arsenal then place it on the right side of the arena. The void (discard pile) is located near their Arsenal.



Image A

The Arena

Each zone has a max capacity of 4 cards. Full zones can be entered but only by teleporting, leaping, or being thrown.

Taking Your Turn


Each player takes 1 turn per Round. Round Numbers increase by 1 during player 1's Alpha Phase. A player can play up to 3 cards per turn. Each player's turn has **4 Phases**. Announce when you start each Phase.


Alpha Phase: Draw a card from the top of your arsenal.

Ready Phase: Your Fighter cards and/or minion cards gain their actions. (See Image B.1) Additionally certain effects may trigger or resolve.

Action Phase: Your Fighter cards and/or minion cards may use their actions. Support cards and Ability cards can be played. The talents listed on your Fighter cards can be used. (See Image B.2) Other players can play cards on your turn but only if that card has the appropriate modifier. (See Image C)


Attack Actions:

 =Attack an enemy card in their zone.

 =Attack an enemy card in an adjacent zone.

When they attack they deal damage equal to their current attack power. (See Image B.3) A fighter's attack power can be raised up to their maximum attack power. (See Image B.4)

Move Action:

 =Move the fighter to an adjacent zone.

Omega Phase: Any unused actions and debuffs are removed from your cards. Additionally certain effects may trigger or resolve.



Image B

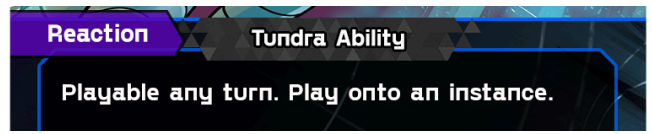
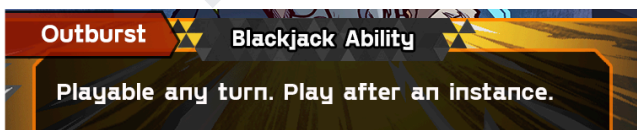


Image C

Additional Rules

The Void

After a card is **played** or **voided** (discarded) it goes into a stack near your arsenal called the void.

When a Fighter Dies

Upon death, flip the fighter's health card. This is now the fighter's "death card" and gets placed on their respective Fighter card to indicate they're now dead.

Dead fighters do not take up capacity in zones.

Have Unplayable Cards?

While you have a dead fighter you may void 1 card from your hand, during your Action Phase, to draw a card.

When Your Arsenal Runs Out

Each time a player cannot draw a card from their arsenal, all of their cards in the arena void 10 health.

Debuffs: Explained on cards that apply them.



Focus/Rage: Some fighters gain counters which can be voided for bonuses. (See Image B.2)

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