



# RIFTBORN TACTICS



# BLITZ RULES

## Card Layout

- A) Name
- B) Level
- C) Art
- D) Attack
- E) Health
- F) Description or Flavour Text
- G) Family (Creature) or Type of card
- H) Experience Value



## Deck Building Rules

- 1) Decks must be a minimum of 40 cards, up to a maximum of 60 cards.
- 2) Decks can contain any number of any card, with the following exceptions:
  - a. You may only have 1 copy of any given Hero card (you may have multiple different cards with HERO).
  - b. You may only have up to 2 copies of a Weapon card (you may have multiple different Weapon cards).
  - c. You may only have up to 2 copies of an Armour card (you may have multiple different Armour cards).
  - d. You may only have up to 3 copies of a Spell card (you may have multiple different Spell cards).


## **Game Setup (Blitz)**

- Starting life totals are set to 50.
- Players start at Level 1 and with 0 Experience.
- Players shuffle their deck and place it in front of them and then draw 5 cards. Players may choose any number of cards to shuffle back into their library and then redraw the same amount.
- Players roll a die or flip a coin to decide who goes first. The player who goes first does not draw a card on their first turn.

## **On Your Turn**

- At the start of each Player's turn, they gain 300 Experience and draw 1 card.
- Players may play cards with Levels up to equal their current Player Level. For example, if a Player is Level 3 then they may play a Level 3 card, or a Level 2 and a Level 1 card, or three Level 1 cards.
- Playing a card of any kind will add the Experience value of that card to the Player's total Experience.
- Creatures are placed on the table in front of the player (placement is explained later on in this rule book).
- Weapon and Armour cards are attached to the Player.
- Spell cards, when played, have their effects take effect immediately unless otherwise stated.
- All creatures on the board have a Move and an Action that can be taken in any order (or not at all). By default, all creatures can move once and can attack only adjacent creatures.
- If your creature is adjacent to an opponent's creature and you move away, your creature takes Attack of Opportunity damage equal to half of the opponent's creature's Attack stat, rounded down.
- Creatures summoned on your turn do not have an Action until your next turn but may Move.

## Using Creature Actions

- The most common Action a creature can use, and one that is available to all creatures, is the Attack Action. When a creature attacks another creature, the following will occur:
  - 1)  The attacking creature will do damage equal to its Attack stat to the defending creature's Health stat. A Damage token is placed on the defending creature for every point of damage taken.
  - 2) The defending creature deals Retaliation damage equal to half (rounded down) of its Attack stat to the attacking creature. A damage token is placed on the attacking creature for every point of damage taken.
    - a. If the Attack was made at a range of greater than 1, no Retaliation damage is dealt.
  - 3) If the defending creature is killed, the attacking Player gains an amount of Experience equal to the defending creature's Experience value.
  - 4) If the attacking creature is killed by retaliation damage, no Experience is given.
- A creature may have an alternative action that it may take on its turn, such as TRANSFORM, SPELL or READY. These can be used instead of the standard Attack Action and are not considered Attacks, though they may do damage. Meaning no Retaliations take effect if any of these alternate Actions are used.
  - o The only exception to this is any alternative Action that modifies an existing Attack, such as DOUBLE ATTACK (which grants a second Attack, not a second Action).

## Attacking Your Opponent

- To attack your opponent, your creature must have an empty space in front of them. Your opponent does not retaliate to attacks.
- If your attacking creature has RANGE, it may attack from its given RANGE value of rows away instead being adjacent and requiring a clear path, but must still be within range of your opponent (treated as being one row behind their back-most line of creatures).

## Defending Yourself

- Playing Weapon and Armour cards allow you to defend yourself from opponent's creatures.
- Armour acts as Temporary Health that does not go away at the end of your turn, and it will absorb damage (1 damage for every Health your Armour has) instead of it applying to you.
- Weapon cards allow you to attack creatures within range, doing damage equal to the Weapon's Attack stat to the defending creature. You cannot take retaliation damage. The weapon may be used as many times as it has Health before breaking.

## Other Tokens



Rage Tokens increase the given creature's Attack stat by 1 for every Rage Token on that creature.



Health Tokens increase the given creature's maximum Health stat by 1 for every Health Token on that creature and are not removed when taking damage. The creature can be healed up to its new maximum Health stat.



Shield Tokens increase the given creature's Health stat by 1 for every Shield Token on that creature, but the Tokens disappear at the start of the controlling Player's next turn.



Weakness Tokens decrease the given creature's Attack stat by 1 for every Weakness Token on that creature.



Decay Tokens decrease the given creature's maximum Health stat by 1 for every Decay Token on that creature. The creature cannot be healed past its new maximum Health stat. If the creature has an amount of Damage Tokens on it equal to its new maximum Health stat after adding a Decay Token, it dies.

## Winning the Game (Standard)

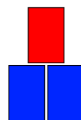
To win the game, reduce your opponent's Health value to zero.

### Creature Placement

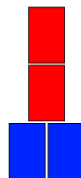
- Creatures in Blitz are played in rows on the table in front of you instead of on a board and do not have a rigid grid to maintain.
- Placing your first creature creates your first row/rank of creatures, which becomes your new front line.
- When you place a second creature, you may choose to add it to the existing range, either to the left or right of your first creature, or create a new row/rank behind your first creature.
- If at any point you have an even number of creatures in one of your ranks, you must "center" that rank, illustrated below.
- As you continue to add creatures, you may place them anywhere within your existing ranks, or add another rank behind your existing ones, to a maximum of 3 total rows/ranks, and a maximum of 5 creatures in any given row/rank.
- When a creature Moves, it may change places with another creature adjacent to it.
- When a creature Attacks, it can target any adjacent enemy creature, or any enemy creature that does not have a "blocking" creature (illustrated below).

### Example Board Layouts

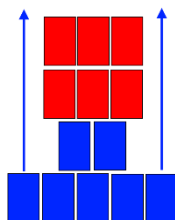
- When you place your second creature, you "center" your rank of creatures so that both are now adjacent to your opponent's only creature. Either of your creatures can attack your opponent's creature, and vice-versa.



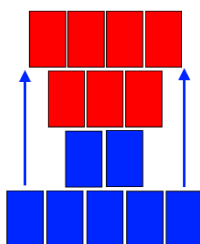
- If your opponent plays a creature in their second rank, neither of the creatures in your 1<sup>st</sup> rank can attack it, unless they are able to attack at range.



- In this example you can directly attack your opponent with the creatures on the ends of your rear rank, as there are no “blocking” creatures in between your creatures in your back rank and the area behind your opponent’s rear-most rank.



- In this example, you can not directly attack your opponent, as they have creatures blocking yours. However, you can attack those creatures with those at the ends of your 2<sup>nd</sup> rank, even if those creatures can only attack adjacent creatures.



### Experience Table

Level	Total Experience Required
1	0
2	500
3	1000
4	2000
5	3000
6	5000
7	7000
8	10000
9	15000
10	20000
11	25000
12	30000
13	35000
14	40000
15	45000
16	50000
17	55000
18	60000
19	65000
20	70000

## Final Notes

- Whenever a creature is defeated, a Weapon or Armour is destroyed, or another type of card is otherwise played, place it face-up in your Discard pile which is to the left of your library.
- If a Player does not have any cards in their library when they draw, they must shuffle their Discard pile and continue to draw from it, effectively refilling their library.
- Whenever an effect requires a value to be halved, it is always rounded down to the nearest integer.
- The placement of creatures on the board should keep the orientation of the card toward the player who owns it. For example, the side of the card with the name should always be toward your opponent and the side with the Attack and Health stats should be toward the owner of the creature.
- Abilities on a card trigger in the order they are read. For example, if a card has “DRAW(1), SCRY(1)” the DRAW triggers first followed by the SCRY.
- All card text should be read and enacted literally and in the order it's written. For example, if a card says “target 3 creatures” and there are at least 3 creatures on the board then you must target 3 creatures (even if one or all of them are friendly or non-friendly). Effects on the card (as written in the previous note) also occur in the normal playing order, so if a spell card says “shuffle your discard pile into your library” you would do that before placing the spell card into your discard pile, meaning it does not get shuffled into your library.
- Whenever a played card says you can “play” or “summon” a creature, weapon, armour, or spell card, you gain all experience you would gain if you were to play that card normally (unless the card that triggers the effect says otherwise).

## Creature Abilities Reference

ABILITY	Trigger	Description
<b>AURA(X)</b>	Always active	Creature emits an aura that creates an effect, further defined per creature. Range is X tiles away. If a creature moves out of range of X, the effect is lost/reversed.
<b>BLOCK</b>	On attack	Creature takes no retaliation damage when attacking.
<b>CHARM</b>	As action	Target adjacent creature cannot use their action to attack on their next turn.
<b>DASH(X)</b>	On move	Creature can move up to X tiles per turn, instead of only 1.
<b>DEPLETED</b>	When played	When a card with DEPLETED is played, instead of going into the discard pile at any point it is instead removed from the game.
<b>DORMANT</b>	Always active	Creature cannot move, use actions, give attacks of opportunity, or retaliate.
<b>DOUBLE ATTACK</b>	On attack	Creature attacks twice when using their action to attack, further defined per creature. Attacking creature receives retaliation damage twice, once after each attack. Both attacks go to the same target, unless the attacking card says otherwise. If the attacked creature is killed by the first attack, the second attack does not happen.
<b>DRAW(X)</b>	When played	Player draws X number of cards.
<b>FLIGHT</b>	Always active	<b>*DIFFERENT THAN IN STANDARD*</b> Creatures with FLIGHT are treated as having RANGE(2) but take retaliation damage, unless there is an enemy creature with FLIGHT in front of them.
<b>HASTE</b>	When played	Creature is able to use its action on the same turn it is played.
<b>HEAL(X)</b>	As action	Creature removes X damage tokens from target adjacent creature or player.
<b>HERO</b>	Always active	Players may only have a single copy of a card with Hero in their deck. Players can have multiple different HERO cards in their deck.
<b>MAGIC</b>	On attack	Creature does MAGIC damage when they attack.
<b>MORALE(X)</b>	Always active / As action	Friendly adjacent creatures receive either +X Damage or +X Health. Using the MORALE(X) creature's action switches between effects.

<b>PACIFY</b>	As action	Target adjacent creature cannot use their action on their next turn.
<b>PACIFIST</b>	Always active	Creature cannot use their action to attack.
<b>PIERCE(X)</b>	When attacked	Up to X amount of retaliation damage bypasses BLOCK.
<b>RAGE(X)</b>	After damage received	Creature gains X Rage tokens when it takes damage.
<b>RANGE(X)</b>	On attack	Creature may attack from X tiles away, instead of only 1.
<b>READY(X)</b>	As action	Creature uses its action to increase the damage of its next attack by X.
<b>REGEN(X)</b>	End of turn	Creature removes X damage tokens from itself at the end of its turn.
<b>RELENTLESS</b>	After damage dealt	<b>*DIFFERENT THAN IN STANDARD*</b> When this creature kills an enemy creature, any excess damage passes through to another target behind the killed creature. If there are no creatures behind the killed creature, damage passes through to the opponent.
<b>RESISTANCE</b>	When damaged	Creature takes half damage (rounded down) from non-MAGIC attacks, attacks of opportunity, and retaliation.
<b>ROOTED</b>	Always active	Creature does not have a move action.
<b>SCRY(X)</b>	When played	Player looks at X number of cards from the top of their deck and returns them in any order.
<b>SIPHON</b>	After damage dealt	Creature recovers health equal to the amount of attack damage it deals. Does not trigger on retaliation.
<b>SPELL</b>	As action	Further defined per creature.
<b>SPY(X)</b>	When played	Player looks at X number of cards from the top of their opponent's deck and returns them in the same order.
<b>STEALTH</b>	When played	Creature enters the field face-down, hiding what it is from owner's opponent, and flips face-up when using its action, if its attacked, or if one of its passive effects are triggered (eg TRICK). Creatures with STEALTH do not gain benefits from FLIGHT until they are turned face-up. Creatures with STEALTH can only be attacked by adjacent creatures.
<b>SUMMON(X)</b>	As action	Player places X of the summoned creature(s) on adjacent tiles to the creature with SUMMON(X).

<b>SWARM(X)</b>	Always active	Creature's space contains X number of that creature. Attack and Health of the creature is multiplied by X. Creature loses all other abilities.
<b>TRANSFORM</b>	As action	Creature is set aside and replaced by Token creature as defined by the TRANSFORM text.
<b>TRICK</b>	When played / Always Active	When a creature with TRICK is played, the owner may choose one of the available TRICK cards from the Fae set to play face-down near the board for each TRICK on the creature. Each player can only have one of each TRICK card in play at any given time. If the conditions on a played TRICK card are met, the owner removes it from play and chooses one TRICK effect from one of their living creatures with TRICK to activate. A creature's TRICK effect can be activated any number of times.
<b>UNDEATH</b>	On death	For each UNDEATH, the creature returns to life with a total number of Damage tokens equal to it's current maximum Health minus 1. Eg, if it has 5 maximum Health (including any Decay tokens) it returns to life with 4 Damage tokens. Each UNDEATH on a creature can only trigger once for that creature. A creature with UNDEATH is only considered killed and grants experience once all UNDEATH on the creature have been resolved/removed.
<b>VANGUARD</b>	Always active	Creature does full damage when delivering Retaliation or an Attack of Opportunity.