

Fighter Rules

Part 1 of 2



Setup:

When playing with the Fighter Character Pack, you begin the game with 60 health. You may keep score with the two health-tracking cards. Put those cards, the *Fighter* character card, and the *Shoulder Bash* and *Crushing Blow* ability cards into play in front of you. None of these cards ever go into your personal deck.

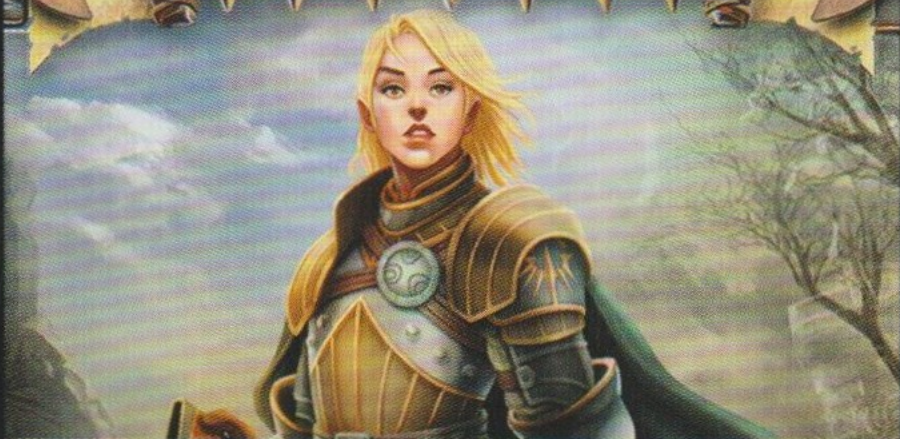
Shuffle the other cards (*Ruby*, *Shield Bearer*, *Throwing Axe*, *Longsword*, and six *Gold*) to create your ten-card personal deck.

Using Crushing Blow:

- ♦ *Crushing Blow* is sacrificed when you use it. (Move it to the Sacrifice Pile to gain the effect listed.)
- ♦ Ability cards, like *Crushing Blow*, may only be used during their owner's turn.

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Using Shoulder Bash:

- ♦ Ability cards, like *Shoulder Bash*, may only be used during their owner's turn.
- ♦ To use *Shoulder Bash* and gain its effect, the Fighter must pay two gold and expend the card.
- ♦ Just like champion cards, *Shoulder Bash* prepares at the end of its owner's turn, allowing it to be used again on that player's next turn.

Hero Realms Character Packs can be used not only in head-to-head play, but also as part of exciting cooperative game formats. Adventure with your friends, take on dangerous missions, and battle against fearsome bosses!

Learn more about cooperative play at
www.HeroRealms.com/coop