



THIS IS A
GAME

NIGHTY SHOT!

RULEBOOK



PHILIPPE VILLÉ



DJIB

ANTOINE GARRION

WELCOME TO SORCELINE

**CHOOSE YOUR CHAMPION, SUMMON YOUR MINIONS, AND
UNLEASH YOUR FULL POWER TO DEFEAT YOUR OPPONENT
AND WIN THE MIGHTY SHOT TOURNAMENT.**

**BUT BEWARE: THE RIFT OF DESTINY, WHERE THE DUELS TAKE PLACE,
IS A MYSTICAL, CHALLENGING PLACE. DUEL ON, CHAMPION!**

MIGHTY SHOT! is a competitive board game where players become Champions of Sorceline and face off in fun, fast-paced tactical duels. Summon your Minions to activate powerful effects in your Home Field and collect ARCANA to launch devastating **Arcane Strikes**. Use your Champion cards wisely to assist your victory or thwart your Opponents. **Only by mastering all these aspects will you win the game!**

MIGHTY SHOT! offers multiple challenges, and involves a unique combination of skill and tactics. Immerse yourself in this rich fantasy universe for an exhilarating gaming experience.

HOW TO WIN!

As a **MIGHTY SHOT!** Champion, you must **KNOCK OUT** your opponent!

As soon as their **Health Marker** reaches the **KO!** space on the Health Tracker, **YOU IMMEDIATELY WIN THE GAME.**

**If both Champions are knocked out simultaneously,
the player whose turn it is WINS THE GAME.**



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HAIL TO THE CHAMPIONS



COMPONENTS

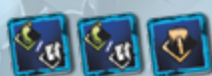
GOBLIPILI

- 1 DASHBOARD
- 1 SHOOTING RANGE
- 1 HOME FIELD
- 7 STANDEES
- 18 CHAMPION CARDS
- 3 ACTION TOKENS
- 3 AMMO TOKENS
- 1 SPECIAL TOKEN
- 1 HEALTH MARKER
- 1 CHAMPION LEAFLET



THORVALD

- 1 DASHBOARD
- 1 SHOOTING RANGE
- 1 HOME FIELD
- 7 STANDEES
- 18 CHAMPION CARDS
- 3 ACTION TOKENS
- 3 AMMO TOKENS
- 5 SPECIAL TOKENS
- 1 HEALTH MARKER
- 1 CHAMPION LEAFLET



- 4 BEHEMOTH CARDS
- 4 BEHEMOTH STANDEES
- 2 BEHEMOTH DICE



YAMARANI



- 1 DASHBOARD
- 1 SHOOTING RANGE
- 1 HOME FIELD
- 7 STANDEES
- 18 CHAMPION CARDS
- 3 ACTION TOKENS
- 3 AMMO TOKENS
- 5 SPECIAL TOKENS
- 1 HEALTH MARKER
- 1 CHAMPION LEAFLET



LUCKY LUCY



- 1 DASHBOARD
- 1 SHOOTING RANGE
- 1 HOME FIELD
- 7 STANDEES
- 18 CHAMPION CARDS
- 3 ACTION TOKENS
- 3 AMMO TOKENS
- 2 SPECIAL TOKENS
- 1 HEALTH MARKER
- 8 CHANCE COUNTERS
- 1 CHAMPION LEAFLET



- 1 HEALTH TRACKER
- 24 SMALL PLASTIC BASES (MINIONS)
- 8 LARGE PLASTIC BASES (CHAMPIONS AND BEHEMOTHS)



GAMEPLAY OVERVIEW

CHAMPIONS

YOU ARE A CHAMPION!

Your Champion and their Minions are represented on your Home Field by standees inserted into clear (Champions) and colored (Minions) bases. The Champion dashboard contains all the powers and characteristics of your Champion and the Minions they can summon.

Each Champion can summon 1 **Alpha Minion**, 2 **Elite Minions** and 3 **Basic Minions**, differentiated by the color of their base and one of the following icons:



Alpha, Elite, and Basic Minions icons.

GOBLIPILI

Large transparent base

YAMARANI

Large transparent base

THORVALD

Large transparent base

LUCKY LUCY

Large transparent base

Minion's power level icon

Your Champion's Minion's name, stats and powers.

Movement value

Arcane Link Value

Your Champion's **SIGNATURE SHOT**

Your Champion's name and starting Health Points

Your Champion cards deck space

CHAMPION DASHBOARD

Special Token Activation and effect details

MINIONS

Each Minion has a **Movement** value and an **Arcane Link Value**, which respectively determine the number of Zones they can **Move** and the number of Health Points (HP) their Champion **loses** when that Minion is **Taken Out!**

They also have a unique power that is triggered when they Occupy certain Zones on your Home Field.

BASIC MINIONS

Small blue base

Basic Minions form the backbone of the team. Slower, they offer useful powers and their loss is less damaging, making it easier to sacrifice them to Occupy risky positions.

Basic Minions have a **Movement** value of 1 and cause their Champion to lose 1 Health Point when Taken Out!

ELITE MINIONS

Small green base

Elite Minions are your Champion's vanguard. Although they are not as powerful as the **Alpha Minion**, their speed and power make them indispensable for taking up key positions and reinforcing your Champion's power.

Elite Minions have a **Movement** value of 2 and cause their Champion to lose 2 Health Points when they are Taken Out!

ALPHA MINIONS

Small red base

Your **Alpha Minion** embodies the ultimate power and will of your Champion. Their exceptional synergy with their master makes them an essential pillar of the battle strategy. Each Champion can only summon one **Alpha Minion** at a time, due to the immense energy required to maintain their presence on the Home Field.

Your **Alpha Minion** has a **Movement** value of 2 and causes its Champion to lose 2 Health Points when they are Taken Out!

HOME FIELD

Your Home Field tile represents your playing area, terraformed with your Champion's magic. When this and your opponent's tiles are assembled together, they form the game board on which your Champion, Minion, and Behemoth standees **Move**.

The white **Home Field half-Zones** on Home Field tiles form a single Zone that is created when the game board is complete. These Zones make up the Rift of Destiny and are considered to belong to each Champion's Home Field, and **their Effects are not shared**.

Paths are connections between two **Home Field Zones (HF Zones)**: A Minion or Behemoth can **Move** to another **HF Zone** as long as a path connects them. Two **HF Zones** linked by a path are said to be "Adjacent".



Minions and Behemoths **Move** on **HF Zones**. Colored RED, BLACK or WHITE, they represent either a **Hard (SHOT)**, **Medium (SHOT)**, or **Easy Shot (SHOT)** for your Opponent's Champion.

Some **HF Zones** have one or two Effects and Powers that may be **Activated** by Minions.



Some **HF Zones** have an **Arcane Strike Value**. The closer an **HF Zone** is to the Rift of Destiny, the higher its **Arcane Strike Value**. These **HF Zones** are highly coveted by your Minions, but also expose them to a greater risk of being **Taken Out!**

Your Champion **Moves** and summons their Minions on their **Champion Zones**.



SHOOTING RANGE

In **MIGHTY SHOT!**, attacks are resolved by flicking your **Ammo Tokens** on your Shooting Range. Your goal is to hit the Target, where each colored Hit Zone represents a different **Shot Difficulty**.

Ammo Tokens have two different sides: an **Available** side (colored) and an **Exhausted** side (black & white).



You also have **Special Tokens** that represent the effects of your Champion's powers or those of their Minions. These tokens can be used to take a **Shot**, **Placed** on your Home Field or your Opponent's Shooting Range or **HF Zones**.



The Champion's Target is divided into 3 Hit Zones (RED, BLACK, and WHITE) within a colored border (which is NOT a Hit Zone).

Special Locations (A, B, C, D, E)

Lotus Location (YAMARANI only)

Aim Locations

ACTION TOKENS AND CARDS

During your turn, you have **three Action Tokens** which are spent to carry out various Actions:

- **Two** are **Basic Action Tokens**, which allow you to either **Move** a Minion or play a Champion card from your hand;
- The remaining token is your **Signature Action Token**, which lets you **Move** your Champion then take a **Shot**.

Action Tokens have two different sides: an **Available** side (full color) and an **Exhausted** side (black & white).



Basic Action Tokens and Signature Action Tokens



HEALTH TRACKER

The **Health Tracker** allows you to keep track of your Champion's **Health Points (HP)** using their **Health Marker**. In the game, **HP** are always shown by this icon . Each time your Champion takes damage, they lose  and their **Health Marker** moves down as many places as the damage they have taken. If their **Health Marker** reaches the **KO!** space, you lose the game. When your Champion's **Health Marker** reaches or passes the space with the Behemoth symbol () , you summon a Behemoth into play.

KNOCK OUT!
space

The **end** of the game.



BEHEMOTHS

Attracted by the misuse of Arcana and the fury of battle, these colossal, legendary monsters emerge from the Rift to wreak havoc on the game board. When your Champion is down to **7** , draw a Behemoth card from the Behemoth deck and take the corresponding standee. This Behemoth provides support to your Champion through its unique power and is **Activated** by rolling the Behemoth die.



Behemoth cards



Behemoth die

Behemoth power



SHIELDORUS

Large purple base



HYPNOREX

Large purple base



BERSERKODON

Large purple base



VIGILODON

Large purple base

SET-UP TIME!

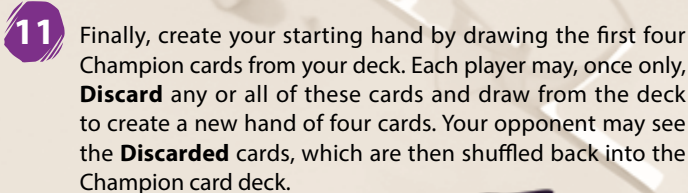
SETTING UP A DUEL



To start a duel, randomly determine who is going first. The first player selects their Champion, and then the second player does the same. Each player then places the game components associated with their Champion as shown above.

- 1 Set up your Champion's Home Field duel side  face up opposite your opponent's Home Field, so that the white **HF half-zones** form a complete **HF Zone**. The two Home Fields, once assembled, form the game board.
- 2 Position the Health Tracker next to the two Home Fields. Place your Champion's **Health Marker** on the Health Tracker space that corresponds to their initial Health Point value.
- 3 Set up your Shooting Range according to the hand you want to shoot with, to the right for right-handers, to the left for left-handers, so that the Champion's Target is furthest away from you.

- 4 Position your Champion dashboard opposite your Opponent's Shooting Range.
- 5 Place your Champion's standee on the central **Champion Zone** (marked with your Champion's symbol) of your Home Field.
- 6 Set up your two **Action Tokens** and your **Signature Action Token** with their **Available** side face up, below your Home Field.
- 7 Set up your three **Ammo Tokens** with their **Available** sides face up near your Shooting Range.
- 8 Create your **Resource Pool** by placing your **Special Tokens** and Minion standees to the side of your Champion dashboard.



- LET THE
DUEL BEGIN!**

GAMEPLAY TERMS

Activate/Active: Apply the specific effects of a game component when it is used.

Adjacent: **HF Zones** are considered Adjacent if they are directly linked to each other by a path. Game components are considered Adjacent if they Occupy Adjacent **HF Zones**.

Aim At: The **Action** of designating a game component (i.e. a Minion, Champion, **Special Token**, etc.) as the target of a **Shot** or an effect.

Ammo Token: Token (1-3/6") a player uses to take **Shots** on their Shooting Range, showing an attack by their Champion.

Available: A token that has been flipped to its full color side and can therefore be used.

Bump: On the Shooting Range, an **Ammo Token** or **Special Token** can be **Bumped** i.e. moved again by a **Shot** from another **Ammo Token** or **Special Token**.

Discard: The **Action** of placing a **Special Token** or a **Counter** in your **Resource Pool** or a Champion card in your Discard Pile. Discard Piles are accessible to all players at any time.

Exhaust: Flip over an **Available Ammo Token** or an **Available Action Token** to its **Exhausted** side.

In play: refers to any game component (standee, token, etc.) on the game board, Champion dashboard or Shooting Range.

Occupied: An **HF Zone** containing a Standee or a **Special Token** is considered Occupied by that element. It may contain both a Standee and up to two **Special Tokens**, but never more than one token per player (in Duel mode) or per team (in Brothers in Arms mode).

A **Champion Zone** containing a Champion is considered Occupied. A **Champion Zone** can never contain a **Special Token**.

Open: An **HF Zone** or a **Champion Zone** that does **NOT** contain a standee is an Open **HF Zone**.

Opponent's: Any component, token, or standee that is **NOT** under your control or that of an ally. Conversely, any component, token, or standee under your control is designated by the adjectives "your" or "yours".

Place: **Place** a game component on the designated Location, Zone, or Champion dashboard. If a Minion is **Placed** on an **HF Zone**, **THIS COUNTS AS A MOVE**.

Recharge: Flip over an **Exhausted Action Token** to its **Available** side and make it usable again.

Reload: Flip over an **Exhausted Ammo Token** to its **Available** side and make it usable again.

Shot: Flick a token on the Shooting Range using your finger.



To take a **Shot**, propel your **Ammo Token** with your index finger or thumb. To avoid hurting yourself, stick your fingernail firmly against the **Ammo Token**. You'll also gain more control over the direction of the **Shot**.

Special Token: Token (1") with various effects. Some **Special Tokens** can be **Shot**.

Take Out: Remove a Minion from an **HF Zone** and **Place** it in the **Resource Pool**. The Champion loses Health Points 🗡️ according to that Minion's **Arcane Link Value**.

Vertically Aligned:

Standees or tokens are vertically aligned when they Occupy the **Champion Zone** Location or **HF Zones** located on the **SAME** column of the game board, regardless of whether there is a path between these **HF Zones**.

Horizontally Aligned:

Standees or tokens that are aligned horizontally when they Occupy **HF Zones** located on the **SAME** row of the game board, regardless of whether there is a path between these **HF Zones**.



RULES PRIORITY ORDER

Occasionally, certain rules may conflict. In this case, apply them in the following order of priority:

1. Champion cards,
2. Champion dashboard,
3. **HF Zone** effects,
4. Rulebook.

When several effects are Activated simultaneously, the player whose turn it is chooses the order in which they are Activated.

SEQUENCE OF PLAY

Each player takes a turn, starting with the first player. The player who is taking their turn is considered the **Active** player.

The **Active** player's turn is divided into the following three phases, in order:

1. **ARCANE STRIKE PHASE,**
2. **ACTION PHASE,**
3. **END OF TURN PHASE.**

Once a player has completed these three phases, their turn is over and it's their Opponent's turn to play.

WARM-UP

On the first turn of the game, the first player **MUST Exhaust two of their Action Tokens**, and therefore have only **one Action Token** at their disposal. These tokens can be **Basic Action Tokens** or a **Signature Action Token**.

On their turn, their opponent **MUST Exhaust one of their Action Tokens**, so they will have **two Action Tokens** to play with.

On subsequent turns, play continues as normal, and each player will have three Action Tokens per turn.

2. ACTION PHASE

During this phase, you can access three **Action Tokens** (except for your first Turn—see Warm-Up, opposite): two **Basic Action Tokens** and one **Signature Action Token**.



Basic Action Tokens

Signature Action Token

BASIC ACTION TOKENS

Exhausting one of your **Basic Action Tokens** allows you to perform one the following **Actions**:



- **Move a Minion**
- OR**
- **Play a Champion card.**

MOVE A MINION!

FROM AN HF ZONE

Move one of your Minions between one and its **Movement** value **HF Zones** (e.g., an **Elite Minion** performing a **Movement moves** one or two **HF Zones**). Your Minions can only **Move** to any Open Adjacent **HF Zone**. A Zone is considered Adjacent if it is directly connected to the Minion's current Zone by a path (dotted line).

- A Minion can **NEVER Move** onto an **HF Zone** that is exclusively on the Opponent's Home Field. However, it can **Move** onto the shared white **HF Zones**.
- A Minion may **NEVER Move** onto a **Champion Zone**.



Example: Your **Basic Minion (A)** has a **Movement** value of 1. It cannot **Move** to **Zone (B)**, as this **Zone** is Occupied by one of your **Elite Minions**. Nor can it **Move** to **Zone (C)**, as this is a **Champion Zone**. However, it can **Move** to the other Adjacent Home Field Locations (**D**), all of which are Open.

1. ARCANE STRIKE PHASE

During this phase, your Champion can inflict damage on your opponent's Champion. The damage dealt is equal to the sum of the **Arcane Strike Values** of the **HF Zones** Occupied by your Minions. Your Opponent then **moves** their Champion's **Health Marker** on the Health Tracker, causing that Champion to lose as many as the damage they received.



This **HF Zone** has an **Arcane Strike Value** of **2**. When Occupied by one of your Minions, your Champion's **Arcane Strike Damage** increases by **2**.



Example: During **LUCKY LUCY's Arcane Strike** phase, your **Elite Minion (A)** Occupies an **HF Zone** with an **Arcane Strike Value** of **4** and your **Alpha Minion (B)** Occupies an **HF Zone** with an **Arcane Strike Value** of **2**. Your **Arcane Strike** therefore inflicts **4 + 2** damage and your Opponent's Champion loses **6** .

FROM YOUR RESOURCE POOL

A Champion summons a Minion from the **Resource Pool**, then you can **Move** that Minion.

1. Summon

- Choose one of your Minions from your **Resource Pool**.
- Put it on an Open **Champion Zone**. This costs the Minion zero **Movement** points.

2. Minion Movement

- The Minion then **Moves** between one and its **Movement** value **HF Zones**. If a **Movement** from the **Resource Pool** is canceled, return the Minion directly to the **Resource Pool**; it is not considered **Taken Out**.



Example: An **Alpha Minion** is summoned from the **Resource Pool**.

You can only **Place** it on the two Open **Champion Zones** on the right (**C**) and left (**A**), as the central **Zone (B)** is Occupied by your Champion. If you put the **Alpha** on **Champion Zone (A)**, it won't be able to **Move** forward because of the **Elite Minion** Occupying an **HF Zone (D)**, so you'll have to return it to your **Resource Pool**. You therefore decide to put it on **Champion Zone (C)**.



The **Alpha Minion** then makes the obligatory **Move** to the only Open Adjacent **HF Zone (E)**. With a **Movement** value of **2**, it has one **Movement** point left, which you can use to **Move** to **HF Zone (F)**. You can also choose to stay put in (**E**).

GAME EFFECTS

In **MIGHTY SHOT!**, game effects come in two forms: text or symbols. Effect symbols are easy to read and there are two different types:

- **Instant effect**
- **Permanent effect**

Most **HF Zones** display one or two icons, with **Activation** conditions depending on their type (see below). However, when a game effect icon appears on another game element (Champion card, Champion dashboard, etc.), it generally **Activates** without any condition, unless otherwise stated.



HF ZONE INSTANT EFFECT

An Instant effect may be **Activated** when one of your Minions ends its **Movement** in an **HF Zone** that has one or two Instant effects.

HEADS UP! The Instant effect in an **HF Zone** can **ONLY** be **Activated** after the full resolution of the **Movement** from a **Basic Action** or the full resolution of **Movement(s)** granted by a Champion card.

If an **HF Zone** has several Instant effects, your Minion can only **Activate** one of them. Choose the **ONE** effect you want to **Activate**.

If several Minions **Move** during an **Action** phase, it's up to you to decide the order in which the Instant effects on the **HF Zones** are **Activated**, once all these Minions have been **Moved**.

If a game effect asks you to **Place** one of your Minions on an **HF Zone**, it **Activates** one of the Instant effects on that **HF Zone**.

When one of your Minions is **Moved** or **Placed** by an Opponent, it does **NOT Activate** an Instant effects on **HF Zone**.



Reload X Ammo Tokens.



Move one of your Minions (you can **Move** the Minion that has just **Activated** this effect).



Exhaust an Opponent's **Ammo Token** or **Discard** a **Special Token** in play.



Move an Opponent's Minion.



Roll the Behemoth die to **Activate** your Behemoth (see "**Activate** the Behemoth" p.19). This **HF Zone** effect only **Activates** when you have a Behemoth in play.



Perform your Champion's **Signature Action** (see "**Signature Action Token**" p.18).



HF ZONE PERMANENT EFFECT

A Permanent effect is continuously **Active** as long as one of your Minions Occupies this **HF Zone**.



If the Minion Occupying this **HF Zone** is **Aimed At** by a **Shot**, the **Difficulty Level** of that **Shot** is increased.



Your Opponent's Champion cannot **Move**.

MINION'S POWERS

INSTANT MINION POWER

When one of your Minions completes a **Move** on an **HF Zone** featuring its Instant power icon (shown on your Champion dashboard), it may **Activate** the Instant effect described in its power box.



Alpha Minion's Instant power.



Elite Minion's Instant power.



Basic Minion's Instant power.

Instant effect conditional on an **HF Zone**:

Some power effects vary according to the color of the **HF Zone** in which they are **Activated**. This variation is indicated by the power icon associated with an **HF Zone** color.



Example: Your **Alpha Minion's** Instant power is **Activated** only if it is on a **RED HF Zone**.

PERMANENT MINION POWER

As long as one of your Minions Occupies an **HF Zone** with its Permanent power icon (shown on your Champion dashboard), it continuously **Activates** the Permanent effect described in its power box.



Alpha Minion's Permanent power.



Elite Minion's Permanent power.



Basic Minion's Permanent power.

TAKE NOTE! A Minion can never **Activate** the Instant or Permanent power of a Minion with a different color base.



Example: After **Moving**, your **Alpha Minion** Occupies **HF Zone (A)**. It can either **Activate** its **Instant power**, **OR** the **Instant effect**, but **NOT BOTH**.

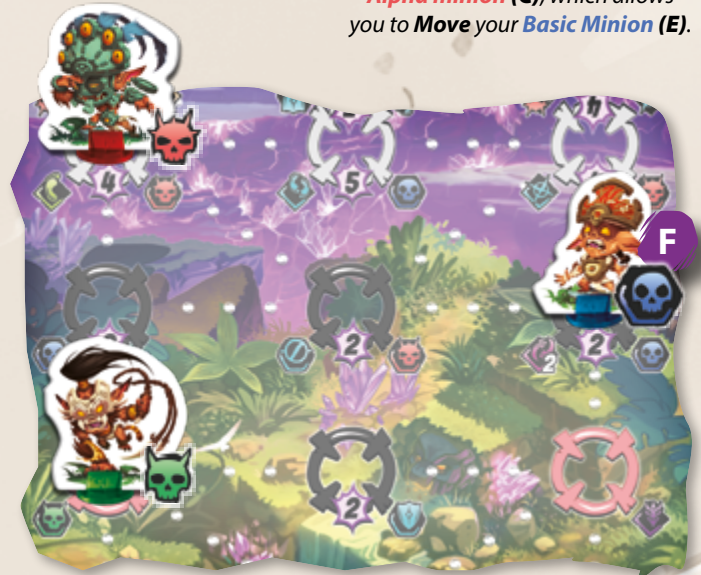


Example: After **Exhausting** one of your **Basic Action Tokens**, you play a Champion card which allows you to **Move** two of your Minions. You decide to **Move** your **Alpha Minion (A)** and your **Elite Minion (B)**.



As soon as your Minions Occupy **HF Zones (C) and (D)**, and for as long as they remain there, they continuously **Activate** the **Permanent effect** of their power, as described on their Champion dashboard. Once the Champion card's effects have been fully resolved, you can **Activate** the Instant effects of the **HF Zones** your two Minions Occupy, in the order of your choice.

As the **HF Zone** Occupied by your **Elite Minion (D)** has no **Instant effect**, you **Activate** the **Instant effect** triggered by your **Alpha minion (C)**, which allows you to **Move** your **Basic Minion (E)**.



As soon as your **Basic Minion** Occupies **HF Zone (F)**, it continuously **Activates** its **Permanent effect**. Then, at the end of its **Move**, you can **Activate** the **Instant effect** and **Reload** two **Ammo Tokens**.

PLAY A CHAMPION CARD

These cards represent the maneuvers performed by your Champion or their Minions. Essential to your strategy, they play a major role in the game. When you play a Champion card, you may **Activate** each of its effects in order, from top to bottom. You may skip any of them. Once the card is resolved, place it face up in your Discard Pile. Most Champion cards include icons in their effect box; apply them as described in "Game Effects" (see p.14) and "**Movement Cards**" (see below). There are four types of Champion cards, each identified by a distinct color and icon:



MOVEMENT CARDS

These cards enable one or more of your Minions to **Move**. Below is a list of the **Movement** icons and their effects.



One of your Minions can **Move**.



One of your Minions can **Move** twice **OR** two of your Minions can **Move** once. If you **Move** two Minions, complete the entire **Move** of the first Minion before you **Move** the second Minion.



Your **Alpha Minion** can **Move**.



One of your **Elite Minions** can **Move**.



One of your **Basic Minions** can **Move**.



One of your Minions of the designated type can **Move** twice **OR** two of your Minions of the designated type can **Move** once. If you **Move** two Minions, complete the entire **Move** of the first Minion before you **Move** the second Minion.



One of your Minions of the designated type can **Move** **X** additional **HF Zones**. These **Movements** with bonuses are cumulative.



COUNTER CARDS

These cards do not require you to **Exhaust Action Tokens**. They can only be played during your Opponent's turn, and only under specific conditions. A "**trigger**", written in italics, defines the situation required for their use. You can play only one **Counter** card per trigger.

Example: The trigger for **THORVALD's Jarl's Frost** card is "*Whenever a Move is made by an Opponent's Minion*". The card can therefore be played as soon as the opposing player announces the **Movement** of one of their Minions.



POWER CARDS

These cards trigger powers specific to each Champion, detailed in the card text.

SHOOT CARDS



These cards allow you to take **Shots** at your Opponent's Minions, benefiting from the effects described on the card for the duration of the **Shot's** resolution.



Shooting Action

This icon shows that your Champion has initiated a **Shooting Action**, which is a series of **Shots** made with **Ammo Tokens** on your Shooting Range, representing your Champion's line of sight.

The number of **Shots** depends on the number of **Ammo Tokens** your Champion has **Available**. Stay calm and make sure you keep a steady hand!

NOTE: You **CANNOT** Take a **Shot** if **ALL** your **Ammo Tokens** are **Exhausted**. You must **Reload** at least one **Ammo Token** first.

SHOOTING ACTION STEPS

1. SELECT YOUR TARGET: You may **Aim At** any Opponent's Minion in play.

NOTE: In some very specific cases, effects allow you to **Aim At** other game components, such as **Special Tokens**.

2. DETERMINE THE SHOT DIFFICULTY: During a **Shooting Action**, the **Difficulty Level** of a **Shot** indicates the minimum **Hit Zone** you need to hit on the Champion's Target on your Shooting Range for your **Shot** to be successful.



HARD: Your **Ammo Token** must hit the **RED** Hit Zone in the center of the Champion's target. This is the basic **Difficulty** determined when the **Aimed At** Minion Occupies a  **RED HF Zone**.



MEDIUM: Your **Ammo Token** must hit the **RED** OR **BLACK** Hit Zones of the Champion's Target. This is the basic **Difficulty** determined when the **Aimed At** Minion Occupies a  **BLACK HF Zone**.



EASY: Your **Ammo Token** must hit the **RED**, **BLACK** OR **WHITE** Hit Zones of the Champion's Target. This is the basic **Difficulty** determined when the **Aimed At** Minion Occupies a  **WHITE HF Zone**.

3. POSITION YOUR AMMO TOKEN: Take one of your **Available Ammo Tokens** and **Place** it on an **Aim** Location on your Shooting Range. The **Aim** Location **MUST** correspond to the **Champion Zone** Occupied by your Champion (right, if your Champion is on the right **Champion Zone**, etc.)

Make sure the **Ammo Token** is correctly positioned in its **Aim** Location.

4. TAKE YOUR SHOT: Flick the **Ammo Token**, taking into account the special effects of your **Shooting Action**.

The **Shot** is **successful** if the **Ammo Token** hits (stops and overlaps, even partially) one of the **Hit Zones** specified by the **Shot's Difficulty**. The **Aimed At** Minion is **Taken Out** and your Opponent's Champion loses as many  as the

Arcane Link Value of the **Taken Out** Minion. Remove the **Ammo Token** from the Shooting Range and **Exhaust** it. Your **Shooting Action** is complete.

The Shot fails if the **Ammo Token** does not hit the Hit Zones determined by the **Shot Difficulty**. The **Aimed At** Minion is NOT **Taken Out**. Remove the **Ammo Token** from the Shooting Range and **Exhaust** it. You now have two options:

A. If you have another **Ammo Token Available**, you can immediately attempt another **Shot** against the same Target.

B. If you do not have any **Available Ammo Tokens**, or if you don't wish to retry, your **Shooting Action** is complete.

SHOT DIFFICULTY LEVEL MIN/MAX

Some game effects can change the **Difficulty Level** of a **Shot**. In the case of increased **Difficulty**, switch to the next higher **Difficulty Level** (an **Easy Shot** becomes a **Medium Shot**, a **Medium Shot** becomes a **Hard Shot**);

In the case of reduced **Difficulty**, switch to the next lower **Difficulty Level** (a **Hard Shot** becomes a **Medium Shot**, a **Medium Shot** becomes an **Easy Shot**).

The maximum **Shot Difficulty Level** of a **Shot** is **Difficult**. If a game effect increases the **Difficulty Level** beyond this maximum, decrease the **Arcane Link Value** of the **Aimed At** Minion by **1**. Thus, if that Minion is **Taken Out**, its Champion will lose **1**  less (and only one).

The minimum **Shot Difficulty Level** of a **Shot** is **Easy**. If a game effect decreases the **Difficulty Level** below this minimum, increase the **Arcane Link Value** of the **Aimed At** minion by **1**. Thus, if this Minion is **Taken Out**, it Champion will lose an additional **1**  (and only one).



SHOOTING ACTION EXAMPLE:

You are **GOBLIPILI (A)** and, after **Exhausting** one of your **Basic Action Tokens**, you play the **Sacred Arrow Shoot** card (B). This card allows you to **Reload** two **Ammo Tokens (C)** and then perform a **Shot (D)** with reduced **Difficulty**. After flipping your **Exhausted Ammo Tokens** over to their **Available** side, you start your **Shooting Action**.

1. CHOOSE YOUR TARGET: There are two Opponent's Minions in play. You decide to **Aim At** the **Elite Minion** located on a **BLACK (E) HF Zone**.

2. DETERMINE THE SHOT DIFFICULTY LEVEL: The **Aimed At** Opponent's Minion is on a **BLACK HF Zone (E)**. The basic **Difficulty Level** of the **Shot** is therefore **Medium**. Your **Ammo Token** must hit the target's **RED** or **BLACK** Hit Zones (G) for your **Shot** to be successful. However, the **Shoot** card you've played (B) **Activates** a special effect which reduces the **Difficulty** of the **Shot** triggered by this card. The **Medium Shot** becomes an **Easy Shot**, and your **Ammo Token** must hit one of the three Hit Zones (H) of your Champion's Target for your **Shot** to be successful.

3. POSITION YOUR AMMO TOKEN: As your Champion Occupies the leftmost **Champion Zone** slot (A), you position one of your **Available Ammo Tokens** on the furthest left **Aim** Location of your Shooting Range (F).

4. TAKE YOUR SHOTS: during your first **Shot**, your **Ammo Token** leaves the Shooting Range. The **Shot** fails and you flip the **Ammo Token**, **Exhausting** it.

You decide to try your luck again by positioning a new **Ammo Token** on **Aim** Location (F). This time, your **Ammo Token** hits (stops and overlaps, even partially) one of the Hit Zones specified by the **Shot's Difficulty (I)**; therefore, the **Shot** is successful. The **Aimed At** Opponent's **Elite Minion** is **Taken Out** and the Opponent's Champion loses **2**  (the Minion's **Arcane Link Value**). You then remove the **Ammo Token** from the Shooting Range and **Exhaust** it.

Your Shooting Action is complete.

SIGNATURE ACTION TOKEN

Exhaust your **Available Signature Action Token** to perform the following **actions**:

- **Move** your **Champion**,
THEN
- **Take a Shot**.



GOBLIPILI's Signature
Action Token



THORVALD's Signature
Action Token



LUCKY LUCY's Signature
Action Token



YAMARANI's Signature
Action Token



MOVE YOUR CHAMPION

You can **Move** your **Champion** to an **Adjacent Champion Zone**. You can also ignore this **Move** option and leave your **Champion** on the **Champion Zone** they **Occupy**.



Example: YAMARANI Occupies the central **Champion Zone**. After **Exhausting** your **Signature Action Token**, you can **Move** her to one of the two **Adjacent Champion Zones (B)**. Alternatively, you can leave her on the **Champion Zone** she **Occupies (A)**.



TAKE YOUR SIGNATURE ACTION SHOT

You can take a **Shot** as described in the paragraph "Play a **Champion card**" (p16). This **Shot** benefits from a **Signature Effect** which is **Activated** when your **Champion** is **vertically aligned** with a specific **Target**.

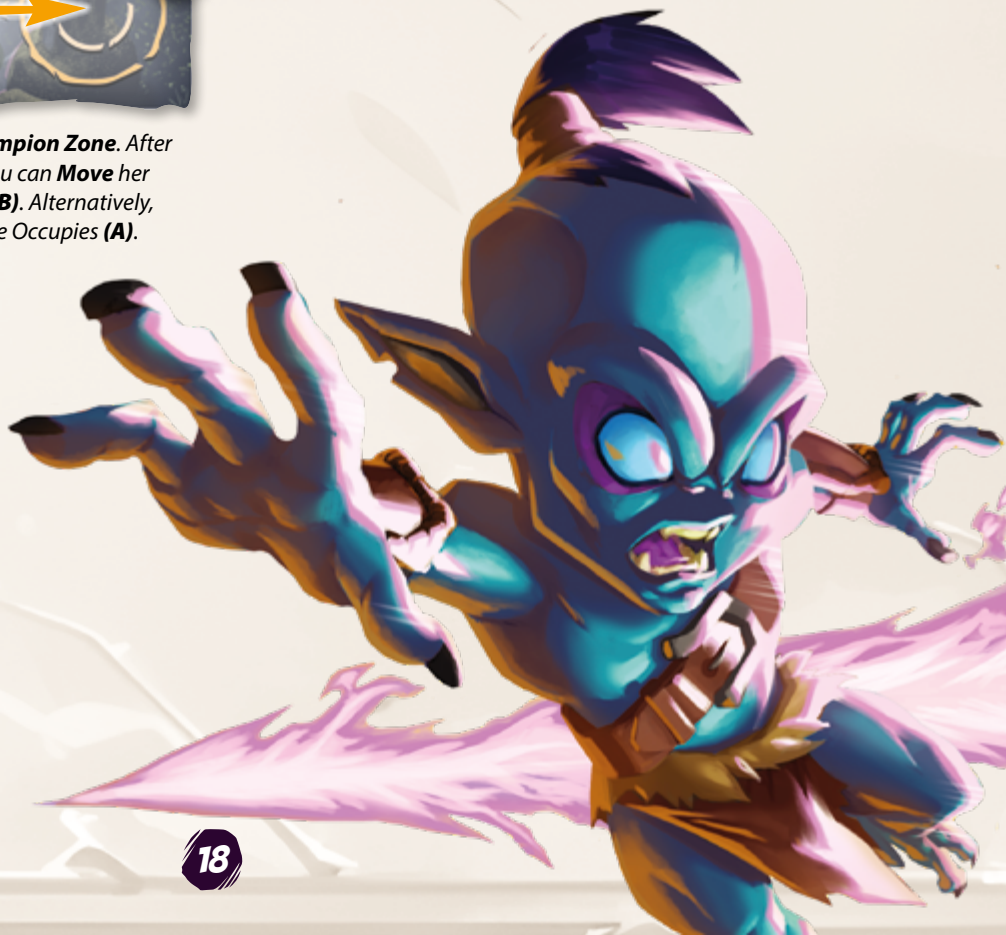
NOTE: If the **Shooting Action** cannot be performed (you have no **Ammo Token Available**), the **Signature Effect** is not applied. For example, GOBLIPILI does not benefit from the **SHOT**.

IMPORTANT! A **Champion's Shoot cards NEVER** benefit from the **Signature Effect** unless they **Activate** the **Champion's Signature Action** (for example the **Merciless Shoot** card).

3. END OF TURN PHASE

When **all** your **Action Tokens** are **Exhausted**, or you choose to take no further **Action**, your turn ends. Follow these steps in this order:

- **Reload** all your **Ammo Tokens** and **Recharge** your **Action Tokens**,
- **Discard** as many **Champion cards** from your hand as you wish,
- Draw **Champion cards** until you have a maximum of four in your hand. If your deck is empty, rebuild it by shuffling together the **Champion cards** from your **Discard Pile** to create a new deck.
- If you have **no** **Minions** in play, your **Champion** loses 2.



BEHEMOTHS



UNLEASH A BEHEMOTH

A Behemoth erupts from the Rift of Destiny into Play at the end of a player's **Action** when their Champion's **Health Marker** first reaches or exceeds the Behemoth symbol on the Health Tracker. That player draws a Behemoth card from the Behemoth deck and **Places** it next to their Champion dashboard. They then **Place** the Behemoth's standee on an Open **HF Zone** of their choice. If all the **HF Zones** are Occupied, **Place** the Behemoth on the **HF Zone** containing a Minion, which is then **Taken Out** (Stomp Stomp). The Behemoth is now under your Champion's control.

ACTIVATING THE BEHEMOTH



At the start of your **Action** phase, if your Champion controls a Behemoth, roll the Behemoth die and apply the result indicated below. Each Behemoth has a unique power whose **Activation** conditions are described on its card.



The Behemoth is **asleep** and so does nothing but snore (loudly).



Your Opponent's Champion loses **1** .



The Behemoth **must Move** one **HF Zone**.



During your **Action** phase, you may **Reactivate** your Behemoth using the Instant effect of your Home Field. If you do, roll the Behemoth die and apply the result.

MOVING YOUR BEHEMOTH

The Behemoth **Moves** to the **HF Zones** on any **Home Field**, following the same **paths** as Minions. When it enters an **HF Zone**:

- If the **HF Zone** is Occupied by an Opponent's Minion, it is crushed; that Minion is **Taken Out**.
- Whether or not a Minion is present, if the **HF zone** contained one or more **Special Tokens**, **Discard** them (after any Minion has been **Taken Out**) without resolving their effects.

A Behemoth cannot enter an **HF Zone** Occupied by another Behemoth and does not **Activate** any **HF Zone** effects.

ATTACKING AN OPPONENT'S BEHEMOTH

You **cannot Aim At** your own Behemoth. You can only **Aim At** an Opponent's Behemoth with your Champion's **Signature Action Shot**. The **Shot Difficulty Level** is Medium.

If the **Shot** is successful, **Place** the Opponent's Behemoth on an Open **HF Zone** of your choice. If all **HF Zones** are Occupied, **Place** the Behemoth on a **HF Zone** Occupied by a Minion; that Minion is **Taken Out**.

An Opponent **Activates** their Behemoth by rolling the Behemoth die. They roll , so the Behemoth (A) must **Move** one **HF Zone**. It **Moves** onto an **HF Zone** Occupied by your **Alpha Minion** and crushes it (B)! The Minion is **Taken Out** and your Champion loses **2** .



EXAMPLE: SUMMONING YOUR BEHEMOTH



When your Behemoth enters play, or when you fire a successful **Shot** at your Opponent's Behemoth, **Place** the Behemoth on one of the Open **HF Zones** of your choice.

Opponent's Behemoth

Opponent's Minions



In this situation you must **Place** your Behemoth in the remaining Open **HF Zone** (A)

Opponent's Behemoth

Your Minions



In this situation, there are **NO** Open **HF Zones**. As **HF Zone** (B) is Occupied by your Opponent's Behemoth, you must **Place** your Behemoth on one of the **HF Zones** Occupied by one of your Minions (C). The Minion you select is **Taken Out** and returned to your **Resource Pool** and your Champion takes the damage from its **Arcane Link Value**.

Opponent's Minions

Your Minion



In this situation, as there are **NO** Open **HF Zones**, you can **Place** your Behemoth on one of the **HF Zones** Occupied by an Opponent's Minion (D). That Minion is **Taken Out**.

SPECIAL TOKENS

Most Champions, and their Minions, use **Special Tokens** that create various effects, described on the Champion dashboard. These tokens are used on the **Shooting Range** OR on the game board.

SPECIAL TOKENS ON THE SHOOTING RANGE

There are **five Special Token** Locations on the Shooting Range (A to E). When an effect calls for a **Special Token** to be **Placed** on the Shooting Range, it must always be **Placed** in one of these Locations. A **Special Token** Location can be Occupied by one **Special Token** from each player (in this case, the tokens are stacked one on top of the other in the order in which they were played).



Example: THORVALD's **Special Token (Ice Wall)** is **Placed** on Location **D** of the Opponent's Shooting Range (**GOBLIPILI**) to disrupt their **Shots**.

Some Champions (**YAMARANI** and **LUCKY LUCY**) also have specific Locations whose effects are described on their Champion dashboard.



Lotus Location on **YAMARANI**'s Shooting Range



Chance Locations on **LUCKY LUCY**'s Shooting Range

SPECIAL TOKENS ON HOME FIELDS

When you need to **Place** a **Special Token** on an **HF Zone**, **Place** it on the specified **HF Zone** containing **none** of your other **Special Tokens**. An **HF Zone** can only be Occupied by one **Special Token** from each player (when this occurs, the tokens are stacked one on top of the other). The effects of these tokens are specified on the Champion dashboard or, more rarely, on a Champion card.



Example : After playing **YAMARANI's Lotus Harmony** card, her and **Special Tokens** are **Placed** on **HF Zones** of her Home Field.

ACTIVATING A SPECIAL TOKEN

The conditions for **Activating** a **Special Token** are always specified either on your Champion dashboard or, more rarely, on a Champions card. When those conditions are met, **Activate** the **Special Token** Effects, then **Discard** that token returning it to your **Resource Pool**.

SPECIAL TOKENS AND THE CHAMPION'S TARGET

To **Activate** certain **Special Tokens**, you must "hit" or be "entirely" in the Champion's target:

- A **Special Token** hits the Champion's Target when it stops and overlaps (even partially) one or more of the three Hit Zones,
- a **Special Token** is "entirely" in the Champion's Target if it stops wholly inside, without touching the colored outer border.

REMINDER: the colored outer border of the target is not a Hit Zone.



Example: Here, **THORVALD's Special Token** is entirely in the Champion's Target. The **Special Token** is **Activated**.



Example: Here, **THORVALD's Special Token** hits the target, but is not entirely within it. The **Special Token** is not **Activated**.

DISCARDING A SPECIAL TOKEN

So, when do you **Discard** your **Special Tokens**?

- After **Activation**.
- When the **Special Token** is **Bumped** completely off the Shooting Range.
- If the token Occupies a Zone on a Home Field and specific conditions require it.
- If the token is used to take a **Shot** and the **Shot** fails.
- At any time during your turn, you may voluntarily **Discard** any of your **Special Tokens** in play.

A **Discarded Special Token** is **Placed** in its Champion's **Resource Pool**.

SHOT X

When **SHOT/SHOT/SHOT** followed by a token icon appears on a Champion card or dashboard, you can take a single **Shot** on your Shooting Range with the specified token. Although the process is similar, this is **NOT** considered to be a **Shooting Action**.

SHOT ACTION STEPS

1. **Place** the indicated token (**Special** or **Ammo**) on the **Aim Location** on the Shooting Range corresponding to the **Champion Zone** Occupied by your Champion. Note that some **SHOT X** designate a "**Special Aim Location**" found on some Shooting Ranges.
2. Take your **Shot**, taking into account the **Difficulty** determined by the color of the word **Shot**.
 - **SHOT**: Easy
 - **SHOT**: Medium
 - **SHOT**: Hard

3. Check the conditions for success or **Activation** of the **Special Token**.



Example: Here's the text from **GOBLIPILI's Signature Shot** on his dashboard instructing you to take an **Easy Shot** with his **Special Token JAGUAR**.



Example: The **Token** hits the target, and the **Shot** is successful.

RULES DEEP DIVE

MORE TACTICAL DUELS

Once you've mastered the basics, we recommend using these optional rules to add strategic depth to your confrontations. They heighten tension and enrich tactical choices throughout the game. They can also be used to level the playing field between two players of different skill levels. For example, an experienced player could play with Ammunition shortage.

- **Ammunition shortage:** your Champion has only two **Ammo Tokens**.
- **Strategic alignment:** When taking a **Shot**, if your Champion's Target is **NOT** **Vertically aligned** with them, the **Shot Difficulty Level** increases.

CUMULATIVE BONUSES/PENALTIES

All bonuses and penalties (**Movement**, **Shot Difficulty Level**, permanent Power effects, etc.) are cumulative (**Example:** Two effects stack).

CONFUSION X

When an Opponent's Champion suffers **CONFUSION X**, **Discard X** cards at random from the hand of that Champion's controlling player.

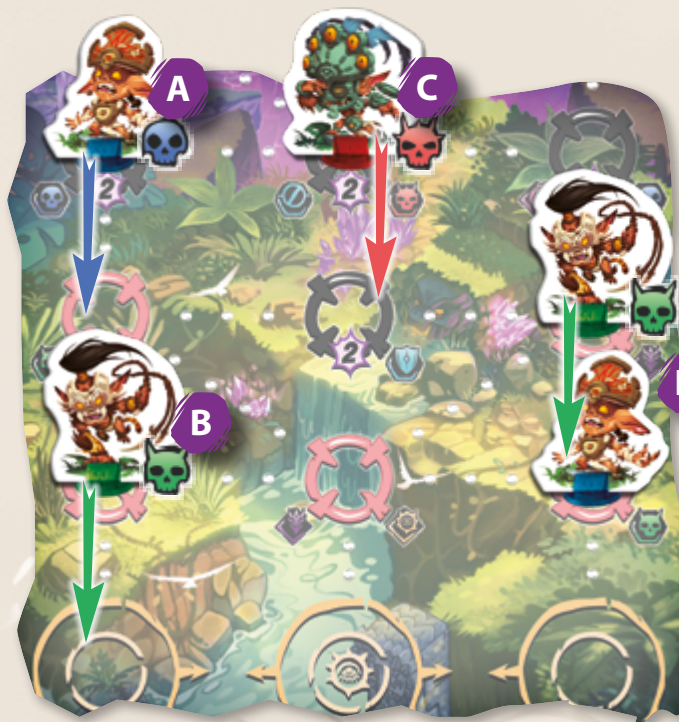
COUNTER

Some effects of Champions or Minions are represented by cardboard **Counters**, with their effects detailed on the Champion dashboards. Note that a **Counter** is not a **Special Token**; effects that normally apply to a **Special Token** do not apply to **Counters** (e.g.,).

PUSHED BACK X

A Minion undergoing this effect is **Moved X HF Zones** in the opposite direction to the source of the effect, while remaining on the same **HF Zone** column. If the **Move** is impossible, that Minion is **Taken Out**.

When the source is not specified on a Champion card, consider that Champion to be the source.



Example: The Opponent's Champion inflicts the **PUSHED BACK 1** effect on Minions **A, B, C, D**. They are all **PUSHED BACK** one **HF Zone**, in the opposite direction to the effect's source Champion, while remaining on their column. Here are some examples of **Pushed Back** Minions.

Basic Minion (A) is **PUSHED BACK** to an **Adjacent HF Zone**.

Elite Minion (B) is **PUSHED BACK** to the **Champion Zone**, but since it cannot **Move** there, it is **Taken Out**. Its Champion loses 2.

Alpha Minion (C) is also **Taken Out** because no path connects its **HF Zone** to the one where it should have been **PUSHED BACK** to. Its Champion loses 2.

Finally, **Elite Minion (D)** is also **Taken Out** because it is **PUSHED BACK** into an **HF Zone** Occupied by another Minion. Its Champion loses 2.

BROTHERS IN ARMS



Brothers in Arms is a four-player variant of **MIGHTY SHOT!**. It is largely based on the rules of Duel mode, but this time pits two teams of two Champions against each other, with the following rules amendments.

HOW TO WIN

A team immediately wins when one opposing Champion is Knocked Out. If Champions from two different teams are Knocked Out simultaneously, the team whose turn it is wins the game.

CREATING THE TEAMS

Form two teams of two players: Team A and Team B. Each team must include two **different** Champions. Then, each team designates a player to go first.

GAMEPLAY TERMS

Ally: Any component, token, or standee controlled by your teammate.

Opponent: Any component, token, or standee that is not under your control or that of an **Ally**.

Rival: Refers to the Champion controlled by the opposing team player directly facing you (the one whose Home Field is connected to yours).

Team-mate: A player belonging to your team.

SET-UP

Step 1 of the Duel game set-up is replaced by the following:

Players on each team place their Home Fields as shown in the diagram below on the side displaying the  icon. The four assembled Home Fields form the game board. Player 1 of each team faces Player 2 of the other team. Each player then follows the usual set-up procedure.



Example: Team A's **THORVALD** is the **Rival** of Team B's **LUCKY LUCY**.
Team A's **GOBLIPILI** is the **Rival** of Team B's **YAMARANI**.

SEQUENCE OF PLAY

Players take their turn in the following order:

- Player 1 from Team A,
- Player 1 from Team B,
- Player 2 from Team A,
- Player 2 from Team B.

At the start of their **first** turn, player 1 from each team **Exhausts** two of their **Action Tokens**, while player 2 **Exhausts** just one.

ARCANE STRIKE PHASE

During this phase, you inflict damage only on your **Rival**. The damage inflicted corresponds to the sum of the **Arcane Strike Values** of the **HF Zones** in your Home Field and in an **Ally's HF Zones** Occupied by your Minions.



Example: You're player 2 on Team A. This is the **Arcane Strike** phase of your Champion, **GOBLIPILI**. Your **Elite Minion (A)** and your **Basic Minion (B)** are on your Home Field, Occupying **HF Zones** with an **Arcane Strike Value** of **2**. Your **Alpha Minion (C)** is on your **Ally's Home Field** and Occupies an **HF Zone** with an **Arcane Strike Value** of **4**. Your **Arcane Strike** therefore inflicts **4+2+2** damage, and your **Rival** (the Champion facing you) loses **8** ♥.

TEAM HOME FIELDS

MOVING YOUR MINIONS

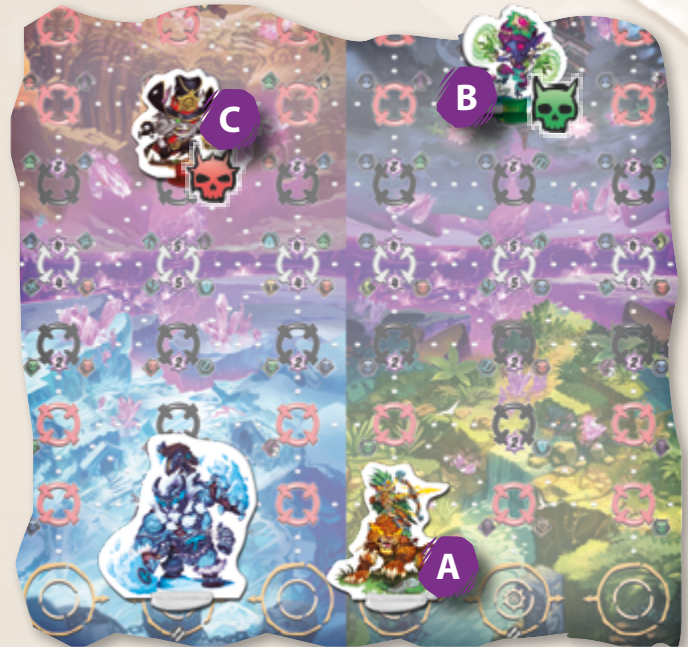
Your Minions can **Move** onto your **Allied Champion's Home Field** using one of the paths linking your Home Field to theirs. Your Minions **cannot Activate** Minion powers on your **Ally's HF Zones**, or your **Ally's Champion's Signature Action**, but they can **Activate** the other effects.



Example: You play **THORVALD** and **Move** your **Alpha Minion** onto your **Ally's Home Field**. You can **Activate** the Instant effect ♥ but not the Permanent Minion power 🐉.

TAKING A SHOT

You can **Aim At** an Opponent's Minion on any of your **Rival's HF Zones**. However, if you **Aim At** a Minion that is **not** on your **Rival's Home Field**, then the **Shot Difficulty Level** increases.



Example: You play **GOBLIPILI (A)** and take a **Shot**. You can choose to **Aim At** either the **Elite Minion (B)** on your **Rival's Home Field** or the **Alpha Minion (C)** on the other Opponent's Home Field. If you decide to **Aim At** the latter, the **Shot Difficulty Level** will be increased (a **Medium Shot** becomes a **Hard Shot**).

PLAYING A COUNTER CARD

Counter cards are played in the same way as in **Duel mode**, during the turn of a player from the opposing team, except that they may be played by either you or your teammate.

You can consult with each other before playing the card, but **only one** card can be played per trigger.

SPECIAL TOKENS

An **HF Zone** or **Aim Location** can only contain one **Special Token** from each team.

BEHEMOTH



Whenever you roll a ♥ on your Behemoth die, your **Rival** loses **1** ♥.

SORCELINE LORE

Every solstice, SORCELINE's most powerful Champions face off in the MIGHTY SHOT Tournament. Defending the honor and future of their followers, they clash in the very heart of the legendary RIFT OF DESTINY. This mysterious abyss is the source of the ARCANA, a mystical energy crystallized in the form of purple gems with extraordinary powers.

The winner of the tournament gains exclusive access to this unlimited magical resource until the following solstice.

THE ARCANA

The origin of ARCANA remains a mystery. Some believe it comes from the murmurings of the primordial songs of the ARCHAEOONS. Others maintain that it is the mystical sap of ASTORIA, the legendary tree whose roots cross worlds. Finally, some say it came from a fracture in SORCELINE's dimensional veil, making the Rift a gateway to unknown universes.

THE RIFT OF DESTINY

When a MIGHTY SHOT! duel begins, each Champion charges the barren surroundings of the RIFT OF DESTINY with their vital energy to create their own Home Field.

The mischievous GOBLIPILI conjures up a lush jungle reminiscent of TEZCATLAN, while THORVALD, the fearsome High Dwarf, creates a frozen lake from the icy lands of FJORDHEIM. LUCKY LUCY brings forth the dry wild lands of the Great Cliffs and YAMARANI unleashes the splendor of Atman.

With the ground thus shaped, battle can begin.

THE ARCANES LINK

Champions, warriors with unique talents, never fight alone.

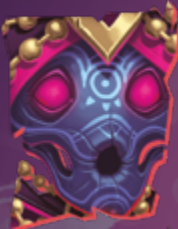
They summon Minions, creatures of pure energy, through a powerful magical link created from ARCANES.

This intimate connection guarantees perfect coordination between the Champion and those they summon. It enables the Minions to absorb energy from ARCANES crystals in their Home Field, boosting their Champion's power to unleash devastating ARCANES attacks. However, this Arcane Link has a cost. If a Minion is Taken Out!, the severing of the link painfully weakens its Champion.

Preserving your Minions is essential if you hope to win.

MINIONS

Each Champion can summon three types of Minion, each with its own well-defined role.



Alpha, the ultimate incarnation of its Champion, requires an immense amount of energy to summon, limiting its invocation to a single instance. It plays a central role in the Champion's strategy.



Elite Minions are faster and more specialized, enabling you to gain the upper hand at key moments. They are often used to destabilize your Opponent or to secure in an important location.



Finally, Basic Minions are slower but more reliable, and available in higher numbers. Their sacrifice, often necessary, is less costly to their Champion.



BEHEMOTHS

When defeat seems imminent, a Champion can draw on their last reserves of strength and unleash a mighty magic-packed roar, tearing down the barriers between worlds. This howl awakens a Behemoth, a colossal creature over-flowing with ARCANA that slumbers in the abyssal depths of the Rift of Destiny. Emerging with a terrifying cry, the Behemoth offers a Champion one last chance to turn the tide of the Duel. But mastering such an unpredictable monster is no easy task!



THE TOURNAMENT GUARDIANS

Duels obey the immutable laws of the GREAT BOOK OF MIGHTY SHOT, an ancestral relic intimately linked to the Rift of Destiny. Only the GUARDIANS, keepers of a forgotten knowledge, can decipher its secrets.

Both protectors of the Book and sacred arbiters of the tournament, they ensure that every rule is rigorously applied, preserving the fragile balance of this age-old ritual.

A veritable living memory of the tournament, the Book adjusts its laws over the ages and engraves on its ancestral pages the name of the victorious Champion at the end of each tournament, immortalizing their ephemeral glory. The arena awaits you. Will your name form part of the MIGHTY SHOT legend?

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SEQUENCE OF PLAY



1. ARCANE STRIKE PHASE

Inflict damage on your Opponent's Champion (or your **Rival** in the Brother in Arms mode).

This damage is equal to the sum of the **Arcane Strike Values** of the **HF Zones** Occupied by your Minions (including those of your Ally, in the Brothers in Arms mode).

2. ACTION PHASE

At the start of this phase, if your Champion controls a Behemoth, roll the Behemoth die.



Move a Minion **OR** play a Champion card from your hand.



Move your Champion, **THEN Shoot**.

3. END OF TURN PHASE

1. **Reload** all of your **Ammo Tokens** and **Recharge** all of your **Action Tokens**.

2. **Discard** as many Champion cards from your hand as you'd like, then refresh your hand to a **maximum** of **four** Cards.

3. If your Champion has **zero** Minions in play they lose **2** .

BEHEMOTH



Move the Behemoth you control one **HF Zone**. Effects of the **HF Zone** Occupied by the Behemoth are not triggered.



Your Opponent's Champion loses **1** .



Your Behemoth takes a nap, ZZZZ and does not perform an **Action**.

PERMANENT EFFECTS



Increase the **Shot Difficulty Level** when this Minion is **Aimed At**.



Alpha Minion's Permanent power



Elite Minion's Permanent power



Your Opponent's Champion cannot **Move**.



Basic Minion's Permanent power

INSTANT EFFECTS



Move one of your Minions.



Move your **Alpha Minion**.



Move your **Elite Minion**.



Move your **Basic Minion**.



Move one of your Minions of the designated type with **+X** additional **HF Zones**.



Move one of your Minions twice **OR** **Move** two Minions.



Roll the Behemoth die.



Reload X Ammo Tokens.



Take a **Shot** with all your **Available Ammo Tokens**.



Move your Champion.



Perform your Champion's **Signature Action**.



Exhaust an Opponent's **Ammo Token** **OR** return a **Token** in play to its **Resource Pool**.



Move an Opponent's Minion.



Play a Champion card.



Alpha Minion's Instant power



Elite Minion's Instant power



Basic Minion's Instant power



Power effect **Activated** only on a specific color **HF Zone**.

ICONS



White **HF Zone**



Black **HF Zone**



Red **HF Zone**



Vertically Aligned



Horizontally aligned



Health Point



Shoot card



Movement card



Power card



Counter card



Alpha Minion



Elite Minion



Basic Minion



Easy Shot



Medium Shot



Hard Shot