



Thanks for downloading the Faction Fighters Demo! Faction Fighters will be on Kickstarter in November 2020. The full game includes 4 different area decks to explore, a comic book, 14 unique factions, and deck customization. Join our mailing list at [thunderfinchgames.com](http://thunderfinchgames.com)!

## OBJECTIVE

Train at Starfall Fields and compete for the most Victory Points through tactical combat. During each round you simultaneously battle for an event card, which varies in point value. Earn the most Victory Points to win the game.

## COMPONENTS

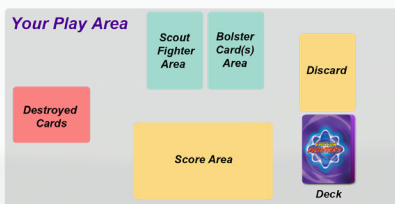
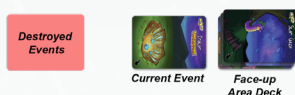
2 Bluffy Cards    32 Fighter Cards    6 Power Orb Cards  
12 Card "Starfall Fields" Area Deck    2 Reference Cards

## SETUP

1. Print this PDF single-sided in color. Cut out the cards.
2. Sit across from your opponent. Choose Team Hiss or Team Galazar as your deck (As shown by text on the top right of each card). Remove the Bluffy and shuffle. Place your deck face-down.
3. Draw 5 cards. Add the Bluffy for a total of 6.
4. Setup the Starfall Fields area deck. It is differentiated by a comet icon in the bottom right corner. Remove the reference card, and then shuffle the deck. If a Faction Fighters card back is on top, continue shuffling until it is not. Flip the deck over. Draw the card that is now face-up and place it adjacent to the deck as the starting event.

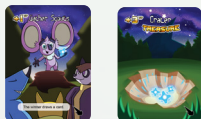
Sample setup and play area.

Opponent's Play Area



## Event Cards

The cards in an area deck are called events. Treasures are some of the most valuable events. Most events have a victory point value and some also have an additional effect as described on the card.



## CARDS IN YOUR DECK

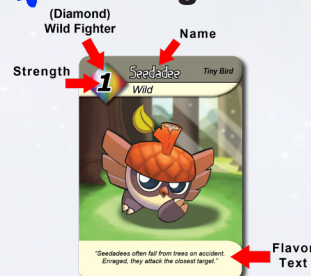
Your deck has 3 types of Fighters, each with different rules regarding when they can be played. Your deck also contains Power Orbs and the Bluffy.

## Faction Fighters



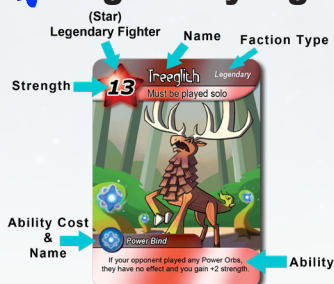
Your deck contains 4 different Factions, each with a unique name and color. You are limited to playing only 1 Faction each round. Fighters from different Factions do not mix. You can only have 1 color of Fighters in play each round. Fighters of the same Faction also share the same background art. Faction Fighters' abilities only activate when you play their cost in Power Orbs.

## Wild Fighters



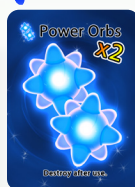
Your deck contains 4 Wild Fighters. Wilds are colorless and any number of Wilds can be played alongside your Faction Fighters in the same round. Wilds can also be played by themselves.

## Legendary Fighters

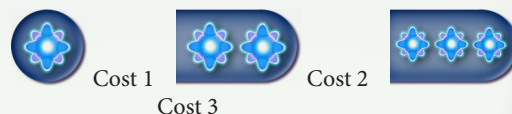


Your deck has only 1 Legendary Fighter. Legendaries are so powerful that they must be played solo. You cannot play any other Fighters, including Wild Fighters, the same round you play your Legendary. Their ability activates when you play enough Power Orbs.

## Power Orbs

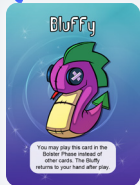


Your deck contains 3 Power Orb cards each with a unique value. Play Orbs in the Bolster Phase to activate the abilities of your played Fighters. Each ability has a cost, which is shown by the number of Orbs in the icon. The number of Orbs you play must match or exceed the total cost of the ability(ies) you wish to activate.



If you play Orbs, mentally choose the ability(ies) you are activating before revealing your cards. You cannot switch which abilities you activate after cards are revealed. Even though Orbs are played in the Bolster Phase, they may be used to activate abilities of Fighters played in either phase. Orbs are single use. When played, place them in your destroy pile at the end of the round.

## The Bluffy



The Bluffy card starts in your hand and is not a Fighter. You may play the Bluffy instead of playing any other cards in the Bolster Phase. Playing the Bluffy saves cards for future rounds. At the end of the round, the Bluffy returns to your hand.

## THE GAME ROUND

Play simultaneously. Complete each phase at the same time as your opponent. Each round has 4 phases:

### 1. Draw Phase (Skip the first round.)

Draw 2 cards from your deck.

*If your deck is empty, first shuffle your discard pile to form a new deck. Destroyed cards will not cycle back into your deck.*

### 2. Scout Phase

Play a Fighter face down. Reveal when both players are ready.



Playing a Wild in the Scout Phase allows you to be flexible with which one of your Factions you play in the Bolster Phase.

### 3. Bolster Phase

In a face-down concealing stack, play any number of additional matching color Faction Fighters, Wilds, and/or Power Orbs or play just the Bluffy. Place your hand on the stack to keep the number of cards played a secret. Reveal simultaneously when players are ready.

### 4. Resolution

- **Activate Abilities** - If Power Orbs are played, players simultaneously activate declared abilities.
- **Sum Up Strength** - Add the total strength of your remaining Fighters in play and from activated abilities. The player with the highest total strength wins the round.
- **Claim Event** - The winner claims the event card, follows the text on the card, and places it in their score area, except when stated otherwise.
- **Clean Up** - The loser destroys their lowest-strength Fighter in play. All players destroy played Power Orb cards and discard remaining played fighters. Draw a new current event.

Repeat beginning with the Draw Phase.

## Round Tie

If both players' total strength is tied in a round, destroy the current event. Both players destroy their lowest-strength Fighter in play.

## GAME END

After competing over the last area deck event, the game is over. Add up the total Victory Points on the event cards you've claimed. Whoever has the most points wins the game.

### Game End Tie

If the total Victory Points are the same for both players, play an eventless round to determine the winner.

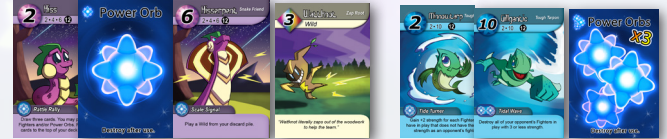
## ROUND EXAMPLE

Cliff and Susan are in the middle of a game of Faction Fighters. They both draw 2 cards from their decks to start a new round.

Cliff plays Hiss face down as his Scout Phase Fighter. Susan plays Minnowtarp face down as her Scout Phase Fighter. Both Cliff and Susan reveal their cards.



Cliff plays a Power Orb, Hisserpent, and Wattleknot face down in a neat stack as his Bolster Phase cards. Likewise, Susan plays Gillgantic and Power Orbs x3 face down. Both players reveal their stacks, declaring any powers they are activating.



Cliff activates Hiss's power allowing him to look at the top 3 cards of his deck. He finds and plays Serenom and Hydragon. He replaces the unused 3rd card he drew.



Susan's Gillgantic ability destroys Cliff's fighters with 3 or less strength, destroying both Hiss and Wattleknot. Therefore Hiss's and Wattleknot's base strength will not count toward Cliff's total. Minnowtarp's ability adds 4 strength to Susan's total.



+4

Susan has a total strength of 16. Cliff has 14. Susan wins the round and places the current event in her score area. Cliff loses. He puts his lowest strength fighter, Serenom, in his destroy pile. All played Power Orbs are destroyed. They draw the next event and a new round begins.

## ODDS AND ENDS

- The cards in your hand are kept secret, but the number of cards in a player's hand is open knowledge. There is no hand limit.
- You may search any discard or destroy pile.
- In the rare occurrence you don't have a Fighter to play in the Scout Phase, you must play the Bluffy. Your opponent automatically wins the round.
- You may only shuffle your discard back into your deck when the draw pile is empty and you need to draw a card.
- To avoid confusion of which ability(ies) you are activating, you may arrange your face-down Bolster cards so that your Power Orbs are below the Fighter(s) you are activating. An Orb activating the Scout Phase Fighter would be on top of the stack.

## ABILITY CLARIFICATIONS

- When activating multiple abilities, you choose the order your abilities resolve.
- If an ability discards or destroys Fighter(s), activated abilities on those Fighter(s) trigger before they are destroyed.
- The strength of Fighter(s) discarded or destroyed by abilities do not count toward your total.
- Your abilities that affect your cards activate before your opponent's abilities that affect your cards.
- A specific ability can only be activated once per round.
- Some abilities refer to Treasures. Not all events are Treasures, only those that say "Treasure" in their title.
- If you have an excess of played Power Orbs and one of your abilities adds more Fighters to play, you may choose to use those extra Orbs to activate the newly played Fighter's abilities.



**2** Hiss Team Hiss  
Snake Friend  
2 • 4 • 6 **12**



**Rattle Rally**

Draw three cards. You may play any legal Fighters and/or Power Orbs. Return unused cards to the top of your deck in any order.

**4** Servenom Team Hiss  
Snake Friend  
2 • 4 • 6 **12**



**Morale Boost**

Gain +2 strength for each of your Fighters in play, including Servenom.

**6** Hisserpent Team Hiss  
Snake Friend  
2 • 4 • 6 **12**



**Scale Signal**

Play a Wild from your discard pile.

**2** Furraid Team Hiss  
Loot Raccoon  
2 • 4 • 5 **11**



**Prize Power**

Gain +2 strength for each Treasure your opponent owns.

**4** Bandicoon Team Hiss  
Loot Raccoon  
2 • 4 • 5 **11**



**Shiny Swipe**

If you win, your opponent must give you one of their Treasures.

**5** Pilferret Team Hiss  
Loot Raccoon  
2 • 4 • 5 **11**



**Greedy Glare**

Draw a card for each Treasure your opponent has more than you.

**2** Puply Team Hiss  
Dingo  
2 • 4 • 6 **12**



**Sit and Stay**

Instead of discarding or destroying your Wilds, keep them in play. They count as your Scout Phase Fighter(s) next round.

**4** Diplodingo Team Hiss  
Dingo  
2 • 4 • 6 **12**



**Mentorship**

Gain +2 strength for each Wild you have in play.

**6** Academutt Team Hiss  
Dingo  
2 • 4 • 6 **12**



**Wild Seeker**

Search your deck for up to 2 Wilds and play them. Shuffle your deck.



3

Shellpod

Team Hiss

Croko Egg

3 • 10

13

Egg Toss

Your opponent must discard all Fighters with 3 or less strength from their hand.

10

Harhatched

Team Hiss

Croko Egg

3 • 10

13

Heavy Shell

Instead of discarding or destroying Harhatched, keep him in play. He counts as your Scout Phase Fighter next round.

13

Treeglith

Team Hiss

Legendary

Must be played solo

Power Bind

If your opponent played any Power Orbs, they have no effect and you gain +2 strength.

1

Seedadee

Team Hiss

Tiny Bird

Wild

"Seedadees fall from trees on accident. Enraged, they attack the closest target."

2

Sly

Team Hiss

Mouse

Wild

"Sly springs into any fight without a warning."

3

Wattknot

Team Hiss

Zap Root

Wild

"Wattknot literally zaps out of the woodwork to help the team."

4

Hydragon

Team Hiss

Sea Serpent

Wild

"Hydragon isn't afraid to make waves and save his friends."

Power Orb

Team Hiss

Destroy after use.

Power Orbs

Team Hiss

x2

Destroy after use.



Team Hiss

# Power Orbs

x3



Destroy after use.

Team Hiss

# Bluffy



You may play this card in the Bolster Phase instead of other cards. The Bluffy returns to your hand after play.

Team Galazar

# Bluffy



You may play this card in the Bolster Phase instead of other cards. The Bluffy returns to your hand after play.

Team Galazar

# Power Orb



Destroy after use.

Team Galazar

# Power Orbs

x2



Destroy after use.

Team Galazar

# Power Orbs

x3



Destroy after use.

Team Galazar Metagon

# 2 Galazar

2 • 3 • 7 12



 **Star Force**

If you have the most Fighters in play, gain +5 strength.

Team Galazar Metagon

# 3 Starzard

2 • 3 • 7 12



  **Stellar Strength**

Double the strength of your Fighters in play with 3 or less strength (includes Starzard).

Team Galazar Metagon

# 7 Dragaunt

2 • 3 • 7 12



 **Signal Beam**

Search your deck for a legal Fighter of 3 or less strength and play it. Shuffle your deck.



**3** Tumble Team Galazar  
Spikey Weed  
3 • 4 • 6 **13**



**Recycle Roll**

Draw two cards. Discard a card from your hand, excluding the Bluffy.

**4** Tuftspike Team Galazar  
Spikey Weed  
3 • 4 • 6 **13**



**Poison Stun**

Your opponent draws one fewer card next round.

**6** Tuskerthorn Team Galazar  
Spikey Weed  
3 • 4 • 6 **13**



**Spiked Field**

Gain +6 strength next round.

**2** Psykwala Team Galazar  
Mind Reader  
2 • 3 • 8 **13**



**Psy Pull**

Search your deck for any one card and add it to your hand. Shuffle your deck.

**3** Marimind Team Galazar  
Mind Reader  
2 • 3 • 8 **13**



**Mental Might**

Look at the top two cards of your opponent's deck. You may destroy one card. Replace the remainder.

**8** Futura Team Galazar  
Mind Reader  
2 • 3 • 8 **13**



**Expose**

Next round, your opponent plays both Scout and Bolster Phase cards face up before you play any of yours.

**3** Barbill Team Galazar  
Buff Bilby  
3 • 9 **12**



**Underdog**

Gain +2 strength for each of your opponent's Fighters in play with 4 or more strength.

**9** Muskular Team Galazar  
Buff Bilby  
3 • 9 **12**



**Shiny Smash**

If you win, destroy one of your opponent's Treasures.

**13** Vermega Team Galazar  
Legendary  
Must be played solo



**Fire Rage**

Gain +2 strength.



1

Seedadee

Team Galazar

Tiny Bird

Wild

"Seedadees fall from trees on accident. Enraged, they attack the closest target."

2

Sly

Team Galazar

Mouse

Wild

"Sly springs into any fight without a warning."

3

Wattknot

Team Galazar

Zap Root

Wild

"Wattknot literally zaps out of the woodwork to help the team."

4

Hydragon

Team Galazar

Sea Serpent

Wild

"Hydragon isn't afraid to make waves and save his friends."

Quick Reference

Setup

Shuffle the area deck. Flip the deck over. Draw the now face up card and place it adjacent to the deck as the starting event.

Pick a deck (Team Hiss or Team Galazar). Draw 5 cards and add the Bluffy for a total of 6.

Round Order

1. Draw 2 Cards (Skip this step the first round.)
2. Scout Phase (Play a Fighter face down & reveal.)
3. Bolster Phase (Play any number of matching color Faction Fighters, Wilds, Power Orbs or just the Bluffy face down & reveal.)
4. Resolution (Trigger activated abilities. Sum strengths from abilities and the remaining Fighters. The highest total strength player wins the round.)
  - Winner claims the event card.
  - Loser destroys their lowest Fighter in play.
  - Destroy all played Power Orbs.
  - Discard remaining played Fighters.
  - Draw a new event card.

Round Tie - Destroy the current event as well as both player's lowest strength Fighter in play.

Game End: The game ends when the last event resolves. The player with the highest total Victory Points wins!

Starfall Fields Event List

(6) Crater

+3VP

TREASURE

Gather Scouts

+1VP

The winner draws a card.

(3) Star Gaze

+1VP

Power Orbs x2

The winner takes this card into their hand.

Power Orbs x3

The winner takes this card into their hand.

12 Events Total

+3VP

Crater

TREASURE

+3VP

Crater

TREASURE

+3VP

Crater

TREASURE



