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HEROES OF HAVOKK



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And of course, you! Thanks for your interest and playing the game!

a **Weird Dad Games** production
Created by **Chris Niedrich**



Introduction

Arena format is the game's "Basic" rules and is designed for the player vs player(s) experience. A standard Heroes of Havokk Arena format game is for **2-8** players.

Players must first construct decks by selecting a **Hero** to battle for the realm of Havokk. Arena format is designed to be the quickest and most direct way to play the game. Each player chooses cards for their decks from these types:

Card Types



Character cards come in two forms: **Hero** and **Ally** Character cards. **Hero** characters are the main card of the deck and whom you play as. **Ally** Characters assist your Hero character by providing defense or powerful assist abilities.



Item cards are **Equipment** and **Treasures** that characters use to empower themselves. **Treasures** are relics or devices, **Equipment** are **Weapons**, **Shield**, **Armor**, and some **Treasures**.



Events are cards used to represent an action that would occur, temporarily changing the scope of gameplay or providing a variety of other effects.



Spellcraft cards come in two forms: **Spells** and **Rituals**. **Spells** are single-use cards, while **Rituals** remain in play until they are removed or discarded by some game effect. Both represent magical attacks and abilities.



Skill cards come in two forms: **Abilities** and **Techniques**. **Abilities** provide you and your characters with abilities to utilize during your turn. **Techniques** can be used once, or upgraded to a **Signature Skill** if it really defines your Hero's playstyle!

Introduction

Non-Character Cards

Card Name

- Include Up to 3 of any specific named card in your deck.
- Some cards have "O" next to its name, you can only include that many in your deck.
- ("Name OO" means you could use 2 copies)

EXP Value

Value for game effects and card level.

Card Ability Box / Rules Text

Where the card abilities are displayed, or the card effect. The symbols you will see are explained below:



Action:

To use, spend an action. (Use once per turn.)



Attack



AC



Ongoing:

Does not require an action to use.



Damage



Card Rank

1=Common, 2=Uncommon, 3=Rare, 4=Epic.

Set & Card

Set symbol and card number within a set.

Card Types

Character, Event, Item, Skill, and Spellcraft.



Hero Character



Ally Character



Item



Spellcraft



Skill



Event

Card Subtypes & Alignment

The subtype of a card, such as "Spell" or "Treasure" are seen here. This includes Alignment.

A card that doesn't specify its Alignment is a **Neutral** card.

Character Cards



Hero Character

Your deck is built around this character and their playstyle.

Only 1 Hero character per deck.

If your Hero is defeated... you lose!



Ally Character

EXP value

6

Vault S. Card Name

Card Subtype

Card Type



Artist credit

Rank

Set and Card #

Character Stats

Attack: Represents attack base value, or how well you can hit.

AC: Represents defensive base value, or how well you defend against attacks.

Damage: How much attack damage the character deals.

HP: Base health value. When it hits 0, the character is defeated.

Vigor, Spirit, and Empathy are used in the Campaign format specifically. Ignore these stats otherwise.

Please visit HeroesofHavok.com for resources, rules, and Campaign format specifics.

Introduction

Equipment and Character Equipment slots

- Each Character has 5 Equipment slots to equip Item cards: **Weapon**, **Shield**, **Armor**, and two **Treasures**. Unless stated otherwise, a Character may only equip one *Weapon*, one *Shield*, and one *Armor* per character.



- You will see the **Equip** ability on cards that your characters can equip. Cards also include a subtype for what type of equipment or type the card is (*Item* subtypes: *Sword*, *Armor*, *Shield*, *Treasure*). An Item card must have **Equip** to be considered Equipment.



- When you play an Item card with the **Equip** ability from your hand, the card enters play attached to a character you control. That character must have an open equipment slot of that type.
 - You may play Item cards with the **Equip** ability when you have no equippable characters in play, but you would then be required to spend an action later to equip the item to a character.



Example: Olivia has Asclepius and Healing Vestments equipped.

Olivia's total stats now equal: 17 , 18 , 5 , and 25 HP.

Introduction

Using Equipment



- Item equipment cards have no effect unless they are equipped to a character.

- You may not activate the abilities of equipment cards that are in play and not attached to characters, including ongoing abilities, unless specified otherwise by a special card effect or ability.



- Whenever a Character is defeated or discarded from play, any cards equipped or attached to that character are placed into their owner's discard piles.

- If an effect would **banish** a character from play, any attached or equipped items on that character are also banished.



- During the Action Phase, you may use one of your actions to move/transfer a single equipment attached to one of your characters to another.

- If you choose to do so, the Character you are moving an item to must have that available slot open before the move is made.

Attachments

Other card types, such as **Skills** or **Spellcraft** may also attach to characters. These objects follow the same logic as the equip ability, where they are attached to a specific character or object.



- There is no limit to the number of other **non-equipment** cards that may be attached to a Character or game object.

- *Example:* A Character has an ability that grants +1 and +1 for each **Skill** card attached to that Character. The Character currently has **6 Skills** attached to them, so they get +6 and +6 bonus.

Signature Skills

Signature Skills count for effects that count the number of attached objects. Cards that discard or banish Skill cards or attached objects from play are examples of how a Hero could “lose” their signature Skill as an option during their turn.

Introduction

Building a Deck

- Your deck **must** include **1 Hero** character card, and **59** other non-hero cards (**60 cards total**).
- You may only include up to **3** of any uniquely named cards in your deck. If there are any dot (•) symbols to the right of the card name, this indicates how many copies your deck may include.
 - Example: Card Name •• = you may only include **2** in your deck.

Epic Cards

- A card is noted as “Epic” in its Card Type field, for example: **Epic Item - Treasure**. Epic cards are limited to one of each unique object in play at a time per player. If another copy of the same Epic card or object comes into play under the same player’s control, it is immediately discarded with no effect. Discarding the object this way does not trigger other abilities.
- Each unique card or object is determined by its name as it appears exactly. This means that if you two Epic characters, *Talos*, *Ytaxian Behemoth* in play and you also have *Talos*, *Aribus’ Champion* in play, this is allowed. If you were to have two of *Talos*, *Ytaxian Behemoth* then you are required to discard the copy.

Alignments / Alignment Specific Cards

There are four game alignments, each representing different gameplay aspects, characters, and card playstyles. Below is a description of each alignment and their overall strategies:



Neutral – Buffs, boosts, abilities. Neutral is designed to work in any scenario, so these cards are often meant to assist your Hero, cards that increase character stats or offer them new abilities. **Neutral cards are Blue.**

Chaotic – Discard, Recycle, Growth. Chaotic alignment uses cards as a resource, whether that is in hand, the discard pile, or the deck. Many cards in this alignment affect hand control, shuffling, and recovering cards from your discard. Chaotic characters buff each other or themselves in the presence of other Chaotic characters. **Chaotic cards are Red.**

Dark – Death, Decay, Sacrifice. Dark characters sacrifice their own health for power or draw out the life force of others and weaken them. Many Dark alignment effects lower an opposing character’s stats or provide a powerful buff to a card or ability when the Hero pays HP to power up the card. **Dark cards are Purple.**

Light – Banish, Heal, Buff. The Light alignment is known for Banishing opponents’ cards through their abilities to wipe out evil from Havokk wherever it appears. Light characters are empowered by a variety of effects, and their power scales quickly in numbers. **Light cards are Yellow.**

Token cards are Green. Token cards are used to represent characters and objects created by other cards or game effects.

Some cards require that your Hero character is a specific alignment to use the card. To include those cards in your deck and use the card, your Hero’s alignment must match the card’s rules text and specified alignment.

- Example: “Dark characters only” cards can only be played by a **Dark** Hero and include it in their deck, or the Hero would have to specifically have an ability that allows them to play **Dark** cards.

How to Play

Game Setup

- **First, decide which player will go first.** We recommend using a die or coin to determine who goes first.
- **Each player begins the game with (*only*) their Hero character card in play.**
- **Each player draws 7 cards and places them into their hand.**
- **Once all players have arranged their Hero cards and drawn cards for their opening hand, you may begin the game.**
 - **Please note:** Players are **not** allowed to attack with any of their characters during their first turn of the game. This includes abilities and cards played that instruct characters to attack or specify that they perform an attack.

An example setup is seen below, but you only need to ensure that your **In Play**, **Deck**, **Discard Pile**, **Hand**, and **Banished Zone** are all separate from one another; “*In Play*” refers to any cards that are actively in the game and not in any of the other zones. Otherwise, you can arrange these however best suits your playstyle.



How to Play

A player's turn consists of four phases:
Beginning, Action, Combat, and End (in that order).



Beginning Phase

At the start of a player's turn, do the following:

- Resolve any "At the beginning of your turn" type of effects.**
 - If an **Opponent** has any cards or abilities that trigger at the beginning of your turn, their effect is resolved before yours are resolved.
 - When determining the order to resolve their own effects in, the **Active** player who's turn it is decides the order the effects occur in.
- You may change your Hero's Signature Skill.**
 - At the beginning of your turn, you may attach a Technique Skill card from your hand and to your Hero. If your Hero already has a Technique Attached to them, banish it before attaching a new Technique this way.
 - If an attached Technique Skill card's effect directs you to banish it after use, or place it in any other zone, ignore that effect while it is attached to a Hero you control. If an attached Technique Skill card would leave play any other way, banish it instead.*
- Draw a card from your deck.**
- Beginning Phase ends.**

How to Play

Action Phase

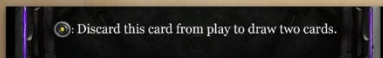
During each player's turn, they are granted 3 actions to use during their turn. The Action phase is where Players will play cards, activate abilities, and spend their allotted actions each turn. **You spend actions to do one of the following per action spent:**

- Use an Action ability.
 - Each Action ability may only be used once per turn.
- Play a card from your hand.
- Move/Transfer Equipment from one character you control to another you control.
- Draw a card.

The Action Phase ends when the active Player actively passes, uses all their actions, or declares they are moving to their Combat phase.

Using Abilities

The two main types of abilities are "Action" and "Ongoing". Action abilities require one of your turn's available actions to perform. Ongoing abilities are active while the card is in play. Keyword abilities (e.g., **Gambit**) have rules specific to each ability. These Keyword abilities are resolved **first** when playing a card.



: Abilities that require an action to activate will have this symbol next to them.



: Ongoing abilities and do not require actions to activate will have this symbol next to them.

Timing and Swift Actions



Swift Action is a keyword ability on cards where the effects of the card or ability can be used outside of your turn or during your turn at times where you would normally be unable to play a card.

When it is not your turn, you may only play one card or ability or effect with Swift Action until the beginning of the next turn. During your turn, these cards and abilities still use your available actions as normal.

- *Example:* If you use a Swift Action ability to draw extra cards during your opponent's turn, you would then be unable to defend yourself with any Swift Action cards or abilities later during their turn.

When multiple players play Swift Action cards or abilities simultaneously, resolve them in the order that they were played. If there is a dispute over the order the cards were played in, resolve the dispute either through a vote, roll, flip, or other means. You can also consult a game official when attending an official event.

How to Play

Combat Phase

First, the Active player decides if they want to attack an opposing Hero or Ally character with any of their characters.



- **Effects that trigger “When you declare an attack...” or “When entering combat...” are resolved at this time. The Active Player decides the order these events take place.**
 - *If your Opponent has any effects that also take place during this step, their effects are resolved before yours.*
- **All attacking characters must be declared before any attacks are resolved.**
 - **Your Hero may perform the attached Signature Skill card in place of their attack(s) during your turn** (replace only your Hero attacks, not all characters).
 - You announce to your opponent that your Hero is using their *Signature Skill*, and order this as you would other attacking characters you control.
 - When you complete a Signature Skill's effect, place **X** Recharge tokens on the attached **Skill** card, where **X** is the card's **rank**. You cannot perform the attached Skill card if there are any Recharge tokens on it.
 - At the end of each of your turns where your **Hero** character **attacked** an opposing character and did not use their Signature Skill, remove a Recharge token from the attached Skill card.
- **Once you've declared attackers, you cannot add additional attacks or attackers unless a special effect allows you to.**
- **If a player has any Ally characters, you must attack them first.**
 - *Ally characters serve as a defense for your Hero, in addition to providing abilities and effects.*

Once all attacks, abilities, and effects have been resolved, the Combat Phase ends for the turn.

- **Any effects that trigger “At the end of Combat” or “Until the end of Combat” are resolved at this time.**
 - *If your Opponent has any effects that also take place during this step, their effects are resolved before yours.*

Actions During Combat

If a card or ability has the **Swift Action** keyword ability, it **may be used during Combat**. However, this still costs an action to play as it normally would if played during your turn.

- **Signature Skills** are used in place of a Hero's attacks and do not require **Swift Action** when being used this way.

How to Play

Combat Phase - How to Attack

When placing attacks, compare the attacking Character's total Attack value to the defending character's total AC.

- If the **attack** value **meets or exceeds** the AC value, then the attack is successful and deals the attacking character's total **damage** value to the defending character.

Attacking a Character

- The **attacking** character has **16** attack.
- The defending character **blocks** and has **11** AC. $16 > (\text{greater than}) 11$.
- The **attacking** character deals **4** attack damage to the defending character's **3** HP, leaving them with **0** HP.

Captain Shank
attacks...



...**Mindless Dead**
is defeated!

- If the defending character's total **AC** value **exceeds** the attacking character's total **attack** value, the attack is successfully **Blocked**, and no attack damage is dealt
 - Defending characters are always considered to be "blocking" an incoming attack, whether their block succeeds or not.

Blocking a Character

Mindless Dead
attacks...



...**Athinea** blocks effortlessly!

How to Play

Ending Phase

The Ending phase is the final turn phase.

- This is where “At the end of your turn” type of effects are triggered, and any “Until end of turn” effects would end.
 - If your **Opponent** has any effects that occur during the Ending phase of your turn, they are resolved before any of your own effects.
- The Ending Phase of the turn is still a phase for the purposes of card playing, so if you have a card with the **Swift Action** ability, you could play it during this part of a player's turn.
- After all effects have been resolved, the turn ends.



**At the end of a turn, resolve any In-between turn effects.
The next Player in turn order begins their turn
and becomes the Active player.**

In-between Turns Effects

Some cards and abilities will instruct you to complete a task “in-between” turns, such as the **Toxic** ability.

part of this effect deliberately takes place outside of the other turn phases. These types of effects were designed to take place outside of the normal steps to prevent unintended changes to the specific ability or effect.

- *Example:* During your Ending phase you had an effect that reads “Prevent all damage dealt to your Hero character during your opponent's next turn,” this wouldn't stop the **Toxic** damage from hitting your Hero character, because this takes place before your Opponent's turn.

When resolving these types of effects, all the effects that take place in between turns are resolved before the next player may begin their turn.



Ending the Game

The game ends when one of the following conditions is met:

- When you have defeated all opposing Hero characters, you win the game.
- When all cards between a Player's **deck** and **discard pile** have been **banished** from the game, they lose the game.
- All players agree to end the game if the majority agrees on a winner. (*Stalemate*)
- When a special card or ability would end the game.

How to Play

Neutral Alignment



Ability Index

Destiny

Your opponents cannot banish this card.

☞ Your opponent's cards, effects, and abilities cannot banish a card with the **Destiny** ability, even temporarily.

Faithful

You may treat this card as the same Alignment as your Hero character (when it is in play and not).

☞ When searching a deck for a card with the **Faithful** ability, you may treat the card as though it is the same alignment as your **Hero**, or the card's printed alignment.

☞ When you play a character with the **Faithful** ability, you decide which alignment the character belongs to **when it enters play**. Unless stated otherwise, it remains that alignment until it leaves play.

Legion

A deck may contain any number of this card.

☞ "Any" is up to **59** in a standard deck, since a deck must contain **1** Hero character card as a minimum, and for a total of **60** cards as a deck minimum. Otherwise, or in custom formats, there is no limit.

Hidden

When the Hidden object is chosen for an effect, choose **odd** or **even**, then reveal the top card of your deck (treat **0** as even). If the revealed card's **EXP value** matches your choice, this object cannot be chosen for any of that opponent's effects until end of turn. Place the revealed card at the bottom of your deck.

☞ If your character succeeds when using the **Hidden** ability, the opponent **must** choose a new target for their card, effect, or ability. If they have no other legal options to choose from for their action, the action is canceled and has no effect.

☞ If the top card of your deck is already revealed, you cannot use the **Hidden** ability.

☞ If you only have **1** card in your deck, you cannot use the **Hidden** ability.

☞ Effects that do not specifically choose an object as a target, such as "Deal **1** damage to all characters" do not trigger or use the **Hidden** ability.



Chaotic Alignment



Ability Index

Gambit

When this card is **discarded** from your hand from an effect or as part of an ability, banish it. Return it to your hand at the beginning of your next turn.

☞ When you discard a card with **Gambit**, the card is immediately banished before any other effects are resolved.

☞ Cards are placed into your hand during your Beginning phase, before you draw a card for the turn, and are placed into your hand before any other effects are resolved.

Reshape

When **discarded from play**, place a card with an **EXP value** equal to or less than the discarded card's **EXP value** from your discard pile at the bottom of your deck.

☞ When multiple cards with **Reshape** are discarded simultaneously, each player resolves each triggered **Reshape** ability in the order of their choice, and resolves these triggers individually.

☞ This ability specifically applies when a card is **discarded from play**: whether that means a character is defeated, or an effect discards the card from play. If a card effect directs you to **Banish** a card from play, this is not the same and does not use **Reshape**.



How to Play

Dark Alignment



Ability Index

Anima [X]

When you play this card, you may pay **X HP** from your Hero character.

- ☞ You **cannot** pay a card's **Anima** cost if you do not have at least that much **HP** on your Hero character.
- ☞ You **cannot** pay a card's **Anima** cost with **HP** from **Non-Hero** characters.
- ☞ If you choose to pay the **Anima** cost of a card or ability, You must pay the **Anima** cost before resolving any other part of the card or ability.

Toxic [X]

Place **[X]** **Toxic** tokens on the character dealt damage. At the end of each turn, deal **1** unavoidable damage to each character with a **Toxic** token on them, then remove one of those tokens from each character with one.

- ☞ In between turns, when **Toxic** tokens are removed from characters, they are removed from all characters simultaneously. When determining the order to resolve these effects in, or any effects triggered by removing **Toxic** tokens, each player decides the order their effects resolve in, starting with the player who most recently ended their turn.
- ☞ There is no limit to the number of **Toxic** tokens that can be placed on an object.

Light Alignment



Ability Index

Blessed

When this or another **Blessed** card enters play under your control and whenever this ability is triggered, **Blessed** characters you control get **+1**  and **+1**  until end of turn.

- ☞ There is no limit to the number of times the **Blessed** ability can be triggered during a turn.
- ☞ Cards with the **Blessed** ability can enter play during an opponent's turn. The stat boost from this ability applies the same as it would during your own turn, and the effects end at the beginning of that player's **Ending Phase**.

Purge

When you play this card or activate this ability, banish a **Non-Light** card from an opponent's discard pile.

- ☞ If there is no valid targets for the **Purge** ability to resolve, then no cards are banished (But the ability is still considered to be triggered).
- ☞ Even if there are no cards banished, cards, effects, and abilities that are triggered by using the **Purge** ability are still triggered when the ability is used.



For more information about the game, official rulings, promotions,
upcoming events, **Advanced Formats**, and more...
please check out our official website:
HeroesofHavokk.com

a Weird Dad Games production



created by Chris Niedrich