

BRAVE ★ BOLD

BAG BUILDING COMBAT GAME

CHARACTER
& GENERAL RULES

FAQ



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BRAVE & BOLD OFFICIAL FAQ

This document collects rulings on card and ability interactions, edge cases, and general rules questions that come up most often at the table. If your question is about how the game works more broadly (game set-up, turn structure, basic mechanics, key term definitions or multiplayer targeting), check the Official Rulebook first.

How to use this FAQ

The General Rules section covers core game concepts like token classes, the damage pool, rebalancing, and more. If you're looking for a specific character's ruling, jump to their section. This FAQ assumes familiarity with the core rulebook and is meant to supplement it, not replace it. Where the two conflict, this FAQ reflects the current official ruling.

Something not covered here?

This FAQ grows with the community. If you've run into a situation that isn't addressed, or a ruling that could use more clarity, bring it to the [***r/braveandbold***](#) subreddit or the official BGG forums — we monitor both and update this document as new questions come in. You may not be able to keep the game designers in your pocket, but we'll do our best to make sure all questions are answered.

Rules precedence

When a conflict arises, card and ability text always takes priority over the general rulebook, and specific rulings in this FAQ take priority over general card text. If a character ability says "may not be prevented," for example, that instruction overrides a more general rule elsewhere that would otherwise allow it. This hierarchy is why some characters — Clayface in particular — behave differently from the core rules in specific, called-out ways.

How entries are formatted

Each entry presents a player question in plain text followed by the official ruling in italics. Examples are used where a ruling benefits from a worked-through case.

VERSION 1.0

WHAT'S NEW IN THIS VERSION

This is Version 1.0, current as of September 2026. Updates will be versioned and dated so you can track what's changed since your last read.

We've collected as many edge cases as we could find. But we are sure that there will be more.

In addition to this document, we also have training materials and guidelines for Organized Play judges. If you are interested in getting certified as a judge contact your local game store.

GENERAL RULES CLARIFICATIONS

Can I draw multiple tokens at the same time?

No. Tokens are drawn one at a time unless an ability explicitly allows it. When a player draws tokens, a response window exists for draw-triggered abilities to resolve. If there are no draw-triggered abilities, players may proceed to the next draw.

Players must give their opponents the opportunity to respond to their draws. If you are unclear about the timing of a token draw, use player order, alternating draws until one player passes, allowing a response time between each draw.

When do I resolve a crisis?

Players who trigger a crisis resolve it after all other players have completed their Combat and Power-Up Phases. Resolving a crisis may not interrupt another player's active phase.

If I trigger a crisis, do I still collect my bonuses?

When resolving a crisis, you calculate the damage pool and resource pools, including any combat and resource bonuses. All other bonuses are ignored. Bonuses are calculated at the start of the combat phase, and players who trigger a crisis do not participate in the combat phase.

Can I challenge a player's ambiguous token placement?

Players are responsible for maintaining a clear board state. If a player has an ambiguous token state, they are given one opportunity to correct it. Legal placement of tokens during allocation include:

1. Placing a single token on the matching space.
2. Stacking 2 tokens or using a x2 token on a space requiring it.
3. Placing a bonus marker to indicate you are using a bonus in the place of a token.
4. Placing a x2 token between two spaces with the matching token class.
5. Stacking X:1 tokens on a space when using an explicit substitution ability

What is a token class?

There are 7 classes of tokens:

1. 4 basic token classes—**Combat**, **Resource**, **Agility** and **Focus**. Combat, Agility and Resource each have basic (**x1**), double (**x2**) and Power-Up types, and Combat and Agility also have Critical Mass type. Focus has 2 types: basic (**x1**) and Power-Up.
2. The character token class is made up of **crest** tokens and **special** tokens.
3. The **other** token class includes utility and reverse tokens.
4. **Crisis** tokens make up their own class.

How do + abilities work?

Each character has one ability with 2 modes: base and +. The base mode, on the first row, grants its listed benefit. The + mode costs more and grants an different benefit. You may only activate one mode per turn.

For example: Superman may activate Speed Blitz to deal 6 damage and gain one Heightened Senses OR he may activate Speed Blitz + to deal 8 damage and gain two Heightened Senses. He may not activate both.

During setup, which tokens go into the character supply? And how many are there?

Each character set contains 29 basic (x1) tokens, 8 crisis tokens, 5 utility tokens, and 1 reverse token. This is combined with 8 crest tokens and up to 11 special tokens, to make up the character supply with a total of 51-62 tokens.

During setup, which tokens go into the Armoury Bag? And how many are there?

Each character set contributes 29 tokens to the Armoury. All the double (x2) tokens and Power-Up tokens from 2 sets are combined. The 2 critical mass tokens are also added, bringing the Armoury Bag total to 60 tokens.

We recommend that once an Armoury bag is assembled you store it as a completed unit.

How does the damage pool work?

Damage dealt by activated abilities, unused combat tokens and bonuses create the damage pool. Modifiers may target individual instances of damage or the total damage pool and must be used before the damage pool is resolved.

A damage pool action is complete only when the defending player has taken the damage and updated their damage counter, and the tokens used to activate the ability have been discarded.

Is there overflow damage?

There is no overflow in Brave & Bold. When a player's damage counter is reduced to zero:

1. Any excess damage beyond zero is ignored.
2. Damage does not carry over to any other effect, state or character.
3. Damage counters may not go below zero.
4. An injured marker is placed on the player's character board.
5. Additional damage may only be dealt after a successful recovery action. All other damage is ignored while the counter remains at zero.
6. After an injured character has recovered at least one damage point, if their damage counter is reduced to zero for a second time, they are defeated.
7. An injured character who attempts recovery and fails to do so is immediately defeated.

What happens if both players reach zero on the same turn the deck runs out?

If both players become injured on the final turn and there are no challenge cards left to draw, there is no opportunity for recovery — the game ends before the next recovery action. In this case, the player with the first player marker wins, since damage is resolved in player order and the winner is the last one standing.

In a two player game, this will occur on turn 10, unless a character's ability has extended the game by reshuffling discarded cards into the challenge deck. In a multiplayer game, this occurs later— 20 in a game with 4 players, turn 30 in a game with 6 players.

Can I recover more damage than the starting limit?

No, the starting damage limit is set by the game format, and you may not recover to a level higher than the starting limit.

For a 1v1 game the starting limit is 60.
For a 2v2 game the starting limit is 40.
For a 3v3 game the starting limit is 35.

What is the difference between an ability and a special ability?

Each character has 5 named abilities listed on their character boards. These abilities are activated by allocating the tokens matching the costs identified on the board.

Each character has up to 4 special abilities listed on their character instruction cards, with corresponding wooden markers. These special abilities are gained by activating abilities on the character board or by activating their finishing move with the corresponding icon. Some special abilities may be gained during a recovery action. A wooden marker indicates a single stored use of that special ability.

Can I use special abilities on turns where a crisis is triggered?

It depends on the ability. Abilities that are triggered during the Combat Phase and Power-Up Phase may not be used because a player who triggered a crisis does not participate in those phases. All other special abilities may be used if they have a valid target, unless a game effect prevents them from being played.

Clayface may not use special abilities on turns where he triggers a crisis.

Can I use my reverse token to avoid a crisis?

Yes. The reverse token is used immediately on the draw and returns the token to the arsenal as if it had not been drawn.

Is there any way to block a critical mass token's effect?

No. The damage dealt by a successful critical mass activation is indefensible and is not included in any damage pool, making it immune to modifiers that target the total damage pool.

What happens if more than one player triggers a critical mass token on the same turn?

If more than one player has a successful critical mass activation on the same turn, they are resolved in player order. The player with the first player marker wins.

How many times may I use a focus token to peek at the next challenge card?

Each focus token may be used once, if you have drawn multiple focus tokens, you may peek once for each token used. Focus tokens used in this way are moved to the discard and may not be used to activate abilities.

Can a Utility token be used to satisfy the requirements of a card ability or game effect in place of a basic token?

Utility tokens are substituted for basic tokens when activating abilities. They cannot be used to satisfy other costs.

For example: if a game effect depends on having exactly 2 combat tokens in your current draw, you cannot use one combat token and one utility token to satisfy this requirement.

In a multiplayer game, how do you define player order?

Player order starts with the player who has the first player marker and continues in a clockwise direction around the play area.

In a multiplayer game, can I choose which opponent or teammate I target with an ability or special ability or can I split the targeting?

As a default, you select the opponent or teammate you wish to target. When dealing damage, you may split the damage between opponents. When recovering damage, you may split the recovery between teammates.

If a token is removed from the current draw, how does that impact bonuses?

Bonuses are earned on the drawing of the token, not the number of tokens in the current draw. Removing a token from a player's current draw leaves their bonuses unaffected.

Stored tokens that are added to a current draw or tokens added directly from the supply do not add to bonuses.

When are tokens replaced in the Armoury?

The Armoury has tokens replaced when:

1. Immediately after a player acquires a token from the armoury.
2. When a player uses a special ability allowing them to replace armoury tokens.
3. If no armoury purchases were made during resupply, in player order, each player may select and replace up to 2 tokens

Do I have to reshuffle my arsenal after searching it?

Yes. Any time a player searches their arsenal, they must reshuffle before drawing the next token.

To reshuffle: invert the bag at least twice and shake it vigorously, ensuring the tokens are well mixed.

Can I request my opponent reshuffle their bag?

Yes. Any player may request that their opponent shuffle their bag at any time; however, repeated shuffling requests without reasonable cause could be considered stalling.

When is a token considered drawn from a bag?

A token is drawn when it clears the bag opening. Draws must be completed in a single, continuous fluid motion.

What happens if I drop a token while drawing?

If the token has cleared the bag opening, it is considered drawn and is added to the current draw. A token that drops inside the bag triggers a reshuffle of the bag and is redrawn.

Can I ask my opponent to confirm their token count and crisis ratio?

Yes. This action should be verified during the rebalancing step. In competitive play, either player or a judge may request a full rebalance count at any time.

If a special ability does not have a valid target, can I still use it to trigger a game effect that requires a special ability to be used?

No. In order for a special ability to be considered used, it must have a valid target and be fully resolved.

What is a "non-crisis token"?

A non-crisis token is any basic, double or power-up token, a crest token, or any special character token which does not explicitly state it is not counted as a non-crisis token during rebalancing.

For example: Superman's Kryptonite token does not count as a non-crisis token during rebalancing. Lobo's Bounty tokens do not count as non-crisis tokens during rebalancing.

For targeting purposes what are all the valid token locations?

During the game, the following token locations exist:

1. **Supply:** Tokens that are not part of the starting bag are available for purchase from the Character Supply or the Armoury.
2. **Arsenal:** Tokens in the bag. The Arsenal describes your bag and the tokens within it.
3. **Current Draw:** Tokens drawn from the arsenal during the preparation phase, or added to the current draw by an ability or challenge card. Tokens allocated to abilities during the Combat Phase are still considered part of the current draw until the ability is resolved.
4. **Discard:** After an activated ability is resolved, the tokens used to activate it are moved to the discard.
Tokens may be discarded from other locations as directed by an ability or challenge card.
5. **Stored:** Tokens may be stored for a future turn by an ability or game effect.

Do challenge cards only apply to the player whose card it is or do they apply to all players?

Challenge card effects always apply to all players, unless the text of the card specifically mentions a player.

In a multiplayer game, if a challenge card refers to one player's opponent, all that player's opponents are affected.

What is the minimum number of crisis tokens in a bag?

You must always maintain a minimum of three crisis tokens in your bag. If an ability allows you to remove a crisis token and it would take you below this minimum you must restore the minimum at the next rebalancing. Unless otherwise specified, a token removed from the current draw is returned to the arsenal, not the supply.

For example: Cheetah may return 3 Hunt tokens to her supply during the preparation phase to also return a third drawn crisis token to the supply. During rebalancing this token is automatically returned, restoring her bag to the 3 token minimum.

Can I use a Focus Power-Up token to prevent a crisis?

No. A Focus Power-Up token's ability is triggered when it is drawn, it can only target tokens on the crisis meter at that instant. If there are no crisis tokens on the meter when it is drawn, the ability has no effect. It cannot be saved to target a Crisis token added later or used retroactively.

Can a double token (x2) be used to trigger 2 different abilities?

Yes. Double tokens have the same value as 2 basic tokens of its class, and can be split between 2 abilities, with one counted toward each ability's cost. Where possible, use these tokens on abilities requiring 2 or more tokens of the same class, to avoid ambiguous token placements. If that is not possible, notify your opponents that you are splitting the double token and place an unused bonus marker on the space to clearly indicate the cost has been allocated.

Is there an easy way to keep track of tokens that are temporarily added to my arsenal?

Some characters have special abilities or challenge cards that instruct players to add tokens temporarily to their bag, specifying when they should be returned—usually during rebalancing. It is your responsibility to keep track of these movements.

We recommend setting a matching token aside from the supply as you add them, so you never forget what has to come back out. You can place a token under the wooden marker of a special ability, or on top of the challenge card as the reminder. You can also use your spare tokens as markers, be sure not to mix them with your supply.

BATMAN™ CAPED CRUSADER



Playing Batman. Batman starts with one of the leanest bags in the game and a deep well of resources, so no two games will look alike. Explore how you build against each opponent, sculpting the exact bag you need before you cross the first rebalancing threshold at 17 non-crisis tokens.

His gadgets reward players who think a turn ahead to chain combinations and his special abilities give you tools to shape your opponent's turn as much as your own. Easy to pick up, hard to exhaust. The more you learn him, the more he has to give.

Token acquisitions until first rebalancing = 8

Can I really play a Gadget Card at any time?

Yes. The only restriction on using gadget cards, is if a card or character ability states otherwise. However, there are conditions for each card which must be met in order for a play to be valid:

Batman's Gadget Cards

1. **Batarang:** Deals 2 additional damage, you must be dealing damage first in order to increase the amount of damage dealt by 2—either through your damage pool, your finishing move or by using an explosive batarang. A batarang cannot be used independently to deal damage.
2. **Smoke Pellet:** Reduces damage dealt to you by 2, you must have taken damage dealt by another player or by a challenge card. A smoke pellet cannot be used independently to recover damage.
3. **Contingency:** This card can only be played at the end of the Combat Phase, and the tokens stored on it are added to your current draw at the start of your next Preparation Phase.
4. **Grapple Gun:** This awards one agility bonus—During the Combat Phase, use it to activate an ability in place of an agility token.
5. **Electro-pulse:** This card can only be played after both players have completed their preparation phase and before they have begun collecting bonuses or allocating tokens.

If I don't use a token that I had saved with Contingency, can I save it again?

Yes, if you have another contingency card, you may use it to save any unused token from your current draw, even if that token was added to your current draw from a previously played card.

Can I store a crisis token on Contingency?

No, when drawn and placed on the crisis meter, a crisis token is considered used and is therefore ineligible to be saved using Contingency.

A stored token is not counted as part of the arsenal during rebalancing.

Do the tokens added to my current draw by Contingency count towards bonuses?

No. Tokens stored on a Contingency card count towards bonuses on the turn they are drawn from the bag. They do not count towards bonuses on any subsequent turns.

If I have 3 gadget cards in my hand and activate an ability or bonus that allows me to draw another one, can I play a card first so I don't need to discard?

Yes, activating abilities is considered a separate action, and so you can allocate your tokens, play a card and then activate an ability that grants a new card, provided that you have not already played 3 cards this turn.

If I have 3 gadget cards in my hand and activate an ability or bonus that allows me to draw another one, can I look at the new card before choosing what to discard?

Yes.

Does my Strategist ability need to be used in real-time?

Yes. When using Strategist, you must declare its use immediately after an opponent draws their token. Because both players complete the Preparation Phase simultaneously, opponents may not deliberately rush their draws to avoid Strategist. Players must give their opponents the opportunity to respond to their draws. If you are unclear about the timing of a token draw, use player order, alternating draws until one player passes, allowing a response time between each draw.

If a player is using an ability that allows them to draw 2 or more tokens and select one, Strategist targets the token that was selected.

Do resource bonuses count towards my resource total for Tactical Payback?

Yes. The damage dealt from Tactical Payback is calculated as follows:

1. Count the resource tokens in your current draw and deal one damage per **x1** token and two damage per **x2** token.
2. Add additional damage for each resource bonus earned this turn. This includes the 3 additional resources gained by Surgical Strikes and therefore contributes 3 additional damage.
3. Add one additional damage for any Gadget cards you have already played this turn.
4. If a played gadget card is a Batarang, it counts towards step 3, and its +2 damage is added to the total on top.

My recovery ability allows me to draw a gadget card if I draw 2 resources, does this include double tokens? If I draw 4 resources can I draw 2 cards?

Yes. The way to read this ability is: For every 2 resources drawn, draw one gadget card.

Does Surgical Strikes triple my resources this turn?

No. Surgical Strikes grants 3 additional resources as a fixed gain, not a multiplier. On the player board this is shown as a resource symbol with x3, meaning you gain the equivalent of 3 resources for use this turn. This is distinct from bonus resources shown on the bonus table with a + sign. Game effects that reduce or modify bonuses do not affect resources gained through Surgical Strikes.

CHEETAH™ APEX PREDATOR



Playing Cheetah. You don't collect Hunt tokens so much as harvest them from your opponent's mistakes. Every token they leave unused feeds you, and starving you by using everything simply invites a different punishment. Your job is to make the trap inescapable. Explore how far you can push them across attack, defense, and crisis management, since Hunt fuels all three.

Cheetah punishes indecision and greedy draws alike. She is relentless. But her crisis clock runs on Hunt and nothing else, so if you spend carelessly or get starved, you can implode in a few bad draws.

Token acquisitions until first rebalancing = 6

When calculating Hunt tokens, what counts as an unused token?

A token is considered used when it is allocated to an ability, and then used to activate that ability. Tokens may also be used to pay the cost of certain game effects ie—a focus token may be used to look at the top card of the challenge deck.

A used token is placed in the discard after its use. Resource tokens that are not used to activate abilities but add to the resource pool are not considered used, even if the resource pool will be used to purchase during the Power-Up phase. Unused Combat tokens that are not used to activate abilities but add to the damage pool are not considered used. Bonuses are not tokens and do not count. Crisis tokens are always used when added to the crisis meter.

If I have all my hunt tokens in my bag, do I take one crisis token or one crisis token for each unused token?

One crisis token. The crisis penalty only applies when Cheetah cannot gain any Hunt tokens. If Hunt tokens are available, she gains as many as she can up to the number of unused tokens in her opponent's draw —no crisis is added for any shortfall. A crisis token is never added in the same instance that Hunt tokens are gained; it is strictly one or the other.

If I use 3 hunt tokens to remove my third crisis drawn, does that prevent the crisis?

Yes. The crisis is avoided, and Cheetah may continue to draw. If this action makes it so her arsenal only contains the 2 crisis tokens already on her crisis meter, she can draw her remaining arsenal without triggering a crisis. During rebalancing, she adds at least one crisis token back into her bag, following the rebalancing table to a minimum of 3.

This is the only way that Cheetah may remove crisis tokens from her bag.

Can I purchase additional Hunt tokens?

Yes. Hunt tokens are Cheetah's special character tokens and may be purchased from the character supply for a cost of 3 resources.

Do hunt tokens substituted for resources count when calculating the resource pool?

No. Exchanging or substituting tokens can only be used to activate abilities at the prescribed rate. Once used, these substituted tokens are placed in the discard and revert to their original token type.

In a multiplayer game, which opponent's current draw defines how many hunt tokens I gain?

In a multiplayer game, Cheetah gains tokens for the combined total of unused tokens from all opponents.

Does the damage from Close The Distance get added to my damage pool or is the damage dealt separately?

Both instances of damage are added to the damage pool.

When can I use Scent of Blood?

Scent of Blood triggers only after an opponent has used all the tokens from their current draw. You may use it at any time during the turn after this qualifying condition has been met.

A used token is placed in the discard after its use. Resource tokens that are not used to activate abilities but add to the resource pool are not considered used, even if the resource pool will be used to purchase during the Power-Up phase. Bonuses are not tokens and do not count. Crisis tokens are always used when added to the crisis meter.

Does No Escape affect all substitutions during my turn?

No. No Escape is a single use special ability, it can only be used for one exchange at the 2:1 rate. If you have multiple copies of No Escape available for use, you can use them all in the same turn.

If I gain No Escape by triggering Predator's Leap, can I use it immediately to help trigger another ability?

No. You must complete all token allocations before activating any abilities, you cannot allocate any tokens after the activating abilities action has started.

Can I use Too Fast To Pin Down to defend against damage dealt by a finishing move, special ability, recovery ability or challenge card?

No. This ability only operates against the total damage pool and cannot be used to defend against any other type of damage.

Does Too Fast To Pin Down cut indefensible damage in half as well as defensible damage?

Too Fast To Pin Down operates against the total damage pool, not against individual abilities damage. Therefore, if the damage pool is 8, and 4 of it is indefensible, Too Fast To Pin Down reduces the total damage pool (8) in half (4). All modifiers to the pool apply before this ability takes effect, as it operates only on the total pool. Effects that modify the total damage pool apply to both defensible and indefensible damage within the pool.

CLAYFACE™ BASIL KARLO



Playing Clayface. With a complete rewrite of the combat rules, Clayface is one of the most difficult characters to master. The shape-shifting mass must adapt to each opponent differently. If absorbing blows and hammering away isn't working, it's time to morph.

Nothing you draw is truly wrong, since his clay converts and substitutes into whatever you need. You can also start wearing your opponent's own abilities, turning their best attacks against them.

He barely heals, so playing him means knowing when to take damage on purpose and getting the sequencing right. It takes practice, so don't expect to get him right on the first try.

Token acquisitions until first rebalancing = 4

In the Combat Phase, which player attacks first?

The player who has the first player marker attacks first.

If it is Clayface, he must attack by activating one ability. The opponent then may activate an ability and Clayface may respond. The opponent may then attack again. After the first attack, Clayface may only respond, he may not initiate a new attack if his opponent does not attack first.

If an opponent has the first player marker they may attack, and Clayface responds. If they choose not to attack, Clayface may not initiate a new attack, he may only respond.

After an attack, can I use the same ability again in my next attack?

Yes. Once an attack is resolved, all tokens used to activate the abilities are placed in the discard, and the ability becomes available to be used again, provided you have sufficient tokens in your current draw.

What is the order of operations if I use Living Clay and Reformed Swings on the same attack?

Reformed Swings deals indefensible damage equal to the amount of the damage just taken. If you have absorbed the damage with Living Clay, there is no damage taken and Reformed Swings deals zero damage, you still gain Uncanny Imitation.

Does Living Clay absorb indefensible damage?

No. Living Clay is a defensive action, and indefensible damage may not be defended against.

With Predatory Form can I discard a combination of Mass of Clay or Structural Integrity or does it have to be 2 of the same token?

You may discard any two—either a pair of the same token or a combination of each.

When can I use Uncanny Imitation?

You may use Uncanny Imitation at any time when you have tokens available in your current draw to pay the activation cost. This could occur during your Preparation Phase, during the modified Combat Phase (it does not count as an attack or response), or during the Power-Up phase before the resupply action occurs.

Can I use Uncanny Imitation to activate an opponent's ability that requires crest or special tokens?

Yes. You may substitute Clayface crest tokens for an opponent's crests and use Mass of Clay or Structural Integrity tokens as a substitute for special tokens at a 2:1 rate.

Do I gain my opponent's special abilities when I activate an ability using Uncanny Imitation?

No. Uncanny Imitation resolves all effects including dealing damage, granting bonuses, and recovering damage. It does not grant special abilities, or add special tokens.

How do I calculate damage for Clay Lash?

The damage dealt is equal to the number of Mass of Clay tokens stacked when activating the ability.

What does it mean that I gain +1 response when activating Smothering Blow?

After resolving Smothering Blow, you may activate a second ability prior to your opponent initiating a new attack.

What does it mean to recover all used Mass of Clay or Structural Integrity tokens with Monstrous Resurgence?

When Clayface activates abilities, used tokens are immediately moved to the discard. The base ability of Monstrous Resurgence recovers the Mass of Clay and Structural Integrity tokens from the discard and returns them to Clayface's current draw to be used again.

How does Clayface recover damage?

Clayface only recovers damage with one of the following actions:

1. By activating Monstrous Resurgence + (recovers 3 damage).
2. By activating an opponent's ability that recovers damage.
3. By drawing a resource or agility token during the recovery phase while injured (recovers 8 damage).
4. By drawing a combat Power Up token (recovers 2 damage)

What should I do if I forget to remove the extra basic token placed in my bag by Clayface's challenge card?

If you did not follow the card's instructions during rebalancing, you must inform your opponent and restore your bag to the corrected state. If you have drawn from your bag to complete actions on a new turn —ie recovery or a new Preparation Phase, those actions are canceled and must be re-drawn.

Your opponents should wait until the actions are corrected before resuming simultaneous play.

Can I purchase additional Mass of Clay or Structural Integrity tokens?

Yes. Mass of Clay and Structural Integrity tokens are Clayface's special character tokens and may be purchased from the character supply for a cost of 3 resources.

A challenge card grants Clayface a free ability imitation, does this count as his response?

Yes. This card allows him to respond to the first attack from his opponent without using any tokens. It does not allow him to attack twice.

When Clayface is in play, when are finishing moves triggered?

After all attacks and responses have been resolved, each player has an opportunity to trigger their finishing move. This concludes the modified Combat Phase.

Is Clayface's Combat Phase modification considered a special ability and can it be targeted by game effects that target special abilities?

No. This is a game state change that cannot be modified or altered.

If an ability allows a character to trigger the same activated attack a second time, does Clayface get one or two responses?

These game effects combine the two activations into a single attack, pools their damage and Clayface gets one response window.

Can I use abilities or special abilities that target the damage pool?

No. When Clayface is in play, no damage pool is created, and each instance of damage from an attack is resolved separately. Abilities and special abilities that target the damage pool have no valid target and therefore cannot be used.

Does Wonder Woman's Lasso of Truth prevent Clayface from using more than one ability during his turn?

Yes. If Lasso of Truth is used against Clayface, he may only trigger the declared ability OR a mimicked opponent's ability using Uncanny Ability as his response to attacks, and he may still trigger his finishing move during that turn.

This is a specific exception to the damage pool targeting rule.

Does Cheetah's Too Fast To Pin Down affect damage dealt by Clayface?

No. Against Clayface no damage pool is created, so there is no valid target for Too Fast To Pin Down.

Can Darkseid use Cosmic Foresight against Clayface?

Darkseid can trigger Cosmic Foresight, however it deals zero damage as there is no damage pool to match.

DARKSEID™ THE OMEGA



Playing Darkseid. Starting with a damage disadvantage may seem unfair, but Darkseid is all about inevitability and control— seeing what's coming, removing what threatens you, and reshaping the board until the result is already decided. If your opponent is outmatching your turn's damage, you may be missing the point.

Pulling off a Critical Mass attack, is nigh impossible, but with Darkseid it may be worth a try. It still takes the stars to align, use his tools to bend them to your will. That looming threat will wear down your opponents.

Token acquisitions until first rebalancing = 4

What is the order of operations when using Cosmic Foresight?

Cosmic Foresight is activated during the Combat Phase, before resource pools and damage pools are calculated. After your opponent calculates their damage pool, Cosmic Foresight automatically increases or decreases your total damage pool to match. After this, any abilities that target your total damage pool takes effect.

You cannot wait to allocate tokens to and activate Cosmic Foresight until after you opponent has activated their abilities. These actions are played simultaneously, in order: allocate tokens > activate abilities > calculate pools.

When using Cosmic Foresight in a multiplayer game, whose damage pool do I match?

You may choose any opponent, not a teammate to match.

What happens when using Cosmic Foresight and my opponent's damage pool is zero?

If you activate Comic Foresight in a turn when an opponent's damage pool is zero, yours is also reduced to zero. This applies even if you triggered other abilities that would have contributed to the damage pool.

What happens if I draw 2 Crisis tokens while using Manipulation?

If you draw 2 crisis tokens, you must select one. This only counts as one crisis draw towards your crisis meter.

Can I use Subversion to remove a token after it has been allocated to an ability?

Allocated tokens are no longer considered part of a player's current draw. Subversion may be used at any time after a token is drawn, until it is allocated during the allocate token action of the Combat Phase. If a token remains unused, after the allocation action, it remains a valid target for Subversion.

Player's may not allocate tokens during any other time in their turn except during the allocate tokens action of the Combat Phase.

Can I use Subversion to remove a token from my own current draw?

Yes. Subversion may be used to target any player's current draw, including your own.

If I use Destiny Shift to remove an opponent's or teammate's Crisis token does it prevent a crisis from being triggered?

Yes, but only if used at the moment the third crisis token is drawn, before the crisis is triggered. The crisis token is removed from the opponent's crisis meter and returned to their arsenal, preventing the crisis from triggering. If Destiny Shift is used after a crisis has already been triggered or resolved, the crisis stands and the token is simply returned to the arsenal for future draws.

Can I use Apokoliptian Shields gained during my recovery phase immediately?

Yes, once a token enters your current draw—as part of the Preparation Phase or through any other way, it is available for use.

Can I purchase additional Apokoliptian Shield or Critical Mass Discount tokens?

Yes. Apokoliptian Shield and Critical Mass Discount tokens are Darkseid's special character tokens and may be purchased from the character supply for a cost of 3 resources.

What does it mean when tokens cannot be reversed, removed, replaced or selected from?

Certain game effects—ie. Manipulation, Destiny Shift, Subversion, the reverse token, can be used to control a player's draw. This card cancels all those effects this turn.

LEX LUTHOR™ MASTERMIND



Playing Lex Luthor. Lex is one character who doesn't win by hitting harder. He opens with a single combat token and a pile of Focus, and for the first few turns he may feel underpowered. That's the plan, not a flaw. Lex trades early muscle for information and resources, and the advantage compounds quietly until it's too large to answer.

Master Lex by shaping the game turn-by-turn rather than reacting to it. Stay patient, keep the engine turning, and by the time your opponent feels the pressure the outcome will already be decided.

Token acquisitions until first rebalancing = 4

Can Relic tokens be substituted for a Lex Luthor Crest?

No. Relic tokens may only be substituted for basic token classes —combat, resource, agility or focus.

Can I use Relic tokens to trigger World Domination?

Yes. Even though a finishing move is not considered an ability, you may use Relics to substitute for up to 2 focus tokens. If you do so, the damage bonus for each Relic token used is added to the damage dealt by World Domination.

Do Relic tokens stay in my bag after use?

No. Once all abilities are activated and damage pools are calculated, the used tokens are placed in the discard. Relic tokens that are placed in the discard are returned to the supply during rebalancing. They must be re-acquired by gaining and activating The Totality on a subsequent turn.

Unused Relic tokens —ie those drawn but not used or those that were not drawn during the Preparation Phase, remain in the arsenal to be re-drawn until they are used.

Can I purchase additional Relic tokens?

No. Relic tokens cannot be purchased and gain only be gained by using The Totality.

When a challenge card allows me to deliver 2X damage, does that include damage modified by Relic tokens?

Yes. When calculating the damage pool, an ability that has had it's damage modified is doubled.

For example: if you activate Lex Corp Research, using 2 Relic tokens instead of the resource tokens, and had selected that as your ability to deal 2X damage, you would deal a total of 22 damage from that ability this turn. $(7+2+2) \times 2 = 22$

Modifiers are always applied with addition and subtraction first, followed by multipliers or divisors.

Do I replace the token stolen from the Armoury by my Mechano-men?

Yes. Any time a token is acquired from the Armoury it is immediately replaced by a new token drawn from the Hall of Justice Armoury bag.

Can I use Mechano-men to add a Power-Up token to my arsenal during the preparation phase mid-draw?

Yes. You may use Mechano-men at any time, so you can use it at the start of a phase, between drawing actions, or in response to an opponent's action. When using Mechano-Men to add a Power-Up token, that token becomes immediately available to be drawn from your bag.

Can I use two Mechano-men markers at the same time?

Yes. If you have earned more than one Mechano-men special ability markers you can use them both to defend against 2 damage each—4 damage total OR to take 2 tokens from the Armoury OR to defend against 2 damage and take 1 token from the Armoury.

When I use Upper Hand, does it cancel the effect of the active card that I replace?

Yes. When Upper Hand is used, the replaced card is no longer in effect and any advantages gained are reversed. ie—if a player has added tokens to their bag as the result of a challenge card, those tokens are immediately removed and returned to the supply.

The new card takes effect from the point at which it is revealed.

When I use Upper Hand, is the card I looked at and discarded placed in the discard before or after I reshuffle?

Before you reshuffle. Using Upper Hand allows you two advantages, first to choose, replace and potentially alter the conditions of the active turn, and secondly to put used cards back into circulation for drawing on subsequent turns.

Reminder—any player can use a basic focus token at any time from their current draw to look at the top card of the challenge deck.

Can I wait until my Preparation Phase to name an ability for the challenge card that allows me to choose an ability to add 2 damage to this turn?

No. The ability must be declared immediately when the challenge card is drawn. If this card replaces another challenge card during the Preparation Phase or Combat Phase, the ability must be named immediately before progressing to the next action.

If I draw a focus token during my recovery phase and then draw another one on my redraw, do I keep drawing until I get something that isn't a focus token?

Yes. Lex Luthor typically carries more focus in his arsenal than other characters, so you can keep drawing until you reach 4 non-focus tokens.

LOBO™ BOUNTY HUNTER



Playing Lobo. Lobo doesn't need to build a large bag. He's a contract hunter, and his craft is subtraction: strip the arsenal down turn by turn until almost every draw is exactly what you want. A lean Lobo is a lethal Lobo.

It takes discipline and commitment to pilot him well. Stop too early and the engine stalls before it pays for itself. Cut too late and you've built a perfect machine with no way to end the game. Master that timing and he's one of the most controlled characters in the game.

Token acquisitions until first rebalancing = 6

Where does the Bounty token come from to fulfill Contract?

At the start of the Watchtower Phase, Lobo takes a Bounty token from his supply to bid on a Contract. If there are no tokens remaining in the supply, he may not bid a Contract this turn.

When setting a Bounty during recovery, can I double up on a single ability?

Yes. You may place a second Bounty on the same ability, or you may place a Bounty on a second ability.

Do Bounty tokens used as a substitute for a resource token add to the resource pool?

No. Once used, the substituted token is placed in the discard and reverts back to a Bounty token.

What is the difference between using The Main Man and the Cleanup ability of a Bounty token?

Both The Main Man and the Cleanup ability of a Bounty token allow Lobo to remove a non-crisis token from his bag. The only difference is that the Cleanup ability requires the removal of both a Bounty token from your current draw or discard AND a non-crisis token, whereas The Main Man does not require the removal of a Bounty token.

What should I do if I forget to remove a Utility Token or Bounty Token at the start of the Power-Up Phase on a turn where I used No Loose Ends?

If you did not follow the ability's instructions at the start of the Power-Up Phase, you must inform your opponent and restore your bag to the corrected state, including rebalancing if necessary. If you have drawn from your bag to complete actions on a new turn —ie recovery or a new Preparation Phase, those actions are canceled and must be re-drawn.

Your opponents should wait until the actions are corrected before resuming simultaneous play.

Does Czarnian Regeneration prevent Lobo from becoming injured?

The effects of Czarnian Regeneration are automatically applied once it has been earned. The first time that Lobo's damage counter would reach either 1 or 0, he immediately recovers 10 damage, preventing him from becoming injured. If there is damage remaining to be inflicted, that damage is still taken, and if his damage counter is reduced to 0, he becomes injured.

For example: If Lobo has 8 damage on his counter and I deal 12 damage to him, he takes the 8, the counter resets to 10, and he takes the remaining 4, leaving him with 6 damage on his counter.

If Lobo has 8 damage on his counter and I deal 18 damage to him, he takes the 8, the counter resets to 10 and he takes the remaining 10, reducing his counter to 0, causing him to become injured.

If I do not have any Bounty tokens in my supply, can I still trigger Double or Nothing?

No. In order to use Double or Nothing, you must have a Bounty token in the supply to add.

On a turn when I used No Loose Ends, do I still have to return a token if I triggered a crisis?

Yes. Even though you do not participate in the Power-Up Phase, mandatory returns embedded in an ability's text are obligations that carry forward independent of phase participation.

Can the Bounty token I return when using No Loose Ends satisfy the requirements for the Cleanup action?

No. Returning a Bounty token using No Loose Ends is a separate action from Cleanup. Using the Cleanup action is optional, if you still have Bounty tokens available in the current draw, and can be used as many times as you have Bounty tokens available.

If I have not set a Bounty during the turn where the challenge card is drawn that causes me to take damage or add a crisis token, am I still penalized?

Yes. If all your Bounty tokens are in your arsenal when this card is revealed, and you have not set a bounty, your only option to prevent this card from taking effect is if you place a bounty during your recovery action and collect it.

Does Lobo's challenge card that restricts token acquisition to only those purchased during resupply affect Bounty tokens?

Yes. This card prevents Bounty tokens from being added to the arsenal this turn, they are returned to the supply. This also prevents No Loose Ends and Double or Nothing from adding tokens.

It also prevents any other character ability that adds tokens to the arsenal.

For Example: Cheetah would be prevented from adding Hunt tokens this turn, Supergirl would not gain Yellow Sun or Red Sun tokens from triggered abilities, Lex Luthor would be prevented from adding Relic tokens, Superman could not use Flight or Super Strength.



Playing Supergirl. Supergirl doesn't play defense, she plays through punishment. The more damage she takes, the more dangerous she gets, so the game becomes a balance between the bite of Red Suns and the relief of Yellow Suns.

She also performs best while riding with exactly two crisis tokens on her meter. Push that line too far and draw the third — Krypto has your back. Loyal Companion lets her fight through the chaos and still fire an ability when anyone else would be forced to stop.

Token acquisitions until first rebalancing = 5

Does Supergirl's Yellow Sun tokens substitute for tokens at a 2:1 rate like Superman's?

No. Yellow Sun tokens affect Supergirl differently than Superman. Her Yellow Sun tokens recover 1 damage when drawn, are used to activate Strength Of The Yellow Sun or Gods Are Not That Kind, and during her recovery ability.

How do I add additional Yellow and Red Suns if they cannot be purchased?

Additional Yellow Suns are granted by activating Gods Are Not That Kind, No Boundaries, or No Boundaries+. Additional Red Suns are granted by activating This Will Not End Well or No Boundaries+. Activating these abilities are the only way to add additional solar tokens to Supergirl's arsenal.

If there are no additional tokens remaining in the supply, you have reached the maximum of each token in your bag.

If I draw a Red Sun and Yellow Sun token during recovery can I use each token twice?

Yes. Each Yellow Sun drawn recovers 3 damage and each Red Sun deals one damage and is added to the current draw. If you draw both you may also take 2 damage to gain a Loyal Companion.

For example: If you were to draw 2 Yellow Sun and 2 Red Sun tokens during your recovery action, you would recover 6 damage, deal 2 damage, take 4 damage, gain 2 Loyal Companion markers, and add both Red Sun tokens to your current draw.

If I have 2 Loyal Companion Markers available, can I use both in the same turn?

No. Loyal Companion is limited to one use per turn, you may use it to allocate tokens to and activate one ability if you triggered a crisis. Your second Loyal Companion must be saved for use in a future turn.

Can I use Controlled Rage to deal damage on a turn where I trigger a crisis or have not activated any abilities?

No. Controlled Rage is a modifier that applies only to an activated ability. If no abilities have been activated, there is no valid target for Controlled Rage.

Can I use Relentless Fury to substitute an unused Red Sun token for an unused combat token to add to my damage pool?

No. Relentless Fury allows substitution of a Red Sun for a combat token when activating abilities and cannot convert unused Red Sun tokens.

If Supergirl has 20 damage or less on her counter, unused Red Sun tokens add 2 damage to the damage pool.

Do damage modifiers apply before or after the damage is converted to indefensible damage using Last Daughter?

Before. The damage pool contribution is calculated including all modifiers, and then the ability is converted.

SUPERMAN™ MAN OF STEEL



Playing Superman. One most forgiving character to pick up, Superman has several effects can increase his bag size for a single turn, tilting the odds toward a deep, powerful draw while keeping crisis at bay. At the end of the turn, these tokens are removed from the bag. Build the version of Superman that suits your play style, and set a matching token aside from the supply as you add them, so you never forget what has to come back out.

Kryptonite becomes a constant threat after turn 3. Once it enters your bag, your finishing move is the main way to clear it: Sun-Dipped holds it in your discard for a turn, and activating in again before Kryptonite is reloaded can keep it sidelined for good.

Token acquisitions until first rebalancing = 5

When can an opponent add Kryptonite to my bag?

Starting on turn three, or on any subsequent turn, during the resupply action of the Power-Up phase, your opponent may spend 6 resources from their resource pool to add Kryptonite to your bag.

What should I do if I forget to remove 3 combat tokens during rebalancing on a turn where I used Super Strength?

If you did not follow the ability's instructions during rebalancing, you must inform your opponent and restore your bag to the corrected state, including rebalancing if necessary. If you have drawn from your bag to complete actions on a new turn —ie recovery or a new Preparation Phase, those actions are canceled and must be re-drawn.

Your opponents should wait until the actions are corrected before resuming simultaneous play.

What should I do if I forget to remove the extra basic token placed in my bag on a turn where I drew a Yellow Sun during recovery?

If you did not follow the ability's instructions during rebalancing, you must inform your opponent and restore your bag to the corrected state. If you have drawn from your bag to complete actions on a new turn —ie recovery or a new Preparation Phase, those actions are canceled and must be re-drawn.

Your opponents should wait until the actions are corrected before resuming simultaneous play.

Can 2 Yellow Sun tokens be substituted for a Superman Crest token?

Yes. 2 Yellow Sun tokens may be used in the place of any I token when triggering Superman's abilities.

Can my challenge card that allows me to return a crisis token to my bag and redraw be used to return Kryptonite for a redraw?

No. The challenge card only applies to crisis tokens drawn. The reverse token may be used on Kryptonite.

Is the damage dealt by drawing combat tokens in my recovery ability count towards my damage pool?

No. The damage dealt during the recovery phase is a separate action and is not part of the Combat Phase or the damage pool. It also may not be prevented or modified by abilities that target the entire damage pool. It can be modified by defensive abilities that target individual instances of damage.

For example: This damage may be prevented by Lex Luthor's Mechano-Men or Batman's Smoke Grenade, but cannot be cut in half by Cheetah's Too Fast To Pin Down.

Can Heightened Senses be used to modify damage dealt during my recovery phase?

Yes. An attack is anytime you deal damage to an opponent from any source. You cannot use Heightened Senses to deal damage independently.

Can Solar Recharge be used to cancel the effects of Dark Knight?

Yes.

THE FLASH™ FASTEST MAN ALIVE



Playing The Flash. Set the pace by tapping deeper and deeper into the Speedforce, and keep the Flash one step ahead all game. He rewards fast, decisive play and the smarts to know which move matters, because Barry is as much a strategist as a sprinter. Playing him too carefully risks that you will never see what he can really do. Find the rhythm of spending and recharging, building up your draws to time the next surge perfectly.

If you stumble, pick yourself up and dust yourself off and try again, he has couple of do-over's built right in.

Token acquisitions until first rebalancing = 4

If I use 2 Speedforce tokens to remove a crisis, where does it go?

The crisis token is removed from your crisis meter and returned to your arsenal bag. It can be used to remove a token on the meter, but may not be used to reverse a token just drawn.

When a token is removed, it is taken from its current location—the crisis meter—and returned to its designated source location—the arsenal—unless otherwise specified.

For example: If the Flash has 2 Crisis tokens on his meter, he can use 2 Speedforce to remove one of them and avoid triggering a crisis on his next token draw. If he draws a third Crisis token, he may not use 2 Speedforce tokens the third token and continue his draw.

When can I use Speedforce tokens?

You may use Speedforce tokens any time after they are drawn and the conditions for use are met. Used tokens are placed in the discard.

1. When substituting 2 for an agility token, it must be during the allocation action of the Combat Phase.
2. When using 1 to prevent 2 damage, it must be in response to receiving damage of any type.
3. When using 2 to remove a crisis token from the crisis meter, this can be at any time during the turn when there is a crisis token on the meter.
4. When using 3 tokens to deal 4 damage, this can be done at any time. This damage is dealt separately from the damage pool.

Can I purchase additional Speedforce tokens?

Yes. Speedforce tokens are The Flash's special character tokens and may be purchased from the character supply for a cost of 3 resources.

Are used Speedforce tokens removed before or after I count my tokens for rebalancing?

Before. Speedforce tokens are removed during rebalancing before the crisis value of your arsenal is calculated and crisis tokens are added or removed.

Can I buy back my Speedforce tokens on the same turn as they are removed?

No. Speedforce tokens are removed during rebalancing which occurs after the resupply action where new tokens are acquired.

Can One Step Ahead be combined with a Resource Power-Up token to purchase 4 of the same tokens in one turn?

No, you may purchase 2 copies of the same token and 2 copies of a second token, but you may not purchase 4 tokens of the same type.

Can I use Hit First immediately after I gain it?

Yes. Because special abilities are gained during the activation action of the combat phase, you may trigger this ability immediately before activating your next ability.

Can I use Forensic Analysis to draw a Speedforce token and then immediately use it to remove and prevent a crisis, and continue drawing?

No. Forensic Analysis triggers at the end of the Preparation Phase, after the drawing has stopped and after a crisis is triggered. So while you can use it to bring a Speedforce token out of your arsenal via the exchange, that token may not be used retroactively to prevent a crisis that has already triggered and your draw does not resume.

Can I use Case Reopened to reshuffle in the current challenge card?

Yes. This reshuffling happens during the Power-Up phase. If you reshuffle the active card, its effects remain until the end of the turn.

When I discard a crisis token using my recovery ability, where does it go? Does this count as using Speedforce towards my turn limit?

It does not count as spending Speedforce towards your turn limit.

The crisis token is placed in your discard, temporarily removing it from your arsenal for this turn, and returns during rebalancing. This token returned before the calculation of the crisis value of your arsenal and crisis tokens are added or removed.

What should I do if I forget to remove the extra basic token placed in my bag by The Flash's challenge card?

If you did not follow the card's instructions during rebalancing, you must inform your opponent and restore your bag to the corrected state. If you have drawn from your bag to complete actions on a new turn —ie recovery or a new Preparation Phase, those actions are canceled and must be re-drawn.

Your opponents should wait until the actions are corrected before resuming simultaneous play.

WONDER WOMAN™

CHAMPION OF TRUTH



Playing Wonder Woman. Your success or failure with Wonder Woman, is often decided when you match the perfect upgrade engine against your opponent. Experiment with different combinations and bag building strategies to outmaneuver each opposing player.

But be careful, her control mechanisms with Lasso and Bracelets have proven to ruin friendships and cause an unprepared opponent to want to flip the table. Each engine can be reinforced or undermined by your purchasing choices. Find the combinations that work for you.

Token acquisitions until first rebalancing = 8

When do I select my upgrade cards?

Selecting upgrade cards is part of the setup process and happens after both players have compiled their starting bags. Once selected, and the starting player has been determined, the upgrades may not be changed at any time.

When can I trigger "Once per Turn" passive abilities like on Aegis of Athena?

Passive abilities that are "once per turn" may be used at any time that the conditions for use are met, and do not require allocation or activation.

In the case of Aegis of Athena, this is not restricted by the timing of the damage pool, it may be played before the damage pool is calculated, or before the damage pool action is complete.

A damage pool is complete only when:

1. The defending player has taken the damage and updated their damage counter.
 2. The tokens used to activate abilities have been discarded
- If either condition has not been met, the damage pool is not resolved.

Does Aegis of Athena prevent indefensible damage?

When using the Aegis of Athena, the entire damage pool is deferred—including indefensible damage. Each turn it is used, she may defer the damage until the start of her next combat phase. This deferred damage may not be continually deferred by Aegis on subsequent turns.

Aegis may only be used to defer one instance of damage per turn, regardless of its source. ie. From a single attack, the damage pool or from a finishing move, but not from all sources.

Does deferred damage from Aegis of Athena count towards triggering Wrath of the Amazon?

Yes. Wrath of the Amazon can be triggered by any source of damage, including deferred damage, damage dealt during a recovery ability, damage dealt by a challenge card, damage dealt by a special ability, damage dealt as part of the damage pool or damage from a finishing move.

Can I discard or reverse a crisis token draw during the turn where my challenge card makes draws apply to all players?

Yes. Any player may remove a crisis token from their board, use their reverse token or any special ability that targets crisis tokens. If a player removes a crisis token in this way, the cumulative total across all players is affected.

Does the Tiara of Themyscira allow me to use Wrath of the Amazon a second time?

Yes. Once per game you may use Tiara to select and activate any special ability without removing the marker, leaving it free to be used a second time, even if the special ability is normally restricted to once per game.

Does Amazonian Sword trigger if I have no combat tokens in my current draw?

No. In order for Amazonian Sword to trigger, combat tokens must be allocated to a single ability. If there are no combat tokens to allocate, the conditions for triggering this ability cannot be met.

Does Lasso of Truth prevent my opponent from using their finishing move?

No. The damage from a finishing move is not included in the damage pool. The Lasso of Truth only restricts players from using more than one ability this turn to create their damage pool.

CREDITS

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