

**B R A V E ★ B O L D**  
**BAG BUILDING COMBAT GAME**  
**RULEBOOK**



For over 65 years, the heroes of the Justice League have inspired audiences with their ability to overcome era after era of villains and crises.

While the roster has evolved, one thing has remained constant—the League's charter to protect Earth from threats beyond the reach of conventional forces, coordinating from the Watchtower to stand united whenever new villains rise. When one, two or three villains begin making trouble, the Justice League heroes step in to save the day.

In **Brave & Bold** you step into the boots of either the heroes or the villains—squaring off in **1v1, 2v2 and 3v3 skirmishes** that may leave you battered and bruised, or triumphant in your goal to be the last one standing when the fighting stops and all the dust settles.

Every draw from your bag is a heartbeat decision: grab just enough power to land the perfect combo or press your luck for an epic flourish—risking a surge of crisis tokens that overloads your turn in spectacular fashion.

Time your iconic moves, unleashing *Batman's* precision counters, *Wonder Woman's* lasso ripostes, *The Flash's* speed-force flurries which damage your opponent and brings you closer to victory. Each round you will also restock your arsenal or raid the Hall of Justice Armoury before combat continues.

**BRAVE ★ BOLD**  
BAG BUILDING COMBAT GAME

## GAMEPLAY OVERVIEW:

**Brave & Bold** is a fast-paced, competitive bag-building combat game. Each turn plays out as a tense push-your-luck skirmish between rivals, where you **draw tokens** from your arsenal (bag)—combat, agility, focus, resources, character boosts, and crises deciding whether to keep digging or stop and trigger your character's ultimate combos.

Surviving the draw lets you **spend tokens** to unleash character-specific abilities, trigger jaw-dropping combos, and **acquire stronger tech** from the Hall of Justice. Quick turns, escalating bags, and cinematic powers create a taut rhythm of risk, reward, and a spectacle worthy of your favourite superhero in every matchup.



### OBJECTIVE

Your goal is to be the last hero (or villain) standing.

Your starting damage limit is defined by the game format and is tracked using the damage counter. When the counter reaches zero the first time, your character becomes **injured** (as marked by the injured marker) and must recover damage using a successful recovery action.



If a player fails to recover damage while injured or their damage counter is reduced to zero while they still have an injured marker in play, they are defeated.

**You win when you have defeated all other opponents.**

## KEY CONCEPTS

Master these concepts to prove you have what it takes to win.

1

This game plays out through **simultaneous actions** as all players collectively move through the 4 primary game phases: the **Watchtower Phase**, the **Preparation Phase**, the **Combat Phase**, and the **Power-Up Phase**.

Each character has their own specific **abilities** and special actions which are taken during each phase, as identified on their **character ability card**. If there is a discrepancy between this rulebook and any character ability card, the character's ability takes precedence.

2

Mastering the flow of bag-building and combat is essential to succeeding in this game.

During the natural flow of the game, you will be **drawing tokens** from your bag into the current draw pool, **allocating tokens** from your pool to unlock abilities on your player board, and unleashing those abilities against your opponents

At the end of each turn you will **Resupply, Rebalance** and **Reload** your bag. As you develop strategies to manage the tokens in your bag, you will find unique combinations that can lead you to victory.

3

When drawing from your bag, there will be multiple **crisis** tokens.



If you ever draw 3 of these tokens, a **crisis** is triggered and you must resolve it during the current turn. A **crisis** will greatly hamper your ability to progress, as you will not be permitted to participate in the Combat or Power-Up phases but instead follow specific steps to resolve it. (see **Resolving A Crisis** on page 10)

In this rulebook, the basic game play rules are outlined for a **1v1 format**. *Specific rules for 2v2 and 3v3 formats are outlined on page 13.*

Also for clarity, the term **token** refers to a token that is put in your bag, the term **marker** refers to special markers that get placed on your player board to indicate a special status (ie injured or a special ability).

Definitions for **highlighted terms** can be found on page 11.

On the player boards, character cards, tokens and other game components there are **icons** which signify specific game actions. For definitions of **universal actions** and their corresponding iconography, refer **Game Actions & Icons** on page 10. Definitions of **character special abilities** and their icons are found on the **character ability cards**.



## SETTING UP THE GAME:



*Choose your heroes and villains from an ever-growing roster of DC characters.*

**Each player selects a character to play.**  
(ie Superman vs Lex Luthor).

After selecting your character, unfold that character's playset and assemble the components to create your play area:

**Lay out the Player board, Character Ability Card, Helper Card and Token Tray as shown on pages 4-5.**

Using the token tray, separate out your **Basic** (X), **Crisis** (👉), **Utility** (🌀), **Reverse** (↩️), and **Character** (Crest & Specialty) **Tokens** and place them in the compartment marked **SUPPLY**.

*Each character supply should have 29 Basic Tokens: 8 combat, 10 resource, 6 agility, 5 focus; plus 8 crisis tokens, 6 utility tokens and 1 reverse token. Most characters have 8 crest tokens, at least 4 specialty tokens and some have additional basic tokens as a part of their set. (Each player will have spare tokens in their set.)*

The other 2 sections of the tray are where you will place your **CURRENT DRAW**, and the token **DISCARD** as they are used to trigger abilities.

Combine your **Double** tokens (**x2**) and **Power-Up** (👤 🎒 🏠) tokens with your opponent's tokens and the 2 **critical mass** (👤) tokens to create the **Hall of Justice Armoury** in the designated bag marked with the 🏠.

Each player should contribute 12 Double tokens: 4 combat, 4 resource, 4 agility AND 17 Power-Up tokens: 4 combat, 4 resource, 4 agility, and 5 focus. Critical Mass tokens are included on the punchcard with the first player marker. (Each player will have spare tokens in their set).

Randomly select 6 tokens from the armoury bag and place them between the player boards.

Combine the **challenge cards** of both players into a single deck, shuffle and place between both players.

## PLAY AREA

**SUPERMAN**  
MAN OF STEEL

**HEAVY PUNCH**

**ORBITAL COMBAT**

**SHOCKWAVE PUNCH**

**HEAT VISION**

**SPEED BLITZ**

**SUN-DIPPED**

**BONUS TABLE**

3 = 🏠+3	9 = 🏠+2	11 = 🏠+2
6 = 🏠+1	10 = 🏠+2	12 = 🏠+1

**CRISIS METER**

Labels A, B, C, D indicate board dimensions.

PLAYER BOARD

**CURRENT DRAW**

**SUPPLY**

**DISCARD**

TOKEN TRAY

Set your **damage counter** to the appropriate limit (**60 for a lvl game**) and keep it in your play area. Your damage counter may be referenced by you or by your opponent at any time during the game.

Place your **bonus** markers next to the tracker on your player board. Put the **injured** marker and **special ability** markers next to your **Character Ability Card**.

## COMPETITIVE PLAY

In competitive play one player may supply all the shared tokens and armoury bag for both players; or these may be supplied by the event organizer (this is to prevent players accidentally losing their shared tokens). If you are using coin capsules to protect your tokens, both players must be using them, and they must be of the same type. **The tokens are sized to fit in a standard 25mm x 2.3 mm coin capsule.**

Challenge cards must also be either sleeved or un-sleeved. When using sleeves, all the cards must match in color and material.



## ARMOURY




**SETUP**  
Draw 9 tokens from Superman's arsenal.  
Also place starting character tokens in Superman's arsenal.

**SPECIAL ABILITIES**

**SUPER STRENGTH**  
Add 100 points of your Health and Stamina tokens to your bag. At the end of your turn remove 100 points of each token from your bag.

**FLIGHT**  
Use of this token adds 2 yellow turn tokens to your bag. The next 2 yellow turn tokens used are removed from your bag.

**SOLAR RECHARGE**  
Whenever you activate this token it adds 200 points of your Health and Stamina tokens to your bag.

**HEIGHTENED SENSES**  
Use to activate your abilities in an attack or defense 2 damage.

**RECOVERY ABILITY**  
Draw 4 tokens from Superman's arsenal.  
RECOVER HEALTH: 100  
RECOVER STAMINA: 100

**SUPERMAN'S SPECIAL TOKENS**  
These tokens represent the strength that Superman possesses under Earth's yellow sun. 2 yellow turn tokens can be used to activate any 1 token when triggering Superman's abilities.  
Starting on turn 1, an opponent may add 100 points of their Health and Stamina to their arsenal for 1000 points for a total of 2000 points of Health and Stamina.  
These additional tokens do not count when determining your total value.

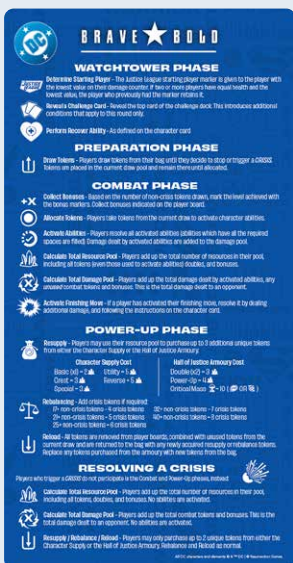
**SUPERMAN**  
MAN OF STEEL

### PLAYER BOARD

- A - FINISHING MOVE
- B - BONUS TABLE
- C - ABILITIES
- D - CRISIS METER

### CHARACTER ABILITY CARD

- E - STARTING BAG
- F - SPECIAL ABILITIES
- G - RECOVERY ABILITY
- H - CHARACTER SPECIAL TOKEN DEFINITIONS



**WATCHTOWER PHASE**

**Determine Starting Player** - The Justice League starting player is given to the player with the lowest value and lowest bonus counter. If there are no players have their health and the lowest value, the player who controlling that the meter starts it.

**Reveal Challenge Card** - Reveal the top card of the challenge deck. This introduces additional conditions that apply to this round only.

**Picture Bonus Ability** - As defined on the character card.

**PREPARATION PHASE**

**Draw Tokens** - Players draw tokens from their bag until they decide to stop or trigger a JADES token or activate the current flow and reveal their special abilities.

**COMBAT PHASE**

**Collect Resources** - Based on the number of non-crisis tokens drawn, mark the total amount with the bonus markers (bonus markers are used in the power phase).

**Activate Abilities** - Players take tokens from their arsenal to activate character abilities.

**Activate Abilities** - Players resolve all activation abilities (abilities which have all the required spaces on their damage dealt by activated abilities are added to the damage dealt).

**Calculate Total Damage Dealt** - Players add up the total damage dealt by activated abilities, any unactivated abilities and bonuses. This is the total damage dealt to an opponent.

**Activate Finishing Move** - If a player has activated their finishing move, resolve it by dealing additional damage, and triggering the destruction on the character card.

**POWER-UP PHASE**

**Recharge** - Players may use their resources pool to purchase up to 3 additional unique tokens from either the character's supply or the rest of Justice League.

**Character Supply Cost** | **Rest of Justice League Cost**

Basic: 100	Stamina: 100	Health: 100	100
Crisis: 100	Recovery: 100	Power: 100	100
Special: 100	Special: 100	Special: 100	100

**Rehearse** - Add unique tokens if required:  
10 non-crisis tokens - 1 crisis token  
20 non-crisis tokens - 5 crisis tokens  
30 non-crisis tokens - 10 crisis tokens

**Reveal** - All tokens are revealed from player board, combined with unused tokens from the current deck (which are used to fill with any new resources revealed in the previous phase). Explain any tokens purchased from the armoury with new values from the bag.

**RESOLVING A CRISIS**

**Player with Highest Critical Hit** - The player with the highest critical hit is the starting player.

**Calculate Total Damage Dealt** - Players add up the total damage dealt to an opponent, including all abilities, bonuses, and bonuses. No abilities are activated.

**Calculate Total Damage Dealt** - Players add up the total damage dealt to an opponent, including all abilities, bonuses, and bonuses. No abilities are activated.

**Recharge / Rehearse / Reveal** - Players may only purchase up to 3 unique tokens from either the Character Supply or the rest of Justice League's resources and reveal an amount.

### CHARACTER ABILITY CARD

### HELPER CARD



DAMAGE COUNTER



INJURED MARKER



BONUS MARKERS



SPECIAL ABILITY MARKERS

Follow the steps outlined on the Character Ability Card to create your starting **arsenal** in your bag.

### Determine the starting player for the first turn:

A player shuffles the challenge deck. An opposing player then randomly cuts the deck and reveals a card. The player who's character's crest is shown on the chosen card is the starting player and takes the first player marker.

Read the card aloud and place this card face up at the top of the discard pile. This card becomes the first challenge card of the game.

## PLAYING THE GAME:

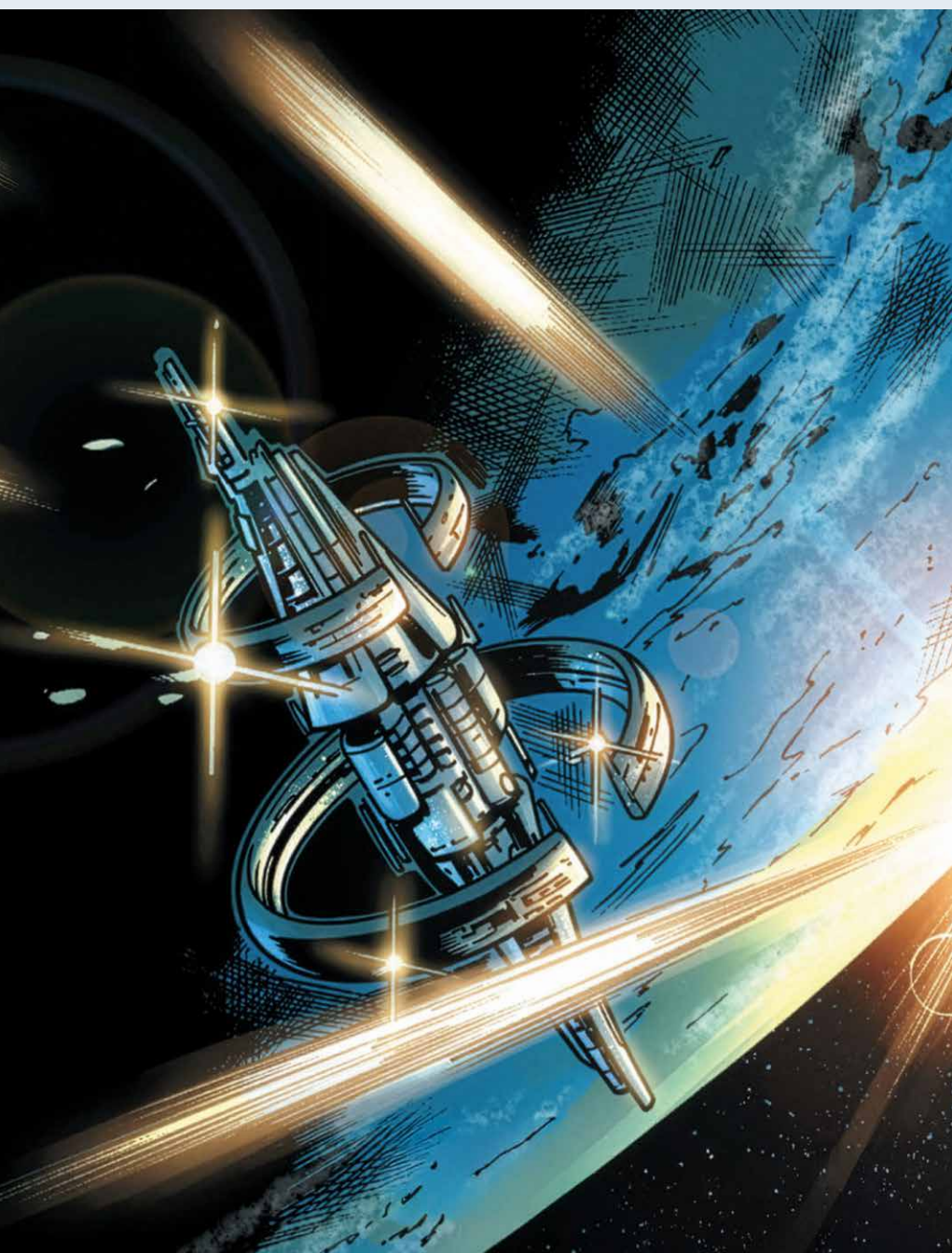
Each turn of the game happens in phases, with all players completing their actions **simultaneously** for the **Watchtower**, **Preparation** and **Combat** phases.

**Character Ability Cards** may have special abilities which trigger at specified points during the phases. Remember to trigger those abilities at the appropriate time.

### WHILE LEARNING TO PLAY

We recommend for the first couple of games that these phases be played in **player order**, starting with the player who has the Justice League starting player marker.

In **competitive play**, the event organizer may specify if the **Combat** phase must be completed in player order to ensure fairness and to make judging easier.



## WATCHTOWER PHASE

During this phase complete these 3 actions in order:  
(on the first turn skip this phase as all actions are completed during set-up)



### 1. Determine starting player for the turn.

The player with the lowest value on their damage counter at the start of this phase takes the Justice League starting player marker. If two or more players have equal health and the lowest value, the player who previously had the marker retains it.



### 2. Reveal the top challenge card from the deck.

This card will only affect the active turn. After reading the card aloud, place this card face up at the top of the discard pile. This card may be referenced by either player at any time during this turn.

*If you are unable to draw a new challenge card, the game immediately ends, and the player with the higher value on their damage counter is declared the winner.*



### 3. Perform your Recovery Ability.

This is outlined on your Character Ability Card. Any tokens drawn during this action are returned immediately to your **arsenal** bag.

Trigger any Watchtower phase special abilities from your Character Ability Card.

## PREPARATION PHASE

During this phase you will draw tokens from your bag. Place them in the designated compartment in the token tray labeled **CURRENT DRAW**.

If you have abilities that trigger before, during or after your draw, be sure to use them at the appropriate time.

Draw tokens one at a time, from your **arsenal** bag and add them to your current draw.



As you draw tokens, you may gain additional **bonuses**, place one of your **bonus markers** on the space in the bonus table to identify which bonuses have been achieved by the non-crisis tokens in your current draw.

*Most bonuses achieved may be used to trigger abilities during the **Combat** phase; resource bonuses are also added to your resource pool and used during the **Power-Up** phase.*








If you draw a **crisis token** (☠️), place it on the crisis meter on your player board. If you draw a third crisis token, a **crisis** is triggered. (see **Resolving A Crisis** on page 10)

If you draw a **focus token** (👁️), you may secretly look at the top card of the challenge deck. *This card will be played during the next Watchtower phase, and this knowledge will help you prepare.*

You may choose to stop drawing tokens at any time. Once all players have decided to stop drawing new tokens, notify the other players that you are moving to the **Combat Phase**.

## COMBAT PHASE

During this phase you will use the tokens from your **CURRENT DRAW** plus any **bonuses** to trigger character abilities on your player board. Complete this phase by taking the following actions:

- 1. Trigger any combat phase abilities** – If you have any special abilities that trigger during the combat phase, use them now.
- +X 2. Calculate Bonuses** – Determine which bonuses you've achieved by checking the bonus markers placed on your bonus table. You are eligible for bonuses based on the number of non-crisis tokens you pulled from your arsenal during the Preparation phase.
-  **3. Allocate tokens** – place the tokens from your current draw onto the abilities you wish to trigger on your player board. You may only use a token once per turn, any unused tokens remain in your **CURRENT DRAW**, and will be returned to your arsenal during this turn's reload (see the reload action during the Power-Up phase)
-  **4. Activate Abilities** – once you have filled the necessary token requirements, activate the abilities from your player board. At this point you acquire special abilities and/or other bonuses as indicated. *Any damage dealt by these abilities are added to your damage pool.*
-  **5. Calculate your total resource pool** – this is equal to the total of all resources tokens, including any tokens used to activate abilities, any doubles, and bonuses achieved.
-  **6. Calculate the total damage pool** – this is equal to the total damage of any activated abilities plus one for any unused combat tokens, and bonuses.  
***Deal that much damage to your opponent.***  
There are two kinds of damage – normal **damage** may be defended against or modified by a character ability, **indefensible damage** as indicated by the  icon, may not be defended against or modified.  
Once your damage pools have been calculated, and damage has been dealt, place the used tokens in the designated section of the tray labeled **DISCARD**.
-  **7 Finishing Moves** – every character has a finishing move as indicated by the  icon. *Any damage from this move is not included in the damage pool.*  
This move deals additional damage and unlocks special abilities as indicated on your character ability card.

### SPECIAL ABILITIES

**On your character ability card**, unlock unique special abilities by activating the ability on your player board with the corresponding icon. These icons match the markers included with your set. Place the corresponding special ability marker on the space on the card to indicate the special ability has been unlocked and available for use. Each marker represents one stored use of that special ability. Some special abilities have multiple markers, you may place an additional marker each time a special ability is unlocked and there are still markers available in the supply. Each time you use a special ability, you remove one marker, and return it to the supply.

## USING THE DAMAGE COUNTER

The damage counter is set during game setup based on the format you are playing (for Ivl start at 60).



When a player takes **damage**, they reduce the value of their damage counter. When you reduce your opponent's **damage counter to zero** and they become **injured** and they place their **injured marker** on their player board. If they are unable to recover damage during their next **recovery action**, they lose the game.

If they do recover, play continues— **if you reduce their damage counter to zero again while their Injured marker remains in play, you win the game.**

## POWER-UP PHASE

During this phase, you will **Resupply**, **Rebalance** and **Reload** your **arsenal**.

If you have character special abilities that trigger during the Power-Up phase, be sure to use them at the appropriate time. *The player with the first player marker gets to complete their actions first.*



1. **Resupply** – players may use the resources from their resource pool to purchase up to 3 additional unique tokens from either the Character Supply or the Hall of Justice Armoury:

### Character Supply Cost

Basic (X1) = 2   
Crest = 3   
Special = 3   
Utility = 5   
Reverse = 5

### Hall of Justice Armoury Cost

Double (X2) = 3   
Power-Up = 4   
Critical Mass = 10 ( OR )

*If no armoury tokens were purchased, each player chooses 2 tokens from the armoury to replace by drawing new tokens from the Hall of Justice Bag. Any tokens replaced are returned to the bag.*



2. **Rebalance** – players count the number of **non-crisis tokens** in their arsenal bag (including any new tokens acquired and those in the discard this turn) and adds or removes crisis tokens if necessary.

Number of Non-crisis Tokens in Bag	Minimum Crisis Tokens Needed
Less than 17	3
17-20	4
21-24	5
25-31	6
32-39	7
40 or More	8



3. **Reload** – take all of your newly acquired tokens as well as all the tokens from your discard and any that may be remaining on your player board and put them back into your arsenal bag.

After all players have completed these actions, proceed to the next Watchtower phase. **Play continues until an injured player's damage counter is reduced to zero. If all player's are defeated in the same turn, the final damage is resolved in player order, and the winner is the last one standing.**

## RESOLVING A CRISIS



A **crisis** occurs when a player draws their third **crisis token** from their **arsenal** (bag).

If you draw 3 crisis tokens during the preparation phase, you **do not participate** in the **Combat** or **Power-Up** phases. Instead, you must use this turn to resolve a crisis by taking the following actions:



1. **Calculate your total resource pool** – this is equal to the total of all resource tokens, any doubles, and bonuses achieved. No abilities may be activated.



2. **Calculate the total damage pool** – this is equal to 1 damage for each combat token in the current draw, plus bonuses. Deal that much damage to your opponent. No abilities may be activated.



3. **Resupply / Rebalance / Reload** – you may only purchase up to 2 unique tokens from either the Character Supply or the Hall of Justice Armoury. Rebalance and Reload as normal.

## TOKENS:

**BASIC TOKENS (x1)** Basic Tokens all have an **x1** on the back indicating they are single use only.



**Combat** - These tokens can be used to activate character abilities OR to inflict damage on an opponent.



**Resource** - These tokens can be used to activate character abilities AND create a player's resource pool for acquiring new tokens during **resupply**.



**Agility** - These tokens can be used to activate character abilities.



**Focus** - These tokens can be used to activate character abilities OR may be used when drawn to look at the top card of the challenge deck, place the used token in your discard.

### CRISIS TOKENS



**Crisis** - Pulling 3 of these tokens triggers a **crisis**, forcing a player to skip the Combat and Power-Up phases.

**DOUBLE TOKENS (x2)** Double Tokens all have an **x2** on the back, these tokens have the same value as 2 basic tokens of the same type (Combat, Resource or Agility)

**POWER-UP TOKENS** have **additional symbols** on the back, indicating their enduring ability while in play. These tokens have the same value as a basic token of the same type for triggering character abilities or calculating pools.



**Combat** - This token can be used to activate character abilities AND when drawn, the player recovers +2 damage.



**Resource** - This token can be used to activate character abilities AND allows a player to purchase an additional token from their Character Supply OR from the Hall of Justice Armoury during **resupply**. *This purchase costs one less resource token.*





**Agility** - This token can be used to activate character abilities AND when drawn, the player draws an additional 2 tokens, picks one and returns the other to their bag.



**Focus** - This token can be used to activate character abilities AND when drawn, the player may remove a crisis token from their crisis meter and return it to their bag.

### CRITICAL MASS TOKENS



These tokens can be used to activate character abilities  OR  OR during the Combat phase, if activated for matching 10 tokens: the player targets an opponent, they are immediately injured and take additional indefensible damage equal to their remaining damage counter.

### OTHER TOKENS



**Utility** - May be used as a substitute for any **x1** combat, resource, agility or focus token when activating a character ability.



**Reverse** - When drawn, place on your player board with your active special ability markers. May be used immediately after drawing any token to return that token back into the bag and redraw. When used place this token in your discard.

**Crest Tokens** - Each character has crest tokens, with a unique symbol that represents that character. These tokens are used to activate abilities on a player's board.

**Character Special Tokens** - Some characters have special tokens. These tokens have specific game effects that are described on the character ability card.

## GAME ACTIONS & ICONS:



**Activate Abilities** - Abilities on a player board which have all the required spaces filled are considered activated. Damage dealt by activated abilities is a separate action when added to the damage pool. A player's Finishing Move is not considered an ability.



**Activate Finishing Move** - If a player has activated their finishing move, resolve it by dealing additional damage, and following the instructions on the character card.



**Allocate Tokens** - Players take tokens from the current draw to activate character abilities or their finishing move. Place allocated tokens on the space provided on the player board.

**Arsenal / Arsenal Bag / Bag** - These terms are interchangeable and are used to describe your bag and the tokens you have within it. If an ability allows a player to search their arsenal, the bag must be shuffled after the effect resolves.



**Bonuses** - Players obtain bonuses by drawing more tokens from their arsenal. The number of non-crisis tokens needed to achieve a bonus and its result is indicated on your player board. As you progress in the current draw, mark your progress on the player board with the bonus markers. Bonuses may also be awarded by a special ability, challenge card or game action. Bonuses are not considered tokens for abilities or game effects that target tokens.

**Character Ability Card** - Each character set comes with a supporting card which defines the initial arsenal set-up, special abilities, recovery ability and instructions for using the character tokens in that set.

**Character Special Abilities & Markers** - These are defined on the Character Ability Card. Each special ability has a corresponding icon which appears on the player board and on the ability markers. Unlock a special ability by activating the corresponding character ability on the player board and place the marker for that ability on the Character Ability Card. Each marker represents one stored use of that special ability. When the ability is used, remove one marker.

**Current Draw** - Players draw tokens from their arsenal bag during the preparation phase. Tokens are to be drawn one at a time, unseen, and once revealed, placed in the Current Draw section of the token tray. Players allocate tokens from the current draw to activate abilities.



**Critical Mass** - Tokens with these symbols may be acquired from the Hall of Justice Armoury using 10 tokens of their type (Combat or Agility). When you pull these into your current draw, you can activate them by using 10 tokens of their type, immediately injuring your opponent and dealing additional indefensible damage equal to the remaining total on their damage counter.

**Damage Pool** - Players calculate their total damage pool by adding up the damage dealt by all active abilities on their player board, un-allocated combat tokens, doubles and bonuses. The damage pool is used to deal damage during the Combat phase.



**Deal Damage** - This symbol indicates that a player is dealing damage to an opponent. The number in the center indicates the amount of damage dealt. Some abilities may allow this damage to be defended or modified. Modifiers are indicated by a **+ or - symbol** in the center of the icon with the number.

**Discard vs Remove from Game** - When a player is instructed to discard a token it is moved from the starting location *ie the current draw or the arsenal* and placed in the discard. These tokens are reloaded during the Power-Up phase. If a player removes a token or marker from the game, it permanently set aside and may not re-enter play.



**Draw Tokens** - This symbol indicates that a player may draw tokens from their arsenal. Typically this happens during the Preparation phase, however special abilities or challenge cards may also instruct a player to draw additional tokens as an action.



**Exchanging or Substituting Tokens** - Certain character tokens and special abilities allow players to use combinations of tokens at a prescribed rate (1:1, 2:1, 3:1) when activating character abilities. Once used, these substituted tokens are placed in the discard and revert back to their original token type.

**Heroes** - The good guys of the DC Universe. Heroes are characters that through their actions become eligible as members of the Justice League. Additional heroes will be released in expansion sets.



**Indefensible damage** - This symbol indicates damage that the damage dealt cannot be defended against or modified. Effects that modify the total damage pool apply to both defensible and indefensible damage within the pool.



**Injured Status** - When a player's damage counter reaches zero, that character takes the **INJURED** marker and places it on their board. An injured character must recover at least one damage during their next recovery action, or they are defeated. **If damage is dealt to an injured character that causes the counter to reach zero, that character is defeated.**



**Preventing Damage** - Certain character abilities can prevent or reduce damage. This damage is reduced from the total damage pool. Preventing damage is not considered a recovery action.



**Recover Ability** - This symbol indicates your character's recover ability. This is typically taken during the Watchtower phase, but additional recovery actions may be activated by a challenge card or character ability. Recovery actions may not be used to exceed the starting damage limit set by the game format.



**Resource Pool** - Players calculate their total resource pool by adding up the number of resources including all tokens (even those used to activate abilities), doubles and bonuses. The resource pool is used to cover the cost of additional tokens as you resupply your arsenal during the Power-Up phase.

**Returning or Removing a Token** - When a game effect instructs a player to return or remove a token, it is taken from its current location *ie the arsenal bag / current draw* and returned to a designated source location *ie the character supply or back to the arsenal bag*.

When a token is returned from the arsenal, it goes back to the supply, unless specified otherwise. When a token is returned from the current draw, it goes back to the arsenal, unless specified otherwise.

Any token that is temporarily added to your arsenal or set aside at any point in the turn, to be returned during the same turn, is returned during the rebalancing action, unless otherwise specified.

**Avoiding a crisis:** When a crisis token is reversed or removed from a board and returned to the arsenal *on the third draw*, this action occurs **before** a crisis is triggered, and the player may continue their draw as normal.



**Reveal a Challenge Card** - Reveal the top card of the challenge deck. This introduces additional conditions that apply to this round only.

**Simultaneous Actions**- Players resolve actions during the Watchtower, Preparation and Combat phases simultaneously. While learning to play or during competitive play, simultaneous actions may need to be resolved in player order. For actions with triggers that occur as simultaneous actions, those triggers resolve either immediately before or after the action as if they were resolved in player order.



**Starting Player**- The Justice League token is given to the player with the lowest value on their damage counter. This player goes first when resolving actions in player order. All other players alternate resolving their actions in a clockwise order from the starting player.

**Stored Tokens**- Tokens that are stored for future turns by game effects (ie on a card or in the player's discard) are not counted as part of the arsenal during **Rebalancing**.

**Token Locations**- In the normal flow of the game, tokens move from the Supply (character or Hall of Justice Armoury), to the Arsenal (bag), to the Current Draw, to ability allocations, to the Discard and then back to the Arsenal. Tokens may be stored, removed or returned to or from these locations as directed by a game action or special ability.



**Updating Damage Counter**- This symbol is used to indicate that your damage counter should be updated. When this symbol is combined with a negative integer **(-)** you take damage, the damage counter is reduced. When this symbol is combined with a positive integer **(+)** you recover damage, and this is considered a recovery action.

**Universal Actions**- Any game action that is eligible to be taken by all players. This includes any actions listed in the rules or on a challenge card. Universal actions may be resolved simultaneously or in player order. When in doubt about the order of operations for resolving actions, resolve them in player order, alternating one action at a time to determine the final outcome.

**Villains**- The bad guys of the DC Universe. Villains are the opponents to members of the Justice League. Additional villains will be released in expansion sets.

# ALTERNATIVE FORMATS

## 2V2 TEAM BATTLE

In this format, players divide into teams with 2 heroes competing against 2 villains. During set-up the Hall of Justice Armoury only needs the Double, Power-Up and Critical Mass tokens from a 2-player game. Combine all 4 sets of challenge cards and shuffle them into one deck.

### Each player sets their damage counter to 40

The game ends when both players on either team are ***injured*** and have their damage counter reduced to zero.

When ***dealing damage***, you specify which of your opponents is the target of the ***damage pool***. You may also split your damage pool between opponents. ***Finishing move*** damage may only be applied to a single opponent.

Teammates can combine their ***resource pools*** to purchase higher cost tokens, however each player may only acquire a maximum of 3 tokens during the Power-Up phase.

Recovery actions may be applied to either teammate. *Both players may use their recovery action on the same player during the same turn.*

If a teammate is about to take damage, your ***prevent damage*** ability may be used to prevent or reduce that damage.

## 3V3 TEAM BATTLE

In this format, players divide into teams with 3 heroes competing against 3 villains. During set-up the Hall of Justice Armoury only needs the Double, Power-Up and Critical Mass tokens from a 2-player game. Combine all 6 sets of challenge cards and shuffle them into one deck.

### Each player sets their damage counter to 35

The game ends when all 3 players on either team are ***injured*** and have their damage counter reduced to zero.

Teammates can combine their ***resource pools*** to purchase higher cost tokens, however each player may only acquire a maximum of 3 tokens during the Power-Up phase.

Damage in your ***damage pool*** may be distributed among opponents. ***Finishing move*** damage may only be applied to a single opponent.

Recovery actions may be applied to any teammate. *Multiple players may use their recovery action on the same player during the same turn.*

If a teammate is about to take damage, your ***prevent damage*** ability may be used to prevent or reduce that damage.

### CREDITS

**Game Design:** Brian & Brad Zander

**Graphics & Production:** Resurrection Gaming Company

**Characters & Artwork:** Courtesy of DC Comics, WBDCP

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