Basic Rules

Attack Multiplier Value — Name — ⌂ Range — Defence Multiplier Value

Attack Value — 1^2 — 1 — 1^2 — Defence Value

Character Name
Character Description

Alignment | Type ● — 3 — Health Value

Description ● Gold Cost
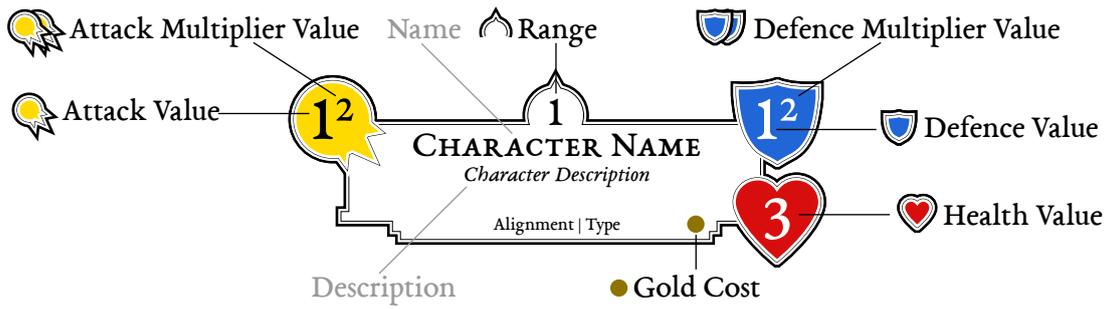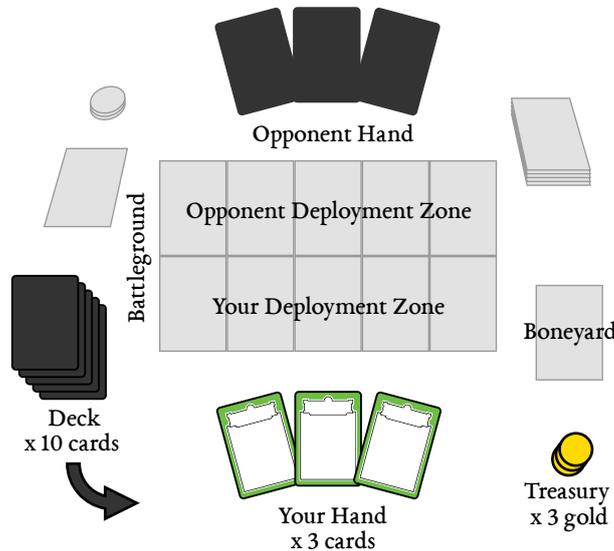
Setup

FellBound is a two player card game in which characters (cards) engage in combat on a 2x5 tile battleground.

Defeat occurs when you do not have at least two living characters on the battleground by the end of your turn. If a character's health value ♥ is reduced to 0, that character is slain.

Each player begins with a shuffled deck of ten cards placed face-down, and a treasury of three gold coins. Randomly determine which player takes their turn first and continue alternating turns in order.

Opponent Hand

Opponent Deployment Zone

Battleground

Your Deployment Zone

Boneyard

Deck
x 10 cards

Your Hand
x 3 cards

Treasury
x 3 gold

On your opening turn, draw three cards from the top of your deck into your hand, keeping them hidden from your opponent.

Characters may be deployed from your hand onto any single unoccupied tile in your deployment zone.
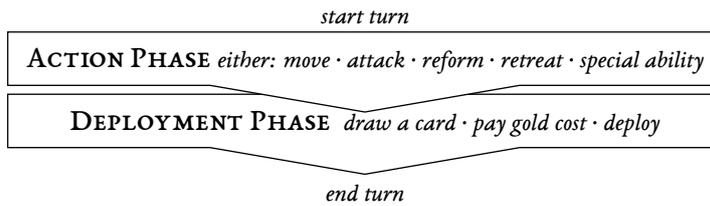
If a character has a gold cost ● (each '●' icon represents 1 gold coin), that gold must be deducted from your treasury and placed on the card during deployment phase.

Your Hand — Treasury

Your Hand — Treasury
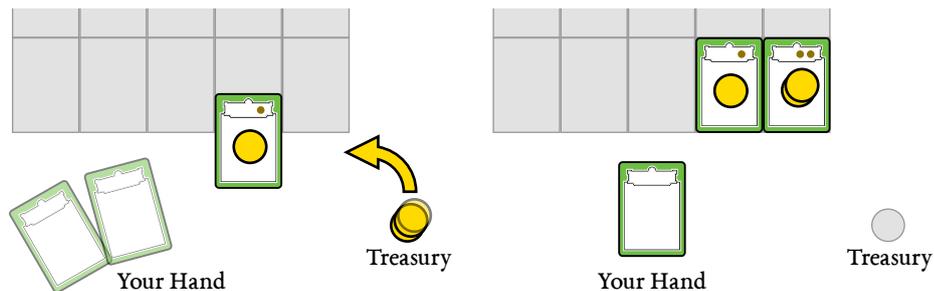
Once you've finished deploying characters, your turn ends.

After each player's opening turn, turn order proceeds as follows:

start turn

| |
|---|
| **ACTION PHASE** *either: move · attack · reform · retreat · special ability* |
| **DEPLOYMENT PHASE** *draw a card · pay gold cost · deploy* |

end turn

ACTION PHASE
On subsequent turns, one or more active characters (cards) may each perform one available action during the action phase: *move*, *attack*, *reform*, *retreat*, or *special ability*.

MOVE
Characters may move one tile forward, left, right or back. Any gold on the character card must be carried with the character as it moves or performs other actions. Characters must remain on the battleground and cannot move onto tiles occupied by other living characters.
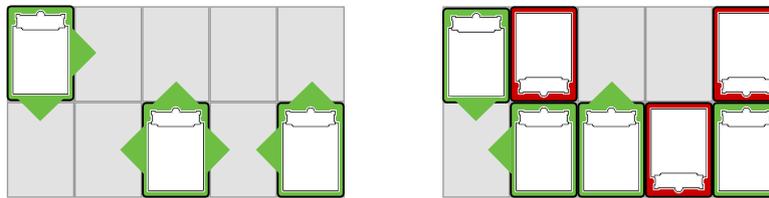
They may however move onto tiles occupied by slain characters, in which case the moving player receives any gold on that card which is added to their treasury. The slain character is then placed in the owning player's boneyard.

Boneyard

Treasury
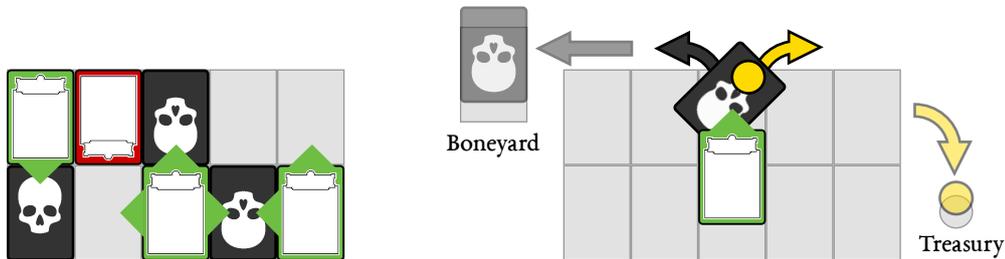
RANGE
A character must be within range of a living target character in order to attack or perform a special ability. A character's range value ⌂ determines the number of tiles directly in front of the character that may be targeted. A character with a range value may also target another character one tile away directly left or right, but not behind.
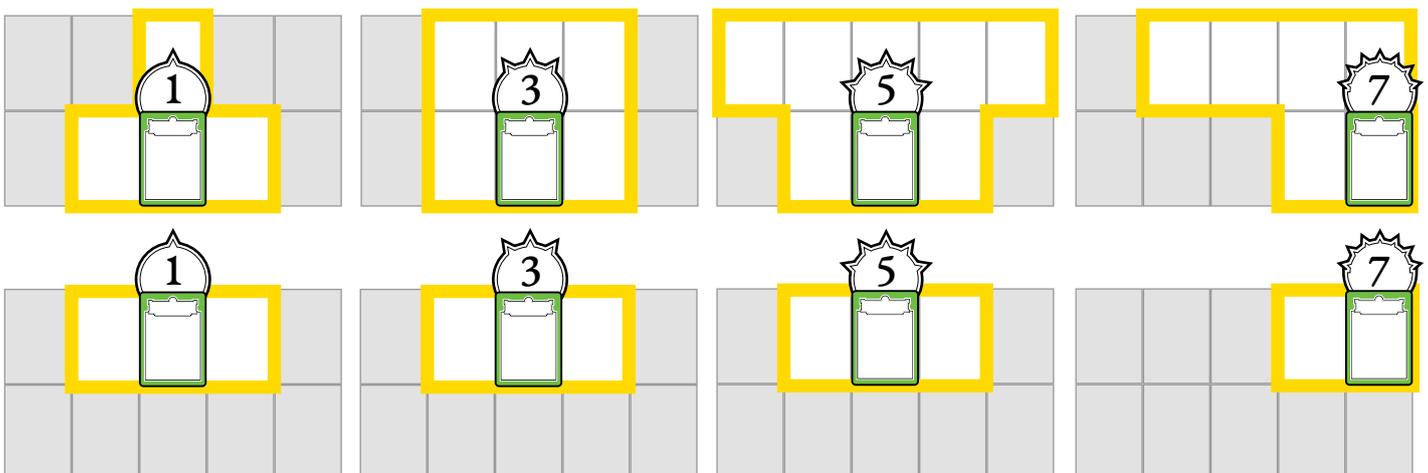
Reform

Characters may reform as an action, turning their range 180° and allowing them to target living characters that may have previously been behind them or defend against attacks. Turn the character card 180° to represent this.
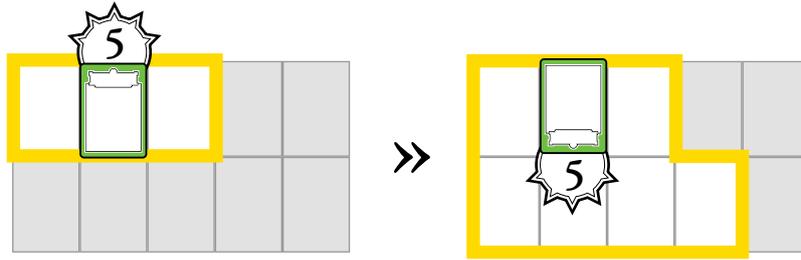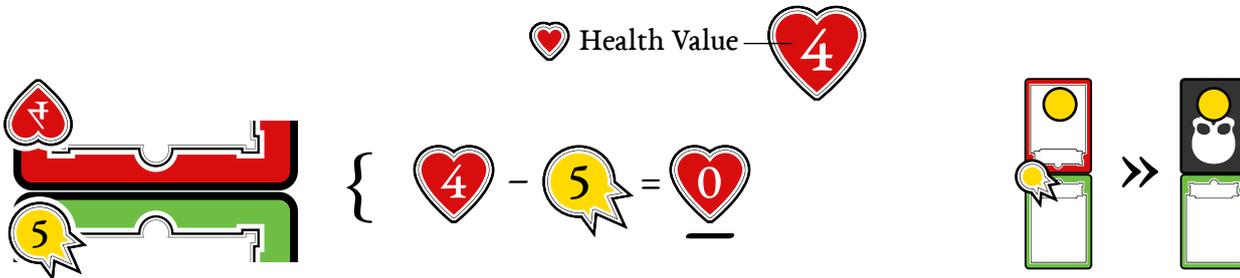
Attack

An active character with an attack value 🟡 may attack any single target character within range ⌂ once per turn. The offending character's attack value is permanently deducted from the target character's health value ❤️.
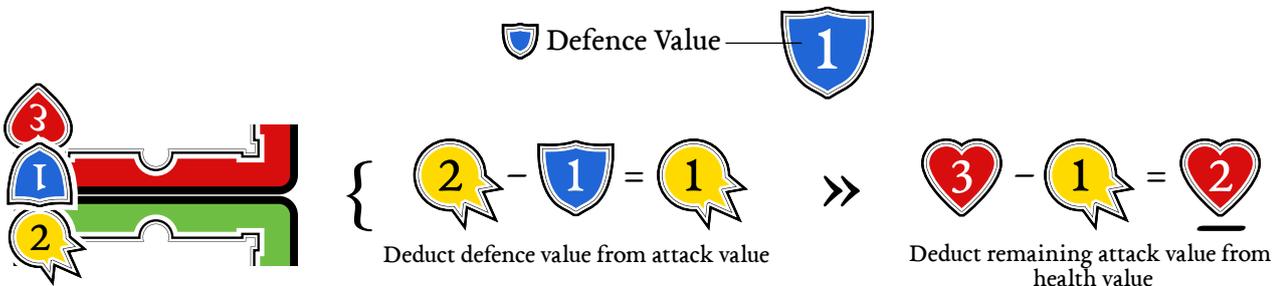
Attack Value — 2

$$4 - 2 = 2$$

Deduct attack value from health value
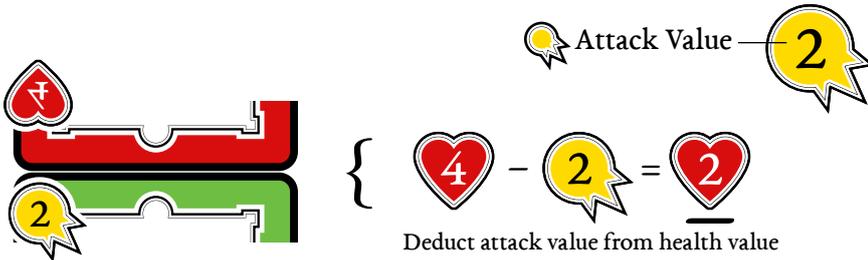
Health

If a character's health value ❤️ is reduced to 0 the character is slain, may no longer perform actions, and is placed upside-down on its current tile along with any gold it may be carrying. Note: a value of any kind (health value, defence value etc.) is never reduced below 0.

Health Value — 4

$$4 - 5 = 0$$

Defence

If the target character has a defence value 🛡️, this is deducted from the offending character's attack value once per turn.

Defence Value — 1

$$2 - 1 = 1$$

Deduct defence value from attack value

$$3 - 1 = 2$$

Deduct remaining attack value from health value
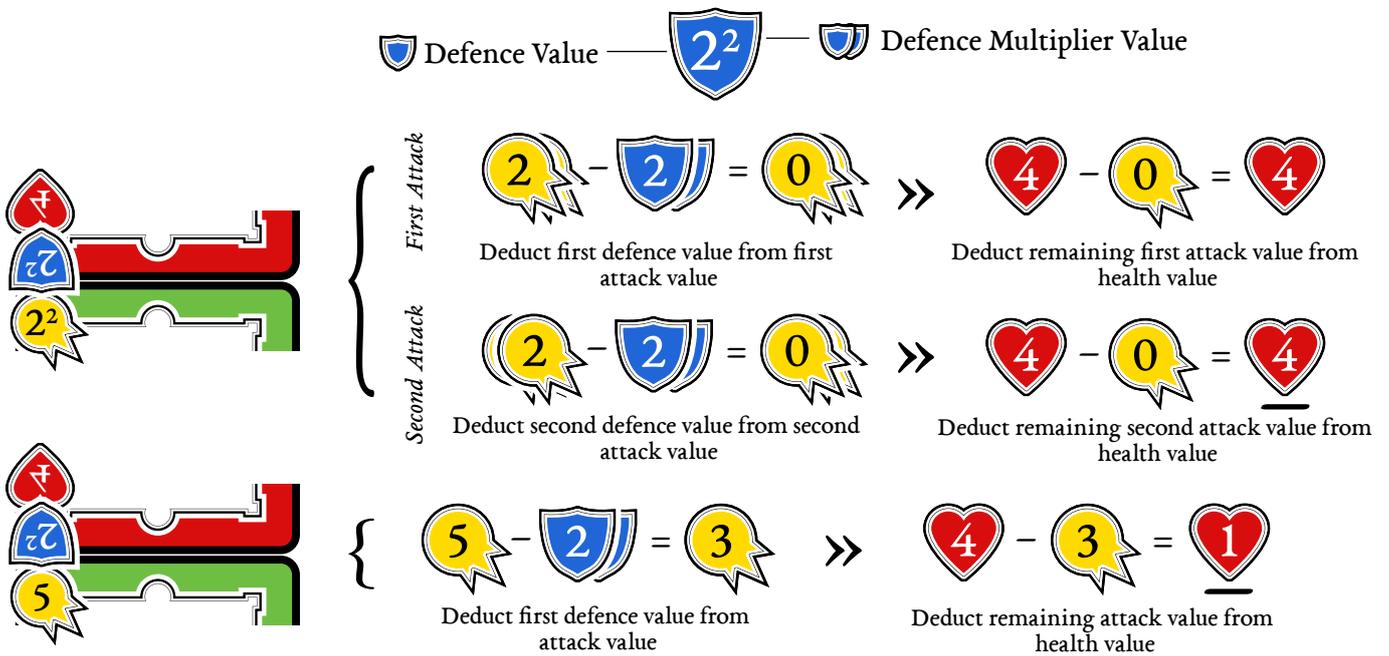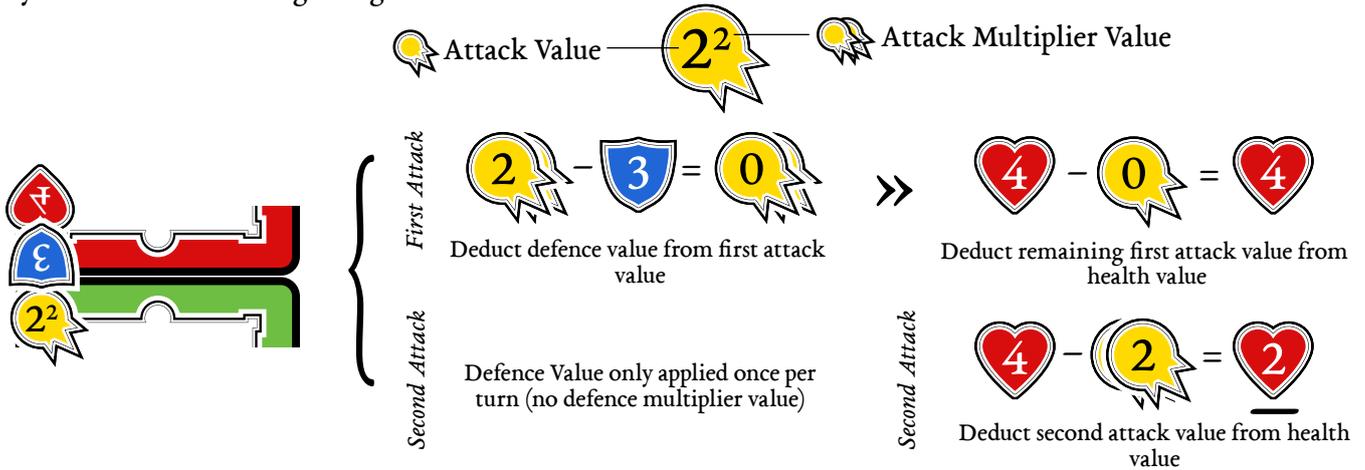
Flanking

Flanking attacks made to the left, right or the rear negate the target character's defence value for the offending flanker.
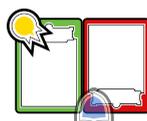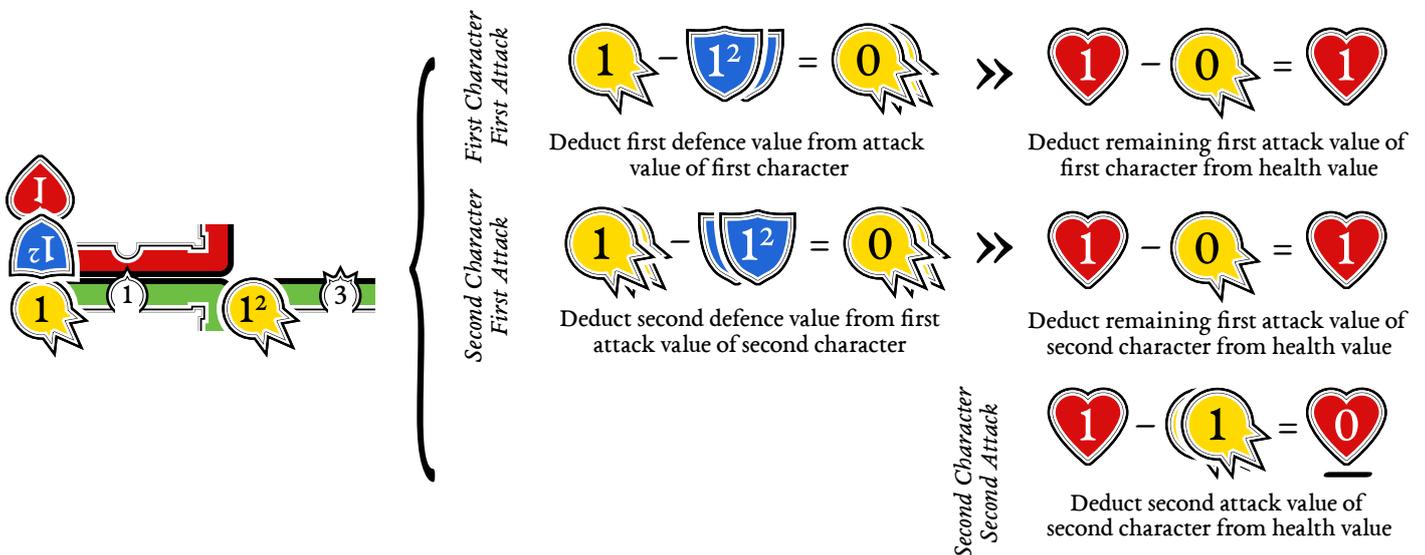
Multipliers

Attack and defence values may only be applied once per turn, unless followed by a multiplier value, which denotes the number of repeated consecutive attacks or defences made per turn. Attacks from a single character may only ever be made to a single target.

Attack Value — 2^2 — Attack Multiplier Value

First Attack

$2 - 3 = 0$
Deduct defence value from first attack value

$\gg$ $4 - 0 = 4$
Deduct remaining first attack value from health value

Second Attack

Defence Value only applied once per turn (no defence multiplier value)

$4 - 2 = 2$
Deduct second attack value from health value

Defence Value — 2^2 — Defence Multiplier Value

First Attack

$2 - 2 = 0$
Deduct first defence value from first attack value

$\gg$ $4 - 0 = 4$
Deduct remaining first attack value from health value

Second Attack

$2 - 2 = 0$
Deduct second defence value from second attack value

$\gg$ $4 - 0 = 4$
Deduct remaining second attack value from health value

$5 - 2 = 3$
Deduct first defence value from attack value

$\gg$ $4 - 3 = 1$
Deduct remaining attack value from health value


Multiple Characters

Multiple characters may attack a single target. If the defending target has a sufficient defence multiplier, it's defence value is applied consecutively to each offending character (applied but negated for offending flankers).

First Character First Attack

$1 - 1^2 = 0$
Deduct first defence value from attack value of first character

$\gg$ $1 - 0 = 1$
Deduct remaining first attack value of first character from health value

Second Character First Attack

$1 - 1^2 = 0$
Deduct second defence value from first attack value of second character

$\gg$ $1 - 0 = 1$
Deduct remaining first attack value of second character from health value

Second Character Second Attack

$1 - 1 = 0$
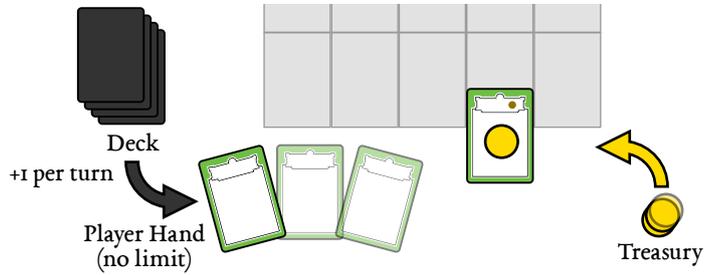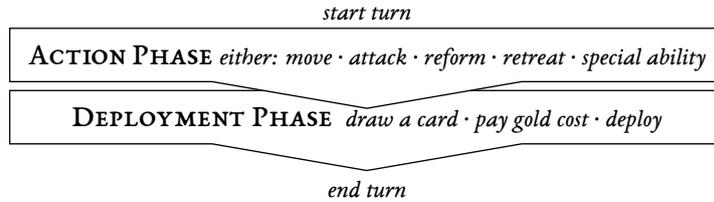Deduct second attack value of second character from health value

Retreat

Characters in your deployment zone may retreat as an action, transferring them from the battleground into your boneyard and retreiving any gold on the character into your treasury.


Boneyard   Treasury
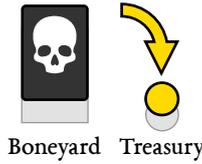
Deployment Phase

Once you have completed your actions, draw one additional card from the top of your deck into your hand. Any number of characters from your hand may again be deployed onto your deployment zone, as always paying any necessary gold cost.

start turn

| ACTION PHASE *either: move · attack · reform · retreat · special ability* |
| DEPLOYMENT PHASE *draw a card · pay gold cost · deploy* |

end turn

Deck

+1 per turn

Player Hand
(no limit)

Treasury

Though characters may not be deployed onto a tile occupied by another living character, they may be deployed directly onto tiles occupied by slain characters, in which case the deploying player receives the gold on that card. This may either be added to their treasury, or may be used to pay the gold cost ● of the deploying character directly. The slain character is placed in the owning player's boneyard where it remains inactive for the rest of the game.

Boneyard

Treasury

Boneyard   Treasury
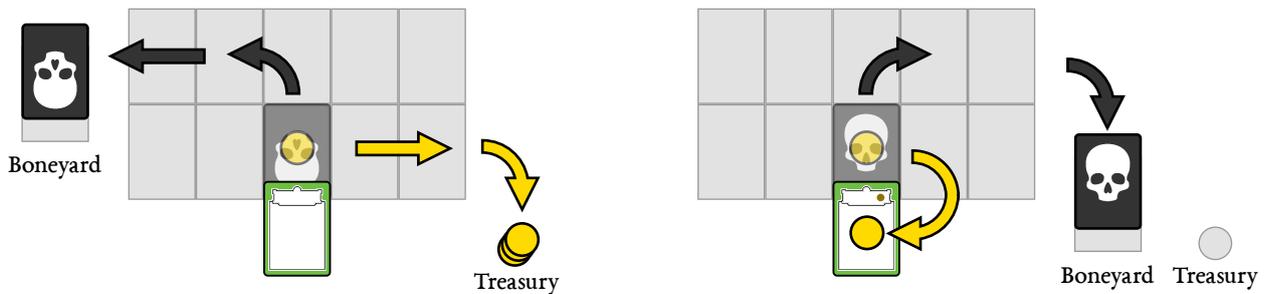
Victory Conditions

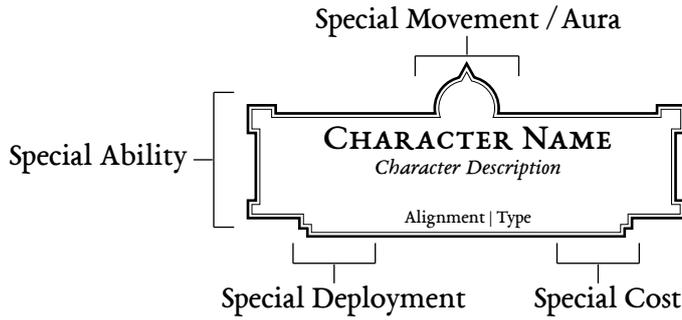Defeat occurs when you do not have at least two living characters on the battleground by the end of your turn. Players may also concede defeat.

Player deployment zone flooded

Insufficient gold

Empty deck and hand
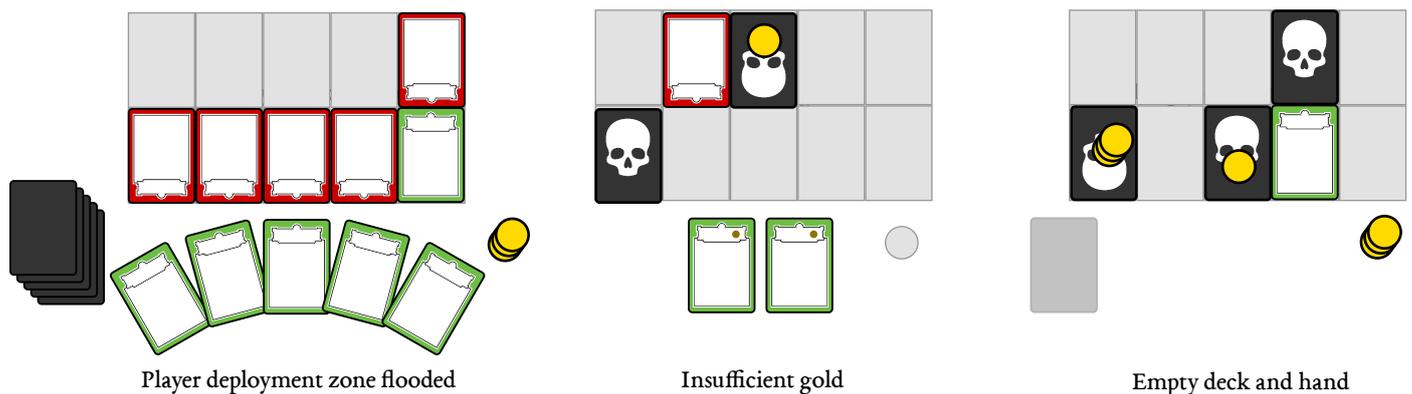
Special Rules

The following special rules supersede any contradictory rules found in the Basic Rules.

Special Movement / Aura

Special Ability

Character Name
Character Description

Alignment | Type
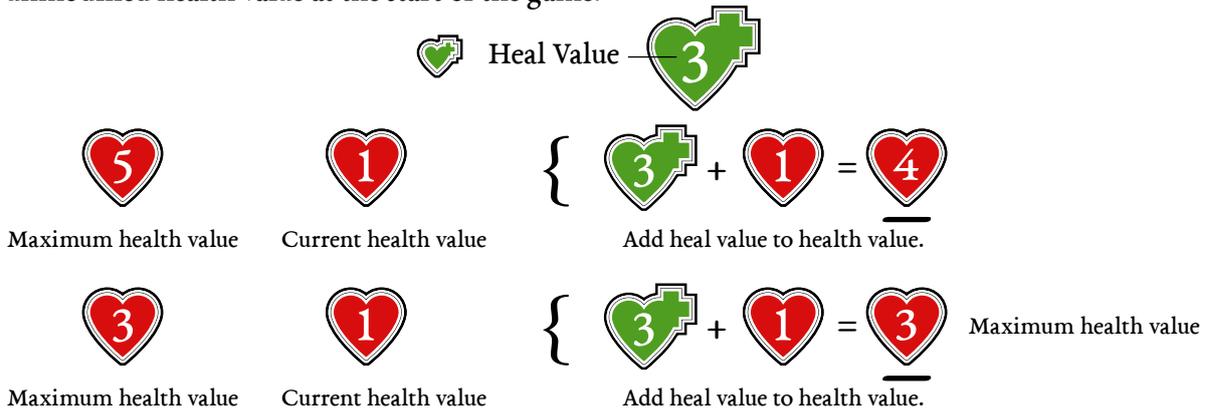
Special Deployment   Special Cost

Special Abilities

One or more active characters (cards) may each perform one available action during your action phase: *move*, *attack*, or *special ability.* A character must be within range of a living target character in order to attack or perform a special ability.
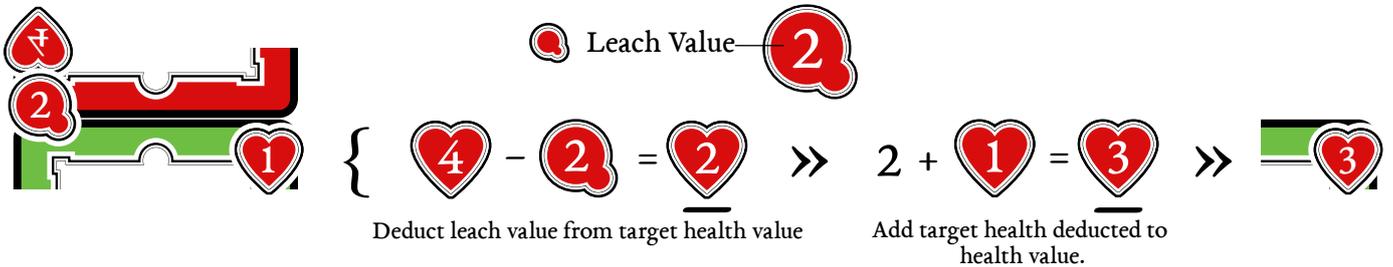
Heal

A character with a heal value may restore the health value of a single target character which has already lost health. The heal value is permanently added to the target character's health value, which may not exceed their maximum unmodified health value at the start of the game.

Heal Value — 3

5
Maximum health value

1
Current health value

{ 3 + 1 = 4
Add heal value to health value.

3
Maximum health value

1
Current health value

{ 3 + 1 = 3   Maximum health value
Add heal value to health value.

Leach

Leach value acts in same way as attack value, except any reduction to the target character's health value causes the offending character to gain that much health. Remember characters cannot be healed above their unmodified health value at the start of the game.

Leach Value — 2

{ 4 − 2 = 2 » 2 + 1 = 3 » 3
Deduct leach value from target health value   Add target health deducted to health value.

Steal

A steal value allows a character to steal gold up to that value from a single target living or slain enemy character carrying gold. Stolen gold is deposited into the stealing player's treasury.

Steal Value — 1

»

Treasury
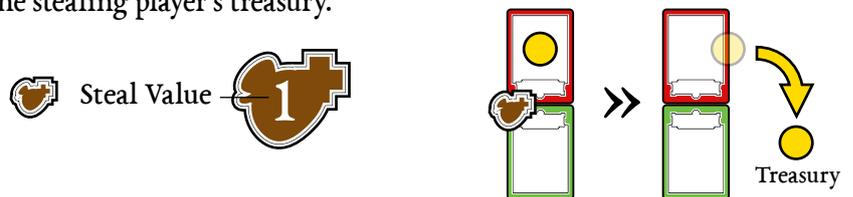
Bribe

A character with a bribe value 🛡 may bribe a single target character. The bribed character falls under the full control of the bribing player for the rest of the game, although it has no action phase on the turn that it is bribed.

The bribe value must equal or exceed the target character's current gold cost, which must be deducted from any gold on the bribing character's card and placed on the target character card. Target characters with no gold cost are counted as having a gold cost of 1 for the purposes of bribing.

Bribe Value — 1

Spray Attack

A character with a spray attack value 🔱 may indiscriminately attack all characters within range ⌂, expect those directly to the left and right, which may be attacked normally instead. The spray attack value is deducted permanently from each offended character's health value ❤.

Spray Attack Value — 2   3 — Range Value

Spray Attack

3

or Regular Attack

5

5

7
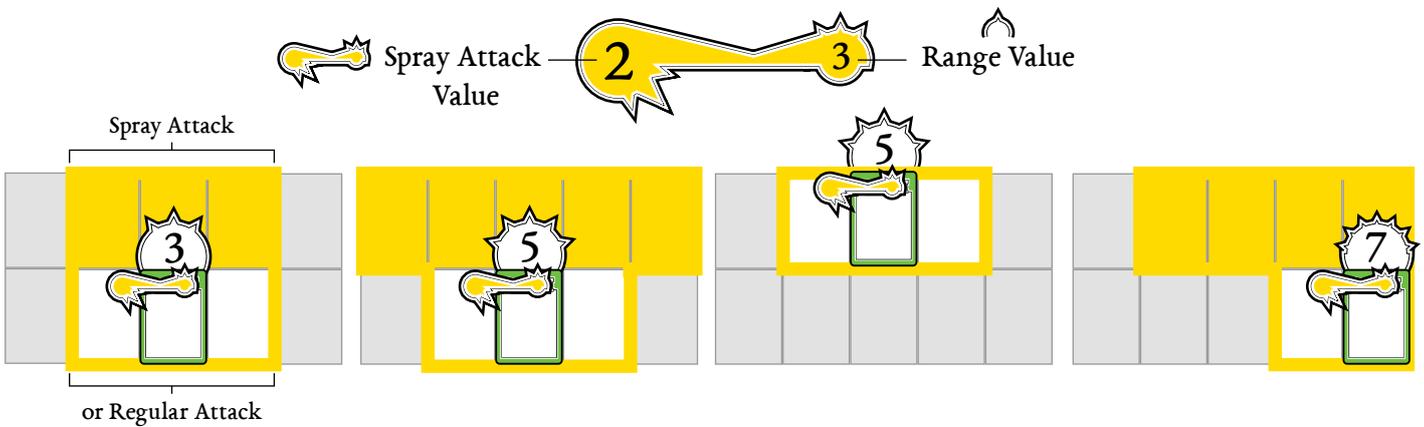
In all other respects, spray attack value acts in the same way as regular attack value 🟡, and is therefore affected by defence values, multipliers and so on.

Rear Range

A character with a rear range value ⩗ may target a living character that number of tiles directly behind the character. They may also target another character one tile away directly left or right, but not in front.

3

Rear Range Value

1

5

5
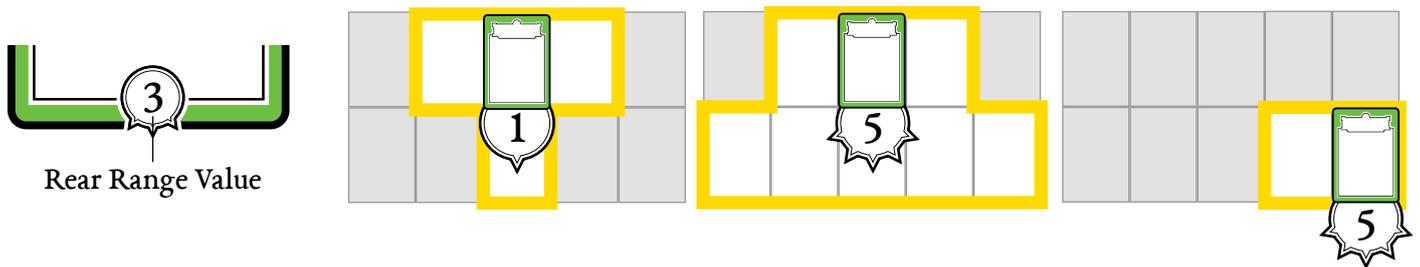
Special Movement

The following Special Movement rules supersede any contradictory rules found in the Movement section of the Basic Rules.

Flying

Flying characters 🦅 may move onto any tile unoccupied by a living character.

Flying

Special Cost

The following Special Cost rules supersede any contradictory rules found in the Set Up and Deployment Phase sections of the Basic Rules. If a character has multiple different deployment costs (eg. gold cost and corpse cost), then each of these costs must be fulfilled.
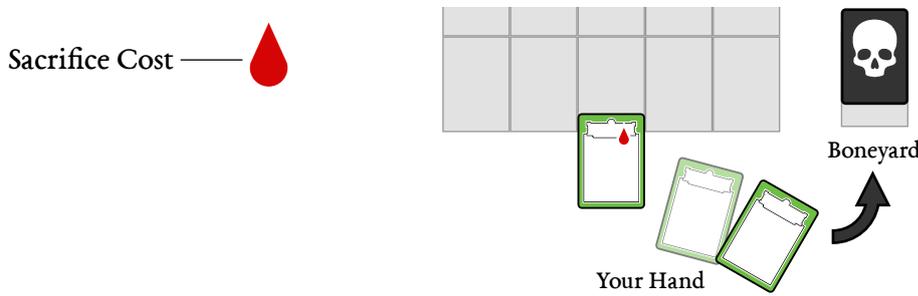
Corpse Cost

If a character has a corpse cost 💀, that character must be deployed onto a tile containing a slain character.

Corpse Cost —— 💀
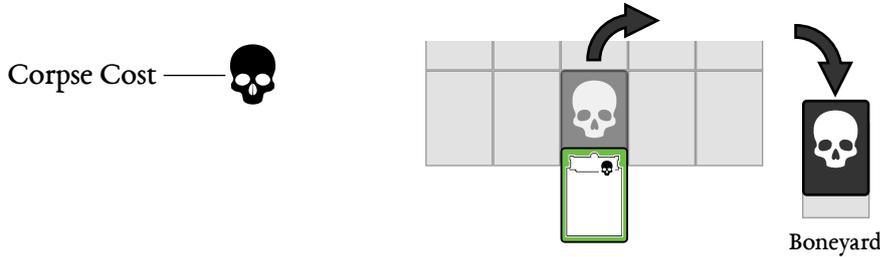
Boneyard

Sacrifice Cost

If a character has a sacrifice cost 🔴, you must discard a character from your hand into your boneyard.

Sacrifice Cost —— 🔴

Boneyard

Your Hand

x Gold Cost

If a character has x gold cost, any amount of gold may be paid in deploying the card (including no gold at all). Any values; such as attack, defence and multiplier values, that also equal x, equal the amount of gold on the card.

x Gold Cost —— Ⓧ

+2 gold

Treasury
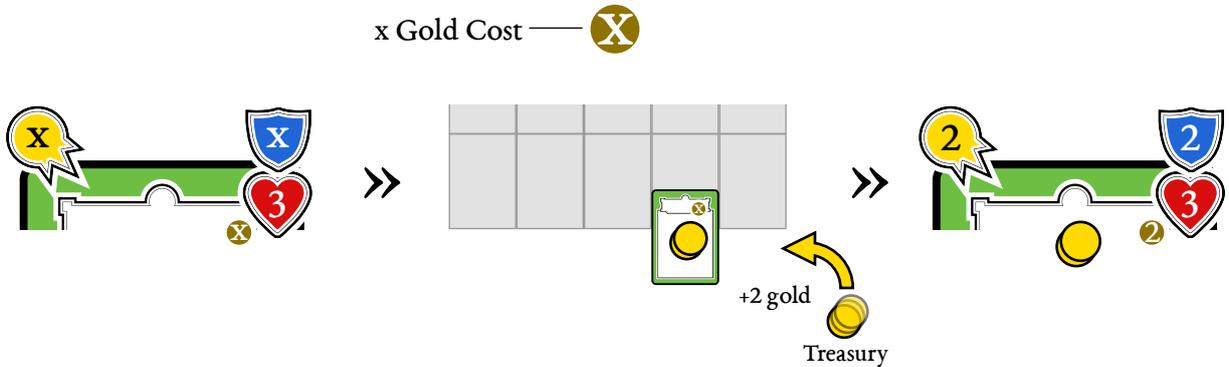
x Health Value

If a character has x health value ❤, then attack, defence and multiplier values equal the character's current health value.

x Health Value —— ❤
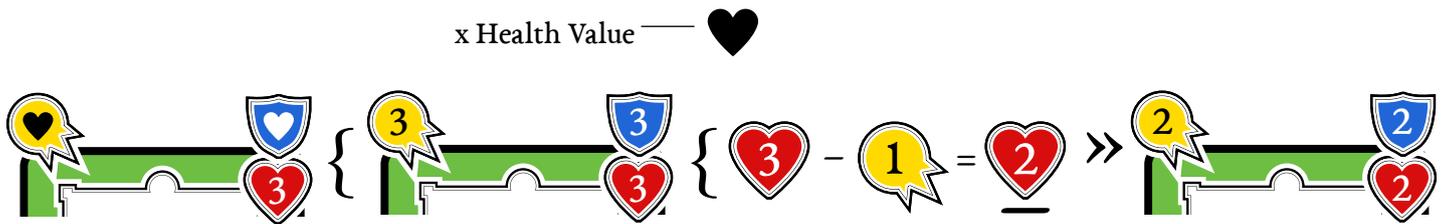
Remember, consecutive attacks (multipliers and attacks from multiple characters) are applied instantly and in sequence.
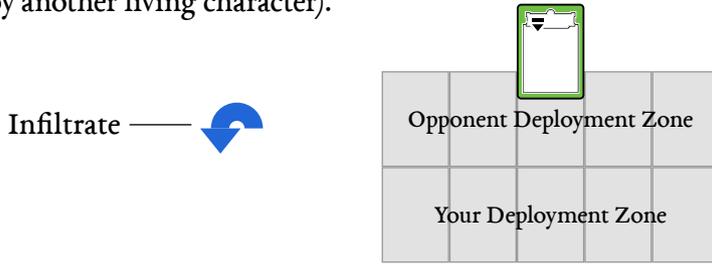
Special Deployment

The following Special Movement rules supersede any contradictory rules found in the Deployment Phase and Movement sections of the Basic Rules.

Infiltrate

If a character has the infiltrate ability ⤴, that character may be deployed onto a tile in the opponent deployment zone (unoccupied by another living character).

Infiltrate —

Redeploy

If a character has the redeploy ability ↻, once slain that character is returned back to the owning player's hand (instead of their boneyard) if another character is moved or deployed onto them.
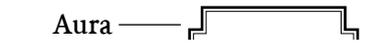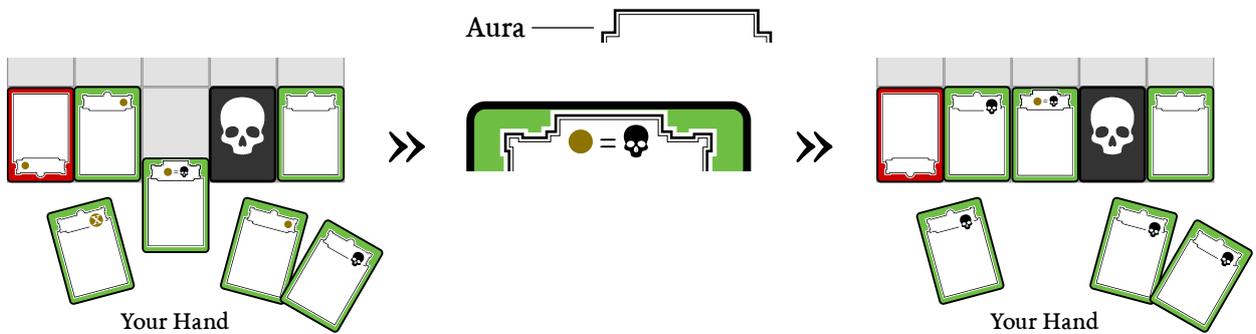
Redeploy —

Opponent Treasury

Boneyard

Your Hand

Boneyard

Your Hand
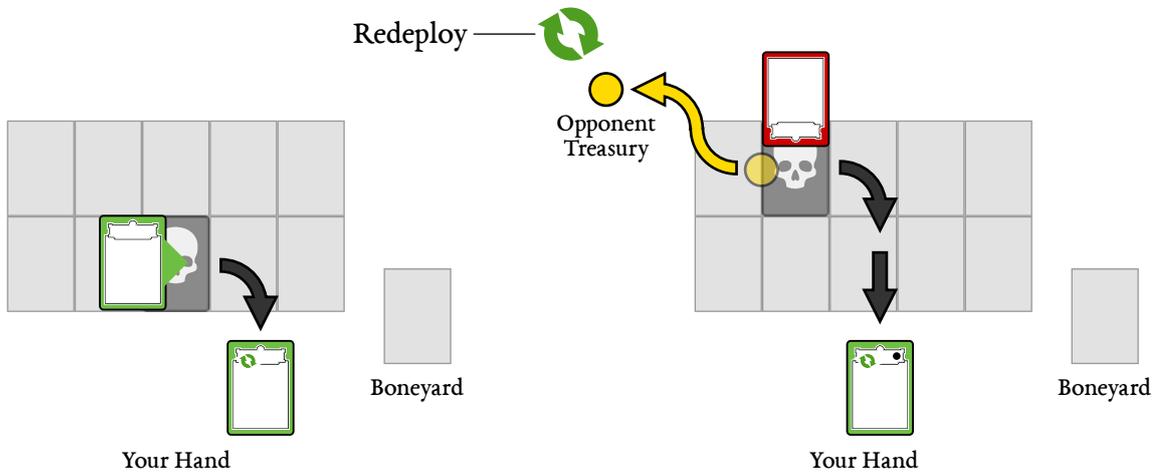
Charge

If a character has the charge ability ▲, when deployed that character may perform a single action (either move, attack, reform or special ability) during that deployment phase.

Charge —
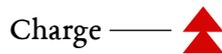
Aura

If a living deployed character has an aura ⌐, the indicated aura condition is applied to all characters you control.

Aura —

Your Hand

Your Hand

This includes characters in your hand, the aura character its self, other characters with auras, as well as characters under your control that have been bribed. Multiple auras are applied in the same sequence they are deployed in.

Ways to Play

FellBound is intended to accommodate a variety of ways to play and players are encouraged to experiment with formats of their own. Consider the formats suggested here as merely a starting point.

Random Play

Each player's deck is shuffled containing ten unique cards drawn randomly face-down from a communal card pool of any size. This format is recommended for both newer and more experienced players.

Deck
x 10 cards   Card Pool   Deck
x 10 cards
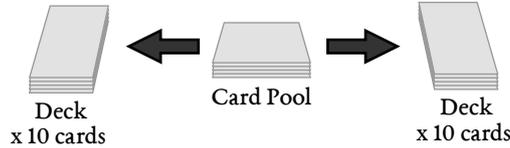
Constructed Play

Each player's deck is shuffled containing ten unique cards, chosen by the player from their collection. This format is recommended for deck builders and experienced players.

Card Collection   Deck
x 10 cards   Deck
x 10 cards   Card Collection
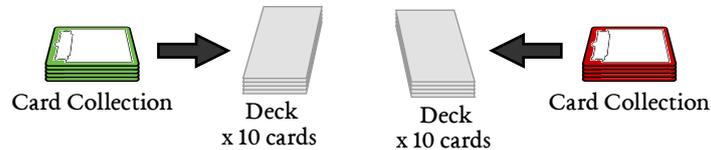
Both players may also elect to construct their decks in accordance with their character alignments.

Alignment

A character's alignment represents their willingness to fight alongside warriors of a shared affinity. To represent this in constructed play, all characters in your deck must conform to the following alignment restrictions:
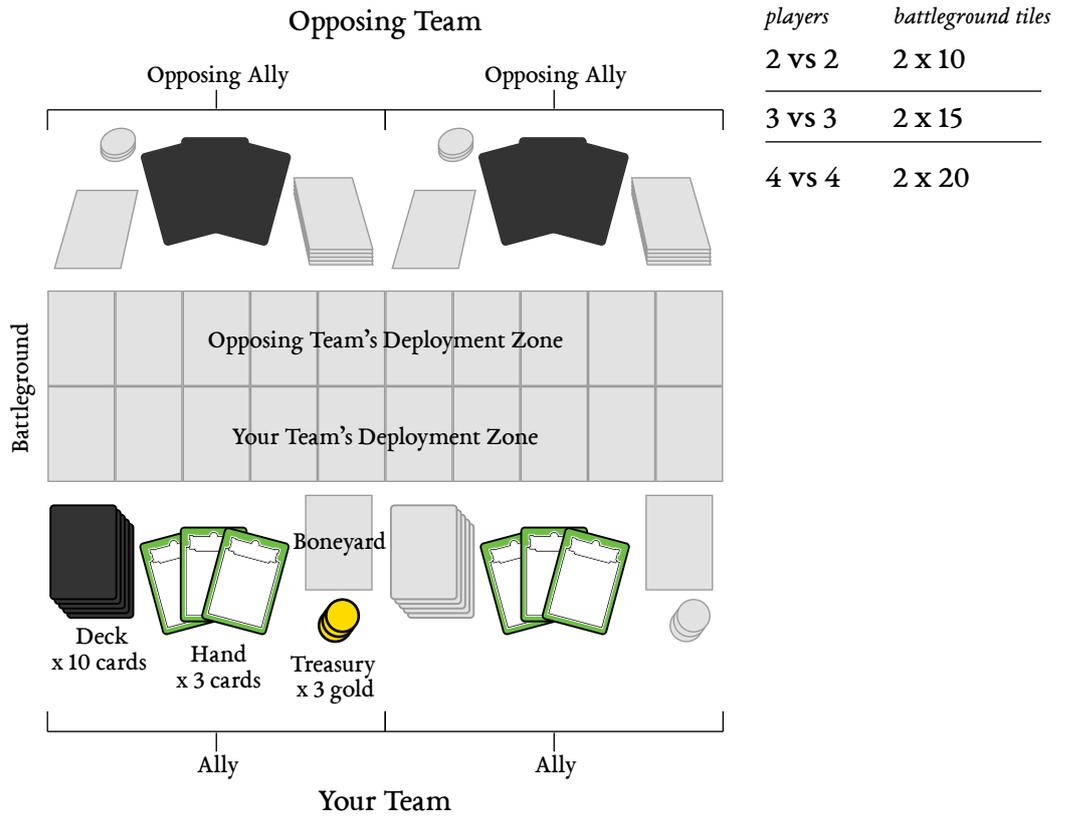
Life *cannot align with* Death
Order *cannot align with* Chaos

Order

Life   Death

Chaos
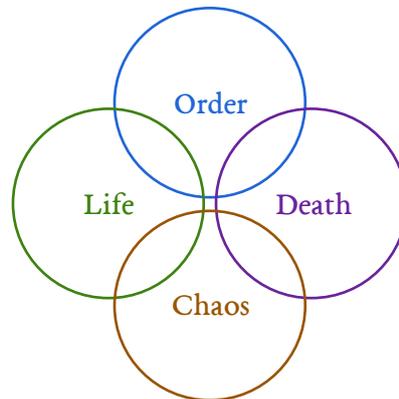
Allied Team Play

Players are divided into two opposing teams of equal number, across one battleground 2x5 tiles per two players in size. Position adjacent tiles together length-ways as required.

players	battleground tiles
2 vs 2	2 x 10
3 vs 3	2 x 15
4 vs 4	2 x 20

Each player draws and controls their own characters but must make each turn and game phase at the same time as their allies. Players may deploy characters onto any tile in their team's deployment zone and may reveal their hand to their allies and consult with one another.

Defeat occurs when your team does not have at least 2 living characters on the battleground by the end of your turn. Teams may also concede defeat. All other rules remain as normal.