

# Genesis: Battle of Champions

## Rulebook 4.1

Jaelara Second Edition Release

Aura, that's what we call the magical energy that flows through Jaelara, giving power to everything on it. However, an elite few are able to harvest Aura and bend it to their thoughts. We call them Champions. Champions are notable because they have found their conduit, a magical relic or essence that allows them to tap into this power. They are adept at magical and physical combat, and all have different affiliations, beliefs and goals.

Read the lore behind Genesis at: [www.genesisboc.com/lore](http://www.genesisboc.com/lore)

In Genesis, players build a custom deck from their collection of cards, each card has unique rule text explaining how the card functions. With the addition of a 5x6 grid Arena, we merged the tactical concepts of classical games like chess with the experience of a collectible card game. You and your Summons navigate the Arena by moving, casting spells, and using techniques. Your goal is to attack your opponent from a position of advantage. Direction, distance and awareness can make or break your plans. When playing Genesis, you are your Champion. You win by defeating all enemy Champions. You are defeated when you have zero HP remaining or they have no more cards left in your Timeline. A typical two player game will last for 15 - 30 minutes.



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## Genesis: Battle of Champions Rules

### The 4 Pillars of Genesis



The 4 Pillars of Genesis are a promise from us at Haunted Castle Gaming. They outline the four essential elements of the game experience for Genesis: Battle of Champions. If you ever find us in violation of these pillars, then let us know.

#### Start Strong, Struggle Later:

In Genesis, you start with all of your resources available. At the beginning of the game, you are at your full potential and have many options, but as the game progresses your resources deplete, you get weaker, and soon some decisions you made when you had full strength may actually have sealed your doom.

#### Always Have Options:

Genesis is designed to give players an opportunity to react or respond to nearly anything that happens. Mastering the skill required to have the card you need in your hand at the right time, and using it to take advantage of the board is not going to be easy. Do you think you have what it takes?

#### Favours the Defender:

As a trained fighter you can see a telegraphed attack coming straight at you, so, you can play a preemptive attack that could neutralize your opponent, or even kill them before their attack lands. Genesis exemplifies this by giving the defender an advantage by the nature of how the mechanics of “the Stack” function. However, if the attack comes from a flank or rear, your vulnerability is exposed.

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You are in a Pit Fight:

In Genesis, there is no set combat round. A Champion or Summon with a swift ability can respond to any active ability or Triggered ability. This could even extend all the way across the Arena. This adds intensity to your game experience and puts you in the Arena. Can you survive in the fighting pits?

So What do you do first?

Choose a Champion:

Currently, there are 12 Champions in Jaelara that are divided equally into 4 tribes. Each tribe has two colours, known as affiliations, that determine which cards that Champion can play.



- A - Starting Health
- B - Starting Aura
- C - Energy Reduction
- D - Awareness
- E - World Symbol
- F - Affiliations
- G - Name
- H - Abilities

Here are two examples of Champions. [Odara](#) is a summoner from Vishud; [Kunn](#) is a warrior from Vadhis.

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### Become the Champion

**When playing Genesis: Battle of Champions, you are the Champion.** Any time a card says “you”, it is referring to your Champion. Your Champion’s HP is your HP. If your Champion is defeated, you are defeated. This is why your Champion is the only one who can play cards from your Thoughts or pay Energy from your Timeline.

### Winning the Game:

You win the game by reducing your opponent's HP to 0 -- or -- the moment your opponent has no more cards left in their Timeline. Both win conditions are immediate.

### Understanding the Affiliations:

Not sure which Champion to choose? Understanding the affiliations could help:

**Jaelara:** Represented by this symbol  (in white/colourless). It is the current world for the story of Genesis. Each Champion from this world has access to cards with this symbol.

**Bellum:** Represents Belief and is symbolized by :  (in yellow). Belief can represent itself in many different ways. There is the belief in social structures, belief in a higher power, or the belief in one’s ability to win. If you are guided by your belief, then Bellum is your affiliation.

**Thymos:** Represents Emotions and is symbolized by :  (in red). Emotions are a powerful force that can lead to amazing results. If you let your emotions guide your decision making process, then Thymos would be the right affiliation for you.

**Axon:** Represents Mastery and is symbolized by :  (in blue). Master your own fate, and no one can take away your victory. Do you want to master time, space, and the elements? If so, then you will want to align yourself to Axon.

**Phage:** Represents Survival and is symbolized by :  (in green). Do whatever it takes to survive, be it through adaptation, mutation, infestation, or manipulation. If you are a survivor, willing to fight for your life down to the last breath, then phage is your affiliation.

**Chaos:** Represents Power and is symbolized by :  (in purple). There are few things in the world that taste as sweet as absolute power. Express your power through physical strength, intellectual dominance, and unbounded potential with Chaos.

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### Matching Champion to Timeline Cards

Each card in your Timeline must match affiliations with your Champion. A Champion like Kunn can have 50 cards from either Jaelara, Bellum, Axon, or Bellum and Axon cards in his Timeline.

A Champion cannot use cards that have affiliations other than their own affiliations. Therefore, [Kunn](#) cannot use cards like [Yamaraja](#), which although has Axon as an affiliation, it also is affiliated with Chaos (since [Kunn](#) does not have Chaos as an affiliation, he cannot use it).

### Constructing your Timeline

In Genesis your deck is called a Timeline, your hand is called your Thoughts, your discard pile is called your Memories, and your “out of game” area is known as your Subconscious. More on those terms later.

Once you have chosen a Champion, you need a Timeline in order to play the game.

There are 3 simple rules:

1. All cards in your Timeline must share affiliations with your Champion.
2. Your Timeline needs to be exactly 50 cards.
3. The total sum Chi (  ) value of your Timeline must be 250 or less.

There is no limit to the number of copies of a card so long as you do not break the 3 rules.

### What is Chi?

In Genesis each card that can go into a Timeline is assigned a Chi value. This value is printed in a gray banner at the top right of each card. The value is printed above the Chi symbol:

 . Chi is a power balance system. The scale is from 3 - 8, and the higher the number generally means a more powerful card. Don't underestimate the utility of lower Chi cards though. The right lower Chi card, used at the right time, can turn the tides of battle to your advantage. Remember: having a good aggressive strategy, while making sure you have cards that can help you out in a bind is very important.

Keep in mind the ratio of cards you put into your Timeline. While 8 Chi cards can be a blast to play, for every 8 Chi in your Timeline you have to balance it with two weaker 3 and 4 Chi

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cards. This means your chance of drawing a powerful card is 1 chance in 3. The 6 or 7 Chi cards can be balanced with a single 4 or 3 Chi card respectively, so your chances increase to 1 in 2. The 5 Chi cards are standard cards with average power but don't need to be balanced. Learning how to construct an effective Timeline is a skill you can master with practice and patience.

### Card Types:

There are two main card types:

1. Champion cards
2. Timeline cards

Champions have already been explained [here](#).

Timeline cards are broken down into several different subtypes:



**Spells:** These cards are magical abilities and usually cost aura to play. Some of the powerful spells require a lot of aura, and some Champions will make better use of them than others.



**Techniques:** These cards are physical abilities and usually cost Energy to play. In Genesis the Energy cost is your Timeline. That means you put a number of cards equal to the cost of the technique, minus your Energy Reduction, from the top of your Timeline into your Memories. Champions with an Energy Reduction will make better use of these cards.



**Summons:** These cards are brought into the Arena to fight with your Champion. They are loyal to you, but act independently of you. (Remember, you are your Champion). They will each take their own turn and they DO NOT have access to your Thoughts, Timeline or Aura.



**Alterations:** These cards are brought into the Arena and modify the spot they are on. Alterations do not occupy the spot they are on and stay there until they are destroyed. Once played, an Alteration is not considered controlled by any Champion. When an alteration's Trigger ability enters the Stack, they are considered controlled by the owner of the alteration for purposes of timing.



**Enchantments:** These cards are attached to Champions or Summons and alter their performance in the Arena. Alternatively, some Enchantments affect the entire Arena, such as [Dense Fog](#).

## Genesis: Battle of Champions Rules

### The Rules of the Game:

To enter the Arena you need to understand a few rules. This section covers how to play abilities, how to use the Stack, how to set up a game, how to play turns and rounds, and how to win the game.

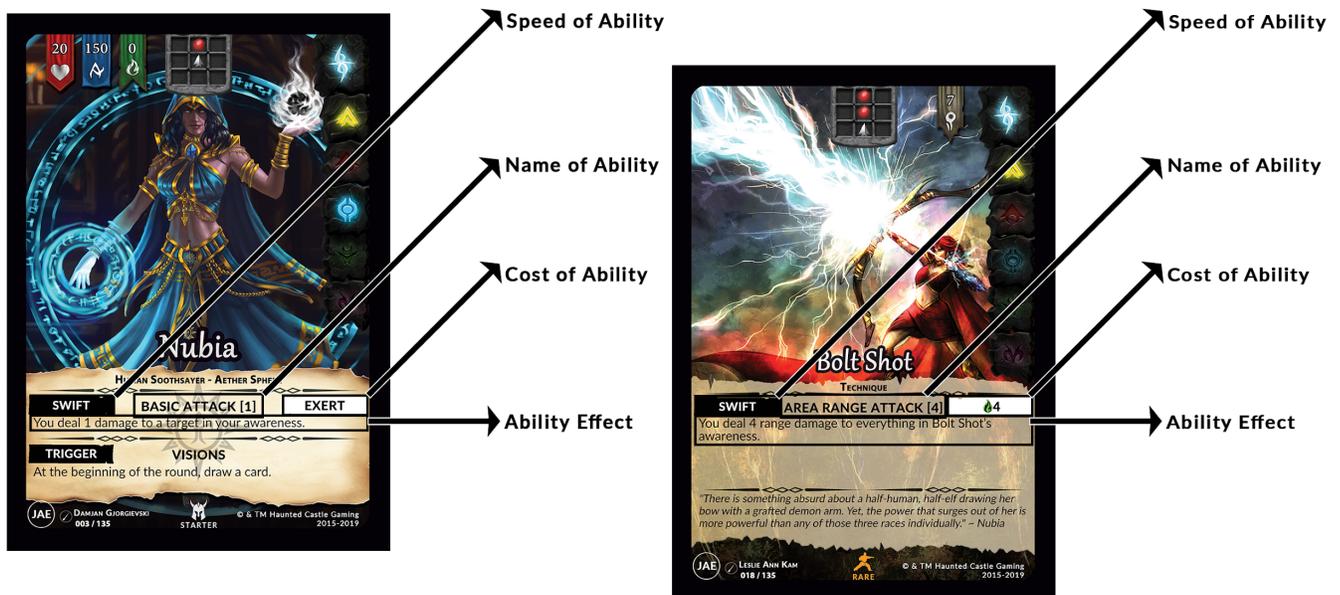
### The Golden Rule:

If the text of a Genesis card contradicts the rules of the game, the card is always right.

### Abilities

All Champions and Timeline cards have one or more abilities on them. In Genesis: Battle of Champions, you are playing the ability on the card, not the card itself. If there is more than one active ability on the card, you must choose which ability you are activating. More on what an “active ability” is below. Spells and techniques, go to your Memories when their ability is played. When you go to play the Timeline cards, you are playing the abilities on them. Each ability is structured the same way and goes through the same process to resolve them.

Card Structure:  
The Speed - The Name - The Cost  
The Effects



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*Example: the ability called 'Basic Attack [1]' on the Champion [Nubia](#).*

*Swift - Basic Attack [1] - Exert*

*You deal 1 damage to a target in your awareness.*

### To Play an Ability:

Declare which card you wish to activate. Then declare which ability you wish to play, pay all costs, and declare any target(s) before putting the ability on the Stack (the Stack will be explained later).

*Example: Say something along the lines of- "I will activate [Nubia's](#) Basic Attack, targeting your Champion". Then place the Exert token on [Nubia](#), thereby paying the cost of "Exert". The card has been declared ([Nubia](#)), as has the ability (Basic Attack[1]), and the target (enemy Champion).*

### Costs of Abilities



#### Paying Aura

This is the main currency of the game. Each Champion has a starting amount printed in a blue banner on their card. To play an ability, remove Aura equal to the cost of the ability from your remaining total. If you do not have enough Aura to pay for an ability, you may not play it.



#### Paying Energy

This cost is paid from your Timeline. You must send as many cards as the printed cost of the ability to your Memories off the top of your Timeline. All Champions have an Energy Reduction printed in a green banner on their card. This amount is subtracted from the cost of the ability. So a Champion with an Energy Reduction of 1 will only pay 2 Energy for a [Left Hook](#) while a Champion with an Energy Reduction of 0 will pay the full cost of 3 Energy. When you have no more cards in your Timeline, you immediately lose the game.



#### Paying HP

This cost is paid with your life. It is a risky resource to use, but some affiliations feel it is a necessary risk to take. You need to have at least that much HP remaining to play the ability. Your starting HP is printed in a red

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banner. There is no maximum limit to this, but if it ever reaches 0, you immediately lose the game.

### Paying Exert

Many abilities have a cost of Exert. In order to pay this cost, the Champion or Summon must not already be exerted. To Exert, an Exert token must be placed on the card, (use coins, beads, or anything you like). No other abilities that cost Exert may be played by that card until the Exert token is removed. An exerted Champion or Summon can still play other swift abilities so long as Exert is not part of the cost

### Paying Discard

Occasionally, an ability will cost discard. You must then discard the listed number of cards. These cards will come from your Thoughts and you need to have at least that many cards in your Thoughts to play the ability.

### Declaring Targets

When an ability with the keyword 'target' is played, all targets must be clearly indicated before the ability goes on the Stack.

**The target of an ability must be within the ability's awareness, both when it goes on the Stack and when it gets resolved, in order to remain valid.**

Champions and Summons have their awareness printed at the top-center of their card. The white dot is the spot the Champion or Summon playing the ability currently occupies. The red dots are the spots on the grid that the Champion or Summon can "see". So, any abilities on their card are bound by that awareness. Other Timeline cards, like spells or techniques, often have their own separate awareness. If a Champion uses a spell or technique, they only use the awareness of that spell or technique, and not the Champion's awareness. If the Champion loses their awareness, they may still play other abilities that have an awareness independent of the Champion.

Some cards only target Champions, while some only target Summons or Alterations; most have an awareness but some are unbounded within the Arena. Read each card carefully.

### Speeds of Abilities

In Genesis, there are five different speeds of abilities. Action, Swift and Trigger abilities can be responded to, while Immediate and Continuous abilities cannot be responded to.

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**Action:** These are the slowest and most restricted. They can only be played by the active Champion during their main phase, and only when the Stack is empty. Action speed abilities are considered active abilities (see [Active vs. Passive](#)).

**Swift:** These are much faster and can be placed on the Stack during the main or end phases. They can begin a Stack or add to it in response to any other action or Swift ability. Swifts cannot respond to triggers during the beginning of a round nor any part of the move phase. They cannot respond to immediate or continuous abilities at any time. Swift speed abilities are active abilities (see [Active vs. Passive](#)).

**Immediate:** These abilities resolve the moment they go on the Stack. No other ability can be played until this one resolves. Abilities may still be put on the Stack, as long as they are not played (see [Active vs. Passive](#)). If you have multiple Immediate abilities happening simultaneously, follow all normal rules for abilities occurring simultaneously, which can be found [here](#).

**Trigger:** These automatically go on the Stack when a prerequisite requirement is met. Trigger abilities are always passive abilities (see [Active vs. Passive](#)). The trigger response occurs on its own, when the prerequisite condition is met.

**Continuous:** These constantly apply, so long as the card is in the Arena. Continuous abilities are considered passive abilities, as they are not actively played, and constantly apply while in the Arena.

## Types of Abilities: Active vs. Passive

**Active:** Any ability that is Action or Swift speed is considered to be an active ability. Active abilities are “played” by you (your Champion), or a Summon.

**Passive:** Any Immediate, Trigger or Continuous speed abilities are considered passive. Passive abilities are not “played”, as they are put onto the Stack without requiring a Champion’s involvement

## Attack Abilities

Attack abilities are any active ability that has the “Attack” keyword. Attack abilities generally cause damage. Attack abilities will have certain prefixes, known as modifiers, attached to them to describe how they function (see Attack Modifiers, below). All Attack abilities declare a target, except for Attack abilities with the “Area” modifier.

Attack Modifiers:

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- **Basic Attacks** are your normal attacks.
- **Heavy Attacks** deal Heavy damage and are always Action speed.
- **Range Attacks** deal Range damage. They are the only attack type that can target Aerial Champions and Summons.
- **Elemental Attacks** deal specific elemental damage. The elements currently in use are **Air, Earth, Fire, Water, Electric, Dark,** and **Holy**. Any attack that has more than one elemental modifier counts as all mentioned elements.
- **Area Attacks** do not target, but instead affect all Champions, Summons and Alterations in their Awareness. Area Attacks affect Summons and Champions with Aerial because Area Attacks do not target.
- **Drain Attacks** cause HP loss, not damage. Any effects that prevent damage cannot prevent Drain Attacks. If a Drain Attack should gain an elemental modifier, it does not Drain for more if the target has a weakness to that element.

## The Stack

The Stack is a state of suspended abilities that each Champion or Summon intends to perform. It operates in a logical fashion by adding abilities on top of the previous one played, then resolves those abilities from the last ability added (the one on top) down to the bottom. The first ability played becomes the last ability resolved. **After any ability is resolved in the Stack, Champions may again add more abilities to the Stack.**

## Simultaneous Abilities and the Stack

Should more than one ability get added to the Stack simultaneously, the active Champion places their abilities in any order first. Then the next Champion in the turn sequence places their abilities in any order.

## Starting a Stack:

Action, Swift, Immediate, and Trigger abilities can start a Stack. First, declare the ability, then pay the cost, then declare the targets. Now your opponent has an opportunity to respond with a swift ability. If they do, then costs and targets are paid and declared as normal.

## Expanding the Stack and Passing Priority

Each time you add an ability to the Stack, your opponent may play a Swift ability or may pass. After they decide to play a Swift ability or pass, you may then play a Swift ability or pass. This continues until both Champions pass in succession.

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### Resolving a Stack:

Once neither Champion wishes to add to the Stack, the ability on top of the Stack (the last one added) is resolved. In order to do this, two rules always apply:

- 1) The Champion or Summon playing the ability must still be alive and in the Arena.
- 2) The target (if one was declared) must still be valid.

A valid target is one that satisfies the requirements of the ability targeting them at the moment the ability goes onto the Stack and at the time of resolution. Some abilities do not require a target, while some require multiple targets. If both above rules are met, then apply all effects of the ability.

### What Happens to the Card When an Ability is on the Stack

When an ability is played from a spell or technique, the card the ability is coming from is sent to the Memories after the resolution of the ability.

### Tips for Navigating the Stack

Sometimes a Stack will completely resolve in a simple manner, and other times it will be added to with complex interactions more than once. We recommend you put physical cards into a pile to represent the Stack, using a proxy for cards that cannot be moved from their location in the Arena, such as Summons and Champions. This process makes keeping track of the Stack more intuitive and easy to follow.

### Example

On [Ra'Ha's](#) turn, she sees a [Jaelarian Hound](#) two spots in front of her who has 3 HP. She starts the turn by playing [Quick Shot](#), paying 3 Energy (a reduction of 1 from her Energy Reduction stat) and targeting the [Jaelarian Hound](#). In response, the [Jaelarian Hound](#) sees a [Phyr Cub](#) right in front of it, and targets the [Phyr Cub](#) with its Basic Attack, exerting itself. [Ra'Ha](#) responds with her Range Attack [2], targeting the [Jaelarian Hound](#), and putting the Range Attack [2] onto the Stack.

*The Stack currently consists of:  
Range Attack [2] (from [Ra'Ha](#))  
Basic Attack [3] (from the [Jaelarian Hound](#))  
Range Attack [1] (from the [Quick Shot](#))*

*With no other responses, the Stack begins to resolve, starting from the top of the Stack (the newest ability) and going to the bottom (the first ability). First, the Range Attack [2] resolves, putting [Jaelarian Hound](#) to 1 HP remaining. The Basic Attack [3] resolves, killing the [Phyr Cub](#). Then the Range Attack [1] from [Quick Shot](#) resolves and kills the [Jaelarian Hound](#).*

## **Genesis: Battle of Champions Rules**

You are almost ready to play Genesis: Battle of Champions!

### **Set up**

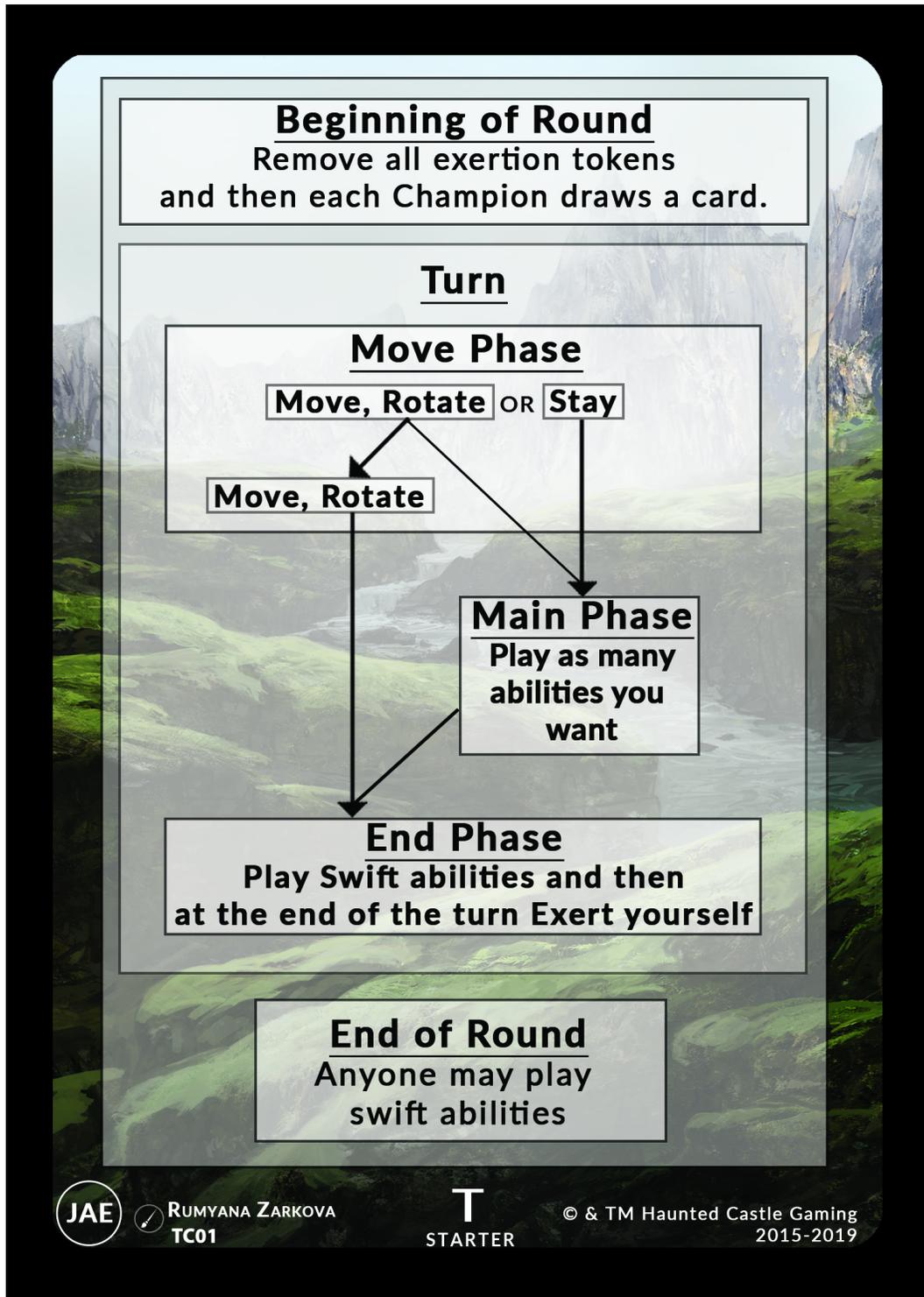
- 1) Place the 5x6 Arena between you and your opponent so there are six rows between you and five columns directly in front of each player.
- 2) Place your Champions on the starting spots. In a two-player game, each Champion is placed in the center spot closest to the outer edge of the Arena (see diagram below)
- 3) Inform your opponent how you intend to keep track of your Aura and HP. Place any cards, counters or dice in your Aura Pool where both players can easily see them. Do the same for your HP. Also, be sure you have an area for your Subconscious. It is the area designated for any card that is not included in your Timeline.
- 4) Roll dice to determine the Starting Champion. The Champion with the highest roll may choose to go first or second. This turn order applies to every round for the duration of the game.
- 5) Shuffle your Timeline and place it, face down, beside the Arena. Unless instructed by an ability, players may not look through their or their opponent's Timelines. Draw 5 cards.

Arena Setup

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Rounds and Turns



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### Rounds

Beginning the round:

First, any abilities with “the beginning of round” go on the Stack. If both players have any abilities that go on the Stack at the same time, then the starting Champion puts their abilities on the Stack first, then their opponent’s abilities go on the Stack.

Each round (including the first), all Champions draw a card from their Timeline and simultaneously remove all Exert tokens from themselves and all Summons in the Arena.

The starting Champion gains priority.

Each round consists of a number of turns that continue until all Champions and Summons are exerted. See turns explained below.

End of the Round:

Before the round ends, each Champion and Summon has a final opportunity to play any swift abilities they would like. After Champions and Summons have decided they do not wish to play any abilities, all abilities with “until the end of this round” are resolved and removed from the game state.

If at least your Champion and an enemy Champion are still alive, then a new round begins.

Turns:

The Champion with priority chooses either themselves or an ally Summon to become active and take a turn, so long as the one they choose does not have an Exert token. If they, and all of their Summons are exerted, they then skip the turn and priority passes to the next Champion. Once a Champion or Summon is chosen to take their turn, any “at the beginning of turn” abilities go onto the Stack. Each turn is broken down into three Phases: Move Phase; Main Phase; and End Phase.

Example

*[Ra’Ha](#) is against [Idiris](#). [Ra’Ha](#) has no Summons currently in the Arena, while [Idiris](#) has an un-exerted [Giant Scorpion](#) in the Arena. [Idiris](#) is the Starting Champion (the Champion going first).*

*[Idiris](#) chooses to activate either herself or her [Giant Scorpion](#). She chooses the [Giant Scorpion](#). The [Giant Scorpion](#) then moves twice, getting into position to attack [Ra’Ha](#), and upon entering its end phase, attacks using its swift ability, thereby exerting it.*

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Next in the turn order is [Ra'Ha](#). She moves once, then Beckons a [Black Stone Golem](#) to her right side and exerts it. Not quite done with her turn, she then plays a [Bolt Shot](#) to kill the [Giant Scorpion](#). [Idiris](#) has no response, so the [Giant Scorpion](#) dies. [Ra'Ha](#) has no targets for her attack, as [Idiris](#) is still out of range. [Ra'Ha](#) then goes from her main phase to her end phase and then exerts herself.

[Idiris](#) is next in the turn order. She moves once, to get some more distance between her and her enemies. She has no more Summons in her Thoughts but still has an action she'd like to use during her main phase: [Idiris's](#) Fireball ability. [Idiris](#) targets [Ra'Ha](#) with Fireball. [Idiris](#) pay the cost for the ability; this exerts [Idiris](#). [Ra'Ha](#) has no response, so she takes 2 damage.

There is still one Summon left alive: [The Black Stone Golem](#). It does not get a turn this round, as it is exerted. However, if it were able to act. It would now be its turn. As it is exerted, the round goes to "end of round". The round now ends.

### Move Phase:

Move and/or rotate once and proceed to Main Phase --or-- move and/or rotate twice and proceed to End Phase. (See Board Navigation below)

### Main Phase:

You may play any number of abilities that you can pay the cost to activate. Remember, Champions and Summons are independent from each other. Summons cannot play abilities from a Champion's Thoughts. Once an Exert token is placed on the active Champion or Summon, resolve the Stack (with the ability played that costs Exert) and then their Main Phase ends. Proceed to the End Phase. If a Champion or Summon chooses to not play an ability that costs Exert but has no other abilities they wish to play, they still proceed to the End Phase.

### End Phase:

This is the final opportunity for Champions and Summons to play swift abilities this turn. Once all Stacks started in this phase are resolved, if the active Champion or Summon is not exerted, then it becomes exerted.

If a Champion or Summon goes from their main phase to their end phase due to paying an Exert cost, new Stacks can still be created. At this point, the turn will end once all Champions and Summons no longer wish to play any more abilities.

At the end of this phase, all abilities with "until the end of this turn" are resolved and removed from the game state.

Priority passes to the next Champion (Player) in the play order and a new turn begins.

## Genesis: Battle of Champions Rules

### Board Navigation

The most common way of navigating the 5x6 game board (known as the Arena) is by moving and rotating. Both forms of navigation will be described below in greater detail.

#### Moving:

Physically shift the card like a playing piece to one adjacent spot on the grid either forwards, backwards, left or right. Some card effects may allow a Champion or Summon to move on a diagonal, but any card that does will explicitly say so. Moving does not inherently change the orientation of the card. You may only move onto an unoccupied spot. Movement does not use the Stack, and therefore cannot be responded to. Although abilities that have movement as a part of their resolution may be responded to.

#### Rotating:

Turn the card 90 degrees to the left or right so that its awareness faces a new direction. Rotating can be done as a part of moving during the movement phase.

#### Example

*It is [Erika's](#) turn. Since she wants to move, she must move during her move phase. During her move phase, she moves forward, then rotates to the right. She could have also stayed where she was and rotated to the left or right. Or, she could have moved left, right, forward, or back and not rotated at all.*

*If [Erika](#) wants to play in her Main Phase, she may only move and/or rotate once, otherwise, double-move or double-rotate would bring her immediately to her End Phase.*

#### Placing:

If an ability says to place a card on a spot, then the card is put on that spot regardless of its occupancy. The most common time you will see the keyword, “place”, is in the ability text for Beckon.

This means that you may Beckon several Summons onto the same spot. You may also use other placing abilities, such as [Shoulder Hop](#), onto a spot that is occupied by a Champion or Summon.

## Genesis: Battle of Champions Rules

Example of a Round:

This example is being taken out from this video: [Genesis: Battle of Champions FEATURE MATCH: Jason vs Assad!](#) This is the third round of a game between [Kunn](#) and [Ra'Ha](#). The starting Champion is [Ra'Ha](#).

Beginning of the round

- Both [Kunn](#) and [Ra'Ha](#) draw a card and remove Exert tokens from themselves, but also [Goliath Sphinx-Eater](#) and [Urticating Tarantula](#).

Turn 1: [Urticating Tarantula](#)

- Move Phase
  - Moves to the left
  - Moves forward
    - Since it moved twice, it skips its main phase
- End Phase
  - Puts its Range Attack [3] on the Stack
  - No one responds
  - Damage is dealt

Turn 2: [Kunn](#)

- Beginning of the turn, [Kunn](#)'s Dash ability triggers and he moves forward.
- Move Phase
  - Moves forward
  - Moves forward
    - Since he moved twice, he skips his main phase
- End Phase
  - Plays a [Hurricane Sweep](#)
    - [Ra'Ha](#) responds with a [Cognitive Restriction](#)
      - No response so Hurricane Sweep is removed from the Stack
  - Kunn ends his turn by exerting himself

Turn 3: [Ra'Ha](#)

- Skips her move phase and goes straight to her main phase
- Main Phase
  - Plays [Hurricane Sweep](#)
    - [Kunn](#) responds with a [Gust](#)
      - [Ra'Ha](#) responds with a [Gust](#)
      - No one else wants to play any abilities so now we resolve the Stack.
        - [Ra'Ha](#)'s [Gust](#) resolves pushing [Kunn](#) back one spot
        - [Kunn](#)'s [Gust](#) tries to resolve but [Ra'Ha](#) is now out of range and cast ability does nothing

## **Genesis: Battle of Champions Rules**

- [Ra'Ha's Hurricane Sweep](#) resolves but there is nothing in its awareness so it does no damage
- [Ra'Ha](#) ends her turn by playing her Range Attack [2] against [Kunn](#), and there is no response.

Turn 4: [Goliath Sphinx-Eater](#)

- Move Phase
  - Moves to the left
- Main Phase
  - Plays Air Attack [2] against [Urticating Tarantula](#), there is no response and the turn ends

Everyone is now exerted, so the round ends. No one wishes to play any swift abilities before the round ends, so they all go to round 4.

## Other Rules

### The Subconscious:

Any card that is outside of the game is considered to be in the Subconscious. As a clear example: the Champion [Erika](#) has an ability that says that she can conjure a [Bai Hu](#) from the Subconscious. This card is not in your Timeline but instead is off to one side of the Arena that is reserved for cards that are outside the game. Cards in the Subconscious are not considered to be in the game. This means that some abilities allow you to have access to more than the 50 card Timeline limit, by utilizing your Subconscious.

You must own your own copies, or a token copy, to utilize this in competitive play, but if a casual opponent agrees, you may use anything to represent the conjured [Bai Hu](#).

When a Summon or Alteration from the Subconscious is killed, it does not return to the Subconscious, but instead goes to your Memories.

Summons from your Subconscious may be placed into the owner's Thoughts by effects such as the ability [Rebound](#), even though they did not originate from the owner's Thoughts or Timeline.

### The Forethoughts:

Each player is allowed to have a pool of cards which we call Forethoughts. It is a group of additional cards the player may use to modify their Timeline between games of a match. The Forethoughts help a player address the weaknesses of their Timeline or pivot strategies against their opponent.

Your Forethoughts may be constructed with any number of cards, adding up to a maximum of 100 Chi, with the same affiliations as your Champion. This pool of cards is not a part of your 50 card Timeline, nor are they counted towards your 250 Chi points for your Timeline.

## **Genesis: Battle of Champions Rules**

### Lock and Show

When you are between games in a match and you want to modify your Timeline with cards from your Forethoughts, you are going to do a two-part method called “lock and show”. More on these terms below. Note that if a player has no Forethoughts, they forfeit their own lock and show actions.

### **The Process for Lock and Show:**

After the first match, the loser of that match will choose whether they will take the play (choose to go first) or go second in the next match. The winner of the last match will lock their cards. Next, the loser of the last match will lock their cards. Both players will then reveal (show) their cards.

### **Lock:**

The first part is determining which cards you want to swap between your Timeline and your Forethoughts and “locking” the decision. This is done by taking the cards from your Timeline that you don’t want, putting them face down in one pile. Then you take the same number of cards from your Forethought and put them face down in another pile. The cards being swapped in must match the same total Chi value as the cards you remove from your Timeline. It wouldn’t be fair if someone swapped a single 3 Chi for an 8 Chi - making their Timeline above the 250 points. Once you are done, you let your opponent know that you have locked in your decision.

### **Show:**

In the second part, now that all the cards have been locked in and no more changes can be made, both players show what cards they are planning to swap. This is done for one key reason - to confirm that the total Chi between the cards that are being swapped is equivalent. Once each player’s cards have been confirmed, then the cards can be swapped between the Forethought and Timeline, and the next game can begin.

**Now you know enough to start playing Genesis: Battle of Champions!!! Have fun and tell all of your friends about your new favourite tactical collectible card game!!!**

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[www.genesisboc.com](http://www.genesisboc.com)**

## **Genesis: Battle of Champions Rules**

## Dichotomies

### Allies versus Enemies

All Champions and Summons you control are considered your allies. Abilities that affect only allies, affect these cards. Any Champion or Summon that is controlled by your Opponent are your enemies (see enemies below). Abilities that only affect enemies affect only these cards. Alterations aren't considered controlled once they are in the Arena and thus do not count as allies or enemies.

### Move versus Place

Move and place are similar, but not the same. The most common time move is used is during your Movement Phase. The most common time Place is being used is when you Beckon a Summon. Both move and place, do not inherently grant a change to the orientation of a Timeline Card or Champion. However, movement cannot occur onto an occupied space, while placing a card can happen anywhere that it is not explicitly forbidden.

Some abilities will only trigger their effects for either placing or moving, but not both. An example of this is [Stampeding Force](#). Abilities like [Stampeding Force](#) trigger its effect to cause damage on movement, but not placement effects.

### Occupied versus Unoccupied Spots

A spot is considered occupied when a Champion and/or Summon is on it. Otherwise, it is considered an unoccupied spot.

Alterations do not occupy the spot they are on unless the card text specifies.

## Terminology

### Active Champion / Active Player

The Champion (Player) whose turn it is currently.

### Adjacent

The four orthogonal spots directly in front, behind, left or right of a spot. This does not include diagonals.

### Advance (deprecated)

An advance is an optional move followed by an optional rotate.

## **Genesis: Battle of Champions Rules**

### Ailments

An ailment is a negative status-effect that is usually placed on a Champion, Summon, or Alteration. Each instance of an Ailment will dictate any special rules as to what kind of card type it will affect. Ailments may cause one or more of the following key abilities, as depicted in the rule text on each card causing the Ailment:

- Decay
- Grounded
- Pacify
- Stun
- Weakness

### Ally (Allies)

All Champions and Summons you control are considered your allies. Abilities that affect only allies, affect these cards.

### Around

All 8 spots that surround a spot. This includes the 4 adjacent spots and the 4 diagonal spots.

### Attach

Enchantments attached to a Champion or Summon are added to that card and treated as though they are a part of that card's printed abilities.

### Awareness

Champions and Summons have their awareness printed at the top-center of their card. The white dot is the spot the Champion or Summon playing the ability currently occupies. The red dots are the spots on the grid that the ability can "see". So, any abilities on their card are bound by that awareness.

Other Timeline cards like spells or techniques have their own separate awareness. If a Champion uses a spell or technique, they only use the awareness of that spell or technique.

If a Champion loses their awareness for a turn, they may still play other abilities that have an awareness independent of the Champion.

The spot a Champion or Summon is on is not part of their awareness.

## **Genesis: Battle of Champions Rules**

### Away

Moving a target away from you is always done in a straight line and increases the distance on the grid between you and the target. The edge of the Arena prevents “away” from occurring.

### Chain

This means there is a linked group of individual targets. The parameters such as how many targets and the locations will be specific to each ability. If any of the targets in the chain become invalid then the entire chain fails and does not resolve.

### Desperation

This is a condition that applies to any Champion that currently has 8 or less HP.

### Elemental

This refers to various types of damage in this game. So far, these are the elements we have: Holy; Dark; Fire; Earth; Water; Air; and Electric.

### Enemies (Enemy)

This term refers to all Champions and Summons that an Opponent controls. Abilities that only affect enemies, only affect these cards.

### Exert

Indicated by placing an Exert token onto the Champion or Summon. Being exerted indicates that the Champion or Summon cannot perform any more action speed plays or plays that cost Exert. At the end of their End Phase, if a Champion or Summon is not exerted then they become exerted.

### Exhaust (deprecated)

The same as Exert.

### HP Loss

If an ability causes a Champion or Summon to lose HP (ie. Drain Attack) then this effect cannot be prevented by abilities that prevent damage.

### Negate

If an ability is negated, then it is completely removed from the Stack.

## **Genesis: Battle of Champions Rules**

### May

At the moment of resolution for this ability, the owner can choose to proceed with this clause or not.

### Move

Moving is physically taking the card and maneuvering it into a new spot. When a card is moving it can only enter unoccupied spots. Movement does not use the Stack, and therefore cannot be responded to. Any abilities that have movement as a part of their resolution may be responded to.

Sometimes an ability with an awareness resolves by moving a Champion or Summon directly into a spot in that awareness. It does not mean that it has to move through each spot to get there.

### Must

At the moment of resolution for this ability, the owner has to proceed with executing this clause as long as they are able to do so.

### Owner

The owner of a card in the game is the player who started the game with it in their Timeline. If a card is brought into the game from outside the game rather than starting in a player's Timeline, its owner is the player who brought it into the game.

### Place

When a card is placed on a spot, it is put there regardless if the spot is occupied or not.

*For example, beckoning a Summon instructs you to place the Summon on a spot adjacent to you. That spot may already have one or more Summons or Champions on it. This is to give a player options even when completely surrounded. Placing does not change a card's orientation.*

### Prevent

When an ability prevents the next amount of damage, it works like a shield on your Champion or Summon. Damage first has to get through that shield before it can get to you, and cause you or your Summon damage. Any excess damage over the prevented value affects the Summon or Champion being shielded.

## **Genesis: Battle of Champions Rules**

### Skill

Skills are effects that continuously alter your Champion (such as [Stampeding Force](#)), Summon, or the Arena (Such as [Dense Fog](#)). These potentially last for the entire game unless removed by an ability.

### Switch

When two cards switch spots (e.g. the [Decoy](#) ability) it happens regardless of the board state. It can happen anywhere in the Arena and does not trigger any abilities that use “move onto” or “place on”.

## Key Abilities

### Aerial

The only attack abilities that can target a Champion or Summon with this ability are Range Attack abilities. Please note, cast abilities and Area Attacks abilities can hit something with Aerial.

### Attack Abilities

#### Basic Attack [X]

This Champion or Summon deals X damage to a target in its awareness.

#### Range Attack [X]

This Champion or Summon deals X range damage to a target in its awareness.

- These are the only attack abilities that can target an Aerial Champion or Summon.

#### Heavy Attack [X]

This Champion or Summon deals X heavy damage to a target in its awareness.

- All Heavy Attacks are Action speed instead of Swift speed

#### Elemental(s) Attack [X]

This Champion or Summon deals X elemental(s) damage to a target in its awareness.

- A single attack can have multiple elements simultaneously

## Genesis: Battle of Champions Rules

### Area Attack [X]

This Champion or Summon does X damage to everything in the attack ability's awareness.

- All Area Attacks deal X damage to everything in the specified awareness instead of a single target
- These attack abilities do not target

### Drain Attack [X]

Target Champion or Summon in your awareness loses X HP and you gain X HP.

- All Drain Attacks cause HP loss which cannot be prevented by effects that prevent damage.
- If a Drain Attack gains an element and its target has a weakness to that same element, the attack does NOT drain for more.

### Beckon

Place this Summon on a spot adjacent to you, facing the same direction as you, then Exert it.

- Summons may be beckoned on occupied spots. This is a Place effect.
- Multiple Summons may be beckoned onto the same spot.
- The placement of the Summon is chosen upon resolution of beckon ability.
- Since the Summon is exerted when it enters the Arena, it does not get a turn.
- This is the only ability on a Summon that is played by a Champion (you), and not by itself.
- All other abilities on the Summon are played by the Summon autonomously.

### Blitz

When this Summon enters the Arena, remove all Exert tokens from it.

- This ability allows that Summon to take a turn the round it enters the Arena.

### Brand

Everything without a certain weakness gains that weakness this round.

- Branding is not cumulative with weaknesses of the same type.  
*Ex: Dark Weakness is not cumulative with another instance of Dark Weakness*
- If you are branded with one weakness, that does not stop you from being branded by another weakness.

### Build

Place the Alteration on the same spot you are on.

- This is the only ability on an Alteration card that is played by a Champion (you), and not by the Alteration itself.

## **Genesis: Battle of Champions Rules**

- All other abilities on the Alteration are played by the Alteration autonomously.

### Cast

- If a spell is using an ability that is not another Key ability, then the ability's name is always cast.
- These abilities can vary greatly so be sure to read them carefully to avoid mistakes.

### Counter Attack [X]

When this Champion or Summon is dealt damage by a Champion or Summon in its awareness, it deals X damage to them.

- If the initial damage that had triggered Counter Attack kills the Champion or Summon, then Counter Attack cannot go on the Stack.
- Counter Attack does not target so it will harm Champion or Summons with Aerial.

### Create

Place the Alteration on an unoccupied spot in the Arena.

- This is the only ability on an Alteration card that is played by a Champion (you), and not by the Alteration itself.
- All other abilities on the Alteration are played by the Alteration autonomously.

### Cure [X]

A target in this ability's awareness gains X HP.

- There is no maximum limit to HP.

### Dash

At the beginning of this Champion or Summon's turn, it may move.

- This does not grant you an additional rotation.
- This does not take away from your two moves you get during your move phase.

### Death Touch

When this card enters the Arena, it kills target Summon around it with remaining HP 3 or less.

- This is not considered damage, so it cannot be prevented.
- If the target gets healed and its HP is greater than 3 then it does not kill the Summon.

### Decay

At the end of the round, this card loses 1 HP.

- This damage cannot be prevented.

## **Genesis: Battle of Champions Rules**

- Instances of Decay are cumulative

### Decoy

- On Summons: When this Summon enters the Arena, the Champion that beckoned it switches spots with it and everything targeting that Champion is now targeting this Summon instead.
- On spells and techniques: You switch spots with a target in this ability's awareness and everything targeting you targets it instead.

### Defense [X]

Prevent the next X damage dealt to you by a target in your awareness this round

### Elemental Selection

Choose an Attribute: <List of Elements>

- You can only choose between the elements that are in the list.
- If an element is not in the list, you cannot choose that element.
- Example: [Arcane Blast](#)

### Elemental Weakness

All elemental damage dealt to this card is increased by 1.

- If an elemental ability is causing you to lose HP, it does not increase if you are weak to that element.

### Enchant

Attach this card as a skill. Skills can be attached to Champions, Summons, or the Arena.

- Read the text carefully because some have ongoing costs you must pay.

### Flight

This Champion or Summon can move on a spot even if it is occupied.

### Grounded

Target Champion or Summon loses Flight and Aerial abilities for the rest of this round.

- This just removes Flight and Aerial at the time the target is grounded.
- The moment the next round starts, the Champion and Summon gains Flight and Aerial again.

### Heal [X] (deprecated)

- A target in this ability's awareness gains X HP.

## **Genesis: Battle of Champions Rules**

- There is no maximum limit to HP.

### Hop

Place yourself on a spot in the ability's awareness.

### Negate

Remove target ability from the Stack.

### Attack Negate

Remove target attack ability from the Stack.

### Cast Negate

Remove target cast ability from the Stack.

### Pacify

This Champion or Summon loses their awareness.

- The Champion or Summon only loses the awareness that is printed on their own card.
- The loss of the awareness does not stop a Champion from playing abilities from their Thoughts with a separate awareness than their own.
  - I.e. a pacified Champion can still play a card like [Left Hook](#).
- Champions and Summons who have lost their awareness due to Pacify are labeled as "pacified".

### Paralyze

Exert target Champion or Summon in this ability's awareness and they gain the [Stun](#) Ailment.

- If a Paralyzed Champion or Summon removes their Exert token, they are still affected by the [Stun](#) Ailment, unless the [Stun](#) Ailment has also been removed.

### Push

Move a target one spot away from you.

- See [Away](#)

### Quick Beckon

- The speed of the Beckon ability is now Swift instead of Action.

## **Genesis: Battle of Champions Rules**

### Replicate

**Summon:** When this Summon enters the Arena from your Thoughts, you take a copy of it from your Subconscious, place it on a spot adjacent to this Summon, facing the same direction as this Summon and then Exert it.

**Alteration:** When this Alteration enters the Arena from your Thoughts, you take a copy of it from your Subconscious and place it adjacent to this Alteration.

### Resistance

**Elemental Resistance:** All elemental damage dealt to you is reduced by 1.

**Attack Resistance:** All damage dealt to you by attack abilities is reduced by 1.

**Cast Resistance:** All damage dealt to you by cast abilities is reduced by 1.

### Resurrect Beckon

Place this Summon on a spot where a Summon has been killed this round, facing the same direction as you, then Exert it.

- This ability can only be played if a Summon has been killed this round.

### Spectral

This Champion or Summon cannot be targeted by attack abilities for as long as they are Spectral.

- Area attack abilities still damage Champions or Summons with Spectral.
- Cast abilities can still target Champions or Summons with Spectral.

### Stun

Target Champion or Summon cannot move or rotate this round.

### Toss

You may place target Champion or Summon in this ability's awareness on a spot around you.

- This can be the same spot the target was on.
- This does not change the direction of the Champion or Summon being tossed.
- This does place the target, so you can place them on an occupied spot.

### Trap

Place this Alteration on an occupied spot. Trap is played at Swift speed.

### Warp

Move to a spot adjacent to a target in this ability's awareness.

## **Genesis: Battle of Champions Rules**

### Weakness [Specific]

This Ailment will cause all forms of damage from the specific source to be increased by 1; whether it be damage from a particular element type, from all attack type abilities, or similar specified sources of damage.