



KNOCKDOWN

VOLUME II

GAME RULES

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ABOUT THE GAME

In the Arena only one thing matters: Victory. Here the best fighters gather to earn glory by eliminating their opponents in the **Great Tournament**. You may be cunning. You may be mighty. Perhaps you fight dirty, doing whatever it takes to win. Only the bold rise to the top. Will you be the next champion?

GOAL OF THE GAME

As a skilled combatant, your goal is to defeat your opponent by inflicting wounds and executing the final K.O. to end the round. Or you can deplete the Attack Deck, at which point the fighter with the fewest wounds is declared the winner of the round. Either way, victory goes to the first fighter to win two rounds!



BOX CONTENT

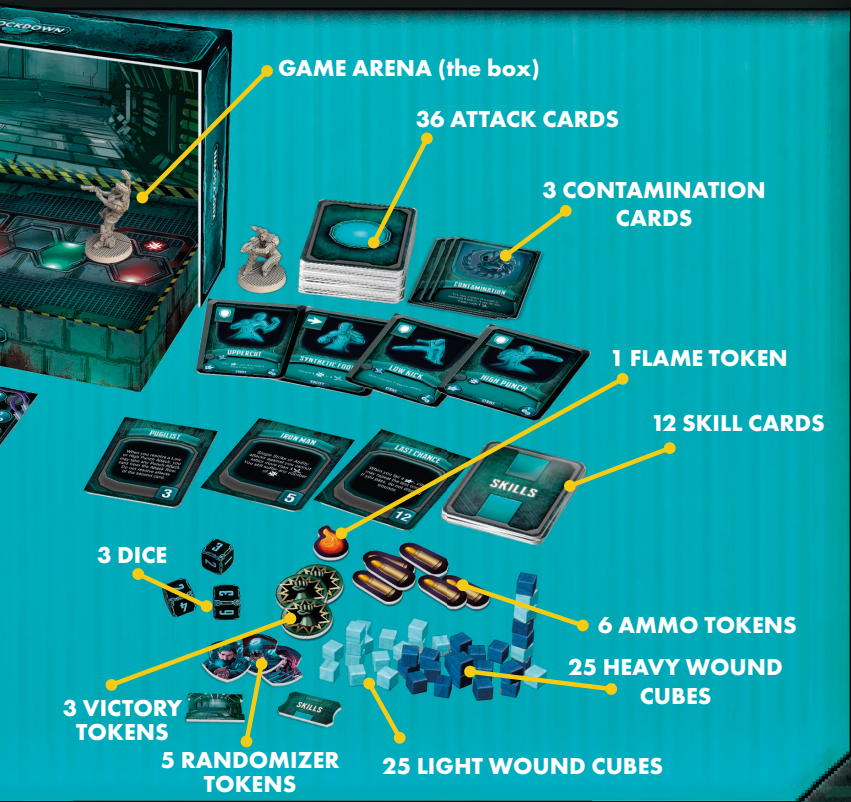
3 FIGHTER HELP CARDS

3 FIGHTER MINIATURES

2 PLAYER
HELP CARDS

3 FIGHTER SHEETS





FIGHTER SHEET

FIGHTER'S
NAME

JAMES

K.O.
EFFECT



ILLUSTRATION



FIGHTER'S
CLASS

CAPTAIN

Mov
2 Attack

Gain
of ca

WOUND POOL

SPECIAL ATTACK NAME



HEADSHOT



STRIKE



RANGE



SUPPRESSIVE FIRE



SPECIAL ATTACK COST

You may discard any number of Ammo tokens to move 1 space for each discarded token.

ABILITY



ORDER





Move your opponent by 1 space. Then, they reveal 2 Attack cards from their hand, and you discard 1 of them.

ABILITY

SPECIAL ATTACK TYPE (Strike, Ability, Reaction)

RELOAD



Gain 1 Ammo token. You may discard any number of cards with  to gain 1 additional Ammo token for each  discarded.

ABILITY

SPECIAL ATTACK EFFECT

7

ATTACK CARD



- 1 **Card Symbol**
- 2 **Attack Name**
- 3 **Wound Pool** – Shows the number and type of wounds inflicted by this Attack.
- 4 **K.O. Effect** – Attacks with this effect may be used to finish an opponent.
- 5 **Range.**
- 6 **Attack Type (Strike, Ability, Reaction)**
- 7 **Attack Effect**

ATTACK TYPES

Remember to always check the type of Attacks and Special Attacks. The difference between them is that it is not possible to Block Abilities and Reactions, while Strikes can be Blocked (more on Blocking – see BLOCKING on page 16).

Range rules can be found on page 20.

SKILL CARDS

- 1 Skill Name**
- 2 Skill Effects**
- 3 Initiative Value** –
Determines the first player at the beginning of the first round.



ABOUT SKILL CARDS

Skill cards represent abilities that make each fighter more unique. During a match you will have at least 1 active Skill card (face up). Bonuses granted by active Skill cards can be triggered throughout the entire match, provided the conditions and timing for the Skill card are met.

ICONS CHART

	- HEAVY WOUND		- RANGE PROJECTILE
	- LIGHT WOUND		- BLOCK
	- RANGE X		- DASH
	- RANGE X-Y		- WILD

SETUP



- 1 Each player selects one fighter and takes their fighter's corresponding mini, Fighter Sheet, tokens (if any), and Fighter Help Card. Hand each player a Player Help Card.
- 2 Set up the Game Arena as shown. Make sure both players can easily see it.
- 3 Place each fighter miniature on one of the two starting spaces (see: **GAME ARENA RULES** on pages 20-21).
- 4 Shuffle all Skill cards and deal **three** cards to each player. Both players choose **one** Skill card to keep and then pass the remaining **two** cards to their opponent. Both players choose **one** card to keep from the two they received and remove the other one from the game. Then, players put one of their Skill cards face up and the other one face down in their play area. **NOTE: Only face up Skill cards are active during a match.**
- 5 Shuffle the Attack card deck and deal **four** cards in a row face up, visible to both players. This is the **Attack Row**.
- 6 The player with the higher Initiative value on their active (face up) Skill card is the first player. This player chooses one Attack card from the Attack Row and adds it to their hand. Then, the second player chooses two cards, and the first player takes the last card so that each player starts the match with two Attack cards in their hand. Refill the Attack Row with four new cards.
- 7 Put the wound cubes and tokens near the Game Arena. You are now ready to start the match!

GAME TURN

Starting with the first player, players take alternating turns. At the start of your turn, refill the Attack Row so that it contains **four** face up Attack cards. Then, perform **two** actions choosing from: **MOVE**, **ATTACK** and **COMBO**. You may perform the same action twice; and you cannot perform only a single action.

ACTIONS

I. MOVE

Move your fighter to an adjacent Arena space. You cannot push an opponent's fighter out of its current space. You cannot end your movement in a space containing another fighter. You cannot move through a space containing another fighter. You cannot move your fighter off the Arena.

II. ATTACK

- Choose an Attack card from the Attack Row.
- If your opponent is within range of the Attack, resolve the attack effects according to the Attack Sequence (see: **ATTACK SEQUENCE** on page 14).
- Add the chosen Attack card to your hand. NOTE: You must add the Attack card to your hand even if you could not resolve its attack effects.
- If you have more than six Attack cards in your hand, you must discard a card immediately.

III. COMBO

A Combo allows your fighter to perform the Special Attacks listed on their Fighter Sheet and Dash around the Arena. You can Dash and perform Special Attacks in any desired order. When you resolve a Special Attack or a Dash, you may immediately perform another one as long as you are able to pay for it; or you may choose to end the Combo. If you already played all your Special Attacks and Dashes, you cannot pay for a Special Attack or when you decide you are done, the Combo ends.

HOW TO PERFORM A SPECIAL ATTACK

- Discard Attack cards from your hand with symbols matching those shown in the Special Attack Cost. The cost specified with the ? symbol can be replaced by any other symbol.
- Resolve the Special Attack, according to the Attack Sequence (see: **ATTACK SEQUENCE** on page 14).
- **You cannot perform any of your Special Attacks more than once during a single Combo action.**

HOW TO DASH

During a Combo action, you may discard any number of Attack cards with the ➡ symbol to move your fighter using the same Move action rules above. You can perform a Dash once for each discarded ➡ symbol.

Keep in mind that once you got an Attack Card in your hand, it cannot be used to trigger the Attack Sequence anymore. The only way you can use cards from your hand is through their symbols.

ATTACK SEQUENCE

- 1 Inflict wounds shown in the attack's Wound Pool. The number of wounds might be affected by special Arena rules, blocking (see: **BLOCKING** on page 16), active Skill cards, and fighter abilities. Use wound cubes to track wounds.
- 2 Resolve the attack effect, if any. This may include dealing additional wounds, moving, discarding a card and much more. Effects of Strike type attacks can be blocked (see: **BLOCKING** on page 16).
- 3 Resolve K.O. effect. If the attack contains a K.O. effect, the attacking player may initiate a Knockdown Test (see: **KNOCKDOWN TEST** on page 17).

NOTE: Your opponent must be within range of the specific attack in order to resolve the Attack Sequence!

IMPORTANT RULES

HAND LIMIT

Players cannot have more than **six** Attack cards in their hand at any time. When a player draws a 7th card, they must immediately discard one of their cards.

RUNNING OUT OF WOUND CUBES


If there are no wound cubes left in the supply, players may use anything else to count wounds.




GOLDEN RULE

If at any time the text on a card or Fighter Sheet contradicts a game rule, the card/Fighter Sheet text always takes precedence.


BLOCKING



When targeted by a Strike, player may discard an Attack Card with  symbol to reduce incoming Wounds or cancel the Attack's Effect.


When reducing Wounds, player may ignore 1  for each 2 cards in their hand (rounded down, discarded  does not count) or 1  for each card in their hand. These effects can be combined.

When cancelling the Strike's Effect, simply ignore its text and Wounds in the Effect's frame. No additional requirements are needed.

Please note that you can discard 2 cards with  to ignore both Wounds and Effect of an Attack.

Only Attacks of Strike type can be Blocked this way. Players can **never** Block Abilities, Reactions, K.O. effects and any other Wound sources in any way!

KNOCKDOWN TEST

Set a timer to 10 seconds. Get ready. Let your opponent start the timer and countdown to 0 loud. You must build a tower from all your wound cubes when your opponent is counting. The tower must be built in a way that only one cube touches the table surface and no cube touches more than two other cubes. If the tower is ready and able to stand on its own – test ends and the game progresses. However you discard half of your  rounded down. **If the timer hits 0 and the tower is still not ready – your opponent wins this round by KO!**



END OF THE ROUND

The round ends whenever a Knockdown Test fails, or when the Attack Row cannot be filled because the Attack deck runs out of cards.

FAILED KNOCKDOWN TEST

The player who fails their Knockdown Test is the loser and the player who dealt the final blow is the winner of the round.

NO CARDS IN THE ATTACK DECK

- The player with the fewest heavy wounds is the winner of this round.
- If there is a tie, the player with the fewest light wounds is the winner of this round.
- If there is still a tie, the player who is starting their turn is the winner of this round.


If the winner of this round already has a Victory Token, this player wins the match! Otherwise, this player takes one Victory Token, and the match continues to the next round. The loser of the round reveals the other Skill card they selected at the beginning of the game. This means players may have more than one active Skill card in play at the same time.

NEXT ROUND

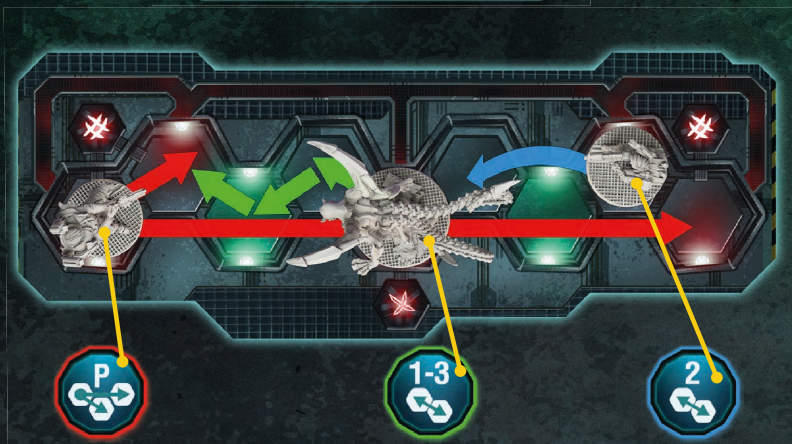
- 1 Both players discard their wound cubes and any Attack cards remaining in their hand.
- 2 Reset fighter miniatures on the Arena starting spaces.
- 3 Shuffle all Attack cards to create a new Attack deck. Then, refill the Attack Row.
- 4 The player who lost the previous round is the first player and reveals their second Skill card.

KNOCKDOWN TEST – DICE VARIANT




If you do not want to play with the dexterity-based Knockdown test, or if it becomes impossible to perform the test with cubes, you may use this luck-based variant instead:

Roll three dice and sum up their values. If the sum is greater than, or equal to, the total number of your fighter's wounds, you passed. Discard half of your fighter's , rounded down, and the match continues. If the sum is lower than the total number of your fighter's wounds, you failed, and your opponent wins this round by K.O.!

ADDITIONAL RULES



RANGE TYPES:

-  – Fixed range of 2 spaces.
-  – Range of up to 3 spaces.
-  – Projectile range. Unlimited, but spaces must be in a continuous straight line starting from your fighter's space.

Attacks with no range type specified have unlimited range.

BLINK – A type of movement that allows a fighter to move *through* an opponent's space. For example, "Blink 2 spaces" makes it possible to "jump" behind your opponent.

BACKWARD – Moves an opponent *directly* away from your fighter.

FORWARD – Moves your fighter *directly toward* your opponent.



STARTING SPACES — Arena spaces marked in green. During setup, each player places their miniature on one of those available spaces.



TECHNICAL CORRIDORS — In the Nemesis Arena, red spaces are spaces with Technical Corridor entrances. All of these spaces are connected to each other. While it is possible to move between them, there is a high price to do so! Whenever a fighter moves from one space to another one, using Technical Corridors, they suffer the wound shown next to the space they move to: **1** ✪ for moving to the center space and **1** ✪ for moving to one of the outer edge spaces. NOTE: Movement through Technical Corridors is not an action! A fighter may use Technical Corridors freely during their turn, but not:

- before resolving effects “at the beginning of your turn”
- during resolving an Action (i.e. in between Special Attacks during Combo)
- after resolving their second action.

MERGING KNOCKDOWN BOXES

Each Box of Knockdown has a set of tokens, representing particular fighters, skill sets and arenas:



– Fighter tokens



– Skill set token



– Arena token

These tokens help to randomize games in case of owning more than 1 box of Knockdown. If you want to mix content of different Knockdown boxes during a single game, shuffle appropriate tokens face down and pick fighters, a skill set and an Arena randomly.

Keep in mind that the Nemesis Arena must be played according to the Setup in this manual, and with Nemesis Attack card deck.

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