

FANDOM CLASH

OFFICIAL RULEBOOK

1. OBJECTIVE

Defeat every Character Card your opponent controls.

If a player has no Character Cards remaining, that player loses the game.

2. CARD TYPES

Character Cards are your fighters. They have HP, ATK, Energy, and Special abilities.

Action Cards are one time effects that help your characters or affect your opponent.

3. CHARACTER STATS

HP: How much damage a character can take.

ATK: Damage dealt by a normal attack.

ENERGY: Used for attacks and abilities.

SPECIAL: The character's unique ability.

RARITY: Common, Rare, Epic, Legendary, or Mythic.

4. STARTING THE GAME

Each player starts with:

- 5 Character Cards
- 20 Energy
- 1 Active Character
- Up to 4 characters on the Bench

Shuffle your deck before the game begins.

Each player draws 5 cards.

Decide who goes first.

5. YOUR TURN

At the beginning of your turn:

1. Draw 1 card.
2. Gain 2 Energy.

You may then:

- Attack
- Use a Special ability
- Play an Action Card
- Switch your Active Character

End your turn when finished.

6. ENERGY

A normal attack costs 1 Energy unless the card says otherwise.

Special attacks have their own Energy costs.

Unused Energy stays between turns.

You cannot have more than 30 Energy.

7. ATTACKING

Your Active Character can perform one normal attack each turn.

The attack deals damage equal to the character's ATK.

Example:

Mahoraga has 32 ATK.

His normal attack deals 32 damage.

8. SPECIAL ABILITIES

Special abilities can:

- Deal damage
- Heal HP
- Block attacks
- Reduce damage
- Increase ATK
- Affect Energy
- Affect cards
- Create unique effects

Follow the conditions written on each card.

9. SWITCHING CHARACTERS

You may switch your Active Character with a character on your Bench.

Switching costs 1 Energy.

You may switch once per turn unless a card specifically allows another switch.

10. THE BENCH

Your Bench can hold up to 4 characters.

Benched characters normally cannot attack or take damage unless a card specifically allows it.

11. DEFEATED CHARACTERS

When a character reaches 0 HP, that character is defeated and removed from the game.

No Victory Points are awarded.

If another character is available, choose one to become your Active Character.

If you have no Character Cards remaining, you lose the game.

12. WINNING THE GAME

The first player to defeat every Character Card controlled by their opponent wins.

There are no Victory Points.

13. ACTION CARDS

After an Action Card is used, place it in the discard pile.

Action Cards can:

- Heal
- Increase ATK
- Block damage
- Recover Energy
- Switch characters
- Disrupt the opponent
- Create unique effects

Follow the instructions printed on the card.

14. CARD BALANCE

Suggested HP ranges:

Common: 60–80 HP

Rare: 75–100 HP

Epic: 90–125 HP

Legendary: 110–160 HP

Mythic: 130–200 HP

Higher rarity does not automatically mean a character is unbeatable.

Powerful abilities should have costs, limitations, or conditions.

15. STATUS EFFECTS

STUNNED: Cannot attack during the next turn.

BURNED: Takes additional damage at the beginning of its turn.

FROZEN: Cannot switch or attack until the effect ends.

WEAKENED: Temporarily loses ATK.

PROTECTED: Takes reduced or no damage from an attack.

16. DAMAGE

Damage cannot reduce a character below 0 HP.

Apply damage increases or reductions before removing HP.

If multiple effects happen at the same time, the player whose turn it is resolves their effects first.

17. RULE CONFLICTS

If a card specifically says something different from the basic rules, the card's effect takes priority.

Example:

The normal rules allow one switch per turn.

If a card says "Switch twice this turn," that card overrides the normal switching rule.

18. DECK BUILDING

A player's starting set contains:

5 Character Cards

10 Action Cards

Characters from different fandoms may be used together.

There is no requirement for every character to come from the same fandom.

19. RARITY

COMMON: Basic characters with simple abilities.

RARE: Stronger characters with useful abilities.

EPIC: Powerful characters with specialized abilities.

LEGENDARY: Extremely powerful or iconic characters.

MYTHIC: Very rare characters with unique mechanics and extremely powerful abilities.

20. BALANCE RULE

Every powerful character should have a weakness.

Strong cards should feel powerful without completely removing the opponent's ability to play.