

nickelodeon

THE LEGEND OF KORRA

PRO-BENDING
ARENA



AMON'S INVASION

RULEBOOK



Amon's Invasion Expansion Errors

-Page 2: Amon is misspelled with a dash (Am-on) in the flavor text.

-Page 5-6: Step 10 of the setup on page 5 says "Place 1 of your Benders on each outside space of Zone B", but the image on the next page shows those Benders in Zone C instead.

-Page 6, Step 16: The text refers to the yellow background Amon Technique cards as having numbers in the corner. The referenced cards seem to have letters, not numbers.

-Pages 6-7: Step 16 in the bottom black-bordered box of setup continues on page 7 in the top black-bordered box. While this may have been intentional, it's a bit confusing since the boxes extend across the fold, leading a reader to believe they should read an entire box left to right before reading the other. There's a similar thing in the main rulebook, but all steps there are clearly numbered with no overflow so it's not confusing.

-Page 15, Step 2: The word 'alphabetically' is misspelled as 'aphabetically'.

-Page 22: "If a Chi-blocker is moved off any side of the arena, they are removed from play and you can no longer activate them." Does this mean chi-blockers can be knocked off the board from the right and left sides of Zones A and B? Or just from either team's Zone C? Also, does pushing a Chi-blocker off the arena count as a Knock Out (main rules, pg 16), gaining Amon 3 Chi and the opponent the Momentum Token?

Designer Response: The answer is yes, Chi Blockers can be knocked off the sides of the arena in Zones A and B as well as the back of Zone C.

Pushing Chi Blockers out does not count as a knock out.

-Equalist Team Board (Solo Side): How does Amon track Chi? There doesn't appear to be any Chi tracker on this board. Does Amon even get Chi? If not, how does he gain Technique cards?

Designer Response: Amon definitely gains and spends Chi as normal, so using an unused teams board [to track chi] is a good solution.

-Amon (Solo Bender) comes with 6 bloodbending tokens but can only use 4 at a time. It's very possible the other two are just extras in case some tokens get lost.

-Amon's Bloodbending ability appears to be mis-classified as a modifier on page 22. The images of his cards on page 21 and 23 show the bloodbend as an ability, not a modifier.

Alara  **Designer** @Candi Feb 20, 2018

Hey! Thanks for the fine toothed combing of the rulebook. I think the rest are just formatting and typos, but if I missed a rules question let me know and I'll get you an answer!



EQUALISTS VS



BENDERS

The Republic City Council has refused to submit to the Equalists' demands to cancel the Pro-bending Championship Tournament. In response, Amon and his squad of well-armed Chi-blockers descend upon the arena with plans to destroy it and all benders who stand in their way! Can you work together to capture Amon and his henchmen—and avoid losing your ability to bend? It's going to take teamwork and planning if you hope to succeed before their bomb explodes and they make their escape!

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5 EQUALIST MINIATURES



Amon



Chi-Blocker A



Chi-Blocker B



Chi-Blocker C



Chi-Blocker D

1 EQUALIST TEAM BOARD (DOUBLE-SIDED)

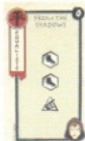


Co-Op



Solo

12 EQUALIST TECHNIQUE CARDS



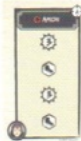
Solo

5 CHI-BLOCKER TECHNIQUE CARDS



Co-Op

8 AMON TECHNIQUE CARDS



Co-Op

2 INFO CARDS



Both

24 MARTIAL ARTS TOKENS



6 BLOODBENDING TOKENS



5 TARGETING TOKENS



2 DAZE TOKENS



1 AVATAR KORRA TEAM BOARD



12 AVATAR KORRA TECHNIQUE CARDS



3 AVATAR KORRA TRICK CARDS



6 TRICK CARDS



CO-OP SCENARIO FOR 2 PLAYERS

PLEASE NOTE:

- You must have the *Legend of Korra: Pro-bending Arena* base game to play this expansion.
- All Team expansions are compatible with this expansion.
- All Trick expansions are compatible with this expansion.
- Not all of the components included in this box are used in the co-op scenario. Some components are only used if you play Amon as a Solo Villain or Avatar Korra as a Solo Bender.

COMPONENTS REQUIRED

5 EQUALIST MINIATURES



Amon



Chi-Blocker A



Chi-Blocker B



Chi-Blocker C



Chi-Blocker D

1 EQUALIST TEAM BOARD

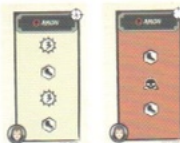


Co-Op Side

5 CHI-BLOCKER TECHNIQUE CARDS

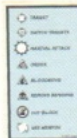


8 AMON TECHNIQUE CARDS



Regular Wound

2 INFO CARDS



24 MARTIAL ARTS TOKENS



2 DAZE TOKENS



5 TARGETING TOKENS



Amon



Chi-Blocker A



Chi-Blocker B



Chi-Blocker C



Chi-Blocker D

GAME SETUP

Using your base game and any other expansions you wish to use, set up the Arena and your team(s) as described below. There are some minor differences in the setup, noted in bold:

1. Place the Arena board in the middle of the table.
2. Sort all of the tokens into separate piles and place them in a common supply within easy reach of both players. **You will not require the Referee die, Yellow Fan tokens, or the Momentum token for this co-op adventure.**
3. Select your team(s) and take all of the required components. You will create teams with **2 Benders each**. Your team is composed of 1 Team board, **2 Bender miniatures, and their matching Technique cards**. Some teams also have specific tokens you will need for your own personal supply. Place your Team board in front of you.

NOTE: *You may use a Solo Bender—such as Avatar Korra or 1 of the Villain expansions—instead of a Team of 2 Benders. If you do so, use the entire Solo Bender's kit, as normal.*

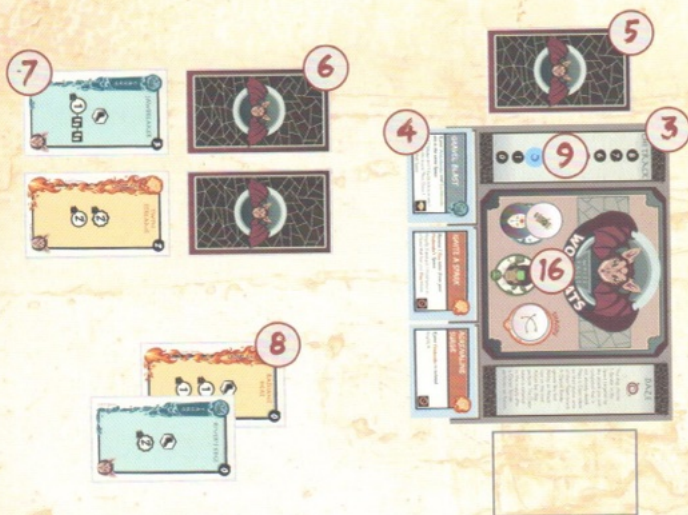
4. "Equalist Uprising!" Is a challenging scenario, so it is highly recommended that you **use Tricks** for your Benders when facing Amon and his Equalist forces (See "Tricks" in "Main Rules" on pg. 19).
5. Prepare a **4-card Main deck** for your team by taking the 4 Basic Technique cards with your team's logo that match the names and elements of the **2 Benders** you are using and shuffling them together. Put your Main deck to the left of your Team board.

When selecting your team's Techniques and Tricks for this scenario, you may include **at most up to 3 items with Yellow Fan icons** (between all of your Technique cards and Trick cards).

6. Prepare your Strategy decks. You can customize these by following the "Advanced Rules—Custom Strategy Decks" on pg. 19 of the main rules. **You will now have 2 separate stacks of cards (1 for each of your Benders), each with 4 cards.** Shuffle these stacks separately, creating your 2 Strategy decks. Put them in a row in front of you.
7. Prepare your Strategy Row. Your Strategy Row has **2 slots**, 1 for each of your Strategy decks. Draw the top card of each Strategy deck and place it face-up in the slot below the deck it was drawn from.
8. Draw **2 cards** from your Main deck to form your starting Hand. Leave space to the right of your Team board for a discard pile.
9. Take a Chi marker from the supply and **place it on the "2" position of your Chi Track.**
10. Place **1 of your Benders** on each outside Space of Zone B on your side of the board. If you are using a Solo Bender (such as the Avatar Korra Solo Bender included in this expansion), place them in the middle Space of Zone C on your side of the board instead.

Next, set up Amon and his squad of Chi-blockers:

11. You will not need the Equalist Technique cards to play the co-operative adventure. Leave them in the game box—they are used to play Amon as a Villain Solo "Bender".
12. Take the Equalist Team board and make sure that the co-op side is face-up (see below).
13. Take the 4 Amon Technique cards with red backgrounds—these are Amon's Wound cards. Shuffle them and put 2 facedown on the Equalist Team board, 1 in each Wound Space. Return the other 2 to the game box without looking at them.

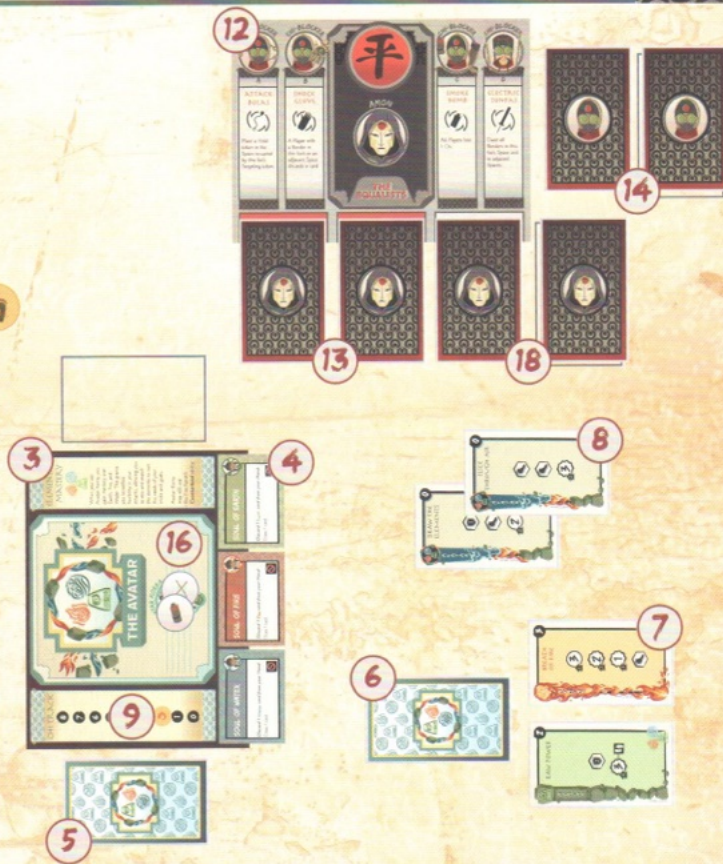


14. Shuffle the 5 Chi-blocker Technique cards together. Put 1 facedown next to the Chi-blocker Technique deck to start the Chi-blocker discard pile. Form the rest into a draw pile beside the Equalist Team board.
15. Place the Chi-blockers in the starting Spaces in Zone A, as shown in the example below.
16. Determine which Benders are being targeted by which enemy. Shuffle the 4 remaining Amon Technique cards (these have a yellow background and target numbers in the top-right corner).

Choose 1 of the Benders in play and turn over 1 of Amon's Technique cards. The letter on that card matches to a letter on the Equalist

Team board. This tells you which Chi-blocker is targeting that Bender. Place the matching Chi-blocker Targeting token on that Bender's Status Area of their Team board. Repeat this process for each Bender in play. If you are using a Solo Bender, you must assign 2 Chi-blockers to target that Bender.

Shuffle the Amon Technique cards again, and reveal the top card. Look at the letter in the top right corner: Find the Bender who was assigned the Targeting token for the matching Chi-blocker and assign Amon's Targeting token to that Bender as well.



NOTE: Targeting tokens can never be cleared from a Bender's Status Area by a Player action. They are only moved when a game effect tells you to move it.

17. Place Amon on the center Space of the Arena, in Zone A, on the side of the Arena that is closest to the Bender he is currently targeting.

18. Shuffle the 4 Amon Technique cards one more time and put 1 facedown in the Amon Technique Area. Place the rest of them beside that card to form Amon's Technique deck. You are now prepared to do battle with the Equalists!
19. The Equalists always take the first turn of the game.

WINNING

You win the game by defeating Amon. To accomplish this feat, you must do the following:

1. All Chi-blockers must be knocked out of the Arena.
2. Amon must be successfully hit by an attack when he has no Wound cards remaining facedown on his Team board.

The Equalist forces (Amon and his Chi-blockers) immediately win if all of the Benders on either Player's team are eliminated or if Amon removes all of his Technique cards from his Technique deck (see "Get Ready!" on pg. 15). If either of these things happen, the Equalist bomb goes off and the Equalists escape in their airship!

GAMEPLAY OVERVIEW

There are two important concepts you need to be aware of when playing this scenario:

TARGET

The Target of Amon or a Chi-blocker is always the Bender with the matching Targeting token in their Status Area.

HITS

If your Bender suffers hits from the Martial Arts attacks of the Equalists or from Chi Blocking, they lose cards instead of being knocked back. Resolve the hits as follows:

- For each hit your Bender suffers, remove the top card from that Bender's Strategy deck (not from the Strategy Row) from the game.
- If there are no cards left in the hit Bender's Strategy deck, choose 1 of that Bender's cards from your discard pile and remove it from the game instead.
- If no matching cards remain in your discard pile, remove 1 from your draw pile instead, then reshuffle your draw pile.
- If no matching cards remain in your draw pile either, remove 1 from your Hand instead.
- If you have been forced to remove all of your Bender's Technique cards from your Main deck, that Bender is eliminated—remove them from the Arena.

EQUALIST'S TURN

1. AMON ATTACKS!

- Draw and execute the top card of Amon's Technique deck.

2. CHI BLOCKERS, ENGAGE!

- Draw and execute the top card of the Chi-blocker Technique deck. Each Chi-blocker will activate once.

3. HIT THEM!

- Remove any player-controlled tokens in Spaces without an Equalist figure.
- Check hits against Chi-blockers.
- Check wounds against Amon.

4. GET READY!

- Refresh the Chi-blocker Technique deck
- Refresh Amon's Technique deck.

PLAYER'S TURN

Both Players take their turns together, at the same time, taking actions in any order they choose. During the Players' turns, both Players follow the 4 normal phases, in order:

1. KEEP FOCUSED!

- Advance the marker on your Chi Track by 1.

2. PLAY HARD!

- Play a Technique card from your Hand a) for Chi or b) for Actions.
- You may activate Trick cards when you use cards for Actions.
- Repeat this for each Technique card in your Hand.

3. CHECK HITS!

- Your Benders suffer hits for each Martial Arts token in their Space.
- Remove all of the tokens controlled by Amon and the Chi-blockers from the Arena.

4. STAY SHARP!

- You may spend Chi to add new Technique cards from your Strategy Row to the top of your Main deck.
- Add 1 face-up Technique card to your Strategy Row.
- Draw a new Hand of 2 cards.

EQUALISTS' TURN

AMON ATTACKS!

Draw the top card of Amon's Technique deck and place it in Amon's Action Area, then activate Amon, executing each icon on the card from top to bottom, as you would when resolving a Technique card. The icon effects on Amon's Technique cards are described below:



Move

This Equalist moves into an adjacent Space that brings them 1 Space closer to its Target. Distance is determined by counting the number of movements required to enter the same Space as the Target (ignoring Hold tokens, if any are on the board).

If there are multiple Spaces which satisfy this requirement, the Equalist moves into the Space that has the fewest Elemental tokens (of those Spaces).

If there are still multiple Spaces that satisfy these conditions (e.g., the number of tokens in the possible destinations is the same), then the Players decide which Space the Equalist moves to. If the Chi-blocker is already in the same space as their Target, they do not move.

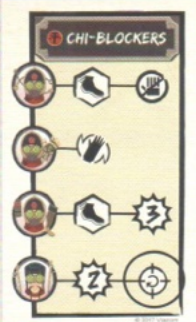




Change Targets

Move this Equalist's Targeting token from its current location one position clockwise around the table (from 1 Bender's Status Area to a different Bender's Status Area).

This could result in the Target token being moved to a Status Area that is also on your Team board or on your partner's Team board.

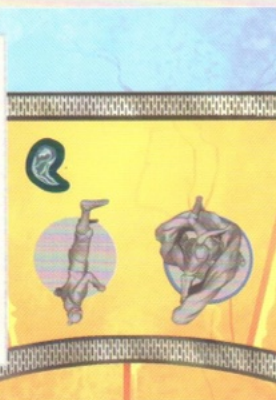


Martial Arts

Place the indicated number of Martial Arts tokens in the Space currently occupied by the active Equalist.

Martial Arts tokens are placed even if there are already Martial Arts tokens in the target Space.

Martial Arts tokens annihilate Elemental tokens when placed in the same Space (see "Main Rules" on pg. 10). They are also annihilated by elemental tokens placed in their spaces.



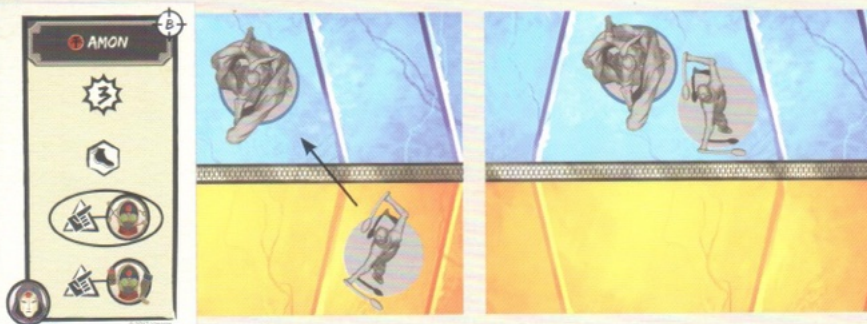


Order (Amon Only)

Amon orders the Chi-blocker matching the portrait next to this icon into position.

If that Chi-blocker is in play, they perform a Move action as described above.

If that Chi-blocker is not in play, return their miniature to the Arena, in the same Space as the Bender that has their Target token.



Remove Bending (Amon Only)

If Amon is in the same Space as 1 of your Benders when he executes this action, your Bender is immediately eliminated from the game.

Remove your eliminated Bender's miniature and Strategy deck from the game, but leave their cards in your Main deck. If there are multiple Benders in Amon's Space, you and your partner decide which 1 is eliminated.



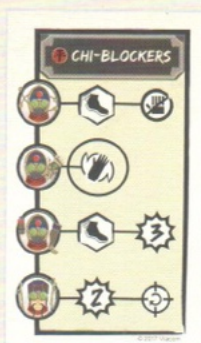
CHI-BLOCKERS, ENGAGE!

Draw the top Chi-blocker Technique card. Then, activate each Chi-blocker listed on the card, from top to bottom, executing each icon shown from left to right. The Chi-blockers share many of the same icons with Amon (see "Amon Attacks" on pg. 10). They also have 2 special actions as follows:



Use Weapon (Chi-blockers Only)

Activate the Weapon effect for this Chi-blocker. Effects are described on the matching Weapon effect area.





Chi Block (*Chi-blockers Only*)

If the active Chi-blocker is in the same Space as 1 of your Benders when this action executes, your Bender suffers 1 hit (see "Hits" on pg. 8).

If there are multiple Benders in the active Chi-blocker's Space, you and your partner decide which one suffers the hit.



HIT THEM!

Check hits against the Equalists.

1. Remove all Player-controlled tokens from every Space that does not have an Equalist miniature.
2. Apply hits to Chi-blockers. For each Elemental token in a Chi-blocker's Space, move that Chi-blocker 1 Space in any direction (following the "Adjacency" rules on pg. 9 of the "Main Rules"). Then, remove those Elemental tokens from the board.
 - If you can move the Chi-blocker off of the Arena, they are knocked out. Put their miniature on the Equalist Team board.
 - Chi-blockers that are not on the Arena board do not activate during the "Chi-blockers, Engage!" Turn on pg. 13.
3. Remove all Player-controlled tokens from his space, and, if applicable, apply hits to Amon. If there are any Elemental tokens in Amon's Space, he may suffer a Wound.

If there are Wound cards remaining on the Equalist Team board, Amon suffers a Wound:

- Take 1 of the facedown Wound cards from the Equalist Team board and shuffle it into Amon's Technique deck.
- If there are no Wound cards remaining on the Equalist Team board in the red Wound spaces BUT there are still Chi-blockers in the Arena at this time, remove all of the Player-controlled tokens from Amon's Space. There is no other effect—Amon will fight on relentlessly and is not vulnerable unless all of the Chi-blockers have been removed from the Arena!
- If there are no Wound cards remaining on the Equalist board AND there are no Chi-blockers in the Arena at this time, Amon is defeated and the Players win! You've forced Amon and his henchmen to retreat from the Arena!

Wounding Amon



GET READY!

1. If the Chi-blocker Technique deck is empty, collect the discards from the discard pile, orient them to face the same way and shuffle them together to form a new Chi-blocker Technique deck. Take the top card from the new deck and place it facedown in the Chi-blocker Technique Area. Put the new Chi-blocker Technique deck next to this card.
2. If Amon's Technique deck is empty, collect all of the discarded cards from his discard pile and look at them. Remove one card from his deck, starting alphabetically (for example, with A through D, A would be removed). If all 4 lettered cards have already been removed, the bomb goes off, Amon escapes, and the Equalists win! Otherwise, shuffle the remaining cards together, take the top card from this deck and place it facedown in the Amon Action Area. Put the new Amon Technique deck next to this card.

PLAYERS' TURN

Players may act in any order, taking turns to play Technique cards. Once you and your partner are comfortable with game flow, you may even wish to play simultaneously. By the end of the Players' turn, both Players must have played all of the Technique cards in their Hand for Actions or for Chi.

Players' turns follow the same flow as the regular game: You gain 1 Chi, play all Technique cards from your Hand, check hits, and gain Technique cards. The differences for the co-operative scenario are:

1. Elemental tokens controlled by different Players do not annihilate each other. Your tokens only annihilate the Martial Arts tokens placed by the Equalists.
2. Yellow Fan icons are ignored. The referees aren't going to call 'cheating' in a battle to save the Pro-bending Arena and stop Amon!
3. Move icons allow Benders to move into any adjacent Space, without the limitation of having to remain in the same Zone.
4. Whenever an effect would cause Amon or a Chi-blocker to lose Chi, place any available Elemental token on the Equalist Team board instead, on the appropriate Status Area. The next time that Equalist performs a Martial Arts effect, remove the Elemental token and reduce the power of their Martial Arts effect by 2.
5. Trick effects that target your opponent always affect Amon. Trick effects that target an opposing Bender may target any Equalist (Amon or a Chi-blocker).
6. If an effect would cause a Chi-blocker to discard a card, knock their miniature down instead. The next time that Chi-blocker is activated, stand the miniature up instead of executing their actions. Knocked-down Chi-blockers will still move if Amon orders them to. Amon can never be forced to discard a card.
7. Whenever a Bender suffers a hit from Amon or a Chi-blocker, they lose cards instead of being knocked back (see "Hits" on pg. 8).
8. Players only draw up to a 2 card Hand.

GAME END

There are 3 ways that the game can end, with different results:

1. If all 4 of the Chi-blockers and Amon have been eliminated from play, the Players win!
2. If either Player ever has no Benders in play (Total Team Elimination), the Equalists win!
3. If Amon has discarded all 4 of his starting cards, the bomb explodes and Amon escapes—the Equalists win!

AVATAR KORRA (SOLO BENDER)

The latest in the long line of Avatars, Korra is young and impetuous but principled! Fighting for what she believes in, she puts it all on the line against anyone who would harm those she loves. A formidable Bender when she dons her Fire Ferret uniform, her abilities increase many orders of magnitude when she enters the legendary Avatar state!

Avatar Korra can be used as a Solo Bender to do battle in the Amon co-op expansion or as a solo opponent for a full team of Pro-benders, to test their mettle against the (mostly) unrestrained power of the Avatar!

COMPONENTS REQUIRED

1 AVATAR KORRA TEAM BOARD



12 AVATAR KORRA TECHNIQUE CARDS



3 AVATAR KORRA TRICK CARDS



Setting up Avatar Korra as a Solo Bender is the same as setting up your play area for a team, with a few notable exceptions:

- ## GAME SETUP
- Setting up Avatar Korra as a Solo Bender is the same as setting up your play area for a team, with a few notable exceptions:
1. You have only 1 Strategy deck and 2 slots in your Strategy Row.
 2. Use all of your Advanced and Signature Technique cards in your Strategy deck. Shuffle them together and then reveal the top 2 cards to form your Strategy Row.
 3. Shuffle your 4 Basic Technique cards to form your Main deck.
 4. Draw 2 cards for your starting Hand. Hands have a 2-card limit.
 5. You have 1 Bender miniature. Place it anywhere you like in Zone A (we recommend the middle Space for maximum mobility).
- WARNING:** *If you are using Avatar Korra to battle Amon in the co-op expansion, you must place her in the middle Space of Zone C.*
6. You must use Tricks when playing with Solo Benders. Solo Benders aren't as strong as a full team of Benders without them. Each Solo Bender comes with 3 Tricks that only they are allowed to use. Use these for your first game with this Solo Bender. Later, you may use other Tricks from the game as long as the elemental icon matches the Solo Bender's element. Avatar Korra, being able to bend all of the elements, can use ANY 3 Tricks.



SOLO BENDER GAMEPLAY

You play the game following the same sequence and rules as when you control a team of Benders with these 2 changes:

- You can only have a maximum of 2 Technique cards in your Hand at any time.
- You cannot remove a card in your discard pile from the game when you reshuffle your Main deck.

AVATAR KORRA, ELEMENTAL MASTER

When you use Avatar Korra, you gain mastery over Earth, Fire, and Water. This grants you incredible flexibility in your attacks, allowing you to mix and match the elements to suit the needs of your Tricks and goals.

TECHNIQUE TYPE

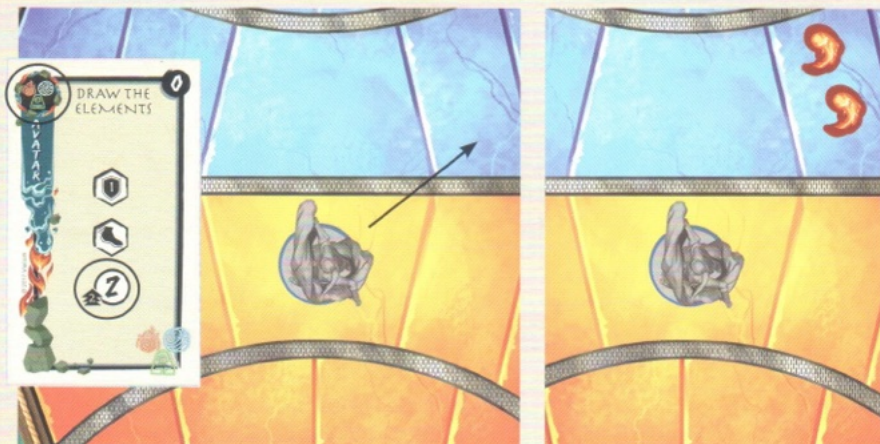
A Technique card's type can modify the rules when it is played either for Chi or for Actions. While the type for most Techniques is simply the Technique's element, some special Technique types are indicated by changes in the elemental symbol in the top left corner of the card.



Elemental Master

When you play a Technique with the Elemental Master type, you must choose Earth, Fire, or Water: The Technique becomes that Element type for the purposes of activating Tricks and placing Elemental tokens.

Cards with the Elemental Master type that are in your Hand, discard pile, Strategy Row, or Strategy deck are considered to be all elements at the same time.



VILLAIN: AMON (SOLO BENDER)

Amon's mask hides his past, but not his desire for a future without bending. A skilled hand-to-hand combatant with the fearsome power to take away a person's ability to bend with a mere touch, Amon has vowed to make the world equal once again for those bereft of the ability to bend the elements. With his elite

cadre of technology-wielding Chi-blockers, Amon storms into the Republic City Arena with an oath to end bending as we know it! Can you stop his terrifying plan?

This set of rules allows you to play as Amon against a full team of Pro-benders or another Solo Bender (such as Avatar Korra).

COMPONENTS REQUIRED

5 EQUALIST MINIATURES



Amon



Chi-Blocker A



Chi-Blocker B



Chi-Blocker C



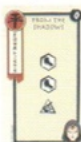
Chi-Blocker D

1 EQUALIST TEAM BOARD

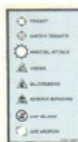


Solo Side

12 EQUALIST TECHNIQUE CARDS



2 INFO CARDS



24 MARTIAL ARTS TOKENS



2 DAZE TOKENS



6 BLOODBENDING TOKENS



4 TARGETING TOKENS



Chi-Blocker A



Chi-Blocker B



Chi-Blocker C



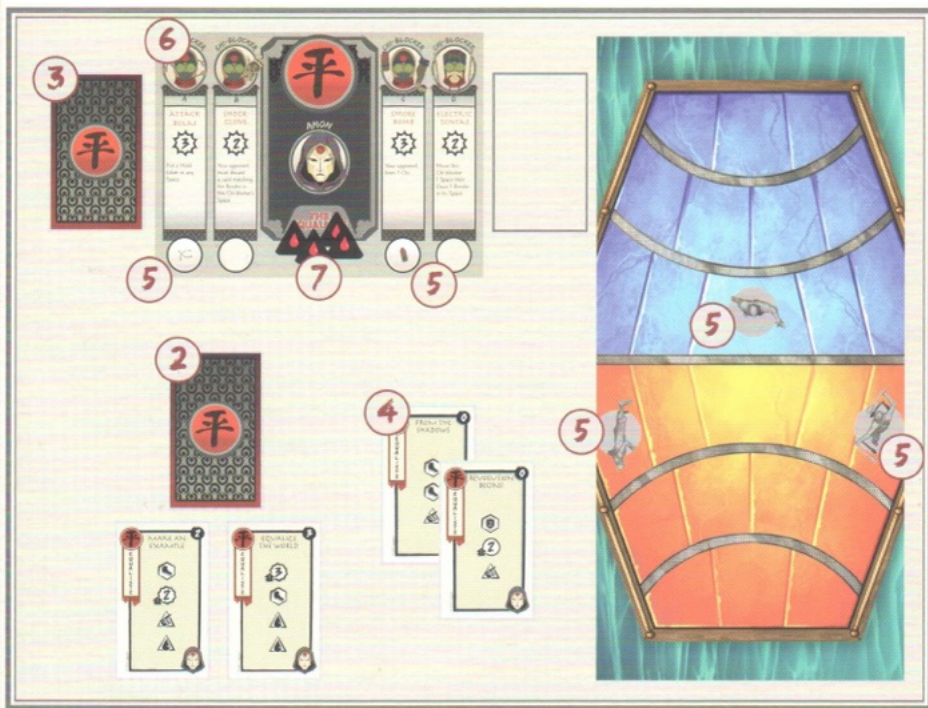
Chi-Blocker D

GAME SETUP

Setting up Amon as a Solo Bender is the same as setting up your play area for a team, with a few notable exceptions:

1. You have only 1 Strategy deck and 2 slots in your Strategy Row.
2. Use all of your Advanced and Signature Technique cards in your Strategy deck. Shuffle them together and reveal the top 2 cards to form your Strategy Row.
3. Shuffle your 4 Basic Technique cards to form your Main deck.

4. Draw 2 cards for your starting Hand. Hands have a 2-card limit.
5. You have 1 Bender miniature. Place it anywhere you like in Zone A (we recommend the middle Space for maximum mobility).
6. Instead of Tricks, select 2 of the 4 Chi-blockers to use with Amon. Put their Target tokens on their matching icon (make sure the Amon board is flipped to the Solo Villain side, as they have different effects in co-op mode). This indicates which 2 Chi-blockers you are using. Place their miniatures in Zone A on your opponent's side of the Arena, 1 in each Space on the edges of that Zone. Return the rest of the Technique cards and Chi-blocker miniatures to the game box.
7. Place the 4 Bloodbending tokens on your Amon Team board as your personal supply. You are limited to a total of 4 Bloodbending tokens in play at any time.



SOLO BENDER GAMEPLAY

You play the game following the same sequence and rules as when you control a team of Benders with these 2 changes:

- You can only have a maximum of 2 Technique cards in your Hand at any time.
- You cannot remove a card in your discard pile from the game when you reshuffle your Main deck.

AMON, EQUALIST LEADER

When you play as Amon, you have 2 special abilities: you may order your Chi-blockers and you can Bloodbend. Your Chi-blockers attack using martial arts or high-tech weapons. Bloodbending, on the other hand, is a powerful form of bending that can give you temporary control of an enemy's body or eliminate enemy Benders by removing their ability to bend elements. You are limited to 4 Bloodbending tokens. When you activate Bloodbending or eliminate a Bender who has Bloodbending tokens in their Status Area, return those tokens to your supply.

PHYSICAL TECHNIQUE TYPE

Amon's techniques all have the "Physical" type. This means that you place Martial Arts tokens when you attack. You must still follow all the regular rules for Normal Attacks and Pierce Attacks, including Adjacency, Spread, and Token Annihilation. Martial Arts tokens annihilate, and are annihilated by, Elemental tokens as normal.

Modifiers

Modifiers add effects to an attack. You may choose whether or not to apply any Modifiers after the Attack icon is executed.

- Modifiers can only be added to a successful attack—if you do not control any tokens in a Space after you attacked, you cannot apply a Modifier there.
- Modifiers cannot be used without an Attack icon.



Bloodbend Choose one:

- a. Prepare Bloodbending: Place 1 Bloodbending token in any opposing Bender's Status Area.
- b. Activate Bloodbending: Remove all Bloodbending tokens from the Status Area of 1 Bender in an adjacent Space, then apply 1 of the following effects of your choice:
 - If 1 or more Bloodbending tokens were removed, place 2 Hold tokens in the Bender's Space.
 - If 2 or more Bloodbending tokens were removed, knock the Bender back 1 Zone.
 - If 3 or more Bloodbending tokens were removed, eliminate the Bender from the game. (as if they had been knocked out of the Arena).

Line Advance and Chi-blockers

Whenever Amon or the opposing team makes a Line Advance, the Chi-blockers remain in the Spaces they are in. They do not move during a Line Advance. Amon can Line Advance on his own turn. If this happens, follow the Line Advance rules, but skip the step where the active Player gains an extra turn. No extra turn is gained in this case.

Hits and Chi-blockers

In 1 vs. 1 mode, Chi-blockers suffer hits in the same way that Amon and Benders do with one exception: Chi-blockers may be moved in any direction when they suffer a hit. Your opponent decides where your Chi-blockers move when they suffer hits. If a Chi-blocker is moved off any side of the arena, they are removed from play and you can no longer activate them.

Bloodbend (continued)



Korra has a Bloodbending token in her Status Area. Amon activates his Bloodbending Ability, removing all Bloodbending tokens from Korra's Status Area and dropping 2 Hold tokens in her space.

Abilities

These new Abilities are Actions that the Active Bender can perform.



Order

Choose a Chi-blocker to activate. You may not activate the same Chi-blocker more than once per turn. The activated Chi-blocker can take ONE of the following actions:

- Move into an adjacent Space, even across Zone lines.
- Attack in their Space, using a number of Martial Arts tokens equal to the Martial Arts attack power shown on that Chi-blocker's Weapon effect.
- Use the effect described on their Weapon effect.



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Special Thanks To: Ted Adams, Greg Goldstein, Chris Ryall, and Robbie Robbins



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