



HOLLOW CELL

ONE GOAL, VICTORY!

MANUAL v1.1



LOCK 'N LOAD
PUBLISHING

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COMMUNITY AND SUPPORT

If you have any game related questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums:

<http://forums.lnlpublishing.com>.

If any parts of this game are damaged, or if any of you have any other support needs, please open a support ticket at our Support Desk:

<http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules and other community-design ideas in our resource section:

<http://forums.lnlpublishing.com/resources>.

HOLLOW CELL

2-6 Players, Ages 10+, 30-75 Minutes

The distant reaches of space hold a planet that is the subject of the Hedonix Empire's horror stories! The whispered tales of this planet's war games frighten children, are used

to threaten criminals, and will sway tyrants. The horrible truth is that this planet has become the last hope of the empire.

As the varied species struggle to co-exist, the challenges on this planet may not stem an all out war. It is here, that we land to take up the torch of fighting for our species... the planet wide arena of **Hollow Cell!**

Hollow Cell is an easy to play, fast paced, arena game designed by **Garrett Herdter**. Play as one of 18 unique warrior races. Draw a hand of Vault cards to either equip on your character or play to damage your opponent. Roll dice both in defense and offense while you dodge deadly planet wide events sent by the Hedonix watchers to speed up the match.

Take cover in buildings and raid forgotten equipment caches of weapons and armor to best your opponents in this free-for-all battle where only the most skilled combatant will survive to claim victory!

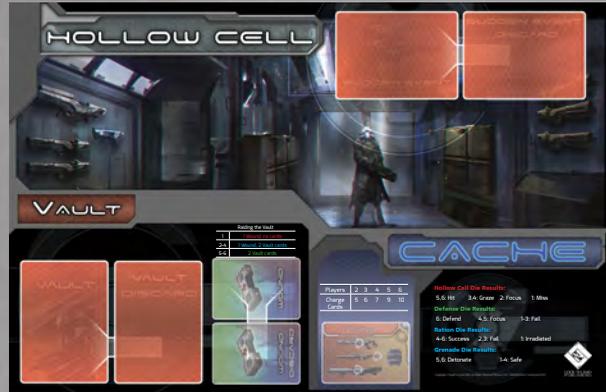
HOW TO WIN

Kill 3 Warriors, its that simple.

If a single player has lost all 3 of their own Warriors, then the game ends early and the player with the most kills will win.

COMPONENTS

1 Hollow Cell board



80 Vault cards

21 Sudden Event cards

18 Warrior cards



12 Charge cards

35 Wound cards

6 Double-sided Reference cards



6 War Engine cards



4 Hollow Cell dice

3 Defense dice

3 Ration / Grenade dice

SET UP

1. Separate the Vault, Warrior, Sudden Event, Wound, and Charge cards into their own separate decks. Place the War-Engine cards back in the box. See page 21 for details.
2. Place the Hollow Cell board in the center of the table.
3. Place the Charge cards in the Charge card box on the Hollow Cell board. The number of Charge cards is determined by the number of players.

2 Players	5 Charge cards
3 Players	6 Charge cards
4 Players	7 Charge cards
5 Players	9 Charge cards
6 Players	10 Charge cards

Place any remaining Charge cards back into the box as they will not be used.

4. Separately shuffle the Vault deck, Sudden Event deck and Wound deck, placing them face down on the indicated spaces on the Hollow Cell board.
5. Randomly deal each player 3 Warrior cards. Players will choose the order in which they will be played and place them face down in a pile in front of them. Turn the top Warrior card over. Place unused Warrior cards back into the box as they will not be used.
6. Deal each player 5 Vault cards face down. The number of cards in a player's hand may never be hidden. If dealt a Vault card labeled "**Sudden Event**", shuffle it back into the deck and draw a new card without resolving the **Sudden Event**.

Once all players have their Vault cards, replace the remaining Vault cards on the Vault deck location of the Hollow Cell board.
7. Deal each player a double sided Reference card.
8. Consult your Warrior card to see who will go first. The Warrior with the lowest initiative number, located under the Warrior's name, will go first and play will rotate clockwise.



NOTE: Rules for a 2 player game (Duel) are located at the back of this manual.

Note: Pages 4 and 5 contain a full size layout diagram for the game.

TURN ORDER

Each player, on their turn, takes the following steps in order. When they are finished, the player on their left begins their turn. This will continue until one player has accumulated 3 kills or until 1 player has lost their last Warrior card. (We'll get to this... Its a bit grizzly!)

1. You may discard cards from your hand but must keep at least 1.
2. Draw a hand size of 5 cards.
3. Play cards and attack.
4. Place used Charge cards back on Weapon cards and/or Cache.
5. Draw one card.

TURN ORDER

IN DETAIL:

1. OPTIONAL DISCARD.

You may discard as many cards as you would like, BUT you must keep at least one card in hand since resources are few and far between.

2. DRAW UP TO A HAND SIZE OF 5 CARDS

Once you have discarded any Vault cards in Step 1, draw up to a hand size of 5 cards. If you had 5 or more Vault cards in hand at the beginning of this step, do not draw any cards.

If you ever have more than 8 cards in hand at any time in the game, you must immediately discard down to 8 cards.

3. PLAY CARDS AND ATTACK

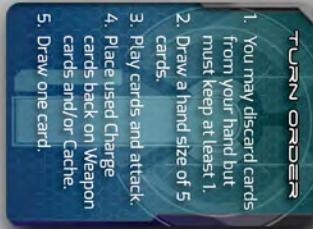
During this step, you may play as many cards as you want from your hand. All instructions on cards override the normal rules of the game.

When you play cards from your hand that require you to take a **Charge** card from the available Cache, there must be a **Charge** card remaining on the Cache to use. If none are available then you may not play the card.

When you equip a Weapon card, there must be **Charge** cards available to **fully load** it from the Cache, or it may not be equipped.

All Charge cards taken to equip a Weapon card will be placed next to the Weapon. Once the

4 Player Game Example Layout



HOLLOW CELL

Hollow Cell Dice



Defense Dice

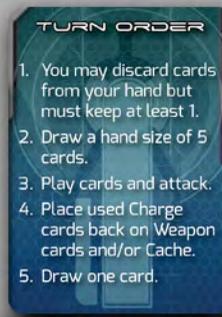
VAULT

Wound Deck



Vault Deck

Reference Card



Warrior Cards





TURN ORDER

1. You may discard cards from your hand but must keep at least 1.
2. Draw a hand size of 5 cards.
3. Play cards and attack.
4. Place used Charge cards back on Weapon cards and/or Cache.
5. Draw one card.

Sudden Event Deck



Ration / Grenade Dice



CACHE

Players	2	3	4	5	6
Charge Cards	5	6	7	9	10

Hollow Cell Die Results:
 5,6: Hit 3,4: Graze 2: Focus 1: Miss

Defense Die Results:
 6: Defend 4,5: Focus 1-3: Fail

Ration Die Results:
 4-6: Success 2,3: Fail 1: Irradiated

Grenade Die Results:
 5,6: Detonate 1-4: Safe

ROCK PAPER SHARD

TURN ORDER

1. You may discard cards from your hand but must keep at least 1.
2. Draw a hand size of 5 cards.
3. Play cards and attack.
4. Place used Charge cards back on Weapon cards and/or Cache.
5. Draw one card.

Charge Cards



Player Hand

Weapon has been used, or a card is played that requires the player to use a Charge card from the available Cache, the Charge card will go to a discard pile next to the active player's area.

All Equip cards must be equipped to your Warrior before they may be used. For example, a Helmet may not be played from your hand during another player's turn to use its ability but it may be used if it is already equipped to your Warrior. It may, though, be discarded from your hand on another player's turn to roll defense dice.

You may use an equipped card at anytime on your turn unless the text on the card says otherwise.

You may, for example, use a Weapon that is equipped and has charges next to it that have not been used yet this turn. You will place those charges in a discard pile next to your Warrior and initiate combat with that Weapon as explained below.

If you play a card from your hand that requires you to "ROLL" a Hollow Cell die or if you use an equipped Weapon card that has Charges attached to it, then you have initiated Combat to attack another player.

COMBAT

A Combat in Hollow Cell takes place in several sub-phases.

- Declare Attack
- Declare Defense
- Roll Attack
- Roll Defense
- Resolve Focus Effects
- Resolve Damage
- Play Special Cards
- Take Wounds

A. DECLARE ATTACK

Choose a player to attack. The attacking player takes the die or dice required by the card that initiated the Combat following the rules outlined in the "Play Cards" phase previously.

Charge cards must be available in the Cache to play a card that initiates an attack. If you are attacking a player with an equipped Weapon, discard the Charges attached to that Weapon next to your play area and take that many Hollow Cell dice.

Hollow Cell cards are a unique Action card that is played separate from equipped Weapon cards. Hollow Cell cards may be played together to

roll multiple dice in one roll but they may never be combined with another Weapon card to roll together (unless a card states otherwise).

Attacks are not limited by the number of red dice included in the game. Roll other colored dice if needed.

B. DECLARE DEFENSE

The defending player may choose 1 or more cards from their hand that have this symbol:



The Green Box Indicates it may be used to gain defense dice. The number is how many defense dice you are granted by discarding the card.

Discarding multiple cards in this way gains defense dice equal to the sum of all numbers in the green box.

Defenders may only discard cards during this step of Combat.

Additionally, some cards, when discarded to gain defense dice, grant additional effects when rolling a **FOCUS** result on those defense dice. The effect is detailed to the right of the green box symbol.

If the defender discards cards with more than one focus ability, they may use all of them as directed by the ability.

Forexample, If a player discarded 2 cards with 2 different focus abilities, each ability may be used even if only one Focus result was rolled.

Defense rolls are not limited by the number of green dice included in the game. Roll other colored dice if needed.

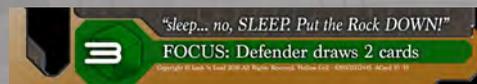
C. ROLL ATTACK

The attacker rolls all Hollow Cell dice required by the card or cards that initiate the attack.

D. ROLL DEFENSE

The defender rolls any and all defense dice gained by discarding cards.

E. RESOLVE FOCUS EFFECTS



If the defender discarded cards that granted special Focus abilities when rolling defense dice, check to see if they have triggered. If so, then resolve their effects.

F. RESOLVE

DAMAGE

Hollow Cell Die Results:

5,6: Hit 3,4: Graze 2: Focus 1: Miss

Defense Die Results:

6: Defend 4,5: Focus 1-3: Fail

The defender assigns any Defend (6) results rolled on the defense dice to any Hit (5-6) results rolled on the attack dice. **2 Graze results (3-4) also counts as 1 Hit.**

A successful Defend (6) result on a defense die cancels 1 Hit result.

G. PLAY SPECIAL CARDS

Some Action and Equip cards (Hologram, Helmet, etc) allow a defender to modify the resulting damage from a Combat. The defending player may play these cards at this time.

H. TAKE WOUNDS

For each hit that was not blocked, the defender will draw a Wound card and place it next to his Warrior **face down** after looking at it. Wound cards vary from 0-3 wounds. If a Warrior ever receives 5 wounds, they are defeated and must announce this to all players.

Once the active player has played all the cards they wish to play and

resolved any resulting Combats, the turn proceeds to the next phase.

4. PLACE USED CHARGE CARDS BACK ON WEAPONS AND BOARD

After you are finished attacking and playing cards from your hand, replace Charge cards used by your Weapon cards back to those Weapons.

If you played multiple Weapons during the last step (equipping, shooting, then discarding to equip another Weapon) only replace the Charge cards for the currently equipped Weapon.

Any Charge cards remaining in the pile not on a Weapon must be returned to the Hollow Cell box on the Hollow Cell board.

5. DRAW ONE CARD

Draw one card from the Vault deck. If the deck is empty, shuffle the discard pile and reset the deck.

If you have a hand size of more than 8 cards, you must discard down to 8.

SAMPLE TURN

David begins his turn with 3 Vault cards in hand. He decides to discard 1 card and draws 3 from the

Vault deck to bring his hand size to 5 cards.

His hand consists of 2 Hollow Cells, Helmet, Throwing Star and the Intruder Weapon Card. His Warrior is already equipped with the Night Vision and Hazmat Suit cards.

He equips the Throwing Star by placing it to the right of his Warrior and placing an available Charge card below it from the Cache. He already has the Night Vision card equipped but he would rather have the Helmet.

He discards the Night Vision card and equips the Helmet by placing it above his Warrior. He also equips the Intruder Weapon card to the left of his Warrior and places 1 Charge card below it from the available Cache. See page 16 for a sample of his play area.

David decides to attack Mark with 2 Hollow Cell cards as there are 2 Charge cards available in the Cache.

He discards the Hollow Cell cards and draws 2 Charge cards and places them next to his play area and takes 3 Red Hollow Cell dice because his Warrior has an ability that grants him an additional die when using 2 Hollow cell cards.

Mark decides to discard 2 cards from his hand. He discards the Blazer Weapon card and a Hollow Cell card from his hand which gives him 3 total Defense dice.

David rolls a 6, 3 and a 1. The 6 is one full hit. The 3 is a graze, but 2 grazes are needed in one roll to be a full hit. The 1 is a miss.

Mark rolls a 6, 5 and a 1. The 6 defends against the full hit and 5 would permit a re-roll but Mark does not do so. The 1 is a fail. Mark does not receive any Wound cards.

David decides to attack Mark again with the Intruder. He announces that he is attacking Mark and discards the Charge card that is under the Weapon next to his play area.

This is an automatic hit and the defender does not roll defense dice. Mark does not have a card left in hand so he draws 1 Wound card and places it face down next to his play area.

David ends his turn by placing one of the discarded Charge cards below the Intruder card and the rest in the Cache. He draw 1 Vault card.

WHEN YOU DIE

When a Warrior receives 5 Wounds, he is eliminated. When a player receives 5 Wounds, they MUST announce they are defeated. The player that defeated them will receive the defeated Warrior card and place it face down near the winner's play area for all to see. These may not be hidden. This is considered a **Victory Banner**.

Discard Wound cards to the Wound discard pile. This pile may not be looked at.

All cards equipped to the defeated Warrior will be given to the hand of the player that defeated him. The cards in the defeated player's hand will be discarded.

Don't worry though, you're not out of the game yet. Turn the next Warrior card you have over to send into battle and draw a new hand of 5 Vault cards. If you do not have any Warriors left, the game is over. See "How to Win" to the right.

WHAT HAPPENS IF I DEFEAT MYSELF?

If you defeat yourself (irradiated food) or if defeated by a Sudden Event that was not a result of another player, discard all Equip cards and cards in hand.

Discard the Wound card or cards that were used to defeat you.

Your Warrior card stays in play. If it was your turn, it ends immediately.

If you were defeated by another player during your own turn (grenade), your turn will end and you would follow the rules in the "When I Die" section above, with the loss of your Warrior.

HOW TO WIN

When a player receives 5 Wounds, they **MUST** announce they are defeated. The player that defeated them will receive the defeated Warrior card and place it face down near the winner's player area for all to see. These may not be hidden. This is considered a **Victory Banner**.

Once you have 3 Victory Banners, then you have won the game!

If a single player has lost all 3 of their own Warriors, then the game ends early and the player with the most kills/Victory Banners will win.

If there is a tie, the tied player with the most Warriors still alive will win. If there is still a tie, the tied player with the least Wounds on their active Warrior will win. If there is still a tie, the tied player that made the most recent kill will win.

Your Victory Banners must always be visible to all other players. How else will they learn to fear you?

DICE

In Hollow Cell you will use 4 kinds of dice:

HOLLOW CELL DICE:

These **Red** six sided dice are rolled to attack other players when Charge cards are discarded.

Each number relates to a specific result listed below:

5 and 6: Full Hit. This result is a damage to the target unless blocked by defense dice or canceled by a Vault card. Each unblocked full hit will cause defending player to draw a Wound card.

3 and 4: Graze. 2 Graze results equal 1 full hit. These must be rolled in the same attack.

2: Focus. Some cards have special effects triggered by rolling a Focus result on the attack.

*Example: The Throwing Star shown below lets you roll a Hollow Cell die in a Combat the turn **after** you equip it.*

When you roll and show a Focus result (2) it counts as a Full Hit, greatly increasing your chances of dealing damage to an enemy.

1: Miss. This is exactly what is means... you fail.



RATION DICE

These **Blue** dice can either be your best friend or worst nightmare. It is used whenever a card instructs you to roll a Ration die, with the following results:

4, 5, 6: Success. You discard 1 Wound card of your choice.

2, 3: Fail. You fail to use the supplies correctly and they do nothing for you.

1: Irradiated. Draw 1 Wound card. These supplies were tainted, either by some spiteful past Warrior or one of your current enemies.

If a player rolls 2 Ration dice and 1 is a success and the other is Irradiated, discard 1 Wound card before drawing another.

GRENADE DIE

The Grenade die is an exercise in both dexterity and luck. To use it, take one of the **Blue** 6 sided dice from the board and roll it in front of any player. This is important as the target could throw it back at YOU depending on the result:

1, 2, 3, 4: Inert. The Grenade doesn't explode... YET. It just stares at you like a pet waiting for a walk. Now the target of the Grenade is free to throw it in front of any other player INCLUDING THE PERSON WHO THREW IT "AT" THEM.

5, 6: DETONATE. The Grenade explodes and resolves the effects dictated on the card.

DEFENSE DICE

The first thing every champion learns in training is that their life is more important than any object.

When you are targeted by an attack from another player, you may discard certain cards to roll **Green** defense dice with the following results:

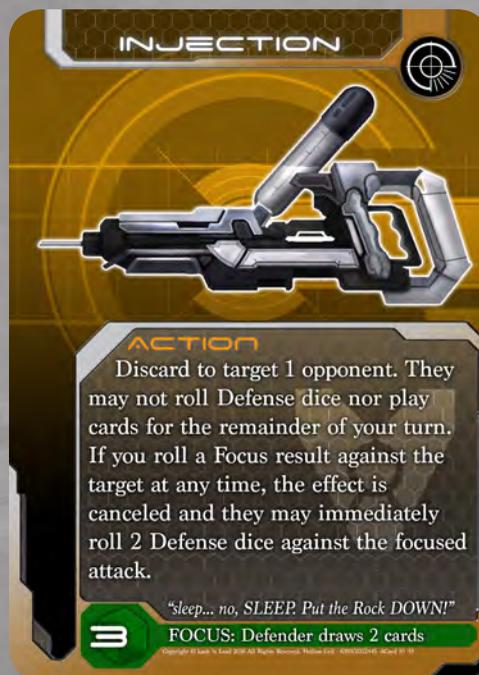
6: Defend. You cancel 1 Full Hit, or any result combinations designated by the card that initiated Combat to be a Full Hit .

4, 5: Focus. Some cards provide a special bonus if you roll a Focus result.

1, 2, 3: Fail. You fail to block any damage.

Example:

If you discard the "Injection" card to roll 3 defense dice, and any of those dice show a "Focus" result, then the defender draws 2 cards.



CARD DETAILS

Hollow Cell is played with 5 types of cards: Vault, Warrior, Sudden Event, Wound, and Charge. Each type is displayed on the card back and divided into its own deck at the start of the game (See Setup)

Vault cards break down into a couple different types on their own.

VAULT CARDS

Vault cards break down into one of 3 types: **Action**, **Equip** and **Location**.



Action Cards: These are played directly from your

hand and have an immediate effect on the game, either on you or an opponent of your choice. You'll know these cards by the action symbol in the upper right hand corner:



HOLLOW CELL CARDS

Hollow Cell cards are unique Action cards.

They may be combined together to roll multiple attack dice in one roll since all Warriors always carry a hidden weapon not represented by any cards.

Hollow Cell cards do not require a Weapon card to roll and they may not be combined with dice from another Weapon card to make up one roll unless a special Weapon says otherwise.

The Defense dice Focus ability on the bottom of the card is a one time use and all Defense dice must be rolled counting the first roll void. This re-roll is not mandatory.



Equip Cards: Equip cards are able to be placed next to your Warrior to increase their skills or give them extra abilities.

On your Warrior card, there are plugs on all 4 sides of the character that will match these items.

You must have an open plug to play one of the cards that has a matching plug. On your turn, you may place one card next to its matching plug, “equipping” that card (see page 16).

1

Discard this card to ignore one full hit result. May not cancel graze results.

Your most important weapon is your brain... protect it.

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INTRUDER

2

Load with 1 available Charge-card from the cache. This Hollow Cell die is an automatic hit. Target may not roll defense dice.

...wall? What's a wall?

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THE MUNITIONS MASTER

1

Roll 3 Cell dice for every 2 Hollow Cell cards played.

I have a bullet for every friend I meet, and two for everyone else.

POWER

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THROWING STAR

1

Take 1 charge from the available cache and place it next to this card. You may discard the Throwing Star on any turn after this one to use the charge. A Focus result is also a Full Hit.

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1 Charge

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1

Discard this card to ignore the effects of a knockout grenade or the radiation result on a ration die.

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1 Charge

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WEAPON



BODY



discarded Weapon remain spent until the end of your turn and may not be used to “load” new Weapon or Gear cards.

Charge cards used on a turn will go to a discard pile next to the active players area until the end of their turn.

There is an example of what a fully equipped Warrior looks like on page 16.

HEAD



GEAR



Locations

Location cards will be placed on top of Warrior cards when a player enters a building. You do not need available plugs to enter a location. You may only be in one location at a time.

These have a special color as well as the location symbol. You may only be in one building at a time.

All Weapon (except Damaged Weapon) and some Gear cards require you to take Charge cards from the Cache. If none are available, you may not play that card.

You must be able to place the full number of required Charge cards next to the Weapon to equip it.

You may discard and equip multiple cards during your turn.

Charge cards already spent by a



SUDDEN

EVENT CARDS

Sometimes, the Hedonix need to hurry things along. When a player draws the Sudden Event action card from the Vault deck, that player immediately draws and resolves a card from the Sudden Event deck.

These cards are usually terrible and will alter the game in a fundamental way. This is detailed on the Sudden Event card itself, just follow the instructions on the cards.

More than one Sudden Event card may be in play at the same time.



WOUND CARDS

Wound cards are used to track how many Wounds you have received. Each Wound card ranges from 0-3 Wounds. These are always placed face down next to your Warrior. The number of cards you have must always be visible to all players.

Front



Back



CHARGE

CARDS

Charge cards are used as Charges for your Weapons. These must be available to attack other players and to equip Weapon cards and some Gear cards.

A Weapon must be fully loaded with Charges to be equipped. Once the charges are used and discarded, they will first return to all Weapons or Gear you have equipped and then to the board.



WARRIOR CARDS

Chosen during step 5 of set up. Each Warrior has their own unique special set of rules as stated on the card. These can override the basic rules of the game.



2 PLAYER DUEL

If playing with 2 players, you'll be using "The Old Ways."

Follow the normal rules of the game with the following exceptions.

Deal 3 Warrior cards to each player face down. Players will choose the order they want them to come into play.

Place them in a stack face down in front of you. Turn your top Warrior over at the same time as the other player.

The lowest numbered Warrior will play first. These 3 Warriors make up your team. When one dies, it is removed from the game and the next will be flipped over.

The duel will end when one player has lost all their Warriors.

If you defeat yourself, **DISCARD ALL YOUR EQUIPPED AND IN-HAND CARDS AS WELL AS YOUR WARRIOR.** Reveal your next Warrior but do not draw any cards until the start of your next turn.

You can win a duel if your opponent defeats himself. The last player with a Warrior alive, wins.

ADDITIONAL WAYS TO PLAY

Before Hollow Cell is played, players may decide to incorporate one or more of the additional modes of play as stated below. Multiple modes may be combined together for a truly unique gaming experience.

EPIC MODE

Some battles in the Hollow Cell arena are so brutal they are only ended the instant a player is defeated.

In Epic Mode, the game ends when 1 player has had all 3 of their Warriors defeated. The player with the most Victory Banners wins as per the normal rules.

Wound cards all equal 1 Wound. Use the back of the Wound cards to keep track.

INTENSITY MODE

Some battles are short and sweet. In Intensity mode, incorporate the following changes for a possible shorter game.

During Set Up, place the Sudden Event card called, "Dust Bomb" in the Sudden Event deck so that it will be revealed as the 6th card. When the Dust Bomb is revealed, it will remain in play for the remainder of the game.

Another way to shorten the game is for players to choose only 2 Warriors each during set up. The first player to make 2 kills is the winner. If a player loses both Warriors, follow the normal rules of game play to determine a winner.

TEAM MODE

Some conflicts involve Warriors banding together to take down an opposing threat.

If a player kills a teammate, the teammate follows the rules for defeating themselves as stated in the main rules. A player cannot get a Victory Banner from defeating a teammate.

The breakdown for teams depends on the number of players and there are some alternate rules as listed.

3 Player Game: (1 vs 2) Turn order is as follows: Player 1 Team 1, Player 2 Team 2, Player 3 Team 1. Sit around the table accordingly.

Player 2 will not have a teammate. His Warrior will be defeated once he accumulates 10 wounds (11 wounds for The Elder) and is worth 2 **Victory Banners** for the other team. He may also draw 1 extra card at the end of his turn.

Player 1 and Player 3 are on a team and may not attack each other. They will share in the **Victory Banners** won and will win or lose together. At the end of their turns, they may give 1 or 2 cards to their teammate from their hand.

4 Player Game: (2 vs 2) Turn order is as follows: Player 1 Team 1, Player 2 Team 2, Player 3 Team 1, Player 4 Team 2. Sit around the table accordingly.

Player 1 is on a team with player 3 and player 2 is on a team with player 4. Teammates may not attack each other. They will share in the **Victory Banners** and will win or lose together. At the end of their turns, they may give 1 or 2 cards to their teammate from their hand.

5 Player Game: (2 vs 2 vs 1) Turn order is as follows: Player 1 Team 1, Player 2 Team 2, Player 3 Team 3, Player 4 Team 1, Player 5 Team 2. Sit around the table accordingly.

Player 3 will not have a teammate. His Warrior will be defeated once he accumulates 10 wounds (11 wounds for The Elder) and is worth 2 **Victory Banners** for the defeating team. He may also draw 1 extra card at the end of his turn.

Player 1 is on a team with player 4 and player 2 is on a team with player 5. Teammates may not attack each other. They will share in the **Victory Banners** and will win or lose together. At the end of their turns, they may give 1 or 2 cards to their teammate from their hand.

6 Player Game: (2 vs 2 vs 2) or (3 vs 3) There are 2 ways to break up the teams.

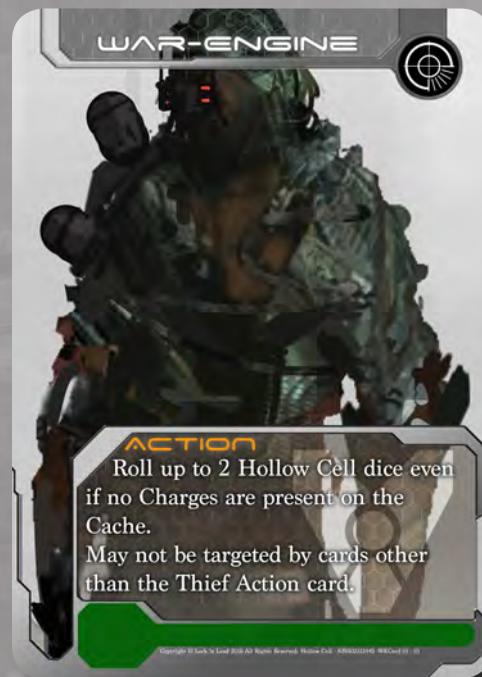
(2 vs 2 vs 2) Turn order is as follows: Player 1 Team 1, Player 2 Team 2, Player 3 Team 3, Player 4 Team 1, Player 5 Team 2, Player 6 Team 3. Sit around the table accordingly.

Players 1 and 4 are on a team. Players 2 and 5 are on a team. Players 3 and 6 are on a team. Teammates may not attack each other. They will share in the **Victory Banners** and will win or lose together. At the end of their turns, they may give 1 or 2 cards to their teammate from their hand.

(3 vs 3) Turn order is as follows: Player 1 Team 1, Player 2 Team 2, Player 3 Team 1, Player 4 Team 2, Player 5 Team 1, Player 6 team 2. Sit around the table accordingly.

Players 1, 2 and 4 are on a team. Players 3, 5 and 6 are on a team. Teammates may not attack each other. They will share in the **Victory Banners** and will win or lose together. At the end of their turns, they may give 1 or 2 cards to their teammate from their hand.

WAR ENGINES



The Hedonix have introduced the War Engines: Artificial Warriors designed to balance the scale between new Warriors and tested Veterans.

To play with the War Engine rule, retrieve the War Engine cards from the box and hand one to each player who requires one. It is advisable to give a War Engine card to either a new player, or to give one to each player so everyone has one. You may even give more than one to a single player.

The War Engine is placed next to that player's Warrior and is never discarded, but it may be stolen by using the Thief action card.

However, like everything in the Hollow Cell Arena, there is a catch. These War Engines operate on shortwave communications frequencies. When a player controlling a War Engine attempts to use it to target an enemy Warrior, that Warrior may attempt to stop that use by discarding cards to roll defense dice.

If a Warrior does this, they may only roll the number of dice indicated by the card, ignoring any text that would normally apply to that roll. On a roll of a Focus, that player has successfully stopped the War Engine from being activated.

THIEF ACTION CARD: It is possible to steal an equipped War Engine by using the Thief action card, however it is not that easy. The Hedonix have encoded the War Engine with sophisticated defense programs specifically to prevent this. To steal an equipped War Engine, the player attempting the action must roll 2 Hollow Cell dice.

If two of the same results (Focus, Graze, Hit, Miss) are rolled, the War Engine activates immediately as if activated by the controlling player, and resolves the effects listed on the card as normal. It may not be blocked, as it is an internal reaction

on the part of the War Engine.

War Engines may not be dealt damage, nor may cards other than the Thief action card target them. They are not subject to Sudden Events. If a Warrior is defeated with a War Engine, the War Engine will remain in play with the defeated player and will be assigned to that player's next Warrior.

THE VAULT

While the Hollow Cell is designed to be a fast paced arena of sport and skill, sometimes resources are difficult to find and hard choices must be made.

In this variant, player's can choose to risk looting "the Vault" and draw 2 more cards from the hollow cell deck on their turn than they normally would. However, they risk getting Wounded by the automated defenses.

To loot the Vault, a player declares their intent after drawing up to their maximum hand size in Step 2 of their turn as per the normal rules of play. This must be done before Step 3 of their turn. Roll 1D6:

On a roll of 1, the player draws 1 Wound card and does not draw the 2 extra Vault cards. The defense systems worked as intended.

On a roll of 2-4, the player draws 1 Wound card and 2 Vault cards from the Vault. The player must still

discard down to their maximum hand size at the end of their turn.

On a roll of 5-6, the player makes it in and out without incident. They draw 2 Vault cards from the Vault. The player must still discard down to their maximum hand size at the end of their turn.

An attempt to raid the Vault may only be tried once per turn.



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WHY WE DO WHAT WE DO

We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions. We are so grateful for our family, friends, and, of course, our customers.

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