



# Cannons Away!

## Goal

Play 3v3 Hearthstone! Each player must win a special, single-player brawl to earn squares on the Cannons Away! game board. Be the first team to own 4 squares in a row!

## What You Need

- A Hearthstone Fireside Gathering with the Fireside Special brawl set to **Cannons Away!**  
You can set up your Fireside Gathering at:  
<https://us.battle.net/hearthstone/en/fireside-gatherings/create> (it's easy!)
- 6 Hearthstone players divided into two teams, each with their own device that has Hearthstone installed and is connected to your Fireside Gathering.
- A printed copy of the **Cannons Away!** board.



- 15 printed game pieces for each team. Be sure each team is using different-colored pieces.



- A Hearthstone Fireside Gathering set up for the time and place of your game.

## Setup

- Form two teams of 3 players. Each player requires a device with Hearthstone installed. Each device must be connected to the innkeeper's Fireside Gathering. Make sure all players can see the Cannons Away! Fireside Brawl.
- Pre-place 3 game pieces for each team, "Brawling..."-side up, in the configuration below.



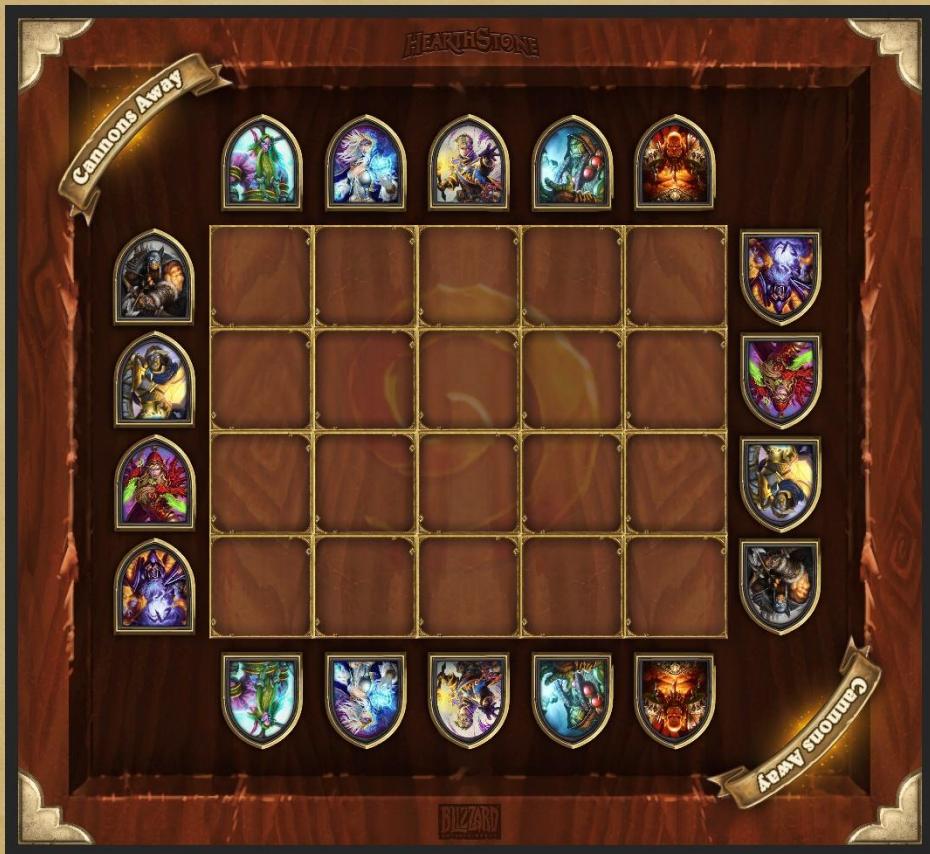
Note that each square is in a **row** and **column** labeled with a different Hearthstone class (e.g. the top-left square is the Hunter/Druid square, while the bottom right square is the Warlock/Warrior square).

- Players must win the Cannons Away! brawl to claim ownership of game board squares. Before the game starts, each team must decide which of their 3 players will attempt to claim each of the 3 squares containing their team's "Brawling..." token.
- After the players decide who's playing for which square, the Fireside Gathering's innkeeper yells "**GO!**"
- The game has begun!



Players play the Cannons Away! brawl in order to claim ownership of game board squares. The brawl is **single-player**—and fast—so players will probably complete the brawl a few times during one Cannons Away! board game match.

In this brawl, a player chooses which class they play, and which class their AI opponent will play. These classes correspond to the rows and columns of the game board:



Games are always matched as a **row** class against a **column** class, and the player can play either class according to their preference:

*Example: If you choose to play the brawl as a Priest—a **column** class—you will then choose which **row** class your opponent will be (i.e. Hunter, Paladin, Rogue, or Warlock).*



*If you win the game, a window will popup reminding you which class you played and which class the AI played.*



*After a player wins the brawl, they take ownership of the square by flipping their game piece over to the “Owned” side. They then grab a new game piece and choose a new square to play for.*



*They may choose any square that is not already owned. They may even choose a square that is currently contested in a brawl!*



- Play the Cannons Away! brawl again, taking ownership after a win. The faster you win, the faster you take squares for your team.
- If you are playing for the same square as other players, then the first person to win the brawl for that square owns it. All other players brawling for that square must concede their game, remove their “Brawling...” game piece, and choose a new square to play for.
- Play continues, with each player gaining squares for their team, until one team owns 4 squares in a row (including diagonally!). That team wins!

