

# Rules

## Deck Building

1. You may have only 1 copy maximum of the following cards in your deck
  - a. Leaders
  - b. Major Event
  - c. Advanced Tech
  - d. Buildings
2. You may have up to 3 copies of all other cards in your deck
3. Your deck must contain exactly 3 building cards.
4. A fully constructed deck is exactly 43 cards (Including buildings)
5. A deck must contain at least 5 different Leaders to be complete
6. A bench deck may be constructed of up to 15 cards and may be used between games during a match. This bench deck must abide by all rules above in terms of unique card counts (E.G. you may not have 3 of a card in your deck + 1 in your swap deck)
  - a. You may have as many building cards in your hotswap as you want, but each must be unique.
7. A deck may only consist of cards from your Building's organizations, general, or mercenaries. (E.G. Technology Center cards may only be present if a building from Technology Center is present in your deck.)

## Card Types

### Action

1. Actions are acts taken by a person
2. Action cards are one time use actions that may require or consume an Tech.
3. Actions may also be gained through Techs.
4. Actions may occur on either turn as long as the person has not performed an action since the last (Round is defined as the refresh step of your turn until the next refresh step)
5. Some actions may cost credits to perform.

### Event

1. Cards may only be played on your turn but may be permanent
2. Events do not take a person's action to use

3. Events may require certain criteria to occur such as certain leaders being on the field
4. Events cost credits to utilize
5. Major events are powerful once per game events that can flip the current state around. Use these events wisely as it could be the difference between win and loss
6. Events are only able to be played by you on your turn

## People

1. People cards are the lifeblood of your factions. They come in two categories: Personnels or Leaders. Leaders are unique in your deck and are political or organizational figures. Personnels are the positions in a faction that help the faction function.
2. People are able to get things done by performing actions. Actions can be as simple as working a normal shift (Gains 3 credits unless stated otherwise)
3. Playing a person is referred to as hiring them. You hire a person to either help protect a building (Stationed) or attack your opponents buildings (Unstationed). You hire people from your hand in most cases. This costs credits equal to their Credit Cost.
4. Action cards may be used by a hired person to take a temporary unique action.
5. Techs and Events may open new actions for each person
6. A person may own up to 2 tech unless something modifies this limit.
7. For a person to take an action that requires an tech, the tech must be owned by that person unless stated otherwise within an applicable effect.

## Tech

1. Techs must be purchased before they are played. To purchase a Tech you pay the credit cost of the Tech, and then give the Tech to an Personnel or Leader.
2. Techs may only be owned by a single person on the board at a time. A person requires ownership of a tech in order to use its action or effect unless otherwise stated. (Example, a tech owned by a leader may power up all techs of a certain type)
3. One person may own up to two Techs.
4. Advanced Techs require ownership to be given to a Leader.
5. A person may use their action to give ownership of a tech to another person on the field.
6. For ownership to be given to a person, the player must pay the credits required to buy the tech.
7. A tech may be sold back at the listed sell price on the card.
8. A tech may only be sold if the card has already been purchased and a person owns it.
9. Selling an tech does not take an action

## **Building**

1. Building cards are not shuffled into your deck, and are played immediately at the beginning of a game face down.
2. A building's defense is indicated on the card.
3. When enough damage has been done to a building it is destroyed and is unable to be used for the rest of the game.
4. A building can be conquered by removing all loyalty from the building through actions or events.
5. You may place a person stationed at a building to defend it.
6. Health of an individual added to a building is added to both loyalty and defense.
7. A person must be removed before a building by either death or through other actions before it can be destroyed or conquered.
8. Buildings have effects that trigger during your draw phase on the trigger step.
9. A building that has been conquered by an opponent moves to their play area.
10. If a building is destroyed it is turned face down to represent it's destruction
11. You may conquer any building that is face up and in an opponents play area.

## **Win conditions**

### **Popular Favor**

- Gain 10 popular favor (Total of 15 available in a game)
- Gained through actions and events
- Some leaders may come with popular favor when played
- Easier path for the Government based factions
- Can be lost, or gained from other actions.
- When lost the favor is available to be obtained by any player

### **Have each opponent lose the game**

- Have all other players removed from the game by having them meet a loss condition.

## **Loss Conditions**

### **Have no buildings under your control**

- Buildings can be conquered or destroyed.

## Lose all leaders

- Certain action cards or other abilities can harm People.
- When a person takes 5 damage their injuries become Critical and they can no longer take actions each round. (Except for rest)
- At 10 Damage the person dies and must be placed in the graveyard
- Losing all leaders results in loss of the game

## Have no more cards to draw

- If you run out of cards to draw and hit a draw step or action that requires you to draw, you lose

## Structure of a turn

1. Draw phase
  - a. Refresh
    - i. Allows all people of the current player's turn able to perform actions
  - b. Trigger
    - i. Any triggers for the draw phase occur here. Gain Credits for any people who took work actions
  - c. Draw step
    - i. Draw a card or skip for a bonus 3 credits.
  - d. End Step
    - i. Any triggers for the end of the draw phase occur here
2. Main Phase
  - a. Trigger
    - i. Any triggers for the Main phase occur here
  - b. Main Step (in any order)
    - i. Play techs
    - ii. Play events
    - iii. Take actions
    - iv. You may play leaders and operatives
  - c. End step
    - i. Any triggers for the Main Phase occur here
3. End Phase
  - a. Trigger
    - i. Any end phase steps occur here
  - b. End Step
    - i. Ends the turn and no more triggers are present in the turn

## Starting a game

1. Place your 3 buildings face down
2. All decks are shuffled
3. You must allow an opponent to cut your deck
4. Draw 5 cards
  - a. If you do not have any leaders in your opening hand you may call a misdraw and shuffle your deck again, you must again allow an opponent to cut.
  - b. After 3 misdraw you forfeit the game
5. Play all persons in your hand that you wish facedown ignoring credit cost.
6. Once all players have done this, draw until your hand contains five cards in your hand.
7. Flip a coin to decide who goes first

## Interactions

Event cards begin an interaction sequence. Actions can be used to change, negate, or otherwise alter an event. This can be something that synergizes with it (E.G. a credit gaining event and an action that doubles credits obtained) or can be a canceling event (E.G. an action of removing a named player from the field that is required for an event to take place)

If at any time a person reaches 10 damage is part of an interaction the step of the interaction that caused it is the only interaction that completes involving that person.

## Actions

The following are actions that each person on the field is able to take.  
A person is defined as a Leader or Operative

### Defensive

- Station: Moves the person to a new station to defend the building.

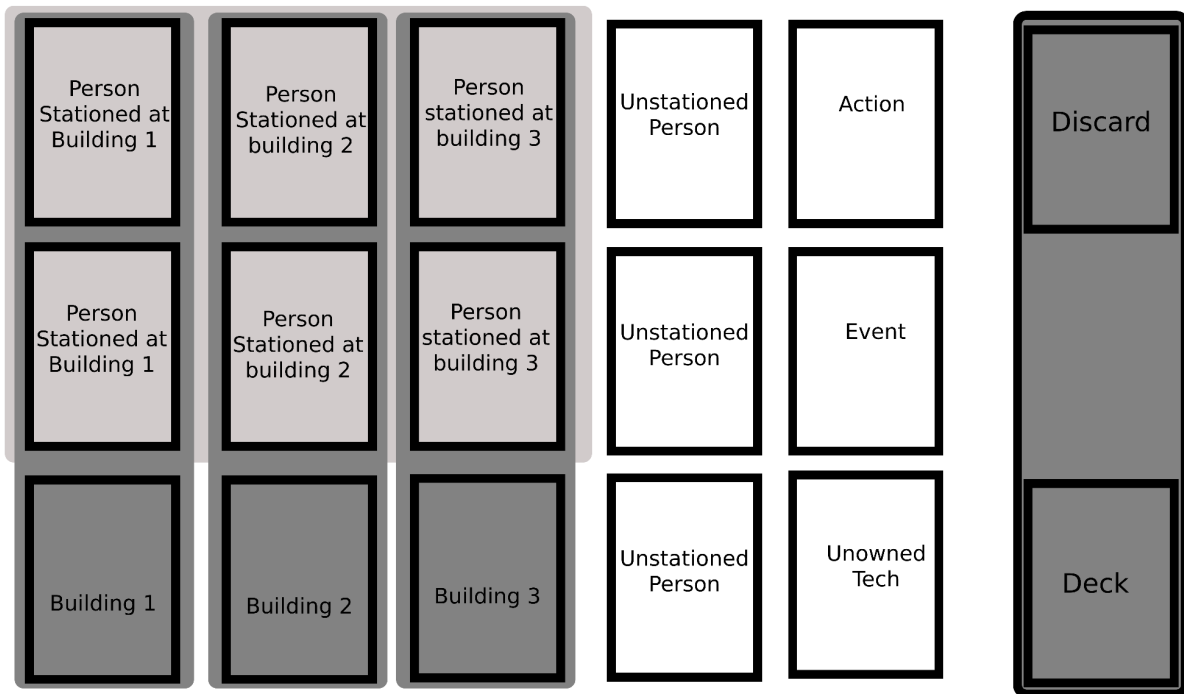
### Neutral

- Passing Ownership of a tech to another individual
- Work: Gains 3 credit to the player controlling the person
- Performing an action from an Event or Action card

## Offensive

- Attack: Does 1 damage to a person or a building (Depletes health/defense) (Final wording being worked on) or 1 to the loyalty
  - You may only target buildings
  - You may defend a building only with people stationed at the building
  - You may only attack buildings in the same line as you
- Diminishing loyalty of an opposing building by 1

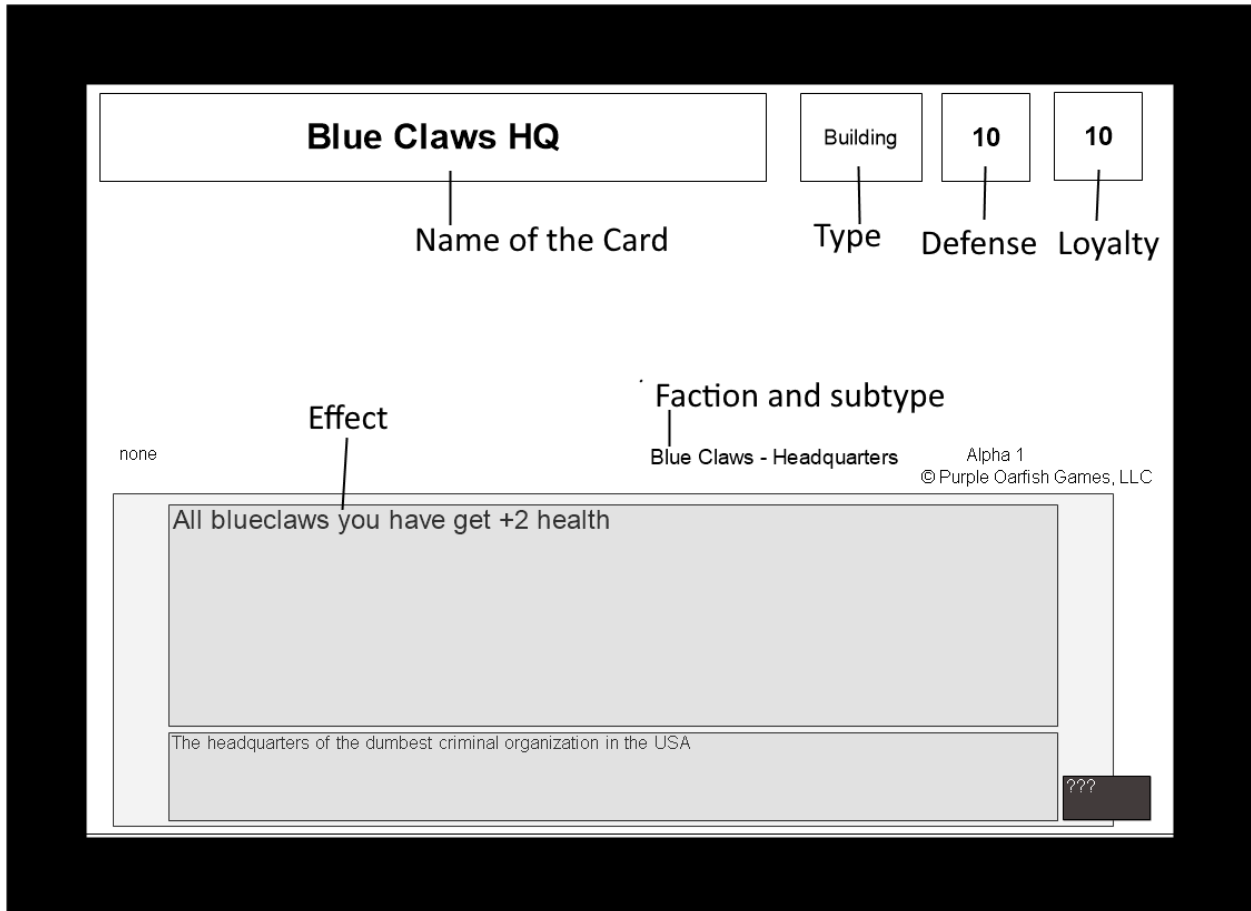
## Playing Field layout



- You may have up to 9 people in play at any time.
- You may have up to 2 people stationed at each building
- You may have up to three Event cards in play
- You may play 1 action card at a time

Cards are put in the discard pile after they are discarded  
Your shuffled face down deck goes in the deck spot.  
techs that are unowned go in a pile in the unowned section  
techs that are owned are placed under a person!

## Card Layout



## Legend for Buildings

**Name of the Card:** This is the name of the card

**Type:** The type of the card

**Defense:** This is the Defense of the building. Buildings can take up to this much damage before they are destroyed

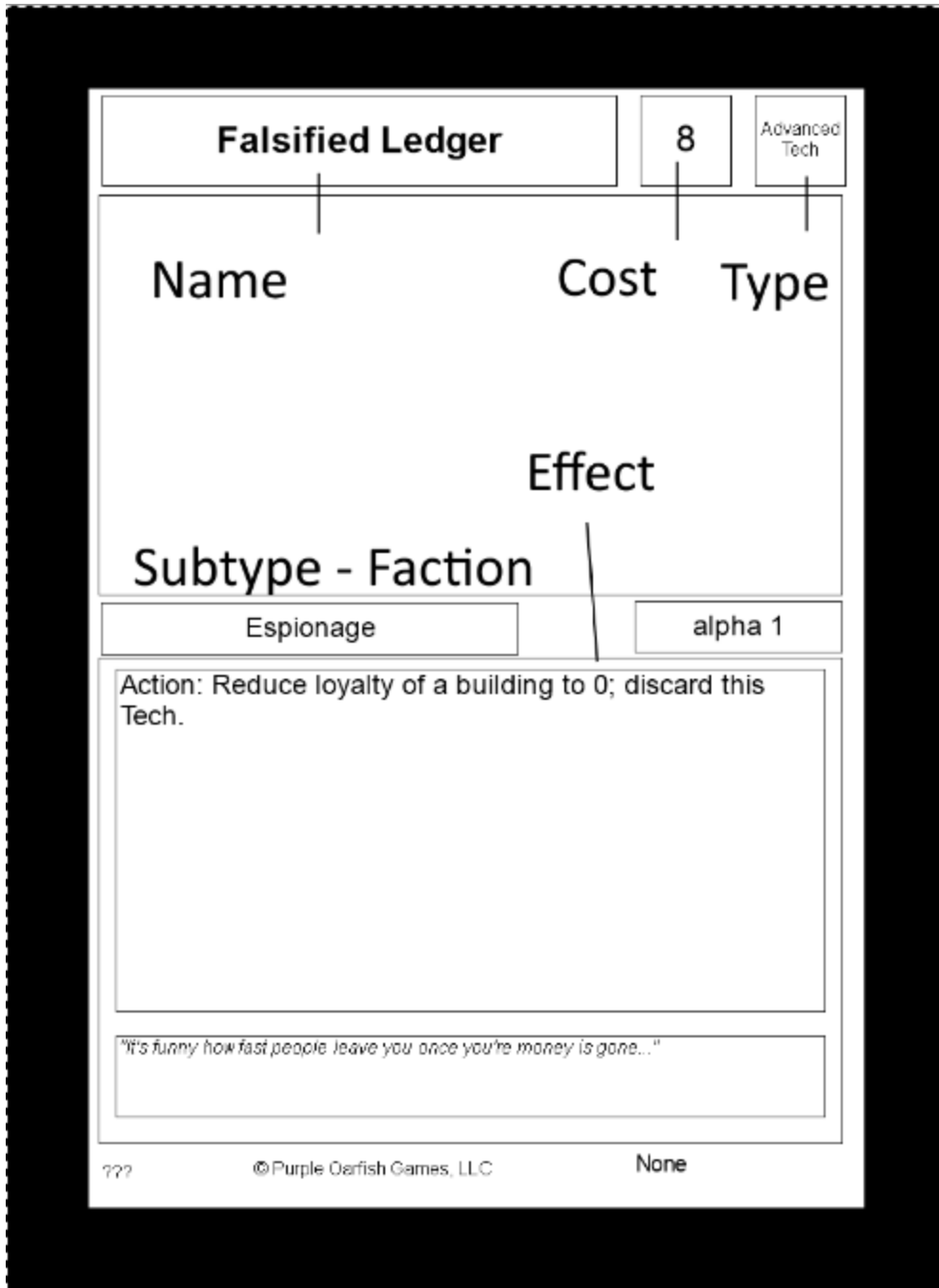
**Loyalty:** Another Building unique attribute, it is the amount of loyalty a building has until it's occupants begin serving an opposing force.

**Effect:** States the effect of the card. If there is a price followed by a semi colon, then that part of the effect is it's cost, and if you cannot pay the cost you cannot activate the effect.

Building Variant

**Faction and Subtype:** This is the Faction the building belongs to as well as it's subtype. Some building subtypes may be affected by other cards. The factions of your buildings determine directly what faction cards in your deck can be.





## Legend for Other card types

**Name:** The name of the card

**Cost:** The number of credits you must pay to bring out of your hand onto the field

**Type:** The type of card (Action, Tech, etc)

**Subtype and Faction:** The subtype of the card (Weapon, gun, etc)

**Effect:** If the card has an effect, you will see it here

## Notes:

Keep in mind this is an early draft so some techs are subject to change

Additionally I will be adding some rules I have not categorized for one reason or another below.

## Taking a turn

This is a summary of what a turn is, namely active techs that would be needed to be known to get a quick start.

1. Draw a card
2. Person phase
  - a. Any effects a person can use may be used any time during this phase, any effects that happen on every turn happen first
  - b. Play up to 1 Personnel and 1 leader
3. Now you may play actions, techs, and events in any order. Note, once you play an action, tech or event you move past your person phase, and are unable to play a person (unless stated on a card)
  - a. This is also where you can take actions with your current field. Actions are referenced above but some of the more useful ones are tech ownership transfer, attacking, activating an ability, and attacking.
4. End your turn, end of turn effects resolve here