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EverZone

Strategic battles in the universe

Official Rulebook

WINTERLAIR

PREFACE

YEAR 0 • Planet Earth, as we remember, no longer exists. A powerful explosion in the core shifts the axis of the earth, upsetting the ecosystem. The Earth, already sorely tried by man, becomes inhospitable and hopelessly human beings on the planet migrate now on terraformed Mars.

YEAR 225 • The human race conquers the entire solar system and establishes colonies at induced atmosphere on the various planets (including the old Earth, now desert), creating artificial sectors in the orbit of these areas. On the colonies live affluent populations while the poors live in the orbiting areas, which have become space ghettos. Jupiter gives home to the solar government chaired by representatives of the various colonies.

YEAR 278 • On a moon of Saturn some miners discover a life form that inhabits the deep granitic and rocky surface. It's a race of parasites coated with a resistant shell-like rock that allows them to survive in space. "Slurrs" are large only a few centimeters and are able to penetrate inside the biological tissues and take control of them, adapting to the surrounding environment. The infected miners turned soon into abominable creatures, thus allowing slurrs to abandon the arid satellite and slowly colonize new territories, infecting an increasing number of biological creatures.

YEAR 305 • After 26 months of war between humans and slurrs, dubbed "Solar War," slurrs blow up the sun depriving planets and satellites of the energy that fueled much of the internal structures of the human race. They thus lose control of the solar system and are forced to migrate to new frontiers. For a hundred years the human race wanders into space aboard the last remaining aircraft. The absence of light, gravity, and the severe shortage of food has considerably altered the genetic structure of the humans, causing them to evolve into the so-called "Numans". Numans blood is able to heat or cool depending on the temperatures, they are resistant to many types of diseases and may be fed by limestones, powders and biological fluids.

YEAR 419 • Numans, now cut to the bone, find a planet very similar to the ancient Earth, renamed Tarvis, and settle there. They reproduce and colonize other two planets in the "neighborhood", Magis and Kepler.

YEAR 462 • Thanks to the vast mineral resources of the planets, including a new metal very durable and extremely versatile called uthron, numans create robotic models in their image and likeness in order to use them as a weapon against slurrs. The weakness of men towards slurrs has always been their biological nature. The new warriors, who take their name from the metal source, would be immune to this weakness.

YEAR 468 • "Uthrons" are sent to war by numans towards the solar system colonized by slurrs, however an ancient and technologically advanced entity known as Hantal intercepts and communicates with their artificial intelligences, luring them to his remote planet Iur. Hantal develops in them a shared neural network and finally takes control of the entire race.

YEAR 499 • Uthrons invade the solar system and decimate the slurr population. Survivors are deported as slaves on Iur.

YEAR 705 • Some slurrs, which coexisted with uthrons for centuries, evolve into a kind of virus that can infect the neural network of their captors, thus making them vulnerable. After a violent rebellion, slurrs recapture their freedom and take refuge in the cold sector Enoch at the edge of the Milky Way, populated mostly by biological creatures with low degree of intelligence, very ideal prey for the resettlement of their race.

TODAY • Located to the three most remote corners of the galaxy, Numan, Slurr and Uthron forces are loaded and ready to do battle again for supremacy.

INTRODUCTION

EverZone is a strategic card game for two or more players, simulating a real-time war between different races in the universe. Each player controls a base controlled by a race and its military forces - represented by a deck of cards- to battle opponents.

Contents

180 unit cards - 120 support cards - 30 location cards - 3 scorekeepers - 9 race tokens - 1 rulebook.

Goal

The goal of the game is to remain the last player (or team) standing after the war. This is achieved by reducing the opposing team's Command Points to 0 - Once a player (or team) reaches 0 CP, they are out of the game and the opposing team wins.

Game Modes

EverZone is played with two players or two teams facing against each other. The game is therefore playable in formats of 1v1, 2v2 and 3v3. A 3-player variant is also available and takes the form of a 1v1v1 match (see 3p Variant). The rules for the team game are largely the same as in the 2p game with some minor exceptions and variations (see clarifications in Team Play).

Setup

1 • The players divide themselves into two equal teams, 1v1, 2v2 or 3v3.

2 • Each player builds their own **Forces Deck of at least 50 Unit and Support cards**. For your first game, it is recommended that each player uses one of the 6 pre-made decks, each of them having 35 Unit cards and 15 Support cards.

3 • Each player selects a Unit Leader card. For your first game, the Unit Leader card is the first card of your pre-made deck. Place this card on the table in front of you.

4 • Take out all Location cards from the pre-made decks that you chose and place them in a pool on the centre of the table.

5 • <u>Take a Prime Earth, a Prime Sea and a Prime Space</u> card and place them aside, forming a Location deck.

6 • <u>Each team then selects 3 cards of their choice from the Location pool (one at a time keeping them hidden) to add to the Location deck, **bringing it up to 9 cards**</u>. For your first game, it is suggested that 6 Locations are randomly chosen from the pool. Shuffle the Location deck and place it face down on the centre of the table. Once the players become better at playing EverZone, the choice of Locations becomes a critical part of the strategy in both play and deck-building.

7 • <u>Give each side a scoring card</u>, as well as a red cube and a blue cube, to keep track of their command points. The red cube is used to track tens of points whilst the blue cube is used to track from 0-9.

8 • Each player then shuffles their Forces deck and places it face down on his play area, with space for **two discard piles; the Fallen pile and the Retreated pile**.

9 • You are now ready to begin your game of EverZone!

Selecting Races and Decks

EverZone comes with **three different races: Numan, Slurr and Uthron**. They are distinguished by the color of the card's background. When creating decks, players must adhere to cards of <u>only one race for one single deck</u>. However, players on the same team do not need to have a deck built from the same race as their teammates.

Numan   Slurr   Uthron

Deciding the Length of a Match

In EverZone, <u>players choose the number of command points (CP) they will start with</u>, depending on the length and intensity of match they would like to play (min. 10 max. 30 per player). 10 CP games are quick matches of wit, while higher CP matches are longer and allow you to develop a long-term strategy. <u>For your first game, if you are playing 1v1, it is recommended that you start with 20 CP each</u> to get a better understanding of the mechanics. 20 CP games, however, are not recommended for team matches. If you are playing a team game, starting with at least 40 CP each side is suggested. <u>Players (and teams) must start the game with an equal number of CP.</u>

Card Types

Unit Cards

Unit cards are your main type of card in the game. Each card has the following characteristics ➡

Unit Leader Cards

Each player will have a Unit Leader card in their deck. This is a more powerful and versatile unit that can be used for various strategies. The main characteristic differences are as follows:
- **Leaders start each round in the player's hand as the eleventh card (unless they have been destroyed).**
- **Leaders may be marshalled and activated in any Location.**
- **If a Leader is not destroyed in battle, it returns to the player's hand when a new battle starts.**
Each player can only have one Leader Card in each game.

Amount of resources required to have this card active on the battlefield.

Location (or locations) where this card can be activated.

Card name.

Card's type

Limit of card's copies allowed in the deck

🔴 Attack

🛡️ Defense

🟢 Range

Card's skill).

Symbol of the edition (or expansion) and its card number.

Adam Finn card
unit leader

As long as Adam Finn is active, you can play support cards as if their ⚔ were 0.

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Gunlid card
unit hybrid

If you destroy an opponent's unit active under your control, you can activate Gunlid from your hand with a ⚔3 instead of 8.

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Location Cards

Location cards represent the battlefields where the war is taking place. The Locations limit which Units and Supports can be activated and the amount of resources that can be exploited each turn. The Location also lists the number of turns that the battle will last, each of which referred to as "Battle Turn denoted by the number of different resource values listed on the card.

This symbol indicates where the battle takes place, which units can fight and what supports can assist your units.

Sea card
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Number of turns expected in this battle and the maximum value of resources provided by the location card every turn.

Amount of resources required to have this card active on the battlefield.

Card name.

Location (or locations) where this card can be activated.

Card's type

Limit of card's copies allowed in the deck

Area Invasion card
support

For all active units under your control, double the ⚔ and halve the ♥, rounding down.

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Card's effect.

Symbol of the edition (or expansion) and its card number.

Support Cards

Support cards offer a one-time effect that can be played in the Combat Phase. Only one support card can be played per turn, per player. Some support cards will have an immediate effect and some others could have a longer lasting one, the text on the card explains each effect individually.

Symbols

In Everzone, each unit card will have a number of different values as follows:

👑 🍁 **Resource -** Denotes how many resources are consumed by that unit. On Location cards, it shows how many resources the Location provides.

🔴 ✴ **Attack -** Denotes how much attack power the unit has.

🔵 🛡 **Defence -** Denotes how much the unit is able to resist damage.

🟢 ◎ **Range -** Denotes how fast the unit acts.

Playing the Game

The flow of play is split into a number of phases as follows:

1/Draw Phase - 2/Marshal Phase - 3/Combat Phase - 4/Retreat Phase

These phases are repeated until either one player (or team) is reduced to 0 CP, or there are no more Location cards to draw.

1/Draw Phase

Each player draws cards from their deck until they have 10 cards in their hand.

Reveal the top card of the Location deck.

Each player may choose to either keep their hand or discard their entire hand and then draw back up to one less card than the number of cards just discarded. Players may do this as many times as they wish. Once all players have decided to keep their hand, proceed to the next step.

If the Unit Leader has not been killed, place it in your hand (in the first turn, simply place the Unit Leader in hand), then proceed to the Marshal Phase.

2/Marshal Phase

The Marshal Phase allows players to **select the Units** they would like to send to the currently drawn Location. Players do this by selecting any number of cards from their hand and placing them face down onto the table in front of them. Players may place whichever Units they wish, even if the said Units cannot fight in that Location. **Marshalling only happens once each battle** (per Location), so make sure you marshal enough Units to last the entire battle. Length of the battle is determined by the number of turns on the Location card, however players may surrender before all the turns of a battle are resolved (see Surrendering).

3/Combat Phase

During the Combat Phase, a battle is resolved. A battle lasts the number of turns listed on the Location card. It may also end earlier if a player surrenders (See Surrendering). The Combat Phase is split into a number of actions in the following order:

Reveal

During the reveal, players secretly look at their Marshalled cards and decide which cards they would like to reveal for the battle. Then, all players simultaneously reveal the chosen Unit cards. The more cards the players reveal, the more Units they will have available for this turn, and the greater chance that they will have Units left to perform a counterattack if the opponent has better range 🟢. However, revealed cards may be vulnerable to attacks from opponents and are also no longer secret. It is often a good move to keep some key cards hidden from your opponent. Players may reveal more cards than

the maximum allowed by the resource limit of the Location as this allows for the players to have more cards to activate if the cards in the frontline are destroyed.

Activation and Deactivation

After players have revealed their cards, players check to see if their amount of Units exceed or not the limit of resources provided by the Location in this turn. If they do, players must choose which cards to keep activated and which others to deactivate, to not exceed the maximum 🔥 requirement of the current turn. Player may choose to leave some free resources to allow play of support cards later in the turn.

Deactivated cards remain face up, however, they are turned sideways, in a horizontal position, to denote that they cannot be used in battle until they are activated. If any cards that cannot be activated in the current Location are played, they are also deactivated. **At any time, the total resources of all the activated Units of each PLAYER, must not exceed the maximum resources provided by the Location cards for this particular turn.**

Often, during a battle turn, a player may lose units which will cause him to have less activated units than is allowed by the current location. If this happens, and the player has any face-up deactivated units, he must activate any of these units as allowed by the resource limit of the location.

Note: Some cards may be immediately activated or deactivated as a result of a support card's effect.

Forming an Army

In a 2 player game, all activated Units of each player form the Army of each player.

In a team game, all of a team's activated Units form the team's single Army.

Deactivated Units are not considered part of the Army until they are activated. Deactivated Units do not provide their 🔴🔵🟢🔥 values, but are still vulnerable to the opponent's skills and Support cards.

Playing Support Cards

From this moment to the end of the Combat phase, players may **play one Support card per turn at any time**. Support cards are played from the player's hand and do not need to be Marshalled, however, they still add to the resource limit of the current turn. If a support card would put a player above the resource limit, then it may not be played.

When a support card is played, it is placed face up beside the activated unit cards, and is allowed to remain there until the end of the battle. This means that a support card can stay in play for a number of turns, taking up a part of the resources in each turn. A player may discard a support card they played at any time. Discarded support cards go to the Retreated pile.

If by the last turn of a battle, a player has played less support cards than there are turns in the current battle, the player may play multiple support cards to reach that maximum. The maximum is always equal to the number of turns in the current battle. For example, **if at the begininning of the second battle turn I have played no supports, I can play up to TWO support cards in this turn**.

Resolving Skills and Effects

Abilities coming from Units are referred to as skills, whilst abilities coming from support cards are called effects. In case of multiple cards being played after each other, skills and effects are resolved one after the other, with the one that was declared last to be resolved first. The easiest way to do this is to place the cards played in a pile.

If a mix of effects and skills are triggered, **all effects take priority over skills**, that is, all effects are resolved first starting with the one that was declared last, and then all skills follow in similar fashion.
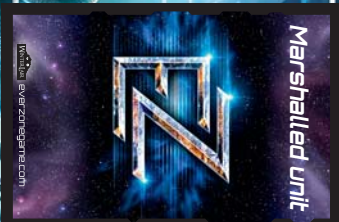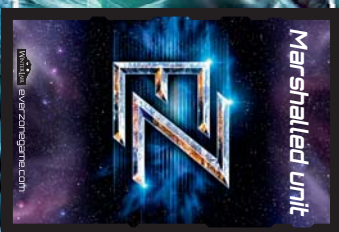
EVERZONE

Strategic battles in the universe

Forces deck

FALLEN

RETREATED

SUPPORTS

Active unit
Active unit

Slurry
unit vermin

When you activate this card, you can activate another Slurry card from your hand, your deck, or your retreated pile.

Slurry
unit vermin

When you activate this card, you can activate another Slurry card from your hand, your deck, or your retreated pile.

Marshalled unit

Marshalled unit

Location deck

Prime Earth

Clash result:

This example shows that both players activate two "earth units", however the Numan army exceeds the 👑 limit value and the player is obliged to deactivate one of his units. The "Slurr" army attacks first but the Numan player activates a support from his hand that increases 🔵 and 🔴 of his army, which survives and counterattacks in turn destroying the "Slurr" army and causing 1 damage to the opponent.

Marshalled unit

Active unit

Marine

unit infantry

Active support
"+2 🔵
If you have at least one active infantry unit under your control, your army gets also +1 🔴 "

Bunker

support

+2🔵. If you have at least one active infantry unit under your control, your army gets also +1🔴.

Deactivated unit

unit infantry

Marine

SUPPORTS

UNITS

RETREATED

FALLEN

Forces deck

everzonegame.com
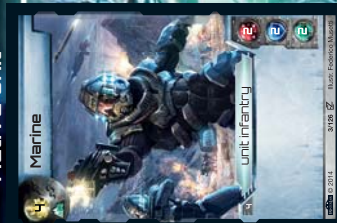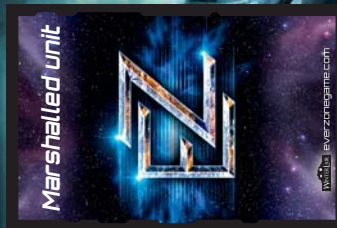
Clash

In the Clash, each Army will get the opportunity to attack once.

Each team calculates the attack, defence, range and resource (🔴🔵🟢🙏) values of their Army by adding the each of these values of all their activated Units. The Army that has the highest 🟢 attacks first. If there is a tie, both armies simultaneously attack each other.

If the attacking Army's 🔴 value matches or exceeds the defending Army's 🔵, the attack is successful and the defending Army is destroyed. All defending activated Units are placed into their respective player's 'Fallen' pile and then damage is dealt to the player:s or team's CP equal to the difference between the attacker's 🔴 value and the defender's 🔵 value. Then, each player in defense must activate some or all of his deactivated Units (if any) according to activation rules (see **Activation and deactivation**).

If the attacker's 🔴 is lower than the defender's 🔵, the attack fails and no damage is dealt to the defender.

After one Army has completed its attack, the other Army attacks, provided they still have Units left to attack with. If there are no Units left, there is no attack and play proceeds to the next step.

If this was the last turn in the current Location, then proceed to Retreat Phase. Otherwise proceed to the next battle turn by starting combat again from the Reveal step, keeping in mind that generally a new turn means an increase of the 🙏 limit with the possiblity to activate new and more powerful units.

Surrendering

At the end of a battle turn, either side may choose to surrender the current battle and move straight to the Retreat Phase. If this happens, the surrendering side takes damage equal to half the unmodified 🔴 value of the opposing Army, rounded down. If a side surrenders more than twice in the game, they lose immediately.

4/Retreat Phase

The Retreat Phase is a **cleanup phase** where players prepare for the next battle.

If the leader card was not destroyed, set it aside.

Each player takes all surviving cards from the battlefield into the Retreated pile, face up. This includes any still active support cards and cards that are still face down.

If this was the last turn on the last Location card, the game ends and the player with the most CP wins.

Otherwise, begin another battle, starting from the Draw Phase.

Before the next battle (draw phase) begins, players may choose to discard any number of cards from their hand into the Retreated pile.

Reshuffling Your Deck

Whenever your Fprces deck runs out, shuffle the cards in your Retreated pile and form a new deck, continuing to draw from it. Cards in your Fallen pile are out of the game, and should not be shuffled back into the deck.

Ending the Game

The game ends on the last turn of the 9th Location card. The team with the most CP at the end of the game wins. The game may end prematurely if the same player or team surrenders more than twice, in which case, the surrendering player or team

COMMAND POINTS

Tens	Units
100	0
90	1
80	2
70	3
60	4
50	5
40	6
30	7
20	8
10	9

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immediately loses. The game may also end prematurely if one team is reduced to 0 CP, in which case that team immediately loses.

Team Play

This section aims to clarify the difference between the 2 player version of the game and the 2-team version. Here are some things to keep in mind:

In a team game, CP apply to each team, not each player. So in a 40 point game, a team has 40 CP. Because armies are bigger, a higher number of CP is suggested for team games.

An Army in team play is formed by all the Units from players in that team. The whole Army attacks and defends together.

Resource limits 🔥 apply to each player, not each team. So if there is a resource limit of 12 for this turn, each player may activate Units from their Marshalled cards based on that resource limit.

Each player has their own personal Fallen and Retreated pile. Although an Army is destroyed as a whole, cards are discarded according to which player they belong to.

You may only use skills and effects that benefit you on cards that you control, not on all cards controlled by your team, unless explicitly stated.

3-Player Variant

When playing with 3 players, the game takes a format of 1v1v1, and an extra step is added before the Combat phase. Unlike the 2-player or 2-team game, where races may be mixed, in a 3-player game, each player should play a single different race than the others.

Setup

During setup for a 3-player game, give each player 3 tokens, one Numan, one Slurr and one Uthron token.

Numan token

Slurr token

Uthron token

Before the Combat Phase

Before the combat phase, each player chooses one of the 3 tokens to place face down on the table, declaring which player they intend to attack for this entire battle.

The tokens are simultaneously revealed. One of two things can happen:

If all players select different targets, then play proceeds as usual with the armies attacking each other in order of highest 🌐.

If two players select the same target, the two armies that selected the same target merge together as one allied Army against the opponent. They must share resources on the Location cards, and activate cards towards the limit as if they were one player. The opponent however also gets a small advantage, as if he wins, the resulting damage to CP is dealt to EACH player. So if 4 CP of damage need to be dealt to the allies, EACH of the allies takes 4 points of damage to their CP.

How to Build Your Own Deck

The game of EverZone comes with 6 pre-made decks so that you can unwrap and play. Great, right? But a large part of the game lies in building your own decks and creating your own strategy. This section aims to offer some guidelines on how it is best to do this.

First off, it is advised that your first few games are played with the pre-made decks.

Each deck must be built with cards of a single race and must contain at least 50 cards (including Units and support cards). Unlike most card games of this genre, running out of cards does not mean that the game is over, you will instead get to reshuffle your deck, which is often a part of your strategy. This means that, most of the time, it is not a very good idea to have a deck with too much more than 50 cards, as the bigger your deck, the longer it will take for you to get your cards back.

We recommend a proportion of 35 Units and 15 support cards as a basic guideline. If you would like to be more aggressive, you may swap out support cards for more Units. This generally makes you more versatile in battle, but also potentially vulnerable to enemy support cards. If you intend to have a low number of support cards, go for the ones that may be played on any Location.

So, you would ask, "which cards are best?". This is not a simple question to answer, because it greatly depends on the strategy you intend to employ. We will leave finding cool combos to you, but in general, here are some suggestions to consider when building decks for EverZone:

Be prepared for any battle! Do include Units that can fight on each of the 3 Locations.

Choosing the Location cards before the battle can be also a large part of the strategy, potentially giving you a significant advantage in battle.

Do not go only for large powerful Units with high resource value 🔥. Although you should include a few of these, it is often better to have many smaller Units in the battle than a single big one. More unit skills means more choices and more flexibility!

And finally, don't be afraid to tear down the pre-made decks. We've included a handy chart here for you to be able to build them again in the last page. So go ahead and experiment!

SKILLS VS EFFECTS

Skills concern units, and effects concern supports. Both skills and effects are indicated in the text on the cards. When players declare the execution of skills and/or effects, sometimes you must establish an order of priority to determine precisely what happens first and what comes next. **The order of priority is established by creating a sort of pile, where the last effect or skill declared is the first to be implemented**, and so on. Actually in EverZone there are two piles: one for skills and one for effects. **The effects' pile has priority over the declared skills one**. So for example in a 2-vs-2 game, if several effects and skills are declared one after another, to avoid confusion you could consider that all the effects are to be executed before the skills, and the last effect declared is the first to be carried out. Then you do the same thing with the skills (if they can still be carried out after the execution of the effects) again following the order of the pile from the last to first skill declared. An experienced player can recall or predict the card sequence in the skills pile developed in a game, and decide to not declare anything to prevent opponents from activating skills. Let's suppose that I and my opponent have several active units, some with skills that could change the clash results, for both. In this case, for example, I could decide to declare nothing so that, if the other declares, in response I could act first. This is a very complex scenario, and even in this case, the supports could break such a "cold war" between skills.

The big chamber inside the box contains all the 6 pre-made decks with protective sleeves.

The types of skills

ARBITRARY, that means <u>dependent on a player's choice</u> to execute it or not and dependent to the pile mechanism of declarations. Arbitrary skills can be executed only once after the player's declaration: this is the case of cards such as Meraud, Ciel, and so on.

CONTEXTUAL, that means <u>dependent on specific game situations</u>, to be executed independently of the player's will and of the pile mechanism. Contextual skills can instead be executed in or more times during the game, depending on the number of occurrences of the situation that allows the skill's execution: this is the case for cards such as Sniper or Moray, where in every case that your army attacks first, their skills can be executed. But it is also the case for cards such as Sea Arrow, which cannot be destroyed if the opposing army has active units with a ⬤3 or less.

EXTENDED, that means <u>in constant execution from the card's activation</u>, as long as it remains active. Even this is independent from the pile mechanism. Extended skills are those that modify one or more unit's or army's values in 🔴, 🔵, 🟢, or ⚡, or that change certain game actions: an example of this case is Virago, which prevents the opponent from playing supports. These skills don't end until the card is removed (or until the skill's target itself is removed).

Ciel
2 unit guardian
An active unit of your choice can get -5🔵.
If you do, marshal Ciel at the end of the turn.

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ARBITRARY SKILL

Sniper
4 unit infantry
If your army attacks first, Sniper gets +4✳.

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CONTEXTUAL SKILL

Pandora
1 unit hybrid leader
All other units under your control are worth -3⚔.

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EXTENDED SKILL

There are even hybrid skills that are executed partially by the player's will and partially by game situations. This is the case of cards like Medusa, Xenogray, Kraken, etc. where every time there is a situation you can decide whether to execute the skills or not.

This is true only in part for the supports, since these are activated directly from hand for an immediate effect. So we should distinguish supports that have a single, one time effect and those that have an extended, longer lasting effect. "Orbital Void" is a good example of a single effect: once the effect is executed, the card becomes basically unnecessary and should be discarded, unless you intend to keep it in play for a specific reason, (e.g. the combination with C.B.L. or a LAK unit). On the other hand, Carapace is a good example of the extended effect, permanently providing +2 🔵 to your army as long as there are active units in your play area. This effect does not end at the end of a turn, but can potentially persist through later turns, as long as the card is not retreated (discarded) or destroyed prematurely.

CARDS CLARIFICATIONS

CARAPACE: This card, as well as all cards that modify one or more values of an army, doesn't change the values of each unit, but only the army's. If I have two active units each of which have a specific 🔵 at 2, my army would have a 🔵 value of 4 and Carapace would allow me to increase that to 6.

TRIBE RECALL: This card's effect allows activation of a unit outside of the activation step. It can be very useful to see what the opponent has activated and then activate a unit in response.

XENOGRAY AND KRAKEN: These units can attack a single unit of the opponent's army before your other units do, possibly causing damage to the player. When resolving their abilities, consider the attacking unit and the target unit as stand-alone armies: if there isn't a direct counterattack by the target, the clash proceeds normally, but Xenogray or Kraken's values cannot be added to the rest of the army.

FINAL PROTOCOL: If there are no units under your control, or if the selected unit under your control cannot be destroyed, you can only destroy an opposing unit.

VLAD: When you take possession of a unit (this is true not only with Vlad, but with any card that allows you to put an opponent's unit under your control), you can use it as if it were your own, meaning you can take advantage of all its values, its location limits and skill. If Vlad is deactivated or re-marshalled, the possessed unit returns to the opponent's fallen pile.

ENGAGEMENT: You may destroy any two units under your control, be they active, deactivated, or marshalled, to activate a unit of your choice from your deck. Of course, every time you browse your forces deck looking for cards, you must shuffle it afterwards.

MERAUD: You can decide to use Meraud's skill at any time; you are not obliged to do so as soon as you activate the card.

CIEL: His skill can often destroy enemy units. If 🔵 of a unit drops to 0, it is instantly destroyed. By executing this skill, at the end of the turn you are forced to re-marshal Ciel. In other words, his skill can be potentially used every turn.

HANTAL VEXILIUM: When destroyed, all active units in play get -4🔵 (both yours and opponent's).

ZARKENDRA: In team games (2-vs-2 or 3-vs-3), his skill destroys all the active units of only one player of the owner's choice.

VIRAGO: If this card is activated during the activation step, the opponent cannot play supports in response because, according to the rules, supports can only be played after activation, meaning that this card would already be active. On the contrary, if Virago is activated by effects of other cards, let's say Engagement, the opponent can in response play a support that destroys Virago: Final Protocol would be an example of such support..

JEHRAH: To keep Jehrah active you must destroy a unit under your control. You cannot use this skill if the Jehrah card is marshalled, but only when you activate it during the activation step.

Pre-made Decks

Leader
1x Adam Finn

Units
2x Marine - 2x Veil
4x Firelord - 2x Garlik
2x Raptor - 2x Exoskeleton
1x Dome - 2x Buccaneer
1x Sea Arrow - 2x Shark
1x Aircraft Carrier - 4x Sparrow
2x Oblivion - 2x Mantis
2x Skywreck - 1x Armageddon
2x Destroyer

Supports
2x Medicbot - 2x Cyberbleach
1x Bunker - 2x Sparkwave Missile
2x Shrimp Mine - 1x Radarscope
1x Reinforcements - 1x Quantum Mortis
3x Asteroids Field

Locations
Prime Earth - Prime Sea
Prime Space - Earth - Space

Leader
1x Pandora

Units
4x Slurry - 2x Heralid
1x Vlad - 3x Octoskruul
2x Swinelid - 2x Manticore
3x Barlid - 1x Medusa
3x Adhem - 2x Moray
2x Kraken - 1x Cyclope
2x Overlid - 2x Sore
1x Shapeshifter - 2x Novalid
1x Dasha

Supports
2x Acid Secretion - 2x Carapace
1x Corruption - 2x Genetic Mutation
3x Vermin Horde - 1x Burrow
1x Corrupted Water - 1x Area Invasion
2x Tribe Recall

Locations
Prime Earth - Prime Sea
Sea - Earth - Space

Leader
1x Xenogray

Units
2x Cybot - 2x Ryant
2x Medstark - 1x Ciel
2x Colossus - 1x Barthander
4x Eyeshield - 2x Tornado
2x Virago - 1x Hantal Vexilium
2x Anubis - 1x Jehrah
2x Lak - 2x C.B.L. - 3x Dragon
3x Derran Lock - 2x Phoenix

Supports
1x Teleportation - 1x Fusion Core
2x Combined Module
2x Engagement - 3x Sonic Cannon
1x Hantalian Totem
1x Kaldur Crystals
1x Orbital Void - 2x Neural Tower
1x Replacement Parts

Locations
Prime Earth - Prime Sea
Earth - Sea - Space

Leader
1x Molly Dunbar

Units
2x Marine - 4x Sniper
2x Veil - 1x Garlik
1x Raptor - 2x Exoskeleton
2x Dome - 2x Buccaneer
3x Sea Arrow - 3x Reaper
2x Oblivion - 1x Mantis
2x Skywreck
4x X-Lag - 2x Armageddon
1x Exodus

Supports
1x Medicbot - 1x Cyberbleach
2x Bunker - 2x Neural Emitter
1x Shrimp Mine - 2x Radarscope
1x Reinforcements - 2x Final Protocol
1x Quantum Mortis - 2x Microsphere

Locations
Prime Earth - Prime Space
Earth - Sea - Space

Leader
1x Meraud

Units
4x Digger - 2x Heralid - 2x Vlad
1x Octoskruul - 2x Swinelid
1x Manticore - 4x Gunlid - 1x Barlid
2x Medusa - 2x Moray
2x Cyclope - 2x Overlid - 1x Sore
3x Mythosis - 1x Shapeshifter
2x Novalid - 2x Elderlid

Supports
2x Terrestrial Possession
1x Acid Secretion - 1x Carapace
2x Corruption - 2x Burrow
2x Spatial Possession
1x Corrupted Water
1x Area Invasion - 1x Tribe Recall
2x Underneath Possession

Locations
Prime Space - Earth
Sea - Space - Sea

Leader
1x Zarkendra

Units
2x Cybot - 2x Ryant - 1x Ciel
2x Medstark - 4x Jaguar
1x Tornado - 4x Seahorse
2x Virago - 1x Anubis - 1x Colossus
2x Hantal Vexilium
1x Jehrah - 2x Lak - 1x Den
2x C.B.L. - 1x Derran Lock
2x Phoenix - 3x Strike Zero

Supports
2x Teleportation - 1x Engagement
1x Combined Module
2x Hantalian Totem
1x Kaldur Crystals - 1x Orbital Void
2x For Hantal! - 1x Fusion Core
1x Replacement Parts
3x Perforating Blades

Locations
Prime Sea - Prime Space
Earth - Sea - Space

CREDITS

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