

## Game Terms and Definitions

Here's a glossary of the key terms, abilities, and card types in this game.

Version 1.5

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### General Gameplay Terms

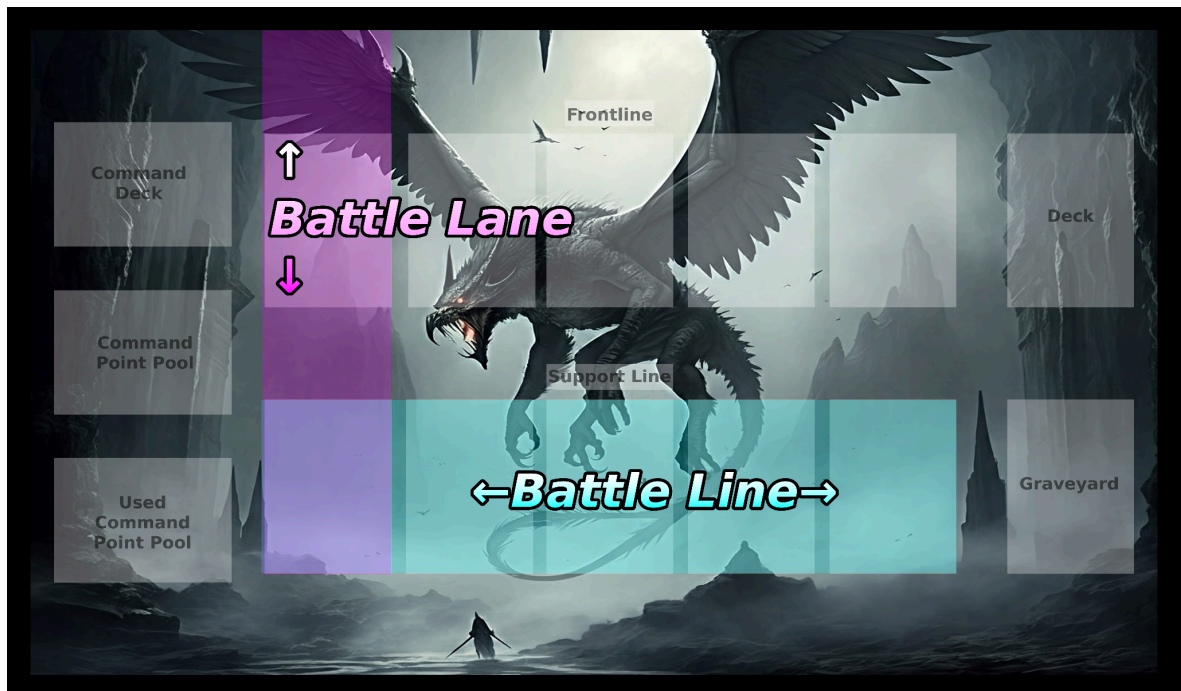
- **Attack:** A form of combat where two units deal their damage to each other simultaneously
- **Brace:** Each unit can choose to Brace (gain +1 defense) for their operation cost provided they are not fatigued. They can not attack the turn they do so. The effect goes away at the end of the end of the opponent's next turn.
- **Command Point:** The resource card used to play cards and attack with units. Players draw one command point card each turn to a maximum of 15.
- **Deck Construction:** A valid deck must have exactly 40 regular game cards consisting of Units, Order, and Equipment cards. The main deck can be monocolored or duocolored. If Duo color, the second color in the deck must be next to the primary chosen color on the Shadow's Edge Color Wheel. and one Commander card. You can have a maximum of two copies of any single card.
- **Deployment Cost:** Cards have a deployment cost that is listed in the top left corner of the card. You must pay a card's deployment cost in Command Points in order to deploy (play) that card.
- **Excess Damage:** Any damage that goes beyond a defending unit's remaining defense.
- **Fatigued:** A unit that just entered the battlefield is fatigued and cannot attack until your next turn, unless it has Blitz.
- **Fight:** A form of combat where two units deal their damage to each other simultaneously. This is not considered an "attack." This is a subphase within the Battle Phase.
- **Hand Size:** The maximum number of cards you can hold is 9. Any cards drawn beyond this limit are sent to the graveyard.
- **Mulligan:** At the start of the game, you can choose to redraw any number of cards from your five-card starting hand once.
- **Operation Cost:** Units have an operation cost that is listed just below their deployment costs. You must pay a unit's operation cost in Command Points in order to either Move, Brace, Ready, or Attack.
- **Ready:** Each unit can choose to Ready (gain +1 attack) for their operation cost provided they are not fatigued. They can not attack the turn they do so. The effect goes away at the end of the end of the opponent's next turn.
- **Retreat:** Units in the Frontline can move to the Support line by paying their operation costs. They can not Retreat if they are fatigued, unless they have Blitz. When they retreat, they recover 1 defense if below their maximum defense.

- **Round:** A complete cycle where both players have taken a turn.
- **Starting Hand:** You begin the game with five cards.
- **Turn:** A single player's turn.
- **Win Condition:** The game is won by reducing the enemy Commander's defense to zero.

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## The Battlefield (Game Zones)

- **Battle Lane:** A Battle Lane extends from one player's Support Line, through both player's Frontlines and ends at the opposing player's Support Line. There are 5 vertical Battle Lanes.
- **Battle Line:** Both players control a Frontline and a Support Line. These are both considered Battle Lines.



- **Command Deck:** The zone in which your Command Deck will be placed upside down.
- **Command Point Pool:** The zone which will contain all your available command points for any given turn. A command point card is added to this pool at the start of each turn during the Command Phase.
- **Frontline:** The upper battle line in which Troop, Elite, and Heavy units are deployed. It can hold a maximum of five cards.
- **Graveyard:** The zone where destroyed or discarded cards are placed.
- **Reserve:** A zone underneath the Commander where Command Points can be stored. When a Command Point is used from the Reserve, it is placed back on top of the Command Deck.

- **Support Line:** The lower battle line in which Ranged and Flying units are deployed. A player's Commander card will be placed in the center of this battle line. It can hold a maximum of five cards including the Commander.
  - **Used Command Point Pool:** The zone in which all used command points will be placed. The cards in this zone get moved to the Command Point Pool during the Command Phase.
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## Card Types

- **Commander:** Deploy to the Frontline. They attack enemy Frontline units first. If the Frontline is empty, they can attack the Support Line or Commander.
  - **Equipment:** Cards you attach to a unit to grant it new stats or effects. Each unit may only have one Equipment card attached to it at a time. When you attach a new Equipment to a unit that already has one, the old Equipment card is sent to the Graveyard.
  - **Order:** Single-use cards with various effects that are played from your hand.
  - **Unit:** The main fighters you deploy to the battlefield. They are deployed to either the Frontline or Support Line based on their type.
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## Unit Types

- **Troop, Elite, Heavy:**
    - Deploy to the **Support Line** or **Frontline**.
    - They can only attack from the Frontline and must attack enemy Frontline units first. If the enemy has no units in their Frontline, they can attack their Support Line or Commander.
  - **Flying:**
    - Deploy to the **Support Line**.
    - Can attack any enemy unit or the enemy Commander, but automatically moves to your Frontline if attacking from the Support Line.
  - **Ranged:**
    - Deploy to the **Support Line**.
    - Can attack any enemy unit or the enemy Commander. This unit can never move to the Frontline and may only attack from the Support Line.
    - **Guard** units cannot redirect their attacks.
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## Abilities

- **Ambush:** The first time this unit attacks each turn, it deals its damage first. If the defending unit is destroyed, the unit with Ambush takes no damage.
- **Armored X:** The unit takes X less damage from attacks from other units. The maximum value for X is 3.
- **Blitz:** A unit with Blitz can attack the same turn it enters the battlefield.
- **Breach:** After your attacking unit resolves combat with an enemy Frontline unit, you may force either that defending unit (if it survived) or one adjacent enemy Frontline unit to Retreat. The defending player does not have to pay the operation cost.
- **Covert:** A unit that deploys face down. It cannot be affected by orders, counters, or unit abilities while face down. You can activate it by paying one Command Point.
- **Dual Assault:** The unit can attack twice per turn. You must pay the units operation cost for each attack.
- **Exhume X:** When a unit with this ability enters the battlefield, you may add a unit with a cost of X or less from your Graveyard to your hand. A unit triggering this ability may not exhume a card of the same name.
- **Fatal Strike:** When a unit with the ability deals any damage to another unit, the opposing unit is destroyed after combat is resolved.
- **Fog of War:** The unit cannot be attacked. This ability is lost if the unit attacks. Guard units and units in the Frontline cannot have Fog of War.
- **Guard:** When a friendly frontline unit adjacent to this one is attacked, you can force the enemy to attack this unit instead. Guard cannot redirect attacks from Ranged or Heavy units.
- **Immune:** A unit or Commander with Immune cannot take damage.
- **Intel X:** When this ability is used, you choose X number of cards to be revealed from your opponent's hand at random.
- **Intercept:** When the opponent moves a Flying unit into the Frontline, you may pay the ranged units operation cost to deal its attack stat as damage to the Flying unit. The ranged unit does not take damage in return.
- **Mend:** A unit's defense is restored to its maximum value, including any buffs.
- **Omni-Strike:** A unit with Omni-Strike may target any enemy unit on the battlefield.
- **Overrun X:** Up to X excess damage done by a unit with Overrun is dealt to the enemy commander.
- **Provision:** Look at the top 3 cards of your deck. You may reveal 1 order or equipment card and place it into your hand. Place all remaining cards at the bottom of your deck in any order.
- **Quick Strike:** After the unit attacks and if it survived, it may Retreat for 0 cost.
- **Recover X:** At the end of your turn, this unit recovers the specified amount of defense.
- **Recruit:** Look at the top 3 cards of your deck. You may reveal 1 unit card and place it into your hand. Place all remaining cards at the bottom of your deck in any order.
- **Retaliation X:** When a unit with Retaliation X sustains damage from a card effect, the damage is returned to the appropriate target. Deal X damage to the opposing unit card if the damage was caused by a unit's effect, or deal X damage to the opponent's commander if the damage was caused by any other effect.

- **Slay:** A unit's slay effect is triggered when that unit attacks and destroys an enemy unit. The slay effect is still triggered if the unit with the effect is destroyed in the process.
  - **Terror:** When this unit is deployed, you may select an enemy unit and battleshock it.
  - **Ward:** A unit with Ward cannot be targeted by enemy unit card effects.
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## Effects

- **Afflicted:** Reduce this unit's defense by 1 at the start of your turn. The status can be removed if the unit Retreats. The Afflicted status does not stack.
  - This status is represented by turning the affected unit 90 degrees.
- **Battle Shock:** A unit with this status cannot move or attack. This status is removed during the Command Phase.
  - This status is represented by turning the affected unit 180 degrees.
- **Degrade:** A card with the Degrade effect will have to be sent to the graveyard when the defined conditions on the card are met.
- **Deployment:** Triggers when a unit is deployed from your hand to the battlefield.
- **Destruction:** Triggers when a unit is destroyed.
- **Fatigued:** A unit that just entered the battlefield is fatigued and cannot attack until your next turn, unless it has Blitz.
- **Flanking:** If a unit is diagonally adjacent to an opposing unit it would be considered flanking. This can then trigger unit effects whether a unit is in flanking position or not.
- **Negate:** Cancels another game effect.
- **Passive:** An ability that continuously affects the game while the unit is on the battlefield.