

Shadows Edge: How to Play Guide (Quick Start Rules)

Version 1.2

1. Build Your Deck

Before you begin, each player needs a 40-card main deck, 15-card Command Deck, 1 Commander and some token cards.

- **Main Deck:** This 40 card deck will consist of your Unit, Order and Equipment cards. Your deck may only contain up to 2 copies of a single card. There are two options for building your deck:
 - **Mono Color:** Your deck contains cards of only one color.
 - **Dual Color:** Your deck can have two colors: a **Primary** and an **Ally** color. First select your primary color. Your ally color must be one of the colors on either side of that color on the Shadow's Edge color wheel.

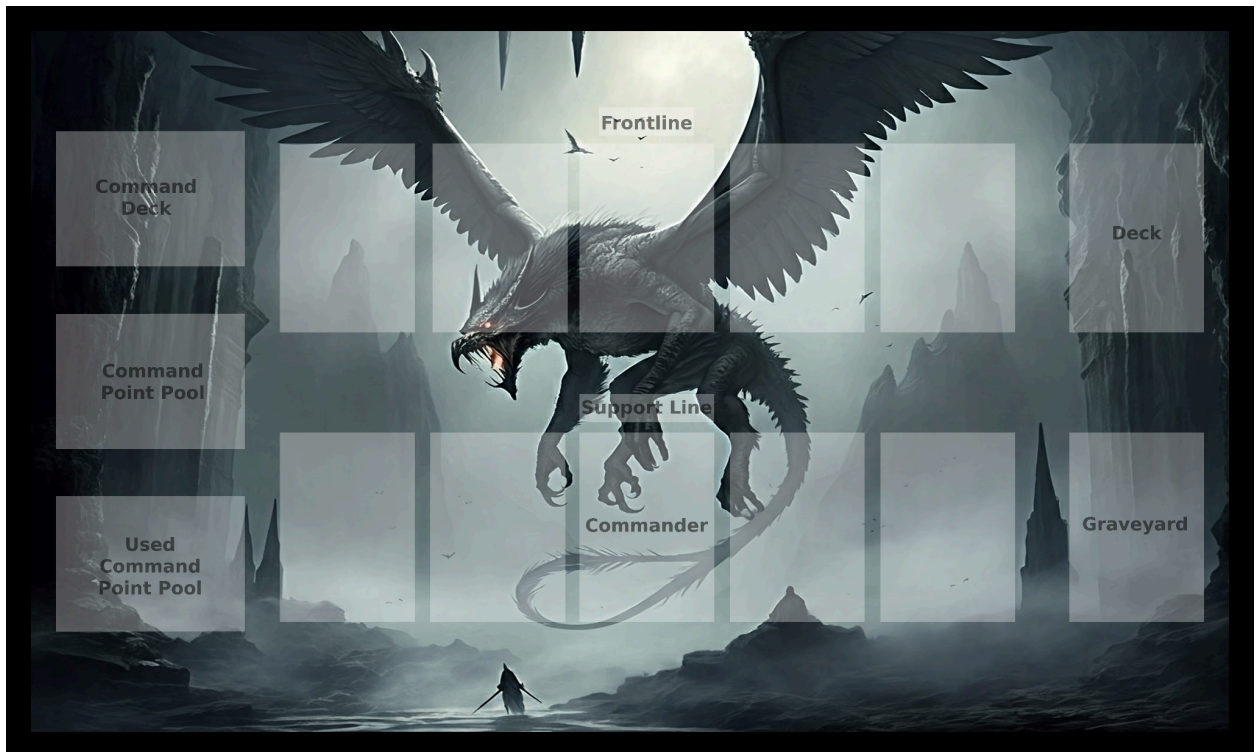


- **Command Deck:** This 15 card deck will consist of only command point cards. These are used to track your available command points each turn.
- **Commander:** You will need to select a commander to lead your warbands. The commander's card color must match one of the card colors used in your main deck.

- **Tokens:** Tokens are useful to represent and track certain buffs or abilities given to units through various effects. Having tokens to use that cater to your deck and its card effects can be extremely helpful.

2. Game Setup

- **Shuffle** your main deck and place it face down in the designated **Deck Zone**.
- Place your **Commander** card face up in the center of your **Support Line**.
- Place your **Command Deck** face down in the designated **Command Deck Zone**.
- (Optional): Place any token cards to the side of the play area.



- Determine who goes first. You can use a coin flip or rock-paper-scissors—whatever you prefer!
- Both players **draw 5 cards** to form their starting hand.
- Both players take a Command Point card from the top of their Command Decks and place it into their Reserve.
 - The Reserve is just below and partially underneath the Commander. Once a Command Point is used from the Reserve, it is placed back on top of the Command Deck.

3. The Mulligan Phase

This is your one chance to get a better starting hand.

- You may choose any number of cards from your hand to put back into your deck.
- Shuffle your deck, then draw cards until you have 5 cards in your hand again.

- You can only do this **once** per game.

You're now ready to begin the game!

Playing a Turn

Each turn is broken down into three phases.

1. Command Phase

- **Generate Command Points:** Take one Command Point card from the top of your Command Deck and add it to your **Command Point Pool**. Then, move all Command Points from your **Used Command Point Pool** back to the **Command Point Pool**.
- **Clear Battle Shock:** Friendly units that have been Battle Shocked have the **Battle Shock** status removed.
- **Resolve Affliction Effects:** Resolve the Affliction effects of any friendly unit with the **Afflicted** status. Afflicted units lose 1 defense.

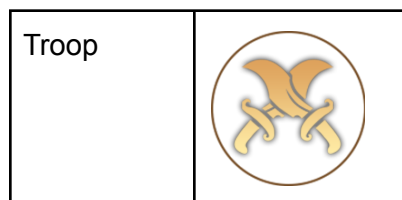
2. Draw Phase

- Draw one card from the top of your deck and add it to your hand.
 - **Note:** The player who goes first **does not** draw a card on their very first turn.

3. Main Phase

This is where the action happens! You can perform any of these actions in any order, as many times as you can afford:

- **Play Units:** Deploy a Unit card from your hand to your **Front** or **Support Line** by paying its Command Point cost listed on the upper most left side of the card. Some unit types must be deployed to a specific battle line.
 - **Frontline or Support Line Units (Troop, Elite, Heavy):**
 - *Unit Symbols*



Elite	
Heavy	

- **Support Line Units (Ranged & Flying):**

- *Unit Symbols*

Ranged	
Flying	

- **Important Note:** Units cannot attack on the same turn they are played.

- **Play Orders:** Play an Order card from your hand by paying its Command Point cost.

- *Order Symbol:*

Order	
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- **Play Equipments:** Play an Equipment card from your hand by paying its Command Point cost. Place the Equipment card underneath the unit you are equipping it to. 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. Token cards or buffs do not count as Equipments.

- *Equipment Symbol:*



- **Attack:** Use an eligible unit to attack by paying its operation cost found in the upper left corner of the card, just under its Command Point cost.
 - Remember, a unit cannot attack on the same turn it was played.
- **Move, Retreat, Brace or Ready:**
 - **Move:** Eligible units may move between battlelines by paying the unit's operation cost.
 - Notable Exceptions:
 - Ranged units may never be placed in the Frontline.
 - Fortifications may never be placed in the Support Line.
 - **Retreat:** Units in the Frontline can move to the Support line by paying their operation costs. They can not Retreat on the turn they are played unless they have Blitz. When they retreat, they heal 1 defense if wounded.
 - **Brace or Ready:** Each unit can choose to Brace (+1 defense), or Ready (+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.

Attacking & Combat

How to Attack

1. Choose an eligible unit on your side to declare as an attacker.
2. Choose your target. You can attack an enemy unit or the enemy Commander, depending on the unit type.

Unit Types & Targeting

- **Frontline Units**
 - **(Troop, Elite, Heavy):** These units attack the enemy's Frontline first. If the enemy has no units in their Frontline, you can attack their Support Line or Commander.
- **Support Line Units**
 - **(Ranged):** These units can attack any enemy unit on the battlefield, including the enemy Commander, without moving from your Support Line. Ranged units also have the Intercept ability.
 - **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.
 - **(Flying Units):** These units can attack any enemy unit on the battlefield, including the enemy Commander. These units automatically move to your Frontline if they attack from the Supportline. They must have an open space to move into. Once a Flying unit is in the Frontline, it can be targeted by enemy Frontline units.

Resolving Combat

- **Attacking a Unit:** The attacking unit and the defending unit deal their attack damage to each other. Compare the attack damage to each unit's defense.
 - If a unit's defense is reduced to **0 or less**, it is defeated and goes to the **Graveyard**.
 - If a unit's defense is still **1 or more**, use dice or tokens to mark the defense it has remaining.
 - **Attacking a Commander:** The attacking unit's attack stat is subtracted directly from the enemy Commander's defense.
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Ending the Game

You win the game if one of the following conditions is met:

- The enemy Commander's defense is reduced to **0 or less**.
- Your opponent cannot draw a card during their Draw Phase because their deck has run out of cards.