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PLANETARY — Complete Rulebook

Everything you need to play at home — Standard Play, Multiplayer & Free-for-All.
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1. Introduction & Objective

Planetary is a two-or-more-player strategy card game in which each player commands a *Base* defended by *Units* deployed across *Battlefields*. Players deploy forces, contest territory, and use Abilities and Equipment to out-maneuver their opponents.

The Objective

Reduce every opposing player's Base Defense to zero. The last player with a Base still standing wins the game.

This is the **Complete Rulebook** — everything you need to play Planetary at home, from a standard two-player duel to a multiplayer Free-for-All around the table. It covers the full game engine, all card types, deck construction, and the rulings you'll reach for during play.

Tournament structure, time controls, and judging live in the separate *Competitive Handbook*; mechanics planned for future card sets live in the *Supplementary Rulebook*.

New to Planetary? Start with the separate *Core Rulebook*, a short standalone booklet that walks you through your very first game. When you're ready for the whole picture, this book is it.

1.1 Key Concepts at a Glance

Five terms come up constantly. Each is covered in full later, but a plain-language version up front makes the rest of the book easier to follow.

- **Attack** — the number a Unit subtracts from a target's Defense when it fights. Printed on the Unit's card. See Section 7.
- **Defense** — how much damage a Unit or Base can absorb before it's removed. Units track two layers (Section 9); a Base tracks one running total.
- **Range** — how many Battlefield rows away from its own lane a Unit can reach when it attacks. See Section 7.2.
- **Encampment & Retreat** — the Encampment is a holding zone for Units no longer on a Battlefield. A Unit gets there by Retreating voluntarily during its controller's Battle Phase, or by surviving to the end of the Round. Only the Unit itself moves; attached Equipment or Links are discarded.
- **Vanquished** — a Unit that loses all its Defense in combat is Vanquished: it and its attached Equipment go to the Discard Pile, not the Encampment. See Section 7.3.
- **Power Threshold** — the ceiling on a single Battlefield: the total Power Level of every Unit and attached card on that lane can never exceed it. Upgrading a Battlefield raises its Power Threshold.
- **Round** — a group of alternating Turns that repeats until it ends — most commonly because a player has no Units at their Draw Phase. See Sections 5 and 8.

2. Card Anatomy & the Rarity System

2.1 Card Types

Every card belongs to one of six *Core Types*. Some carry further *Subtypes* — most importantly *Link* (attaches underneath a Unit) and *Level* (a Subtype of Battlefield) are not Core Types of their own.

Core Type	Description
Base	Your headquarters card. Printed with Defense and a home Sector (or Sectors). Placed once and never moves. Its Allied Sector is chosen at deck-building time unless the card says otherwise.
Battlefield	A zone card where Units are placed and fight. Its Level (a Subtype) represents

Core Type	Description
	its upgrade tier.
Unit	A deployable creature, ship, or trooper with a Power Level cost, Natural Attack, Natural Defense, and Range.
Equipment	A card played onto the field that enhances a Unit. <i>Link</i> is the Subtype that attaches a card directly underneath a Unit.
Spell	A one-shot or ongoing effect card, not a permanent, governed by the timing Subtypes Fleeting, Lingering, and Transient.
Play	A general action card played from Hand for an effect.

2.1a Timing Subtypes

Fleeting, *Lingering*, and *Transient* are Subtypes on Spell and Play cards (and occasionally Equipment) that define how long they last or when they may be played — see the table in 2.1c.

Timing vs. Ability Type

If a card's printed Ability Type restricts when it may be activated, that restriction takes precedence over a Fleeting Subtype's "any time" allowance. For example, a Fleeting card whose Ability is also Consuming may still only be activated during a Draw Phase. In the Flash Gamemode, Fleeting cards are further capped — see Sections 3 and 12.

2.1b Ability Types

An *Ability* is a printed effect on a card rather than a Core Type of its own. Every Ability falls into exactly one of four types:

Ability Type	How it works
Natural	Always active while its card remains in play; ends the instant that card leaves play. Never has a resolution order (Section 6).
Rapid	Triggers automatically the instant its condition is met. Announce it aloud; if several things wait, the most recently announced resolves first (Section 6.1).
Draining	May only be activated on your own turn. Exhausts its Unit immediately as the cost of activating, whether or not it resolves. Then announced and resolved newest-first.
Consuming	May only be activated during your own Draw Phase, ending your turn immediately — skipping the rest of that Draw Phase, your Battle Phase, and your Redeployment Phase.

2.1c All Current Subtypes

Subtype	Applies To	Rule
Level	Battlefield	Represents a Battlefield's upgrade tier. To upgrade, place a

Subtype	Applies To	Rule
		Battlefield of the next Level directly on top of the one already there, covering it completely; Units and attached cards stay put and are now on the higher-Level lane. Upgrade one Level at a time — never skip a Level.
Link	Equipment, Spell, Play	Attaches directly underneath a Unit in play (max 2 per Unit). Its Power Level counts toward the Battlefield's Power Threshold, and it grants the Unit any Abilities printed on the Link. Discarded if its Unit Retreats or moves to the Encampment. A Spell/Play Link keeps its own Ability Type and timing Subtype.
Ancient	Unit	Takes up no Battlefield slot at all, regardless of its Power Level — never counts toward a Battlefield's Power Threshold.
Fleeting	Spell, Play	May be played at any time, even during another player's turn, as a response (Section 6).
Lingering	Spell, Play	Lasts until the controller's next turn, then must be discarded if still held.
Transient	Spell, Play	Lasts until the end of the current Round, then ends automatically.



Upgrading a Battlefield with the Level Subtype: cover the old lane, keep the Units, gain a higher Power Threshold.

2.2 Rarity Tiers & Deck Copy Limits

A card's Rarity is printed as a symbol in its lower corner and sets how many copies may go in a deck. "Copies" means cards that share an identical **Name + Rarity + Title**.

Rarity	Symbol	Deck Limit	Notes
Common	●	Max 4 copies	The structural backbone of most decks.
Rare	★	Max 2 copies	Entry-level Rare tier.
Very Rare	★★	Max 2 copies	Mid Rare tier — distinct from its ★ and ★★★ counterparts.
Ultra Rare	★★★	Max 2 copies	Top Rare tier.
Legend	L	Max 1 of each Legend Name	Multiple <i>different</i> Legends are allowed — see Legend Cap.

Combining Rarities

A card reprinted at a new Rarity under a new Title is a legally distinct card for copy-limit purposes. You could run 4 copies of a Common printing alongside 2 copies of a Very Rare reprint of the same Name, provided the Titles or Rarities differ.

Legend Cap; a Clarification

The Legend limit is 1 copy of each individual Legend card, **not** 1 Legend card total. A deck may run several different Legends side by side, provided no single Legend Name appears more than once.

2.3 Sectors & Allied Sectors

Every card has a printed *Sector*. Most belong to a named faction Sector. Some print "Any" (usable in any deck); certain non-faction cards, notably many Spells, print an elemental type — Fire, Water, Air, or Earth — which likewise makes them usable in any deck.

Each Base prints its home Sector (some print more than one, or carry a special Sector rule). When building a deck, you choose one *Allied Sector* for your Base from the Sectors that Base makes available — normally any Sector other than its own — unless the Base's card text says otherwise.

Allied Sector Rule

A legal deck may only *play* non-Base cards whose printed Sector is (a) one of the Base's home Sectors; (b) the chosen Allied Sector(s); or (c) "Any" or an elemental type. Off-Sector cards may physically sit in your deck, but if played they are instantly discarded with no effect — they never resolve.

2.4 Deploying & Placing Units

To *Deploy* or *Place* a Unit means moving it from your Hand onto a Battlefield you control or an unclaimed Battlefield, subject to three constraints: the lane's Power Threshold must not be exceeded, the Unit may not be placed behind enemy lines (Section 7.4), and the Unit enters *Exhausted* — always, including during the initial Deployment Phase.

Bonus Defense on Entry

Whenever any Unit enters play, by any means, its controller immediately rolls for its Bonus Defense (Section 9.1). This is not limited to the Deployment Phase.

3. Deck Construction

Deck construction is governed by the *Gamemode* chosen for the match (Flash, Starter, Regular, or the optional War). The Gamemode sets the deck's total Power Level, the Base's Defense, and how quickly Bases lose Defense. The full matrix is in Section 12; the summary is below.

3.1 The Base

Every Base has exactly **50 Defense**, and Bases may not print or use Abilities. This keeps games fast and level across every Gamemode.

3.2 Core Legality Rules

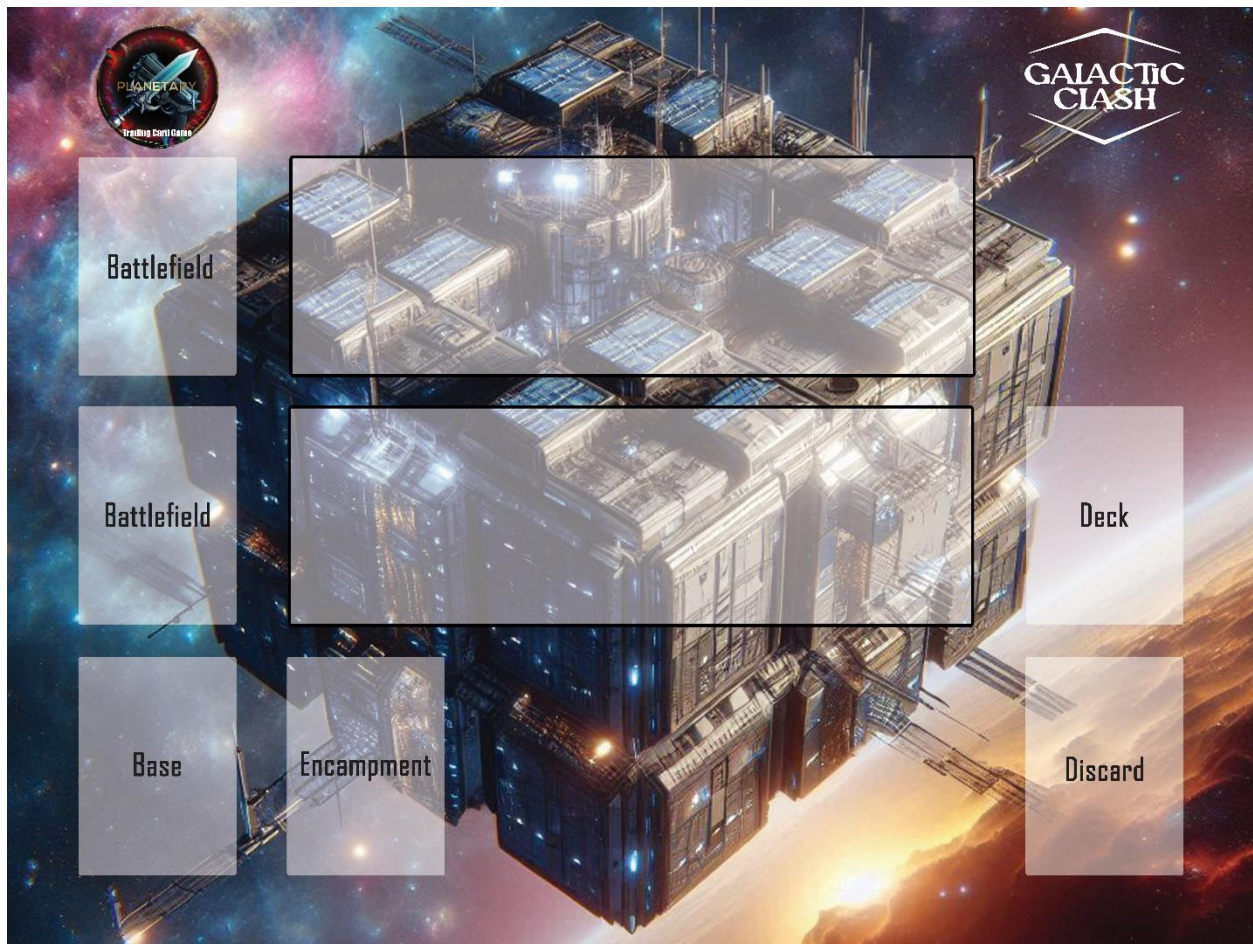
- A legal deck's total Power Level — counting every card except the Base itself — must equal **exactly** the value allotted by the chosen Gamemode. Each non-Base card's Power Level subtracts from your budget as you build; keep adding until your remaining budget reaches exactly 0.
- A deck must include **exactly 1 Base** and **exactly 2 Level 1 Battlefields**.
- A deck may include cards of any Sector at build time, but only Sector-legal cards may actually be played (Section 2.3).
- Copy limits apply by Rarity (Section 2.2): Common max 4; Rare / Very Rare / Ultra Rare max 2 each; Legend max 1 of each Name.

3.3 Sample Deck Skeleton (Regular, 100 Power Level)

- 1 Base (its own Power Level, if any, is separate from the 100-point budget).
- 4–6 Battlefields (a mix of Level 1 and upgraded Battlefields).
- A balanced mix of Common and Rare-tier cards, optionally a couple of different Legends, filling the remaining Power Level budget.

4. Game Setup

1. Place your Base face-up in front of you, then place two Level 1 Battlefields in a vertical column extending out from it — one *Front* Battlefield (closer to the middle of the table) and one *Back* Battlefield (closer to you).
2. Shuffle your deck thoroughly. Your opponent may cut it.
3. Set up your zones: Hand, Battlefields, Encampment, and Deck/Discard Pile.
4. Draw an opening hand of 8 cards.
5. All players roll a die. Highest roll goes first (tied players re-roll). In a two-player game the starting player then alternates each Round. In Multiplayer, initiative is re-rolled every Cycle — see Section 11.1.



The traditional battlefield setup.

5. Round Structure

A Round consists of a shared *Deployment Phase*, followed by each player taking an individual Turn — Draw Phase, Battle Phase, and their own Redeployment Phase — in turn order.

5.1 Deployment Phase (start of each Round)

1. All players place Units face-down onto their Battlefields, without exceeding each lane's Power Threshold.
2. All placed Units are flipped face-up simultaneously and set to the *Exhausted* (tilted) position.
3. Each player rolls Bonus Defense for every Unit they placed (Section 9.1). Track both Defense layers with dice on the Unit.

5.2 Player Turn

Draw Phase

1. Check End-of-Round Conditions (Section 8) — for *both* players, every time.
2. Draw 1 card.
3. Discard any Lingering cards held from last turn.
4. Optionally, activate a Consuming Ability. This ends your turn immediately — you skip your Battle Phase and Redeployment Phase.

Battle Phase

Actions below may be taken in any order and repeated freely, unless a card says otherwise:

- Play a card from your Hand.
- Activate a legal Ability from a card you already control (Section 6).
- Deploy new Units to a Battlefield you control or an unclaimed Battlefield (they enter Exhausted; Bonus Defense is rolled).
- Retreat one Charged Unit to your Encampment (once per turn; attached Links/Equipment are discarded).
- Attack with any Charged Unit: choose an attacker and a legal target within Range, then resolve combat (Section 7). Attacking Exhausts the Unit, so most Units attack at most once per Battle Phase.

Redeployment Phase

The final step of your Turn (skipped entirely if you ended early via a Consuming Ability):

1. Move any of your Units to a Battlefield you control or an unoccupied Battlefield (never behind enemy lines), without exceeding its Power Threshold. Rearrange your board however you like, as a single simultaneous adjustment.
2. Discard any of your own Links or Equipment you choose to.
3. Set all of your Exhausted cards to Charged (return them upright).

Once Redeployment is complete, your Turn ends and play passes to the next player.

6. Priority & Resolution Order

Sometimes more than one thing is waiting to happen. Planetary uses one simple rule: **whatever was played or announced most recently resolves first**. Work backward from the newest thing to the oldest, one at a time, until nothing is left waiting.



Newest-first resolution, using the classic double-Banishment example.

6.1 What Gets an Order

- A played Spell or Play card is waiting to resolve. If someone responds first, their response resolves first.
- Rapid Abilities trigger the instant their condition is met — announce aloud; they take their place in line like a played card.
- Draining Abilities may only be activated on your own turn and Exhaust their Unit immediately as a cost; once activated they join the line like a Rapid trigger.
- Consuming Abilities may only be triggered during your own Draw Phase.
- Natural Abilities **never** get an order — they are continuous, always-on effects.
- Attacks, Deployments, Retreats, and Redeployment movement are physical actions, not cards; they happen immediately when declared. A Fleeting card can still be played in the brief window right before such an action is finalized.

6.2 Responding

After a card is played (or a physical action is declared but not yet resolved), any player may respond by playing a legal Fleeting card, or triggering a Rapid/Draining Ability whose condition is currently met. There is no formal passing to track — if nobody adds anything more, resolution begins.

6.3 Resolution — Newest First

The most recently played card or announced trigger resolves before anything played earlier that is still waiting. Work through everything, newest to oldest, one at a time, until nothing is left.

Worked Example

A player plays a Spell. Their opponent responds with the Fleeting Spell “Banishment,” which discards a target card and nullifies its effect. Banishment was played last, so it resolves first: the original Spell is discarded before it takes effect. Now suppose the first player responds to that Banishment with a second Banishment targeting it. The newest Banishment resolves first, discarding the first Banishment. With the first Banishment gone, it never resolves — and the original Spell is free to resolve normally.

Simultaneous Triggers

If two or more triggered Abilities would start waiting at the exact same moment, the active player announces all of their own triggers first (in any order they choose), followed by each other player in turn order. All still resolve newest-first.

7. Combat Rules

7.1 Declaring an Attack

1. Choose an attacking Unit that is Charged.
2. Choose a legal target within that attacker’s printed Range. **The instant the attack is declared, the attacking Unit becomes Exhausted** — whether or not the attack connects.
3. A brief response window opens: any player may play a Fleeting card before damage is calculated. It could cancel the attack, prevent the damage, or something else. Miss the window and the attack proceeds.
4. When the attack resolves: subtract the attacker’s Attack (plus bonuses) from the target’s Defense (Natural Defense plus any Bonus Defense — Bonus Defense is depleted first).
5. If the result is zero or below, the target is *Vanquished*.
6. Repeat for every other Charged Unit you control with a legal target in Range.

The Attacker Stays Exhausted

A Unit attacks; in response the opponent plays a Fleeting “Quick Move” on the target, removing it before damage is calculated. The attack never connects — but the attacker was already Exhausted the moment it was declared, so it remains Exhausted regardless.

7.2 Range

Range is the number of Battlefield rows a Unit may reach with an attack, counted outward from the attacker’s own Battlefield. Treat the two players’ Front Battlefields as meeting at a shared front line, and count rows outward from there.



Counting Range across the shared front line: Range 1 reaches the nearest row, Range 2 reaches one row farther.

- **Range 1** reaches only the nearest row across the front line — your Front Battlefield can reach the opponent’s Front Battlefield, and nothing farther.
- **Range 2** reaches one row farther — a Range 2 Unit on your Back Battlefield can reach either your own Front (row 1) or the opponent’s Front (row 2); on your Front, it can reach the opponent’s Front (row 1) or Back (row 2).
- Higher Range values continue the same pattern, always measured as whole Battlefield rows from the attacker’s lane.

Range vs. the Back Battlefield Rule

A Unit with enough Range can absolutely target an opponent’s Back Battlefield. The Back Battlefield Rule (Section 7.4) governs where Units may be *deployed or moved*, not where they may be *targeted*. What a Unit can never do is target a Base

directly — a Base's Defense falls only through the End-of-Round and Ability rules in Sections 8 and 9.

7.3 Vanquished Units

A Vanquished Unit, along with any Equipment (including Links) attached to it, is moved to its owner's Discard Pile — the single zone for all discards in the game.

7.4 Movement, Deployment & the Back Battlefield Rule

A Battlefield is *controlled* by whichever player currently has at least one of their own Units on it. A Battlefield with no Units is *unclaimed*, regardless of whose side it's on.

The One Absolute Rule

"Behind enemy lines" is an opponent's Back Battlefield. No player may **ever** place or move a Unit onto another living player's Back Battlefield, under any circumstance, whether it holds Units or not. This is the one rule with no card-effect override, and it applies at every Phase.

A Front Battlefield is different: outside the initial Deployment Phase, any player may deploy or move a Unit onto an opponent's Front Battlefield *if it is currently unclaimed*. Once you do, it is controlled by you for as long as your Units remain there. A Battlefield controlled by another living player is off-limits to everyone else — only an unclaimed Front Battlefield may be claimed.

8. End-of-Round & Victory Conditions

8.1 End-of-Round Conditions (Head-to-Head)

In a two-player game, these are checked at the start of every Draw Phase, for both players at once, regardless of whose Draw Phase it is. A Round ends immediately when any of the following is true:

- A Base has dropped 10 or more Defense below its value at the start of the Round, purely from Abilities (not combat).
- Either player has no Units on any Battlefield at this check. Every player found with no Units loses Base Defense per the active format's Round-Loss value (Section 12). The Round then ends before the rest of that turn.
- A specific card or Ability effect explicitly states that it ends the Round.

8.2 End-of-Round Sequence

1. Return all cards currently in your Encampment to your Hand.
2. Discard any Transient cards still active, and any Linger cards or Links you didn't already discard.

3. Move all of your surviving (non-Vanquished) Units to your Encampment, discarding any attached Equipment or Links as you do — the Encampment holds Unit cards only.

8.3 Victory

In a two-player game, the game ends the instant a Base reaches 0 Defense: its owner loses and the opponent wins. In Multiplayer/FFA, reaching 0 Defense eliminates only that player — see Section 11.5.

9. Keeping Track of Defense

9.1 Two Layers of Defense

Every Unit in play has two layers of Defense, tracked separately for as long as it stays on the Battlefield:

- **Natural Defense** — strictly the number printed on the card. Track it with a die placed on or beside the Unit, *set* (not rolled) to that number, then turned down as damage reduces it.
- **Bonus Defense** — everything else on top: a die rolled whenever the Unit enters play, plus any Link, Equipment, or Natural-Ability bonuses. Bonus Defense is always depleted first; only once it's gone does damage begin reducing Natural Defense. A Link or Equipment is not discarded merely because Bonus Defense is depleted — it stays until the Unit is Vanquished, Retreated, or moved to the Encampment.

9.2 Recommended Tracking Methods

- Dice are the recommended method. A single die can track Base Defense in increments of 10 by rotating or repositioning it. At home, use whatever works — coins, counters, or a scorepad.
- Keep your Discard, Deck, Hand, and Encampment tidy and separated by zone.

Tracking the Bonus Defense Pool

You need not separate every source in the Bonus Defense pool — treat it as one combined number. The one exception: a bonus from a Link or Equipment that could later be removed or dispelled should be tracked separately, since removing that Link/Equipment removes only its own contribution.

10. Rulings for Special Situations

Tournament Handling

This section gives the *casual* / *home-play* outcome for each situation. Where sanctioned tournaments resolve things differently (for example, breaking a simultaneous Base defeat instead of calling it a Draw), the tournament procedure lives in the *Competitive Handbook*.

10.1 Unable to Draw

Step 2 of every Draw Phase requires you to draw 1 card. If your Deck is empty at that moment, you do not lose outright — instead, discard 1 card from your Hand as a penalty. If your Hand is also empty, nothing happens and the Round continues. Any *other* effect that asks you to draw or discard from an empty Deck simply does nothing, with no penalty (Act like that part of the effect is resolved).

10.2 Unable to Place a Unit

Deploying at least one Unit is mandatory at every Deployment Phase, whenever you are able. If you have no Unit cards to place, reveal your Hand to confirm, discard it, and draw a fresh 8-card Hand before the Phase continues. Repeat until you draw a Hand with at least one Unit, or run out of cards. If your Deck is empty, you cannot draw a fresh Hand, and you have no Units in play, you lose the game immediately.

10.3 Simultaneous Base Defeat

If two or more Bases would be reduced to 0 Defense at the same moment, the game is a **Draw** in casual play. (Sanctioned events instead apply a series of tiebreakers — see the Competitive Handbook.)

10.4 Match Ending in a Draw

In casual play, a Draw is simply declared when two or more remaining players' Bases reach 0 Defense simultaneously. Whether your group replays Draws or lets them stand is up to you.

10.5 Illegal Actions & Take-Backs

A player who realizes they made an illegal play before another player has responded may freely reverse it. Once another player has responded or clearly acted on the assumption the play stands, the play stands. (In sanctioned play, call a judge rather than reversing informally.)

11. Multiplayer & Free-for-All (3+ Players)

Any Gamemode can be played as a Multiplayer Free-for-All (FFA) with three or more players. FFA uses the exact same deck construction, card pool, and Phase structure as head-to-head play, modified only by the rules here. Where this section conflicts with an earlier two-player rule, this section governs.

11.1 Cycles & Turn Order

- The Deployment Phase happens **only once**, at the very start of the game, shared by all players. It does not repeat each Cycle.

- At the start of every Cycle — including the first — all players roll a die. Highest acts first, and so on down the table; tied players re-roll. Turn order is rolled fresh every Cycle.
- After the first Cycle's shared Deployment, each later Cycle is simply every remaining player taking their Turn in the newly rolled order. New Units are deployed during the Battle Phase's normal Deploy action.

11.2 Targeting Multiple Opponents

- **Attacks** — you may attack any opponent's Charged Units within Range, and more than one opponent in the same turn.
- **"Your opponent" effects** — choose exactly one opposing player as the target. Only that player is affected.
- **"All" effects** — a card that says "all Units" or similar affects every player at the table equally, with no target choice. This includes a Natural Ability whose text uses that same "all" language.
- **"Your opponent's [zone]" effects** — choose one opponent, then apply the effect in full to that one player's specified zone.

11.3 No-Units Checks Are Individual

The two-player rule that ends a Round when any player has no Units does not apply in FFA. Instead, each player checks only their own board, when their own Draw Phase begins:

- A Cycle does not pause because one player currently has zero Units.
- If a player begins their Draw Phase with no Units, that Turn is replaced: they don't draw or take a Battle/Redeployment Phase. Their Base loses Defense equal to the format's Round-Loss value, and they return their Encampment to Hand before the turn ends.
- That player is not removed. On their next Turn they must attempt to deploy at least 1 Unit as their first Battle Phase action (using the Unable to Place a Unit procedure if they have none).
- If they still end up with no Units on a later Draw Phase, the same procedure repeats.

11.4 Player Elimination

- A player is eliminated the instant their Base Defense reaches 0. Their cards are set aside and take no further part — not as attack targets, nor as targets of "all" effects.
- An eliminated player's Front Battlefield becomes unclaimed territory, open to any remaining player during any Phase.
- The Back Battlefield Rule still applies without exception — no player may ever deploy or move onto any other player's Back Battlefield, living or eliminated.
- Turn order continues to be re-rolled among only the remaining players each Cycle.

11.5 Victory

The game ends the moment only one player remains with a Base above 0 Defense — that player wins. It can also end in a Draw among two or more tied players whose Bases reach 0 simultaneously.

11.6 Flash Gamemode in Multiplayer/FFA

In Flash, each player is normally limited to 1 Fleeting card per Round. In FFA this works a little differently: each player may play only 1 Fleeting card *until the next time their own Base loses Defense*, at which point their Fleeting count resets and they may play 1 more — repeating every time their Base loses Defense.

12. Gamemode & Format Reference

The table below is the single source of truth for every Gamemode × Player Configuration combination for home play. Every format uses a Standard Base (exactly 50 Defense, no Base Abilities). The Multiplayer/FFA rows use the additional rules in Section 11 layered on top — the Power Level, Base Defense, and Round-Loss values themselves do not change between a Gamemode's Head-to-Head and FFA rows.

Gamemode	Player Config.	Deck Power Level	Base Defense	Round- Loss	Notes
Flash	Head-to-Head (2)	50	50	20	1 Fleeting / Round
Flash	Multiplayer FFA (3+)	50	50	20	Fleeting count resets on Base-Defense loss (11.6)
Starter	Head-to-Head (2)	100	50	20	Same as Regular, faster Base loss
Starter	Multiplayer FFA (3+)	100	50	20	Recommended for new multiplayer tables
Regular	Head-to-Head (2)	100	50	10	The primary Gamemode
Regular	Multiplayer FFA (3+)	100	50	10	Default recommended FFA baseline
War	Head-to-Head (2)	250	50	10	Optional, advanced high- Power Gamemode
War	Multiplayer FFA (3+)	250	50	10	Long, attrition-heavy games with big boards

Which Gamemode Should We Play?

Starter is the friendliest on-ramp — 100 Power Level decks with faster Base loss for quicker games. **Regular** is the standard experience. **Flash** is a fast, low-Power skirmish. **War** is a long, epic game for players who want the biggest boards.

13. Glossary of Game Terms

Alphabetized reference for every keyword and defined term used in this book.

Term	Definition
Ability	A printed effect on a card, categorized by one of four Ability Types: Natural, Rapid, Draining, or Consuming. (2.1b)
Ability Type	One of four categories — Natural, Rapid, Draining, Consuming — governing when and how an Ability may be used. (2.1b)
Allied Sector	The Sector(s), chosen by the deck builder from those a Base makes available, from which the deck may also play non-Base cards. (2.3)
Ancient	A Unit Subtype that takes up no Battlefield slot — never counts toward a Power Threshold. (2.1c)
Back Battlefield Rule	You may never place or move a Unit onto another player's Back Battlefield, with no exception. (7.4, 11.4)
Base	Your headquarters card. Fixed at 50 Defense and cannot use Abilities. The game ends for you if it hits 0. (3.1, 8.3)
Battlefield	A zone card where Units are placed and fight. Upgraded via its Level Subtype. (2.1)
Bonus Defense	The pool of extra Defense beyond a Unit's printed Natural Defense — its entry die plus Link/Equipment/Ability bonuses. Depleted first. (9.1)
Charged	The upright position. A Charged card can attack, Retreat, or activate most Abilities.
Combining Rarities	A card reprinted at a different Rarity or Title is a legally distinct card for copy limits. (2.2)
Consuming	An Ability Type usable only in your Draw Phase; ends your turn immediately. (2.1b)
Cycle	The Multiplayer equivalent of a Round: one full pass in which every remaining player takes one Turn. (11.1)
Deploy / Place a Unit	Move a Unit from Hand onto a controlled or unclaimed Battlefield, within its Power Threshold and never behind enemy lines. Always enters Exhausted. (2.4)
Discard Pile	The single zone for all discarded cards. (7.3)
Draining	An Ability Type usable only on your turn; Exhausts its Unit as a cost. (2.1b, 6.1)
Encampment	Zone for surviving or Retreated Units — Unit cards only. Returns to Hand at end of Round. (8.2, 10–11)

Term	Definition
Equipment	A Core Type that enhances a Unit. Link is its attaching Subtype. (2.1)
Exhausted	Tilted to the right. An Exhausted card cannot attack, Retreat, or use most Abilities.
Fleeting	A Subtype letting a card be played any time, as a response. Capped at 1/Round in Flash. (2.1a)
Gamemode	The Flash / Starter / Regular / War axis, setting a deck's Power Level and Round-Loss. (3, 12)
Legend	A Rarity tier. Max 1 of each Legend Name; multiple different Legends allowed. (2.2)
Level	A Battlefield Subtype for its upgrade tier; higher Levels raise the Power Threshold. Upgrade one Level at a time. (2.1c)
Lingering	A Subtype lasting until the controller's next turn, then discarded if still held. (2.1a)
Link	A Subtype attaching underneath a Unit (max 2), granting it the Link's Abilities. Counts toward the Power Threshold. (2.1c)
Natural	An Ability Type always active while its card is in play; never gets a resolution order. (2.1b, 6.1)
Play	A Core Type of general action card played from Hand for an immediate effect. (2.1)
Power Level	A card's deck-building cost.
Power Threshold	The maximum total Power Level of Units and attached cards allowed on a single Battlefield at once.
Priority / Resolution Order	The most recently played card or triggered Ability resolves first, then the next-most-recent. (6)
Rapid	An Ability Type announced the instant its condition is met, resolving newest-first. (2.1b, 6.1)
Range	The number of Battlefield rows a Unit reaches with an attack, counted from its own lane. (7.2)
Rarity	Common / Rare / Very Rare / Ultra Rare / Legend — sets deck copy limits. (2.2)
Retreat	During your Battle Phase, move 1 Charged Unit to your Encampment (once per turn); its Links/Equipment are discarded.
Round	One full cycle of a shared Deployment Phase, each player's Turn, and the End-of-Round checks. In Multiplayer, see Cycle.
Sector	A card's faction (or "Any", or an elemental type). Governs which cards a deck may play. (2.3)
Spell	A Core Type of one-shot or ongoing effect card that is not a permanent. (2.1)
Transient	A Subtype lasting until the end of the current Round, then ending

Term	Definition
	automatically. (2.1a)
Unable to Draw	If you cannot make the required Draw-Phase draw, discard 1 card from Hand instead. (10.1)
Unable to Place Unit	If you have no Unit to place at Deployment, reveal your Hand, discard it, and draw a fresh 8. (10.2)
Vanquished	A Unit defeated in combat; sent with its Equipment to the Discard Pile. (7.3)
War	An optional advanced Gamemode with a 250 Power Level budget. (12)

14. Appendix — Reference Diagrams

These full-page diagrams collect the visual references from throughout the book in one place, handy to keep beside the table while you learn.



