

Gundam Card Game Comprehensive Rules

Ver. 1.0

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Comprehensive Rules

1. Game Overview

1-1. Number of Players

1-1-1. Gundam Card Game is a competitive game between two players. Refer to the multiplayer rules for rules that apply to games conducted with other player counts.

1-2. Winning and Losing the Game

1-2-1. When either player is defeated, the game ends. When one opponent is defeated, the opponent who was not defeated wins the game.

1-2-2. The following are all game conditions that result in defeat.

1-2-2-1. When either player receives battle damage from a Unit while they have no cards in their shield area, that player fulfills the conditions for defeat.

1-2-2-2. When either player has no cards remaining in their deck, that player fulfills the conditions for defeat.

1-2-3. During a game, any player may concede at any time. That player

immediately loses and the game ends.

1-2-4. There are no card effects that force a player to concede. Loss of the game by conceding is never a substitution of any substitution effect.

1-3. Fundamental Game Rules

1-3-1. While the rules of the game are fundamentally defined within this comprehensive ruleset, there may be exceptions that arise due a card's effects or special rules. If the text written on a card contradicts the comprehensive rules, the text on the card takes precedence.

1-3-2. If a player is required to perform an action that is not possible for any reason, that action is not performed. If a player is required to perform an action and only part of that action is not possible, the player must perform as much of the action as possible.

1-3-2-1. If you are required to put an entity into some state that entity is already in, the entity remains in the state it was in, and the action putting it into that state is not performed.

Ex: If you are instructed to rest a Unit that is currently rested, since the Unit is already rested, it is not rested again.

1-3-2-2. If for any reason you are required to perform zero or less repetitions of an action, the action is not performed. An opposite action is not performed for negative repetition counts.

1-3-3. When a card's effect requires an action that an active effect prevents, the active effect takes precedence, and the action is prevented.

1-3-4. When both players are required for any reason to make a selection simultaneously, the active player chooses first. The standby player chooses after that.

1-3-5. Unless specified otherwise, when choosing a number for a card or a rule, you must choose a whole number equal to or greater than one. You cannot choose a negative or fractional number.

1-3-6. When numerical information on a card is modified by a card's effect, the result will be a whole number. If the result would be negative, treat it as zero unless it will be modified by another effect.

1-3-7. Unless specified otherwise, a card's effects are performed in the order they appear in the text on the card.

2. Card Information

2-1. Card Number

2-1-1. The serial number of a card. Cards with the same card number are treated in the game as the same card.

2-2. Card Name

2-2-1. The name of a card.

2-2-2. Cards may be referred to by their card name within a card's text without any additional information provided. In this case, reference the card with that card name.

2-2-3. A portion of a card name may be specified within a card's text using the phrase 'with "xyz" in its name.' Such references include all cards whose card name contains the quoted text.

2-2-4. A card can have multiple card names.

2-3. Card Type

2-3-1. The card type of a card.

2-3-2. There are five card types: Unit, Pilot, Command, Base, and Resource.

2-3-3. Unit cards are one type of card that compose your deck. They are typically played from your hand and placed face up in the battle area.

2-3-3-1. If "Unit" appears in the text of a card, that text is referring to a card of the Unit card type that is placed in the battle area.

2-3-3-2. If "Unit card" appears in the text of a card, that text is referring to a card of the Unit card type that exists anywhere except in the battle area.

2-3-4. Pilot cards are one type of card that compose your deck. They are typically played from your hand and placed face up beneath Units in the battle area.

2-3-4-1. If "Pilot" appears in the text of a card, that text is referring to a card of the Pilot card type that is underneath a Unit in the battle area.

2-3-4-1-1. Some command cards can be treated as Pilots. (See 2-3-5-4-1)

2-3-4-2. If "Pilot card" appears in the text of a card, that text is referring to a card of the Pilot card type that exists anywhere except in the battle area.

2-3-4-3. Pilots can only exist in the battle area when placed beneath a Unit.

2-3-4-4. AP and HP appearing on the Pilot are added to the paired Unit, and effects on the Pilot card become effects on the paired Unit.

2-3-5. Command cards are one type of card that compose your deck. They are typically played from your hand as one-time-use cards to activate their command effects.

2-3-5-1. After being played from your hand, Command cards with active effects are not considered to be located within any specific game location until those effects end.

2-3-5-2. Unless an effect says otherwise, Command cards are placed into your trash after their effects have ended.

2-3-5-3. If “Command” or “Command card” appears in the text of a card, that text is referring to cards of the Command card type regardless of their current location.

2-3-5-4. Some Command cards have Pilot or **【Burst】** effects in addition to their normal Command effects.

2-3-5-4-1. A Pilot effect enables the Command card to be played from your hand and placed face up beneath a Unit in the battle area as a Pilot. Add AP and HP appearing on it to the paired Unit.

2-3-5-4-1-1. If “Pilot” appears in the text of a card, that can also refer to a card of the Command card type placed beneath a Unit as a Pilot.

2-3-5-4-2. **【Burst】** effects are effects that can be activated when a Shield is destroyed and that card is turned over.

2-3-6. Base cards are one type of card that compose your deck. They are typically played from your hand and placed face up in the base section of the shield area.

2-3-6-1. If “Base” appears in the text of a card, that text is referring to a card of the Base card type that is placed in the base section of the shield area.

2-3-6-2. If “Base card” appears in the text of a card, that text is referring to a card of the Base card type that exists anywhere except in the base section of the shield area.

2-3-7. Resource cards are the type of card that compose your resource deck. These cards are needed to pay costs in order to play cards from your hand.

2-3-7-1. If “Resource” appears in the text of a card, that text is referring to cards of the Resource card type regardless of their current location.

2-4. Color

2-4-1. The color of a card. This color may be referred to within card text.

2-4-2. With the exception of Resource cards and tokens, all cards have a color.

2-4-2-1. There are four card colors: blue, green, red, and white.

2-4-3. The color of a Unit in the battle area is not affected by the color of a card

paired with it.

2-5. Trait

2-5-1. A card's trait, such as a group, class, or type.

2-5-2. Some cards may have multiple traits.

2-5-3. Traits may be referred to within card texts. If a trait appears in a text, it is referring to cards with that trait. Cards with multiple traits may be referred to by one or more of those traits.

2-5-4. Traits are typically found on Unit, Pilot, and Base cards, as well as Command cards with Pilot effects.

2-6. AP (Attack Points)

2-6-1. A card's offensive strength in battle. (See 7. Attacking and Battles)

2-6-2. AP is mainly found on Unit and Base cards.

2-6-3. AP modifiers appear on Pilot cards and Command cards with Pilot effects. These modifiers are added to Units when they are paired.

2-7. HP (Hit Points)

2-7-1. A card's defensive strength.

2-7-1-1. A card with HP is destroyed when that HP becomes zero.

2-7-2. HP is mainly found on Unit and Base cards.

2-7-3. HP modifiers appear on Pilot cards and Command cards with Pilot effects. These modifiers are added to Units when they are paired.

2-8. Lv. (Level)

2-8-1. The number of resources that are required when playing a card. This condition is satisfied when the number of resources in your resource area is equal to or greater than the card's level. Whether a Resource is active or rested makes no difference.

2-8-2. With the exception of Resource cards and tokens, all cards have a Lv.

2-8-3. Treat the Lv of a token as zero when referring to it.

2-9. Cost

2-9-1. The cost paid when playing a card. You can pay this cost by resting the necessary number of active Resources in your resource area.

2-9-2. With the exception of Resource cards and tokens, all cards have a cost.

2-9-3. Treat the cost of a token as zero when referring to it.

2-10. Card Text

2-10-1. The specific effects that a particular card has.

2-10-2. Unless instructed otherwise, card text on Unit and Pilot cards only takes effect in the battle area.

2-10-3. Unless instructed otherwise, card text on Base cards only takes effect in the base section of the shield area.

2-10-4. Some text includes portions inside parentheses that provide details about a card's effect or keyword effect. These are explanatory notes meant to explain the effect, and they have no influence on the game.

2-11. Link Condition

2-11-1. The conditions that are necessary to link a card, such as Pilot names or traits.

2-11-2. Only Unit cards have link conditions.

2-11-3. A Unit with a Pilot satisfying its link conditions placed beneath it is called a Link Unit.

2-11-4. Units normally cannot attack during the turn in which they enter the battle area. Link Units can immediately attack during the turn in which they enter the battle area.

2-12. Card Art

2-12-1. Artwork illustrating a card's contents.

2-13. Illustrator's Name

2-13-1. The name of a card's illustrator.

2-14. Copyright

2-14-1. A card's copyright notice.

2-15. Rarity

2-15-1. An indicator of a card's rarity.

3. Game Locations

3-1. Locations

3-1-1. The locations in the game are the deck area, resource deck area, resource area, battle area, shield area, removal area, hand, and trash.

3-1-1-1. Each player has their own instance of each location.

3-1-1-2. When referring to them to all together, the resource area, battle area, and shield area are also called the field.

3-1-2. Command cards whose effects are currently active and cards whose **【Burst】** effects are currently active are not considered to be in any of the locations listed above.

3-1-3. The number of cards in any location is public information and can be confirmed by either player at any time during the game.

3-1-4. Cards in some locations may be viewed by all players, while cards in other

locations may not. Locations where cards may be viewed are referred to as public, whereas locations where cards may not be viewed are referred to as private.

3-1-5. When a card moves between locations, unless specified otherwise, treat it as a new card in the new location. Any effects that were applied to it in the previous location are ignored.

3-1-6. When multiple cards are simultaneously placed into a location, unless specified otherwise, the player who owns those cards determines the order in which they are placed in that location.

3-1-7. When multiple cards are simultaneously placed into a private location from a public location, unless specified otherwise, the player who owns those cards determines the order in which they are placed into that private location. The order in which those cards are placed is not revealed to the other player.

3-2. Deck Area

3-2-1. This is where you place your deck at the start of the game.

3-2-2. Your deck area is private. Cards within it are placed face down in a stack. Unless specified otherwise, neither player is allowed to view the contents or order of the cards, nor are they allowed to change the order of the cards.

3-2-3. When moving multiple cards from your deck to another location simultaneously, they all get treated as though they are placed simultaneously, but physically move the cards one card at a time.

3-2-4. When instructed to shuffle a deck, the player who owns that deck reorders the cards randomly.

3-3. Resource Deck Area

3-3-1. This is the location where you place your resource deck at the start of the game.

3-3-2. Your resource deck area is private. Cards within it are placed face down in a stack. Unless specified otherwise, neither player is allowed to view the contents or order of the cards, nor are they allowed to change the order of the cards.

3-3-3. When moving multiple cards from your resource deck to another location simultaneously, they all get treated as though they are placed simultaneously, but physically move the cards one card at a time.

3-4. Resource Area

3-4-1. This is where you place Resources from your resource deck.

3-4-2. You may have up to 15 Resources in your resource area.

3-4-2-1. You may have up to five EX Resources in your resource area.

3-4-3. Your resource area is public. Both players are free to view cards in this location.

3-5. Battle Area

3-5-1. This is where you place Units and Pilots.

3-5-2. You may have up to six Units at a time in your battle area.

3-5-3. Your battle area is public. Both players are free to view cards in this location.

3-6. Shield Area

3-6-1. This location is checked when the player is attacked.

3-6-2. Within the shield area there is a section to place Shields and a section to place a Base.

3-6-3. You may have up to one Base in your base section.

3-6-3-1. The base section is public. Both players are free to view cards in this location.

3-6-4. The cards that become your Shields are placed face down in the shield section.

3-6-4-1. Your shield section is private. Unless specified otherwise, cards in this area are placed face down and neither player is allowed to view the contents or order of the cards, nor are they allowed to change the order of the cards. Unless specified otherwise, when moving a card from your shield section to a different location, choose the top card.

3-6-4-2. Cards in the shield section are treated as Shields with 1 HP each.

3-7. Removal Area

3-7-1. This is where you place removed cards.

3-7-2. Your removal area is public. Both players are free to view cards in this location.

3-7-2-1. You are free to reorder the cards in your removal area.

3-8. Hand

3-8-1. Your hand is where you place cards drawn from your deck.

3-8-2. Your hand is a private location, but each player may freely view or reorder the cards in their own hand.

3-8-3. Unless specified otherwise, you may not view the other player's hand.

3-8-4. A hand is limited to no more than ten cards.

3-8-4-1. Players may have any number of cards in their hand, but if your hand exceeds the limit during your end phase, you must discard cards until the limit is reached.

3-9. Trash

3-9-1. Destroyed Unit, Pilot, and Base cards, and Command cards whose abilities have finished activating, go into the trash.

3-9-2. Your trash is public. Cards within it are placed face up in a stack, and both players are free to view their contents.

3-9-2-1. You are free to reorder the cards in your trash.

4. Essential Game Terminology

4-1. Effect

4-1-1. An effect is text that is printed within a defined region of a card.

4-1-2. Some effects are keyword effects such as <Support> and <Blocker>.

4-2. Player

4-2-1. A player is the owner of a card.

4-2-2. When “owner” appears in the text of a card, it refers to the player who owns that card.

4-2-3. At the end of a game, all cards are returned to the players who own them.

4-3. Active Player and Standby Player

4-3-1. The active player is the player responsible for advancing the current turn in progress.

4-3-2. The standby player is the player not responsible for advancing the current turn in progress.

4-4. Active and Rested

4-4-1. Cards in the battle area, resource area, and base section of the shield area can be in one of the two following states.

4-4-1-1. Active: the card is placed vertically.

4-4-1-2. Rested: the card is placed horizontally.

4-4-2. Active means a card has not yet taken an action.

4-4-3. Rested means a card has finished taking an action.

4-4-4. When a card is placed into the battle area, resource area, or base section of the shield area, it is generally placed in the active state.

4-4-5. When a card is placed into the shield section of the shield area as a Shield, it is generally placed in the rested state.

4-5. Damage

4-5-1. When damage is dealt to a Unit, Base, or Shield, that card’s HP is reduced by an amount equal to the damage received.

4-5-1-1. During games, show HP reductions by placing a number of counters

equal to the damage received onto the card. (See 4-17. Counters)

4-5-1-2. A card that receives damage equal to or greater than its HP is destroyed.

4-5-2. Units, Bases, Shields, and players can receive damage as a result of battle. Attacking Units and Units being attacked deal damage equal to their AP to each other during the damage step. This damage is called battle damage.

4-5-3. Units, Bases, Shields, and players can receive damage from effects on cards. This damage is called effect damage.

4-5-4. Damage is not dealt when the amount of damage dealt would be zero.

4-5-5. When damage received by a Base or Shield exceeds its HP, the excess damage is not dealt to another Shield.

4-6. HP Recovery

4-6-1. When a Unit or Base recovers HP for any reason, remove a number of counters from it equal to the amount it recovers.

4-6-2. If the amount recovered exceeds the amount of damage the card has currently received, remove all of its counters.

4-6-3. A Unit that has not received damage cannot recover HP.

4-7. Play

4-7-1. This describes paying the cost of a card in your hand and using it.

4-8. Deploy

4-8-1. This describes a Unit or Base being placed on the field.

4-9. Pair

4-9-1. This describes placing a Pilot card or a Command card with a Pilot effect beneath a Unit.

4-10. Destroy

4-10-1. This describes a Unit being destroyed and placed from the battle area into the trash.

4-10-2. This describes a Base being destroyed and placed from the base section of the shield area into the trash.

4-10-3. This describes a Shield being destroyed and placed from the shield section of the shield area into the trash.

4-10-4. This describes a Resource being destroyed and placed from the resource area into the resource deck face down.

4-11. Discard

4-11-1. This describes placing a card from the hand into the trash.

4-12. Remove

4-12-1. This describes a card being placed from any location into the removal area.

4-12-2. A removed Unit or Base is not treated as destroyed.

4-13. Randomly

4-13-1. Cards handled randomly are reordered without intentional interference from the player.

4-14. Draw (a Card)

4-14-1. Drawing a card is one method of moving the top card from your deck to your hand without showing it to the other player.

4-14-2. If a player is instructed to “draw 1,” they move the top card of their deck to their hand without showing it to the other player.

4-15. Shuffle

4-15-1. When instructed to shuffle your deck, reorder the cards in your deck area randomly.

4-15-1-1. When instructed to shuffle your deck and there is only one card in your deck area, treat the deck as shuffled even though the order of that card has not changed.

4-16. Gain

4-16-1. This describes a Unit being given an addition effect.

4-17. Token

4-17-1. Cards treated as Units, Bases, or Resources can be placed on the field from outside the game by various effects. These cards are called tokens.

4-17-2. Tokens have the following rules.

4-17-2-1. A token placed as a Unit, Base, or Resource is affected by rules and effects in the same manner as a real Unit, Base, or Resource.

4-17-2-1-1. A token placed as a Unit can be paired with a Pilot in the same manner as a normal Unit.

4-17-2-2. Tokens are treated as having no color.

4-17-2-3. A token’s Lv and cost are both treated as zero.

4-17-2-4. When a token is placed in any location other than the battle area, resource area, or base section of the shield area, it is removed from the game as a function of rules management.

4-17-2-4-1. The token is momentarily placed in that location before being removed, so trigger conditions such as “when destroyed” and “when returned to your hand” are fulfilled.

4-17-3. EX Base and EX Resource tokens are two tokens that are used at the start of games.

4-17-4. EX Base

4-17-4-1. An EX Base is a Base token with 0 AP and 3 HP.

4-17-4-2. Place it in the base section of the shield area at the start of the game.

4-17-5. EX Resource

4-17-5-1. An EX Resource is a Resource token that can be used temporarily to pay costs.

4-17-5-2. Player Two places one in their resource area at the start of the game.

4-17-5-3. When an EX Resource is used to pay a cost, that EX Resource is removed from the game.

4-18. Counter

4-18-1. During a game, specific counters are placed on and removed from cards.

4-18-1-1. In the Gundam Card Game, counters displaying how much damage a card has received are typically placed on Units and Bases when they receive damage.

4-18-2. When placing counters on a card, place some object on top of the card that shows the number of counters placed, such as chips or a die.

4-18-3. When removing counters from a card, remove the indicated number of counters from the top of the card.

4-19. / (Forward Slash)

4-19-1. The “/” character is sometimes used with traits, among other places. It performs the same function as the conjunction “or” would in those situations.

Ex: If an effect reads “1 (Zeon)/(Neo Zeon) Unit card,” choose either one (Zeon) Unit card or one (Neo Zeon) Unit card.

5. Preparing to Play

5-1. Preparing a Deck, Resource Deck, and Token Cards

5-1-1. Before the game, each player prepares a deck and a resource deck. A deck consists of exactly 50 cards, and a resource deck consists of exactly 10 cards.

5-1-1-1. A deck is constructed with Unit, Pilot, Command, and Base cards.

5-1-1-2. A deck must be constructed entirely using either one or two card colors.

5-1-1-2-1. A deck consisting of all red cards and a deck consisting of cards of two colors, green and white, both qualify as legal decks.

5-1-1-3. Up to four copies of cards with the same card number can be included in a deck.

5-1-1-4. A resource deck is constructed with Resource cards.

5-1-1-5. Any number of Resource cards with the same card number can be

included in a resource deck.

5-1-2. Before the game, each player prepares one EX Base and one EX Resource token.

5-1-2-1. If you intend to use other tokens, make sure to have the necessary token cards at hand.

5-2. Before the Game

5-2-1. Before the game starts, each player follows the steps listed below.

5-2-1-1. Present the deck and resource deck you will use in the game. The deck and resource deck must conform to the rules on deck construction explained in 5-1.

5-2-1-2. Each player thoroughly shuffles their deck. When finished, each player places their deck face down in their deck area.

5-2-1-3. Each player places their resource deck face down in their resource deck area.

5-2-1-4. Both players determine Player One and Player Two using a method such as rock paper scissors. The winner decides who becomes Player One.

5-2-1-5. Each player draws five cards from their deck, which become their starting hand.

5-2-1-6. Then, starting with Player One, each player decides if they will redraw their hand one time according to the rules explained below. Players are not required to redraw if they do not wish to.

5-2-1-6-1. If you decide to redraw, return your entire hand to the bottom of your deck and draw five new cards, which will become your new starting hand. Then, shuffle your deck.

5-2-1-7. After Player One has announced whether or not they will redraw, Player Two may redraw according to the same rules explained in 5-2-1-6-1 above.

5-2-2. Each player takes the top six cards of their deck, one at a time, and places them face down into the shield section of their shield area without looking at them. When doing so, place each card so it overlaps the previous one, starting with the card nearest to you.

5-2-3. Each player places one active EX Base token card into the base section of their shield area.

5-2-4. Player Two places one active EX Resource token card into their resource area.

5-2-5. The game begins with Player One's turn.

6. Game Progression

6-1. Turn Flow

6-1-1. Each turn progresses with the completion of five phases in order: start phase, draw phase, resource phase, main phase, and end phase.

6-1-2. During a game, one of the two players controls game progress as the active player. The active player completes phases in the order described below.

6-1-3. During each phase, if effects are triggered by actions taken that phase, play does not advance to the next phase until all of those effects are resolved.

6-2. Start Phase

6-2-1. The start phase consists of two steps, which are performed in order: active step and start step.

6-2-2. Active Step

6-2-2-1. The active player sets to active all rested cards placed in their battle area, resource area, and the base section of their shield area.

6-2-2-2. All cards are set to active simultaneously during the active step, and in no particular order.

6-2-3. Start Step

6-2-3-1. Effects that specify "at the start of the turn" activate.

6-3. Draw Phase

6-3-1. The active player draws one card from their deck and adds it to their hand.

6-3-1-1. When they draw a card and their deck then has no cards in it, they immediately lose the game.

6-4. Resource Phase

6-4-1. The active player places one Resource card from their resource deck into their resource area face up and active.

6-5. Main Phase

6-5-1. The active player may choose from the following list of actions permitted during the main phase: play a card from their hand, activate an **【Activate·Main】** effect, and attack with a Unit. These actions may be performed in any order as many times as desired within their permissible limits. With the exception of actions performed due to an ability, these actions may only be performed when there are currently no abilities that have been triggered and are awaiting activation.

6-5-2. Playing Cards from the Hand

6-5-2-1. Unit Deployment

6-5-2-1-1. Unit deployment is the act of paying the cost of a Unit card in your hand to play it and deploy it into the battle area. Some abilities can also deploy Units from locations other than the hand.

6-5-2-2. Base Deployment

6-5-2-2-1. Base deployment is the act of paying the cost of a Base card in your hand to play it and deploy it into the base section of the shield area. Some abilities can also deploy Bases from locations other than the hand.

6-5-2-3. Pilot Pairing

6-5-2-3-1. Pilot pairing is the act of paying the cost of a Pilot card in your hand to play it and pair it by placing it beneath a Unit already in the battle area. Some abilities can also pair Pilots from locations other than the hand.

6-5-2-3-2. A Unit paired with a Pilot matching its link conditions is referred to as a Link Unit.

6-5-2-3-3. A Pilot cannot be paired with a Unit that is already paired with another Pilot. As a rule, a Unit can only have at most one pilot paired with it.

6-5-2-3-3-1. You cannot freely remove a paired Pilot from a Unit or exchange it with another Pilot.

6-5-2-3-4. When a Unit paired with a Pilot is destroyed, returned to the hand, or otherwise moved from the battle area to another location, the paired Pilot is moved to the same location as the Unit.

6-5-2-3-5. Some Command cards have Pilot effects. A Command card with this effect can be paired with a Unit as a Pilot by paying its cost to play it during your main phase.

6-5-2-4. Activating Command Cards with **【Main】**

6-5-2-4-1. Activating a Command card with **【Main】** is the act of paying the cost of a Command card in your hand with a **【Main】** effect to play it and activate that effect.

6-5-3. **【Activate·Main】** Activation

6-5-3-1. Activating an **【Activate·Main】** effect is the act of fulfilling the conditions for an **【Activate·Main】** effect on a card and activating it.

(See 11-2-1. 【Activate・Main】)

6-5-4. Attack with a Unit

6-5-4-1. Attack with a Unit by attacking the opposing player or a rested enemy Unit with one of your Units in the battle area. (See 7. Attacking and Battles)

6-5-5. End of the Main Phase

6-5-5-1. In addition to the actions listed above, the active player may declare the end of the main phase during their main phase.

6-5-5-2. When the end of the main phase is declared, the turn immediately enters the end phase.

6-6. End Phase

6-6-1. The end phase consists of four steps, which are performed in order: action step, end step, hand step, and cleanup step.

6-6-2. Action Step

6-6-2-1. Taking turns, starting with the standby player, players can activate 【Action】 Command cards and 【Activate・Action】 effects. (See 8. Action Steps)

6-6-3. End Step

6-6-3-1. Effects that specify “at the end of the turn” activate.

6-6-4. Hand Step

6-6-4-1. If the number of cards in your hand exceeds the upper limit of 10, discard cards of your choosing until you only have 10.

6-6-5. Cleanup Step

6-6-5-1. Effects with the duration limit “during this turn” lose effect. Resolve any triggered effects or the like which activate as a result.

6-6-6. After all of the rules listed above have been dealt with, the turn passes to the opponent.

7. Attacking and Battles

7-1. Using a main phase attack with a Unit, the active player may use one of their Units to attack the opposing player or a rested enemy Unit in the battle area.

7-2. An attack with a Unit consists of five steps, which are performed in order: attack step, block step, action step, damage step, battle end step.

7-3. Attack Step

7-3-1. Select one active Unit in your battle area and rest it, then declare an attack target. The attack target can be either the opposing player or a rested enemy

Unit.

7-3-2. **【When Attacking】** effects on the attacking Unit and “when a unit attacks” effects on other Units and cards are triggered. If multiple effects trigger, they do so simultaneously, and the active player activates their effects in the order they decide, after which the standby player does the same.

7-3-3. If activation of a **【When Attacking】** or “when a unit attacks” effect triggers new effects, give those new effects priority and activate them.

7-3-4. Effects worded “during this battle” gain effect now.

7-3-5. After resolving all effects activated up to this point, continue to the block step.

7-3-5-1. At the end of the attack step, if the attacking Unit or the Unit targeted for attack has been destroyed or otherwise moved to another location due to some event, continue to the battle end step rather than the block step.

7-3-5-2. For **【When Attacking】** effects that include target conditions in their text, such as “when you attack a player” or “when you attack a Unit,” determine whether or not the specified target satisfies those conditions during the attack step. Even if the originally selected target is changed to a different target by another effect, the target after the change does not influence that determination based on the text conditions.

7-4. Block Step

7-4-1. The standby player may activate <Blocker> on one of their active Units in the battle area. When activated, this effect changes the attack target of the attacking Unit to the Unit with <Blocker>.

7-4-2. The <Blocker> effect can be activated only one time in response to each attack.

7-4-3. A Unit originally targeted for attack cannot activate its own <Blocker> effect.

7-4-4. Choosing not to activate a <Blocker> effect is also allowed.

7-4-5. When you have resolved all effects activated during this step, continue to the action step.

7-4-5-1. At the end of the block step, if the attacking Unit or the Unit targeted for attack has been destroyed or otherwise moved to another location due to some event, continue to the battle end step rather than the action step.

7-5. Action Step

7-5-1. Taking turns starting with the standby player, players may activate **【Action】** Command cards and **【Activate·Action】** effects. (See 8. Action Steps)

7-5-2. If both players have declared they are passing, end the action step and continue to damage step.

7-5-2-1. At the end of the action step, if the attacking Unit or the Unit targeted for attack has been destroyed or otherwise moved to another location due to some event, continue to the battle end step rather than the damage step.

7-6. Damage Step

7-6-1. Confirm the attacking Unit's attack target at this point.

7-6-1-1. If the attack target is a player, an attack on a player succeeds.

7-6-1-2. If the attack target is an enemy Unit, an attack on a Unit succeeds.

7-6-2. Attack on a Player

7-6-2-1. After an attack on a player has succeeded, check the opponent's shield area.

7-6-2-2. If there is no Base and not a single Shield in the opponent's shield area, the attacking Unit deals battle damage equal to its AP to the opposing player. A player receiving damage is immediately defeated, and the player who owns the attacking Unit wins the game.

7-6-2-3. If there is a Base in the enemy shield area, the attacking Unit deals an amount of battle damage equal to its AP to the Base targeted for attack.

7-6-2-3-1. Use counters to track damage received. If the Base's HP becomes zero, it is destroyed and placed into the trash.

7-6-2-3-2. If the attacking Unit has <First Strike>, it deals battle damage to the enemy Base before normal battle damage is managed. (See 11-1-5. <First Strike>)

7-6-2-4. If there is a Shield but no Base in the enemy shield area, the attacking Unit deals damage equal to its AP to the top Shield in the shield section of the shield area.

7-6-2-4-1. The Shield receiving damage is destroyed. Place the card into the trash after revealing it. If the revealed card has a **【Burst】** effect, the owner chooses whether or not to activate it.

7-6-2-5. When you have resolved all effects activated during this step, continue to the battle end step.

7-6-3. Attack on a Unit

7-6-3-1. If an attack on a Unit succeeds, conduct a battle between the two Units.

7-6-3-2. The attacking Unit deals damage equal to its AP to the Unit targeted for attack simultaneously as the Unit targeted for attack deals damage equal to its AP to the Attacking Unit.

7-6-3-2-1. Use counters to track damage received. If a Unit's HP becomes zero, it is destroyed and placed into the trash.

7-6-3-2-2. If the attacking Unit has <First Strike>, it deals battle damage to the enemy Unit before normal battle damage is managed. (See 11-1-5. <First Strike>)

7-6-3-2-3. If both battling Units are destroyed, their destruction is treated as happening simultaneously.

7-6-3-3. When you have resolved all effects activated during this step, continue to the battle end step.

7-7. Battle End Step

7-7-1. All effects worded "during this battle" lose effect.

7-7-2. When you have resolved all effects activated during this step, the battle ends, and you return to the main phase. (See 6-5. Main Phase)

8. Action Steps

8-1. An action step occurs after the block step and during the end phase.

8-2. During an action step, taking turns starting with the standby player, players may activate **【Action】** Command cards and **【Activate·Action】** effects.

8-3. The standby player may choose to perform one of the following actions: activate an **【Action】** Command card, activate an **【Activate·Action】** effect, or pass.

8-3-1. Activating an **【Action】** Command card is the act of paying the cost of a Command card in your hand with an **【Action】** effect to play it and activate that effect.

8-3-2. Activating an **【Activate·Action】** effect is the act of fulfilling the conditions for an **【Activate·Action】** effect on a card and activating it.

8-3-3. Pass means doing nothing and letting the right to take an action pass to your opponent.

8-4. Next, the active player may choose one of the following actions: activate an **【Action】** Command card, activate an **【Activate·Action】** effect, or pass.

8-4-1. Unless both players have consecutively declared that they are passing, the right to take an action once again passes back to the standby player.

- 8-4-2. Continue in this manner, standby player → active player → standby player and so on, until both players consecutively declare they are passing.
- 8-5. When both players have consecutively declared they are passing, the action step ends.

9. Effect Activation and Resolution

9-1. Effects

- 9-1-1. An effect consists of a directive and related compensation which originate from the text on a card.
- 9-1-2. Unless the text specifies otherwise, an effect will only affect cards in the battle area. If a location for where to activate the effect is not specified, an effect on a Unit or Base can only be activated while that card is in the battle area.
- 9-1-3. Some effects instruct you to perform them, while others state “you may” perform them. If instructed to perform an effect, perform as much of it as possible. If told “you may” perform an effect, you may also choose not to activate that effect.
- 9-1-4. Effects are divided into five types, depending on their contents and trigger conditions: constant, triggered, activated, command, and substitution.
- 9-1-5. Constant Effects
- 9-1-5-1. A constant effect is an effect that remains constantly active in some form.
- 9-1-5-2. A constant effect will remain active the entire time it is in a location where it activates.
- 9-1-5-3. Some constant effects only activate while certain conditions are fulfilled. As long as they are in a location where they activate and those conditions are fulfilled, they will remain active the entire time.
- 9-1-5-4. Constant effects do not wait to be triggered or activated. They are active from the moment they enter the location where they activate.
- 9-1-5-5. When multiple constant effects are active, they will all overlap.
- 9-1-5-6. When multiple constant effects with conflicting contents are active, effects that state other effects “can’t” have an effect, or otherwise disallow them, take precedence.
- 9-1-5-7. A constant effect with a conditional target is applied the moment a target fulfilling those conditions appears.

9-1-6. Triggered Effects

9-1-6-1. A triggered effect activates automatically when some conditional event occurs during the game. Triggered effects include effects that specify timing, such as **【Deploy】** , **【When Attacking】** , **【Destroyed】** , and **【When Paired】** . They also include effects that include a condition such as “when (some event occurs)” in their text.

9-1-6-1-1. In the absence of a restriction, such as **【Once per Turn】** , the effect activates every time the condition is fulfilled.

9-1-6-2. A triggered effect will not trigger or activate unless its trigger conditions are fulfilled.

9-1-6-3. If multiple events fulfilling a trigger condition occur simultaneously, the effect will only trigger and activate one time.

9-1-6-4. If a card with a triggered effect leaves the location where it is active while that effect is waiting to be activated after it was triggered, the effect still activates.

9-1-6-5. If multiple effects belonging to you trigger, they do so simultaneously, and you resolve them in the order you decide.

9-1-6-6. If multiple effects belonging to both you and your opponent trigger, they do so simultaneously, and the active player resolves their effects in the order they decide, after which the standby player does the same.

9-1-6-7. If a new effect triggers while multiple effects are being resolved, give that new effect priority and resolve it.

9-1-6-8. If multiple effects trigger and a **【Burst】** effect is among them, give that **【Burst】** effect priority over all others and resolve it first.

9-1-7. Activated Effects

9-1-7-1. An activated effect can be freely activated by the player. These include **【Activate·Main】** and **【Activate·Action】** effects.

9-1-7-2. When an activated effect’s timing permits activation, satisfying the actions described before the colon will activate the effect described after the colon.

9-1-7-3. Some activated effects specify the symbol “①” as a condition. When this symbol appears, paying a cost equal to the number printed within the symbol satisfies the condition and allows the effect to be activated.

9-1-7-4. Some activated effects have two or more conditions which appear as “ **【Activate·Action】** (condition 1), (condition 2) : .” In this case, satisfying all of the conditions will activate the effect described following the colon.

9-1-7-5. If an activated effect has neither a colon nor conditions for activating it listed, you can activate it by declaring you are doing so.

9-1-8. Command Effects

9-1-8-1. A command effect activates when it is played during the timing specified on a Command card, which can be either **【Main】** , or **【Action】** , or both.

9-1-8-1-1. If a command effect requires choosing a target, playing that Command card is not possible if that target cannot be chosen.

9-1-9. Substitution Effects

9-1-9-1. When some event would occur, a substitution effect replaces the implementation of that event with another event.

9-1-9-1-1. If an effect reads “(do) B instead of A,” the portion B that occurs due to that capability is a substitution effect.

9-2. Effect Conditions

9-2-1. When certain conditions are required for an effect to activate, it will not activate unless those conditions are fulfilled.

9-2-2. If an effect requires choosing a target, that effect will not activate if the target cannot be chosen.

9-2-3. Even if an effect’s conditions are fulfilled, that effect will not activate if it is restricted by an effect that disallows it.

9-3. Effect Activation Steps

9-3-1. When activating an effect, follow the steps listed below.

9-3-1-1. If conditions are required to activate the effect, they must be fulfilled, otherwise the effect cannot be activated.

9-3-1-2. Declare you are activating the effect. If the effect is on a card in your hand and can be activated at that time, reveal the card.

9-3-1-3. Activate the declared effect.

9-3-1-4. Resolve all events which occur in response to activating the effect.

9-3-2. If the effect you wish to activate is on a Command card, present the card and perform the effect listed on it.

9-3-3. When a Command card is played or a triggered effect is triggered and its effect instructs you to “choose 1 (card or player)” or “choose up to (some number of cards),” those targets are chosen at the point in time when the instructions appear in the effect.

9-3-3-1. If an effect’s target cannot be chosen, that effect does not activate.

9-3-4. If a number to choose is specified, you must choose as many of the indicated

cards or players as possible, up to and including that number.

9-3-5. If the text of an effect does not specifically indicate choosing a card or player and the effect is meant to target a card, the card generating the effect is indicated. If the effect is meant to target a player, the player who owns the card generating the effect is indicated.

9-3-6. When choosing a card from the deck, confirm the top of the deck, then choose the specified card from it.

10. Rules Management

10-1. Rules Management Fundamentals

10-1-1. Rules management is management stipulated within the rules that automatically takes place when a specific event occurs or is occurring during a game.

10-1-2. Immediately resolve rules management the moment an event occurs, regardless of if other actions are being performed.

10-2. Determination of Defeat Management

10-2-1. At the start of rules management, if any player fulfills a condition for defeat, all players fulfilling a condition for defeat are immediately defeated.

10-2-1-1. When any player receives battle damage from a Unit while they have no cards in their shield area, that player fulfills a condition for defeat.

10-2-1-2. When any player has no cards in their deck, that player fulfills a condition for defeat.

10-3. Destruction Management

10-3-1. When the HP of a Unit, Base, or Shield becomes zero less after receiving damage, that Unit, Base, or Shield is destroyed. The destroyed card is placed into the trash.

10-3-1-1. Shields are treated as having 1 HP each.

10-4. Battle Area Excess Management

10-4-1. Units in the battle area are limited to six at most.

10-4-2. If the battle area is at its upper limit when a Unit card is being played or a Unit is being deployed by an effect, choose one Unit already in the battle area and place it into the trash.

10-4-2-1. Units placed into the trash due to this management are not considered to be destroyed.

10-4-2-2. When multiple Units are deployed simultaneously, place an equal number of Units already in the battle area into the trash.

10-5. Managing Shield Area Base Section Excess

10-5-1. The base section of the shield area is limited to one Base at most.

10-5-2. If the base section of the shield area is full when a new Base card is played or a new Base is deployed by some effect, choose one Base already in the base section of the shield area and place it into the trash.

10-5-2-1. Bases placed into the trash due to this management are not considered to be destroyed.

11. Keyword Effects and Keywords

11-1. Keyword Effects

11-1-1. <Repair>

11-1-1-1. <Repair> is a keyword effect that recovers HP on that Unit at the end of your turn.

11-1-1-2. <Repair (amount)> indicates that the Unit recovers (amount) of HP at the end of your turn.

11-1-1-3. The <Repair> effect does not activate unless damage has been received.

11-1-1-4. If a Unit with <Repair> is given a new copy of <Repair> by some effect, rather than gaining multiple copies, the amount from the new copy of <Repair> is added to the original.

Ex: If a Unit with <Repair 1> is given <Repair 2>, the <Repair> effect on that Unit becomes <Repair 3>.

11-1-2. <Breach>

11-1-2-1. <Breach> is a keyword effect that deals damage to the enemy's shield area when the Unit with <Breach> destroys an enemy Unit with battle damage. It only activates during your turn.

11-1-2-2. <Breach (amount)> indicates that when this Unit's attack destroys an enemy Unit with battle damage during your turn, <Breach> deals (amount) damage to the shield area of the opponent who owns the destroyed Unit.

11-1-2-3. Dealing damage to the shield area deals that damage to the enemy Base if there is one. Otherwise, it deals that damage to the enemy's topmost Shield.

11-1-2-4. It activates even when both Units are destroyed in battle.

11-1-2-5. If there is neither a Base nor Shields in the enemy's shield area, the <Breach> effect does not activate.

11-1-2-6. If a Unit with <Breach> is given a new copy of <Breach> by some effect, rather than gaining multiple copies, the amount from the new copy of <Breach> is added to the original.

Ex: If a Unit with <Breach 1> is given <Breach 2>, the <Breach> effect on that Unit becomes <Breach 3>.

11-1-3. <Support>

11-1-3-1. <Support> is a keyword effect that gives AP to another friendly Unit during the turn when the Unit with <Support> is rested. This effect can only be activated during your main phase.

11-1-3-2. <Support (amount)> indicates that you choose one other friendly Unit and it gets AP+(amount) during that turn.

11-1-3-3. If a Unit with <Support> is given a new copy of <Support> by some effect, rather than gaining multiple copies, the amount from the new copy of <Support> is added to the original.

Ex: If a Unit with <Support 1> is given <Support 2>, the <Support> effect on that Unit becomes <Support 3>.

11-1-4. <Blocker>

11-1-4-1. <Blocker> is a keyword effect that can change the attack target to the Unit with <Blocker> when you declare a block and rest that Unit.

11-1-4-2. Multiple copies of <Blocker> cannot be given to the same Unit.

11-1-5. <First Strike>

11-1-5-1. <First Strike> is a keyword effect that deals damage before the enemy does when the attacking Unit battles.

11-1-5-2. Dealing damage before the enemy means battle damage is dealt before normal management occurs during the damage step (7-6). If the enemy Unit or Base is destroyed by this battle damage, battle damage from the enemy's AP is not received.

11-1-5-3. If the enemy Unit or Base is destroyed by damage dealt by <First Strike> before normal damage management, continue to the battle end step (7-7) after resolving all effects activated by battle damage and the resulting destruction.

11-1-5-4. Multiple copies of <First Strike> cannot be given to the same Unit.

11-1-6. <High-Maneuver>

11-1-6-1. <High-Maneuver> is a keyword effect that prevents the <Blocker> effect on enemy Units from activating while the Unit with <High-Maneuver> is attacking.

11-1-6-2. Multiple copies of <High-Maneuver> cannot be given to the same Unit.

11-2. Keywords

11-2-1. 【Activate·Main】

11-2-1-1. 【Activate·Main】 is the keyword for an activated effect that can only be activated during your main phase. Fulfilling conditional actions proceeding the colon activates the effect that follows it.

11-2-1-1-1. An 【Activate·Main】 effect cannot be activated while a Unit is attacking.

11-2-1-2. “【Activate·Main】 (condition) : (text)” means you may fulfill the condition (condition) during your main phase. If you do, perform (text).

11-2-1-3. If an 【Activate·Main】 effect has neither a colon nor conditions listed for activation, you can activate it by declaring you are doing so.

11-2-2. 【Activate·Action】

11-2-2-1. 【Activate·Action】 is the keyword for an activated effect that can only be activated during activation steps. Fulfilling conditional actions proceeding the colon activates the effect that follows it.

11-2-2-1-1. An action step occurs after the block step of a Unit attack and during the end phase.

11-2-2-2. “【Activate·Action】 (condition) : (text)” means you may fulfill the condition (condition) during an action step. If you do, perform (text).

11-2-2-3. If an 【Activate·Action】 effect has neither a colon nor conditions listed for activation, you can activate it by declaring you are doing so.

11-2-3. 【Main】

11-2-3-1. 【Main】 is a keyword for a command effect on a Command card.

11-2-3-2. 【Main】 means this card can be played from your hand during your main phase.

11-2-4. 【Action】

11-2-4-1. 【Action】 is a keyword for a command effect on a Command card.

11-2-4-2. 【Action】 means this card can be played from your hand during an action step.

11-2-4-2-1. Action steps occur after the block step of a Unit attack and during the end phase.

11-2-4-2-2. Cards cannot be paired as Pilots during an action step.

11-2-5. 【Burst】

11-2-5-1. **【Burst】** is the keyword for a triggered effect that triggers when the card is revealed after being destroyed by damage or an effect or such while it is acting as a Shield.

11-2-5-2. “ **【Burst】** (text)” means when this card is acting as a Shield and is revealed after being destroyed, you may activate the following effect. If you do, perform (text).

11-2-5-3. You can also choose not to activate the **【Burst】** effect. In that case, the card is placed into the trash.

11-2-6. **【Deploy】**

11-2-6-1. **【Deploy】** is the keyword for a triggered effect that triggers when that Unit or Base is first placed into the battle area.

11-2-6-2. “ **【Deploy】** (text)” means when this card is deployed, perform (text).

11-2-7. **【Attack】**

11-2-7-1. **【Attack】** is the keyword for a triggered effect that triggers when that Unit declares an attack.

11-2-7-2. “ **【Attack】** (text)” means when this Unit attacks, perform (text).

11-2-8. **【Destroyed】**

11-2-8-1. **【Destroyed】** is the keyword for a triggered effect that triggers when that Unit or Base is destroyed and placed from the battle area or shield area into the trash.

11-2-8-2. “ **【Destroyed】** (text) means when this Unit or Base is destroyed and placed into the trash, perform (text).

11-2-8-3. A triggered effect activated by **【Destroyed】** activates from the trash as an effect on the Unit or Base that was destroyed.

11-2-8-3-1. If there is text referring to the state of that Unit or Base, refer to its state while it was in its last location prior to being destroyed and placed into the trash.

11-2-9. **【When Paired】**

11-2-9-1. **【When Paired】** is the keyword for a triggered effect that triggers when a Pilot is paired with that Unit.

11-2-9-2. **【When Paired】** appears as “ **【When Paired·(qualifications) Pilot】** (text).” This means when a Pilot fulfilling the (qualifications) is paired with this Unit, perform (text).

11-2-10. **【During Pair】**

11-2-10-1. **【During Pair】** is the keyword for a constant effect that is

continuously active while a Pilot is paired with that Unit.

11-2-10-2. **【During Pair】** appears as “ **【During Pair·(qualifications) Pilot】** (text).” This means while a Pilot fulfilling the (qualifications) is paired with this Unit, perform (text).

11-2-11. **【Pilot】**

11-2-11-1. **【Pilot】** is the keyword for Pilot qualifications which typically appear following **【When Paired】** or **【During Pair】** keywords.

11-2-11-2. If it appears as **【(qualifications) Pilot】** , it will fulfill the **【When Paired】** or **【During Pair】** condition if the Pilot fulfills those (qualifications).

11-2-11-3. If it appears as **【Pilot】** without (qualifications), any Pilot will fulfill the condition when paired.

11-2-12. **【Once per Turn】**

11-2-12-1. **【Once per Turn】** is the keyword indicating that that effect can only be activated one time during that turn.

11-2-12-2. If multiple Units or Bases have a copy of the same effect with **【Once per Turn】** , each Unit or Base can activate it one time.