PLANETBORNE

THE CARD GAME GUIDE

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THE GAME

In Planetborne, you are the head of a galactic alliance charged with protecting the planets in your region from attack. Using a team of three defenders, you must defeat your opposing player and keep your homeworld safe.
To aid you in your battle, you can draw cards from a mining deck that make available to you resources and utilities from your planet. Each homeworld also has unique specials and starting parameters that can affect your playing style, so choose wisely.

Each player only takes ***one action*** during their turn, unless otherwise specified. These actions include:

Mining (drawing) from the mining pile
Picking up a resource from the resource pile
Attaching a resource from your hand to your defender
Flipping one of your defenders
Playing a utility from your hand
Attacking your opponent

All cards start face down in their zones (see inside of this sheet) and the match begins when all players flip their cards face up to reveal them. The players then proceed to take turns picking up and attaching resources, drawing cards, playing utilities and attacking their opponent's defenders until a planet takes damage, or only one team of defenders remains.

TYPES OF CARDS

DEFENDER

PLANET

MINING PILE

RESOURCES

Standard
Counts as 1 resource towards resource cost.

Double
Counts as 2 resources towards resource cost.

+1 Action
Counts as 1 resource towards resource cost and player gets one extra action this turn.

UTILITIES

Standard
Attached to one defender and is discarded after use.

Planetary
Attached to the home planet and can be used by any defender. It is discarded after use.

Sidekick
Attached to one defender and is only discarded when it is attacked (for any amount) by opponent.

CARD ZONE LAYOUT

(YOUR HALF OF THE BATTLEFIELD - GAME IN PROGRESS)

Utilities FAQ

This utility decreases an incoming attack by 1 damage. Like all standard and planetary utilities, it is discarded after it has been used once.

This utility allows you to redirect an opponent's attack to one of your other defenders. If there are no other defenders alive or flipped face up during the attack, the damage is blocked.

If your opponent has a resource attached to their defender that would allow you to attack this turn, play this card to use that resource as your own and attack. It does not remove or exhaust your opponent's resource.

If you only need one more resource to attack, play this card to reduce an attack's resource cost by 1, and attack this turn.

This utility allows you to break through any +1 armor in play during attack. That armor is discarded.

This utility allows you to send one of your opponent's resources back to their resource pile, and take another action this turn.

Notes:

Once attached to a defender, a standard utility must be used the first turn it can be. A planetary utility can be used on any turn.

You may only attach one standard utility and one sidekick to a defender at a time. You may put in play as many planetaries at a time as you want.

GAMEPLAY BREAKDOWN & RULES

Before the game begins, each player chooses an alliance; in this starter pack, you have the choice of either Cobalt or Saffron. *Note: You cannot play defenders of the same alliance against one another.*
Then, each player will choose one of that alliance's planets to protect, and three of its defenders to fight with.
These chosen cards are put in their respective zones (see left) face down at the beginning of the match.
The match begins with both players flipping their planets and defenders face up, and assigning themselves cards from their alliance's mining pile based on their home planet's starting parameters:

# of standard resources pulled from your mining pile that start in your resource pile

# of cards from the mining pile that you start with in your hand.

After both players shuffle their alliance's mining pile thoroughly and place them into their respective zones (see left), the first move can be taken. The player with the higher number of cards in their hand is **player one** and goes first (If a tie, decide by any means). They have the choice to assign a resource to a defender, mine their planet (draw a card), pick up a resource from the resource pile, play a utility from their hand, or flip their defender. **You may only hold 7 cards in your hand at one time.** *Note: When a defender is face down, it can't attack and can't be targeted for attack. In this state, it also can't receive resources or utilities, or serve as a protector of your planet.*

Once player one has performed **one action,** player two draws a free card for going second (on this turn only) and then proceeds with their **one action.** Both players will then quickly trade off picking up resources, mining, playing utilities and resources, flipping their defenders and attacking one action at a time until only one team of defenders is left and/or the opposing team's homeplanet is attacked. *Note: If all of one team's defenders are flipped over and the planet they are protecting is attacked, the game is over.*

To add more players, we recommend having an even amount on each side (2v2, 3v3) though it is possible to play withouth this balance. Simply assign the same number of defenders (recommended 2-6) to each alliance, and divide those defenders up between each player on the alliance's team (for example, each player controls 2 defenders). You can also choose to use more than one planet and simply act as allies to one another, working independently. In either case play functions normally, jumping back and forth between alliances, but trading off who is performing an action. *Note: Any action or attack denoting "your next turn" is in reference to your alliance's next turn, not to you as an individual.*

ATTACKING & HEALTH

Attacking is its own action. If you use your one action that turn to attach a resource, you can't attack until the next turn. When you use an attack, exhaust the number of resources equal to the **resource cost** and return them to your resource pile (below your planet). These can be picked back up one at a time as an action.

Every defender starts with 8 health points. When your defender is dealt damage, for every damage point received, rotate the card 45° clockwise. When your defender's card has taken 8 hit points and has rotated all the way around to the upright position (360°), that defender is dead. After a defender dies, its resources are returned to the resource pile and any utilities attached are discarded.

8 HEALTH

7 HEALTH

6 HEALTH

5 HEALTH

4 HEALTH

3 HEALTH

2 HEALTH

1 HEALTH