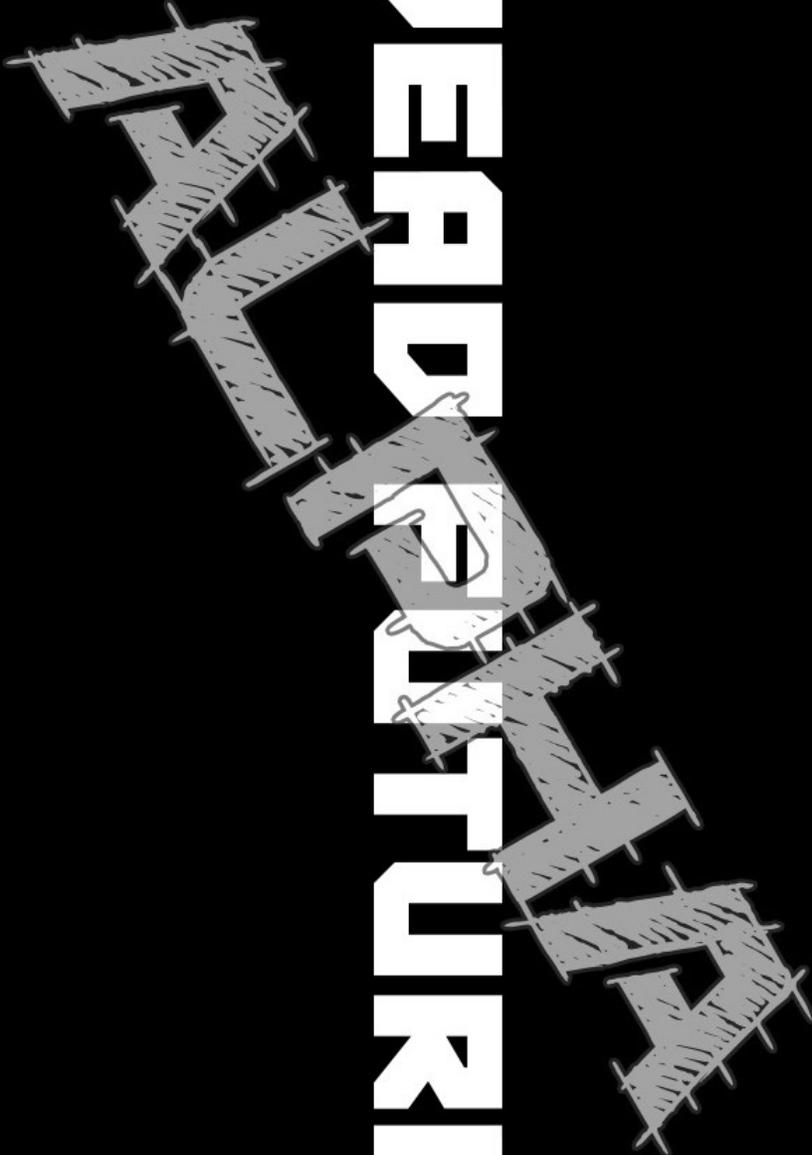


**DEPT
OF
STRUCTURE**



Introduction

An apocalyptic battle royale for 2 players.

Objective

Take the role of a faction leader in a war to determine the future of mankind. Utilize your army to crush your opponent's base, reducing its health to zero to gain the victory for your faction!

Setup

Use any means you desire to select the first player.

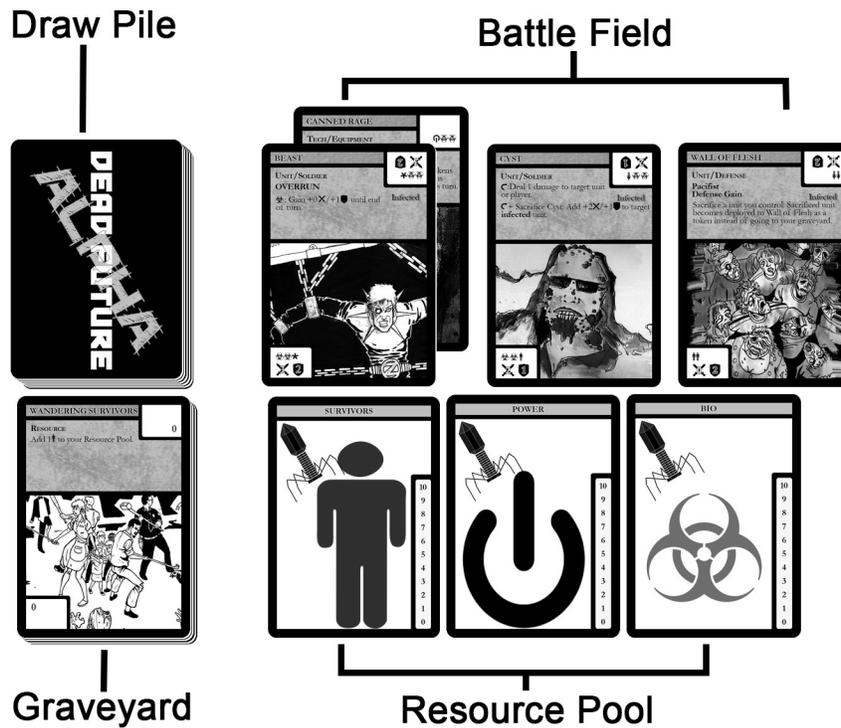
Each player chooses a pre-assembled faction deck. Remove the 3 resource counter cards and place them in front of you. Shuffle the remaining cards and then draw 5 cards to form your first hand.

A player may decide to take a mulligan on their setup draw. Simply shuffle in any number of cards from the draw back into the deck, then draw that number of cards again. This may only be done once.

In a standard game, each player starts with 20 Base Health and no resources.

Play Area

All cards in the Play Area may be affected by abilities even if they are not active.



Your Hand

Your hand can consist of up to 5 cards that are held and are eligible for deployment. If at the end of your turn you have more than 5 cards you must discard down to 5.

Gameplay

The ABSOLUTE Rule:

The CARDS are the RULES. Cards in play can change the rules of the game, and what they say goes.

So consider this a book of guidelines.

Every round the roll of attacker will transfer to the next player.

Each round contains 5 phases. Below are the phases of a round and the actions the attacker may take in each phase.

1. Regroup

- Ready your cards
- Add two (2) resources of your choice to your resource pool. You cannot add two (2) of the same resources in the same round.
- All units of both players return to full health.

2. Draw

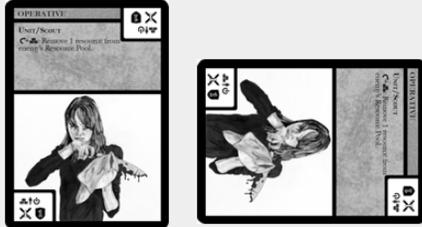
- This Phase is always skipped during the first round.
- Draw a card

3. Deploy

- Deploy Units, Technology, or Tactics
- Equip or Unequip Technology
- Use Abilities

Note: There is no limit to the number of actions you can take in the Deploy phase as long as you can pay the associated cost!

Ready VS. Utilized



Ready **Utilized**

- Ready cards are eligible to attack, block, or be utilized to perform other actions.
- Utilized cards are “spent” and can not block, or attack.

(Note: Utilized cards may still activate abilities that do not require them to utilize.)

Deploying Cards and Using Abilities:

- State your intent
- Pay the cost
- Allow a chance for Tactics to be played.

Equipping/Unequipping Technology

- Utilize the technology and target card.
- Place technology with target card to equip./Separate the two cards to unequip.

4. Battle

The Battle phase is made up of several steps.

- 4.1. Attack: Attacker assigns units to attack the Defender.
- 4.2. Defend: Defender assigns units to block attacking units.
- 4.3. Tactics: Attacker and Defender may pay Tactics or use Abilities
- 4.4. Battle Resolution: Determine damage to units and players

For more details, see the Battle Details Section.



5. Deploy and Retreat

- Deploy Units, Technology, or Tactics
- Equip or Unequip Technology
- Use Abilities

Battle Details

Battle will be the most common way you can do damage to units and players. An attacker has the option to initiate battle once per round. The results of the battle are considered to happen all at once, at the end of the phase.

Below you can find details on how each of the steps of battle are performed.

4.1 Attack:

- The attacker announces the attack and utilizes the attacking Units or Technology.
- Attackers can not be withdrawn from battle once designated.
- Currently active abilities that affect attackers are now applied.

Attackers attack the opponent base, not the individual cards!

4.2 Defend:

- The defender assigns Units or Technology to block attackers.
 - Only ready units may block.
 - A blocker may not block more than one attacker.
 - More than one blocker may block the same attacker.
 - Blockers can not be withdrawn once designated
- Currently active abilities that affect blockers are now applied

By assigning blockers you will prevent damage from being done to your base!

If more than one blocker blocks an attacker note which unit will block first, second, and so on. This is called the **Blocking Order**.

4.3 Tactics:

Tactics and actions may be played in this step. All actions taken will resolve before the Battle Resolution step.

4.4 Battle Resolution:

Calculate Damage

- Unblocked attacking units will damage the defender's base.
- Blocked attacking units will only deal damage to the blocking card. No damage will be applied to defender's base.

Skirmishes

When attackers are blocked, a skirmish ensues.

To determine damage:

- The attack values of each unit will be subtracted from the defense values of its opposing unit.
- Units will deal damage to each other simultaneously.
- Any units that die in battle go to it's General's graveyard.

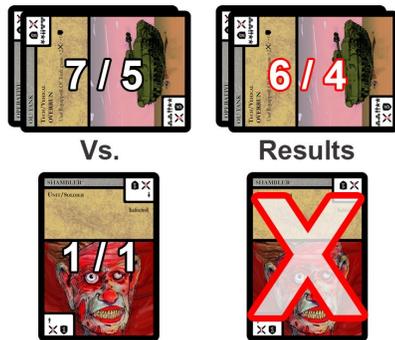
If there are multiple blockers the attacker will fight each blocker in succession of blocking order.

If the attack value of the attacking unit is higher than the defense value of the first defending unit, the remaining attack value will be applied to the defense value of the second defending unit.

This will continue until enough damage has been dealt to the attacker that he dies, all defenders have been defeated, or the attacker and all defenders have exhausted their attack values.

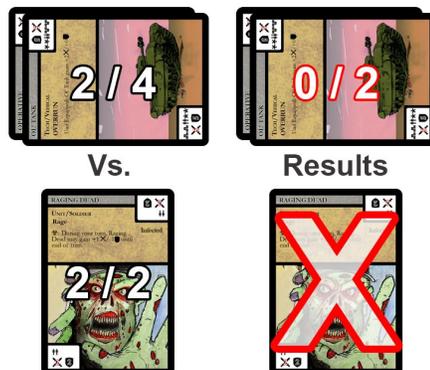
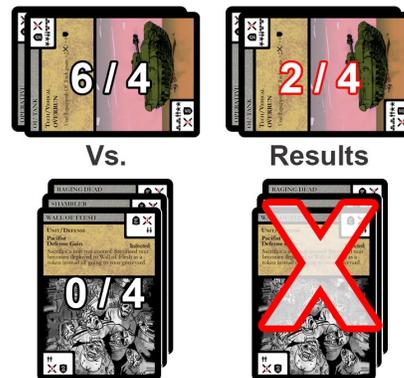
Example of a skirmish with multiple blockers:

Amy attacks John with Ol' Tank, which is equipped with a unit, making it a 7/5 unit with Overrun! If a normal attacker is blocked even by one unit, the defender would not take any damage. But a unit with Overrun can deal damage to a player even after it has been blocked! John must block all damage with units to prevent damage to himself. To do this, John decides to block with three units in the following order: Shambler (1/1); Wall of Flesh with 2 tokens (0/4); Raging Dead (2/2).



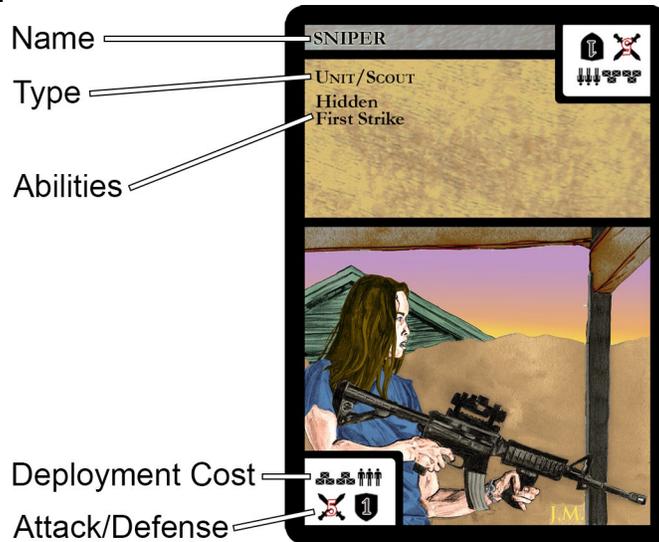
Ol' Tank will now battle each unit in the blocking order John has chosen. John's Shambler dies first taking one damage, and dealing one damage to Ol' Tank. Ol' Tank now has the effectiveness of a 6/4 unit.

Next, Ol' Tank will deal 4 damage to John's Wall of Flesh, which will kill it. Ol' Tank does not take any damage as Wall of Flesh has no attacking value. Ol' Tank now has the effectiveness of a 2/4 unit.



Finally Ol' Tank will encounter Raging Dead. Raging Dead takes 2 damage, and dies. Ol' Tank will take 2 damage from Raging Dead. Ol' Tank will not die, however as all of Ol' Tank's attack was absorbed by John's units he will not take damage.

Cards



Attack is how much damage a card can do while in battle.

Attack



Defense

Defense represents a card's life. If it is reduced to 0 at any time, the card is retired to the graveyard.

Deployment Cost:



Survivor

Indicates the type and number of each type of resources that must be paid to deploy the card. The total deployment cost is calculated by totaling the number of each symbol in the Stats Area. If there is an * symbol in the cost, you may spend any type of resource to pay that cost.



Bio



Power



Any



Supplies

Abilities

There are 3 types of abilities, each with it's own rules. Effects from abilities are considered permanent unless otherwise noted on the card. Effects from abilities always stack.

Permanent Abilities:

These abilities do not need to be activated and do not have an activation cost. They become active as soon as the card is deployed and remain active until the card is removed from the Battlefield.

Overrun
Disguise
Motavator
First Strike



Necromender's abilities are activated abilities as they require you to pay a cost to activate them.

Activated Abilities:

These abilities require a cost to perform, which is notated before the ability description. Activating an ability follows the same rules for deploying a card. The same ability may be activated multiple times in the same turn as long as its cost can be paid. Units with activated abilities may not use them on the turn it was deployed, however Technology does not have this restriction. Activated abilities can only be used during the Tactics Step in battle.

Conditional Abilities:

Abilities that activate as soon as a specific condition is met. The effects of a conditional ability **MUST** be resolved unless the text for the ability includes the word "may". The condition that must be met will be listed in front of the ability.



Canned Rage's abilities are triggered when other events happen during play, therefore they are Conditional Abilities.

Card Types

Each card type has its own features and can be played and utilized in different ways.

Units

Your army's soldiers.

Deployment: Deployed to battlefield in ready position

Retired to Graveyard: If defense is reduced to 0 at any time.

NOTE: Units may not attack or activate any ability on the round that they are deployed.



Technology

These are support cards. A technology's subtype determines its deployment.

Deployment: See subtype for details

Retired to Graveyard: See subtype for details

NOTE: ALL technology may attack and activate abilities immediately.



Equipment:

Technology that enhances units.

Deployment: Battlefield in the ready position.

Retired to Graveyard: If unit it is attached to is retired to graveyard for any reason.

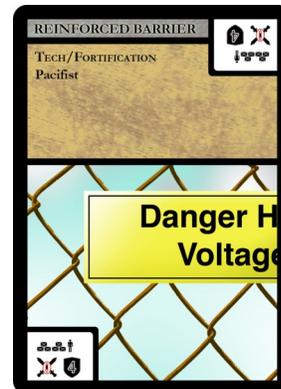
Fortifications:

Technology that can be used to block attacks.

Deployment: Battlefield in the ready position.

Retired to Graveyard: If defense is reduced to 0 at any time.

NOTE: Fortifications may block attackers, but may not attack.





Upgrades

Equipment that enhances a Technology

Deployment: Target technology

Retired to Graveyard: If technology it is attached to is retired to graveyard for any reason.

NOTE: Upgrades cannot be unequipped.

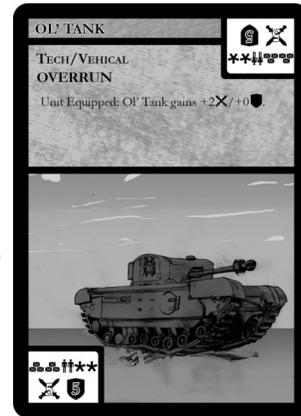
Vehicles

Mobile Technology

Deployment: Battlefield in the ready position

Retired to Graveyard: If defense is reduced to 0 at any time.

NOTE: Vehicles may be equipped with a unit, but it is not required. If units are equipped and the vehicle is retired to the graveyard for any reason, the equipped units are also retired to the graveyard.



Resources

One use cards that add the specified resource to your Resource Pool.

Deployment: Show to opponents

Retired to Graveyard: Immediately after deployment

Tactics

One use cards that have a wide range of abilities.

Deployment: Show to opponents

Retired to Graveyard: Immediately after deployment.

NOTE: Tactics may be played at any time during normal play. During battle, however, a specific step is set aside for tactics and actions.



Permanent Abilities Glossary

Crippled:	Card's Attack is reduced to 0 and may not attack.
Defense Gain:	+0/+1 for every token deployed to card.
Disguise:	Unblockable by any player with 2 or more survivors in their resource pool.
Equipment Assist:	Your units may equip technology without having to utilize.
First Strike:	A card with First Strike deals its damage before taking damage from another unit.
Generator:	During owner's Regroup Phase, +1 Power to owner's resource pool.
Hidden:	Card can't be targeted unless utilized.
Hunger:	Card must kill an enemy unit, have a friendly unit sacrificed to it, or deal 5 damage directly to its owner each round in which its owner is the attacker.
Leadership:	Your units gain +1/+1 while deployed
Motivator:	Your units gain +1/+0 while deployed
Mounting Aggression:	+1/+0 for every token deployed to card.
Overrun:	Any damage left after defeating blockers may be applied to defender's base.
Pacifist:	Card may not attack
Rage:	Card must attack during it's owner's attack phase if it is able.
Rampage:	+5/+0, card must attack during its owner's attack phase.
Resurrect:	Return target card from graveyard to battlefield utilized.
Tech Savvy:	Card may equip technology without being utilized.
Unblockable:	This card can't be blocked.