

DRAKERION

QUICKSTART RULES

V1.1 - BETA

Welcome to Drakerion: The playing and trading card game.
In this game, play one of the five factions, use its tactics and strategy to defeat your opponent and lead your troops to victory!

The Starter decks contain everything you need to play your first game.

In a few weeks, the complete rulebook will be available on the Drakerion official website (<https://drakerion.com/>).

Winning and losing

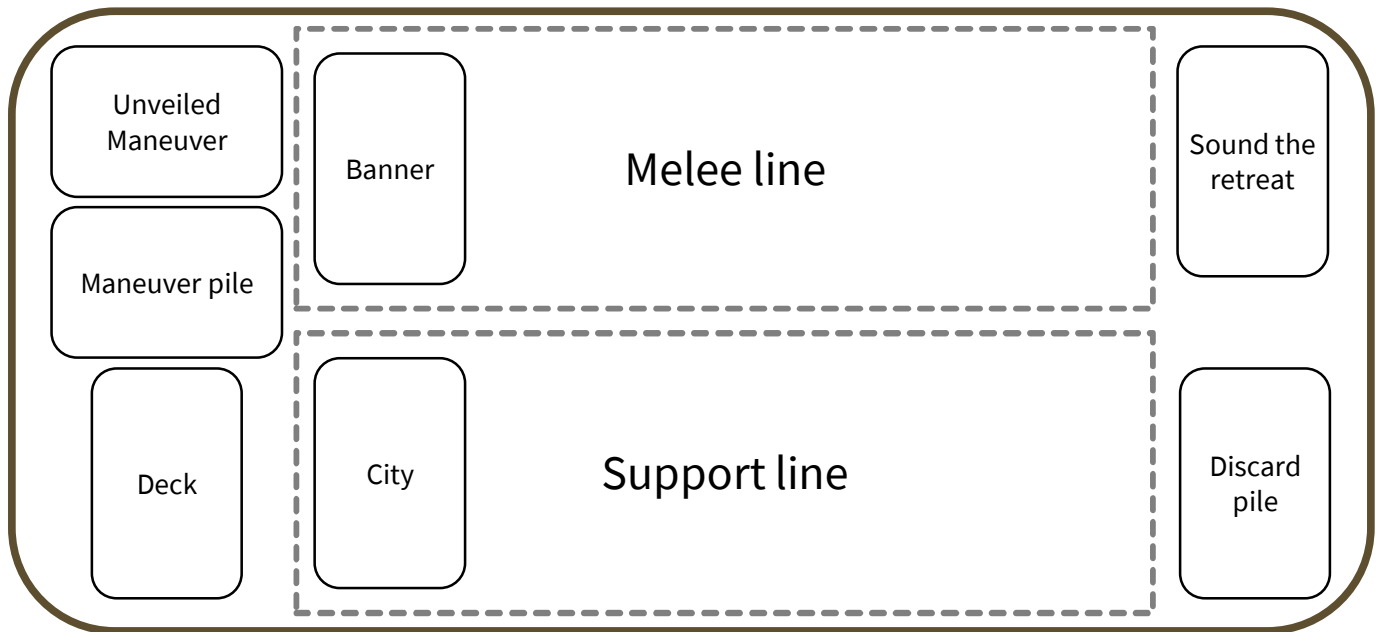
There are two ways a player can win the game:

- If at any point of the game a player has no Character left on the battlefield, they lose the game and their opponent wins the game.
- If a player has 20 prestige points or more, they win the game. Players will accumulate prestige mainly by destroying opposing Characters: The more powerful a Character is, the more prestige their opponent will gain when they are destroyed.



Setting up the game

Players place their deck, Banner, City, “Sound the retreat” cards and their Maneuver pile in their respective areas.



After that, players perform the following steps in order:

1. Determine the first player: The player with the highest initiative value on their Banner chooses who goes first. In case of a tie, choose randomly.
2. Starting with the first player, each player searches their deck for the cards indicated on the **Setup** of their Banner and puts them onto the battlefield on any of their two lines. The second player then does the same.
3. After shuffling their decks, each player draws six cards. Each player may take a single “Mulligan” by putting any number of cards in their hand on the bottom of their deck, drawing the same amount of cards, then shuffling their deck.

The game may now begin.

Note : during setup, Characters are considered as if they had no abilities.

Turn Phases

A turn is divided into the following three phases:

1. Maneuver Phase

The Maneuver Phase is performed by following these steps:

- a. Each player looks at all the cards in their Maneuver pile and chooses one.
- b. When both players have made their choice, they unveil their Maneuvers simultaneously, covering previously unveiled Maneuvers (if any).
- c. Each player gains gold and draws cards, as indicated on their Maneuver, at the same time.
- d. Starting with the first player, players may activate their **Deployment** ability if any.



2. Action Phase

During this Phase, players alternate taking an action starting with the first player.

A player must take an action among the listed below:

- Play a card from their hand by paying its gold cost
- Activate an ability of the **Action** type
- Declare an attack (see the Combat Structure below)
- Pass
- Activate 'Sound the retreat' (pass definitively)

When all players have passed in a row, the Action Phase ends.



3. End of turn

Some abilities may be activated at the end of the turn.

Players ready their cards and a new turn begins.

Note :

- *Unspent gold is kept by players at the end of the turn.*
- *If at any time during the game a player has no Character left on their melee line, they put all their Characters from their support line onto their melee line.*
- *If a new turn starts and no player has activated 'Sound the retreat' on the previous turn, the last player to have 'passed' during the last turn is the first player on that turn.*

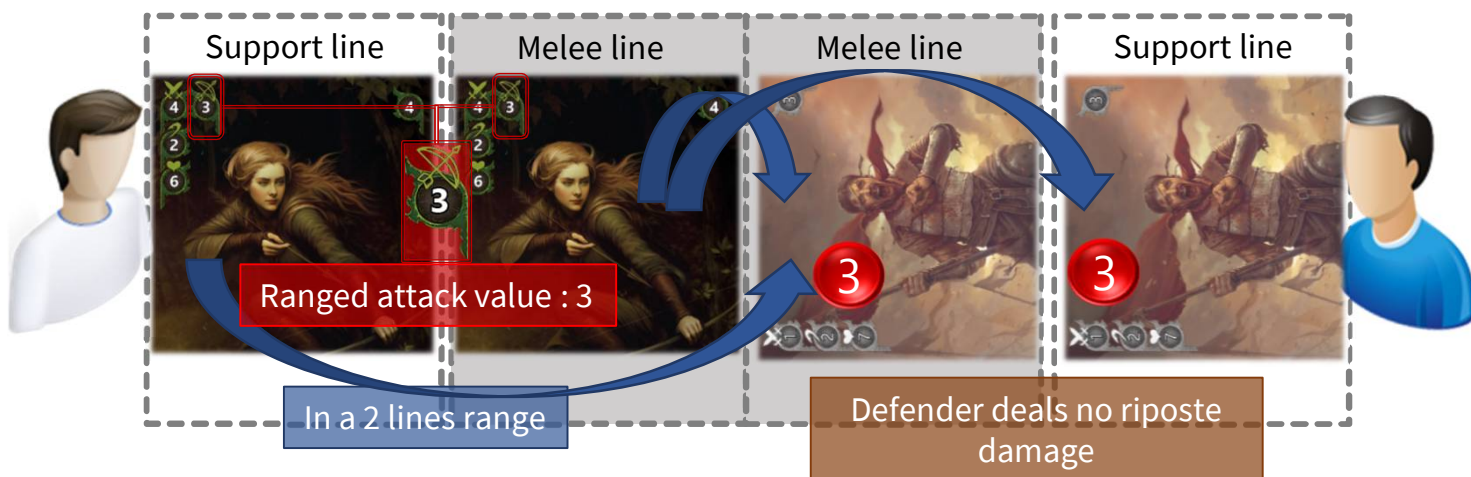
Combat Structure

Melee attack



Ranged attack

Some Characters may declare a ranged attack rather than a melee attack. The rules are the same as for melee attacks except:



Note:

- Characters may attack the turn they come onto the battlefield.
- Damage is permanent and remains on Characters until they are healed or leave the battlefield.
- Damage is dealt at the same time.
- Reducing the melee attack does not reduce the ranged attack, and vice versa.
- At the end of the combat, the players resume to the Action Phase. The defending player is then the first to perform an action.
- A Character on a melee line with a ranged icon may either attack in a ranged attack or a melee attack.

Cards Anatomy

Banners

The Banner defines the faction (color) a player chooses. Players may only include cards in their deck and Maneuver pile from that faction or unaffiliated cards.

Cities

Cities are considered to have this ability by default:
Action: Commit this card and put a card from your hand on the bottom of your deck ; draw a card.



Initiative: Used in the setup phase to determine the first player for the first turn. Only Banners cards have it.

Traits: Flavorful features that may be used by cards' abilities referring to them. If a card has several traits, it is affected by all abilities concerning any of them.



Sound the retreat (pass definitively)

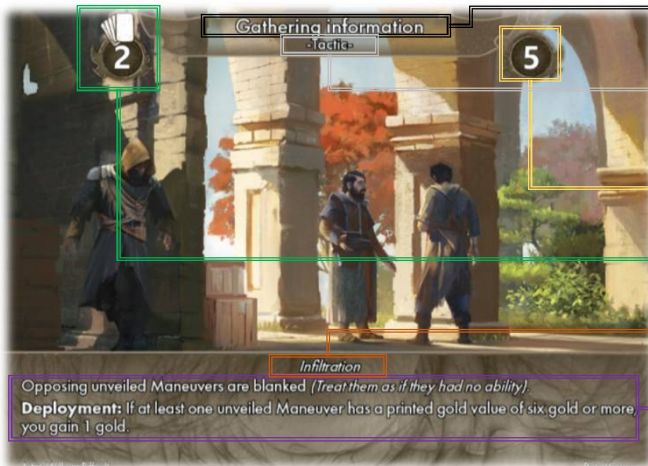
Once a player has activated their 'Sound the retreat':

- They pass all their actions until the end of turn. In return, they choose a player to be the first player next turn.
- They pass all their actions in combat so they can't activate the **Interceptor** ability for example.
- They still may activate abilities **Reaction**, **Destruction** and **Deployment**.

Cards Anatomy

Maneuvers

Maneuvers' abilities are active while they are unveiled and inactive while covered. When a player should unveil a Maneuver and their Maneuver pile is empty, they put all their Maneuvers in their Maneuver pile and then unveil a Maneuver.



Name of the card

Sub-Type: Maneuvers have two subtypes which are Supply or Tactic.

Gold value: The amount of gold provided.

Draw value: The amount of cards drawn.

Traits

Abilities

Characters

When a Character is played or put onto the battlefield, their controller puts them either on their melee line or on their support line.

Melee attack:
The amount of damage that Character deals while attacking in a Melee attack.

Ranged attack:
The amount of damage that Character deals while attacking in a Ranged attack.

Riposte: The amount of damage that Character deals while defending in a Melee attack.

Health Points: The amount of damage needed to destroy that Character.

Abilities



Gold cost: The gold cost to play a card.

Prestige: The amount of prestige your opponent may gain when that Character is destroyed.

Name of the card

Subheading

Named Characters: Some Characters have a “Subheading”. They are called named Characters. A player cannot control more than a copy of any given named Character with the same name at a time.

Named Characters in hand are considered to have this ability by default:

Combat: Discard this card from your hand and target one of your Characters with the same name as this card ; this combat, target gains 1 Shield or +1 or +1.

Cards Anatomy

Events

Whenever a player plays an Event, the card's ability is activated and it is then put in its owner's discard pile.

- If an Event is played during an Action Phase, the player who played it must activate one, and only one, of its **Action** abilities.
- If an Event is played during a Combat Phase, the player who played it must activate one, and only one, of its **Combat** abilities.

Attachments

When a player plays an Attachment, they attach it face up to any Character on the battlefield. Attachments stay on the battlefield until an ability destroys them or the Character they are attached to leaves the battlefield.

There is no limit to the number of Attachments a Character can have.



Abilities

By default, a card's ability may be activated by their controller if it is on the battlefield. All abilities are facultative unless preceded by the word "**Forced**".

There are four types of abilities:

- **Action:** Can only be activated during the Action Phase, outside of combat. It uses an action.
- **Combat:** Can only be activated during a combat. It uses an action.
- **Reaction:** This type of ability may only be activated specifically when the writing states they may be. It does not count as an action.
- **Static:** A static ability is a mandatory ability that continually affects the game as long as the card with that ability is in play. Some static abilities have a condition to be active. In that case, as long as the condition stated is met, the static ability is on. Static abilities do not use an action.

If multiple abilities can be activated at the time, the player who initiates the action (for example, the attacking player) activates all their abilities in any order. The opponent does the same.

Abilities - Glossary

Action: A card with this ability may be activated by their controller during the Action Phase, outside a combat.

***Action** is both an ability and a type of ability.*

Combat: A card with this ability may be activated by their controller during a combat.

***Combat** is both an ability and a type of ability.*

Deployment: Reaction type ability. When a card with this ability comes into play, their controller may activate its **Deployment** ability.

Destruction: Reaction type ability. If the card with that ability is destroyed their controller may activate its **Destruction** ability.

Discard pile action: Action type ability. A card with this ability may be activated by their controller, if it is in their discard pile, during the Action Phase outside a combat.

Reaction: Some card abilities, instead of listing the Phase in which they may be activated, have a **Reaction** label as a condition to use the ability. These abilities may only be activated specifically upon meeting their condition. **Reaction** abilities do not count as an action.

***Reaction** is both an ability and a type of ability.*

Abilities - Keywords

Infiltrator: Static type ability. A Character on the melee line with **Infiltrator** may attack a Character on the opposing support line if the opponent has no Character with **Infiltrator** on their melee line.

Interceptor: Combat type ability. As the first action, in a melee attack, the defender's controller may commit a Character with **Interceptor** on the same line as the defender to redirect the attack to them. They become the defender and the previous defending Character is no longer considered as a defender.

No Attachments: Static type ability. A card with this ability cannot be attached to any Attachment. If the word "Attachments" is followed by the word "except" and a trait, the card can only be attached to Attachments with quoted traits.

Unpredictable: Combat type ability. A card with **Unpredictable** may be played as an action from the hand during a combat. Players may still play this card as normal during the Action Phase.

Glossary

Blank: Some cards have an ability to blank a card. It means the card is considered as if it had no printed ability. Any ability gained by another card's ability is unaffected.

Control / Controller: The controller of a card is the player who has it on their side of the battlefield. By default, players control all cards they own.

Destroy: Cards can be destroyed by an ability or by a framework effect. If at any point of the game a Character has an amount of damage on them equal to or greater than their HP, they are destroyed. When a card is destroyed their owner puts it from the battlefield into their discard pile. Note that destroying a card is not considered as "discarding" it.

Discard: Discard means putting one card or more from a specified zone, written in the card's ability, into its owner discard pile. Note that discarding a card is not considered as destroying it.

Drawing Cards: Whenever a player has to draw one or more cards those cards are drawn from the top of their deck.

- Drawn cards are put into the player's hand.
- There is no limit to the number of cards a player may draw each turn.
- There is no hand size limit.

Heal: Some cards will heal Characters as an ability. In Drakerion you will always have the following wording: "*Heal a Character by X*". That means removing X damage from that Character. If X is greater than the amount of damage on that Character, heal as much as possible. Excess healing is ignored.

Look at: When a card's ability causes you to "*look at*" one or more cards, do not reveal the cards to your opponent.

Move: Some cards may ask a player to move a card. By default, It means moving it from one of their lines to the other one.

- A card cannot be moved from a line to the same line.
- A committed card can be moved.
- If the moved card is attached to one Attachment or more, those Attachments move with the Character.

On the bottom/on the top (of your deck): A card may have an ability asking a player to put some of their cards on the bottom or on the top of their deck. If two or more cards are placed this way, the cards' owner puts them in the order of their choice.

Owner: The owner of a card is the player who starts the game with it in their deck, Maneuver pile, battlefield or any private zone.

Participant (in a combat): A Character is considered as a participant when they are a defender or an attacker in a combat. If a participant leaves the battlefield they are no longer participating in that combat and the combat is canceled.

Play: Playing a card means revealing it then paying its cost to make it come onto the battlefield. If it is an Event, pay its cost to activate its ability and put it into its owner's discard pile.

Printed: That word refers to the text physically printed on a card.

Glossary

Put onto the battlefield: Some abilities may lead a card to be *put onto the battlefield*. In that case the player does not pay its gold cost and the card comes directly onto the battlefield.

Redirect (an attack): Some cards' abilities may allow a player to redirect an attack. In that case, the previously defending Character is no longer considered the defender, and the Character to which the attack was redirected becomes the new defender.

Replace: Some cards' abilities force a player to target one of their Characters and replace them by another. The new Character takes from the target:

- Its damage.
- Its attacker or defender status.
- Its committed or ready status.
- Its Attachments.

They do not gain any stats or abilities the target may have gained. Then the target is discarded. You can use a "replace" effect without losing the game if you control only one Character.

Search: When a player searches one card or more in any areas of the game, such as their deck or discard pile, they look at all the cards of those areas without showing those cards to their opponent. A player may choose to fail to find one card or more.

- **Important rule:** If a card's ability searches an entire deck, the deck must be shuffled afterwards.

Self-referential text: If a card's ability refers to "this card", that reference is only to the card itself.

Shield: Some cards make a Character gain a certain amount of Shield. For example: "*The defender gains 1 Shield*". Each damage that should be dealt to the "shielded" Character is dealt to the shield in priority. Each damage reduces the remaining shield by 1. At the end of a combat, any remaining Shield is lost.

- Damage is still considered dealt to the "shielded" Character.
- "Shield" is cumulative. For example, if a Character has 1 Shield and gains 2 Shields they will have 3 Shields.
- Once the shield has been reduced to 0, any remaining damage is dealt normally.

Target: Some card abilities may indicate to target one card or more as a cost to pay. "Target" means to choose cards meeting the requirements specified on the cost part of the ability.

- If an ability requires one or more cards to be targeted and there is no valid target, then the ability cannot be activated.
- The controller of the targeting ability chooses all targets.
- By default, targets must be on the battlefield.

Wounded: A wounded Character is a Character with 1 damage or more.

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