

# DRAKERION

## GOAL OF THE GAME

• Destroy the last opposing Character on the battlefield or accumulate 20 prestige points.

## SETTING UP THE GAME

- 1 Place your Banner, City and «Sound the retreat».
- 2 Form your Maneuver pile with your 8 Maneuvers and put it face down.
- 3 Remaining cards form your deck. Put it face down.
- 4 The number on the Banner of each player is its initiative value. The player with the highest initiative value on their Banner chooses who goes first. In case of a tie, choose randomly.
- 5 The first player searches their deck for the named cards on their Banner. They put them on any of their lines (melee or support). The second player then does the same.
- 6 Each player draws 6 cards.
- 7 Each player may put any number of cards from their hand on the bottom of their deck, draws the same amount of cards then shuffles their deck.

### BATTLEFIELD



This image shows the different areas of a player.

### THE GAME MAY NOW BEGIN

## COMBAT STRUCTURE

### 1 Attacking an opposing Character

- Commit one of your Characters on your melee line. They are now the attacker.
- Choose a Character on the opposing melee line who is now attacked and is the defender.

**Ranged attack:** Some Characters have a (🏹) icon, it means they may attack from a distance. This type of attack is different from the classic one. Using their (🏹) value, the attacker may attack from the melee line a Character on any opposing line. The attacker may attack from the support line a Character on the opposing melee line. The defender deals no riposte damage (↪) to the attacker.

## TURN STRUCTURE

### 1 Maneuver Phase

- a- Each player chooses a Maneuver in their Maneuver pile and unveils it at the same time.
- b- Each player gains gold and draws cards, as indicated on their Maneuver.
- c- Starting with the first player, players may activate their eventual «**Deployment:**» ability.

### 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 cost.
- Activate an ability of the «**Action:**» type among cards they control.
- Pass.
- Activate «Sound the retreat» (pass definitively).
- Declare an attack (see **COMBAT STRUCTURE**).

After being played, an Event is put into the discard pile.

### 3 End of turn

The turn may end for two reasons :

- Both players have passed in a row. The second player to «pass» is the first player next turn.
- One player has activated «Sound the retreat» sooner this turn and the other player «passes». The player who has activated «Sound the retreat» is the first player next turn.

Players ready their cards and keep their unspent gold. Characters keep their damage. The current unveiled Maneuver is not put back in the Maneuver pile and will be covered by the next one.  
A NEW TURN BEGINS.

### 2 Action during a combat

Starting with the defending player, players alternate taking an action among the listed below:

- Pass.
- Play an Event from their hand with a «**Combat:**».
- Activate a «**Combat:**» ability among cards they control.

IMPORTANT: IN A COMBAT, YOU CAN ONLY PLAY AND ACTIVATE CARDS WITH «**Combat:**» OR «**Reaction:**».

### 3 Resolving a combat

- When both players have passed in a row, it's the moment to resolve the combat.
- The attacker deals their (🏹) value to the defender and the defender deals their (↪) value to the attacker at the same time.
- Characters with a number of damage equal to or greater than their (♥) are destroyed.
- A destroyed Character is put into the discard pile, and gives as many prestige (★) as indicated on their card to the opponent.

IMPORTANT: IF AT ANY TIME OF THE GAME A PLAYER HAS NO CHARACTER ON THEIR MELEE LINE, THEY PUT ALL THEIR CHARACTERS FROM THEIR SUPPORT LINE TO THEIR MELEE LINE.

## IMPORTANT WORDS

- **Discard pile action:** Can only be activated if the card with this ability is in a discard pile.
- **Combat:** Can only be played or activated in a combat.
- **Deployment:** Can only be activated once the card with this ability comes onto the battlefield.
- **Destruction:** Can only be activated once the card with this ability is destroyed.
- **Unpredictable:** In a combat, a card with this ability may be played from hand by paying its cost. It's considered as a «**Combat:**».
- **Interceptor:** As the first action in a combat, a Character with this ability on the same line as the defender may be committed to redirect the attack to them. They become the unique defender of this attack. It's considered as a «**Combat:**».
- **Infiltrator:** A Character on a melee line with this ability may attack a Character on the opposing support line as long as they control no Characters with Infiltrator on their melee line.
- **No Attachments:** A card with this ability cannot have any Attachment.

## RENOWNED

Some Characters are Renowned, they are recognizable by the two hyphens surrounding their «-Name-». They also have a sub-name. Those Characters have two distinctive rules:

- A player cannot control more than one Renowned Characters with the same name.
- A player can discard a Renowned Characters from their hand if they control a Character with the same name as a «**Combat:**» to give them, this combat, either +1 (🏹), +1 (↪) or have them take 1 less damage.

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