

COSMIC REBELLION

Quick Reference

SETUP

- Shuffle your 60-card deck
- Draw 7 cards
- Randomly determine who takes the first turn.

Once per game, at the start, you may shuffle your hand into your deck and draw 6 new cards instead.

TURN ORDER

1. Draw 2 cards.
2. **Attach** 1 element card from your hand to a card you control on the battlefield to fuel attacks and abilities.
3. **Summon & Equip** beasts, armor, shields, and weapons by discarding element cards equal to their summon/equip cost.
4. **Attack** with each card you control that has the required fuel attached for an attack or ability. Fuel remains attached after attacking unless a card effect says otherwise. After selecting a target, check the target's vulnerabilities and resistances before calculating damage.
5. **Resolve** end-of-turn effects and status effects, then end your turn.

BATTLEFIELD LAYOUT

For each player, their battlefield layout will generally look like:

Front Row (armor slots):

 x1 Helm  x1 Torso Armor  x1 Gauntlets

Back Row (1 of 3 weapon combinations and 1 beast):

 x2 1H Weapons   x1 1H Weapon + 1 Shield  x1 2H Weapon

 x1 Beast

Some cards may allow additional or require less beasts, armor, weapons, or shields. Card text overrides these limits.

ATTACK PRIORITY

Armor → Weapons & Beasts

Card attacks must target the highest-priority enemy card available unless a card effect says otherwise. If the current highest-priority row is cleared, remaining attacks this turn may immediately target the next row.



STATUS EFFECTS



Delay
Cannot attack.



Burning
Whenever this card uses an ability, it takes 20 damage.



Poison
Takes 10 damage at the end of its controller's turn.



Blinded
When attacking, roll a d6. On 5–6, the attack misses.



Stunned
Damage dealt by this card is halved and rounded down.



Cracked
The next attack against this armor deals double damage.



Soaked
Lightning damage taken is increased by 20.



Freeze
Cannot attack. Fire damage taken is increased by 10.



Fear
When attacking, roll a d6. On 5–6, the attack targets itself instead.

QUICK REMINDERS

- Status effects last for the duration listed on the card that applied them.
- When a card reaches 0 HP, discard it immediately.
- Again, card text always overrides the rulebook.
- A player loses immediately when attacked if they control no cards on the battlefield.