Codex

CARD-TIME STRATEGY

Bashing vs Finesse
Starter Rules

Sirlin games

Rulebook version 32

What is Codex?

Codex is a customizable (but not collectable) card game inspired by real-time strategy (RTS) video games. Construct tech buildings, train units, level up heroes, and try to destroy your opponent's base. War now rages across the Fantasy Strike world and each faction is using its unique strengths to try to come out on top.

This intro battle lets you play Troq Bashar, the Bashing hero vs River Montoya, the Finesse hero. They're both neutral, meaning outside of the game's 6 main factions. With other Codex products (sold separately), you'll be able to play many more heroes and you'll even be able to play 3 heroes at a time!

Object of the Game

Destroy the opponent's base—it's a building with 20 hit points.

Components

- 77 cards total
  - 2 10-card starting decks (same for both players)
  - 2 hero cards
  - 2 worker cards (x4 on one side, x5 on the other)
  - 24 "Bashing" tech cards (2 copies of 12 cards)
  - 24 "Finesse" tech cards (2 copies of 12 cards)
  - 3 double-faced Dancer token cards (for the Finesse player)
  - 2 mini cards for add-ons
- 2 game boards
- 2 patrol zones
- Dial to track hit points of bases (assembly required)
- Chits for tracking gold, hero levels, damage, constructed buildings, +2/+2 dancer bonus, and +1/+1 runes

Cards and gold are your main resources, so let's look at how you manage each one.

Card Drawing and Deckbuilding

You start the game with a deck of just 10 cards and you draw 5 of them for your initial hand. Each **draw phase**, you must discard your entire hand (yes, really) then draw that number of cards plus two, but stop drawing once you have 5. For example:

Discard a hand of 0 cards → draw 2
Discard a hand of 1 card → draw 3
Discard a hand of 2 cards → draw 4
Discard a hand of 3, 4 or 5 cards → draw 5

The point of this is that if you use a lot of cards in one turn, you won't be able to draw as many cards next turn. It might take a couple turns to fully recover and get back to drawing 5 cards.

If you would draw a card when your deck is empty, then you shuffle your discard pile and it becomes your deck again, then continue drawing. In other words, your cards will eventually cycle back to your hand, even after you use them.

Note: you can only reshuffle this way once per main phase. If you manage to empty your draw pile a second time during your main phase, you can't draw any more cards during that main phase because you're probably up to something no good!

You won't cycle just those same cards over and over though. Each **tech phase**, you'll add two cards from your codex to your discard pile, face down. Your codex is a set of 24 extra cards (2 copies of 12 different cards) that you have access to during a game. In the Core Set (sold separately) you'll use a physical card binder for your codex because you'll be able to control 3 heroes at once with 3 times as many cards in your card pool. In this Starter Set, just keep your 24 codex cards off to the side.

Each player has their own private codex cards. Every time you put two cards from your codex face down into your discard pile, other players won't know what you put there. They won't even know if you put two copies of the same card there, or one copy of two different cards. All discard piles are face down specifically to hide your deckbuilding choices (though you can look at your own discard pile any time). Think of it like a **fog of war**: your opponents are temporarily blind to what you're planning and they'll only figure out which cards you "teched for" later on when you play them.

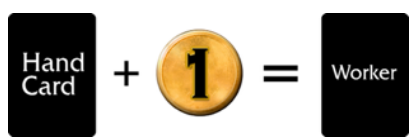
Gold and Workers

Gold is the other main resource that you manage in Codex. You need it to play cards, to activate abilities, and to level up heroes (we'll get to all that later). The large number inside the gold coin in the upper left corner of a card is its gold cost, so that's what it costs to play.

Worker x4

You get gold from your workers. Player 1 starts the game with a "worker x4" card in play, which represents four workers. Player 2 uses the other side, which has worker x5. During your upkeep each turn, you get one gold for each of your workers. Track it on your worker card with gold chits, dice, or whatever implement you prefer.

The gold you accumulate stays in your gold pile until you spend it. That means you can stockpile it across turns if you don't spend it all. There is a limit though: you can't have more than 20 gold at a time. If you'd get more than that, the overage disappears and you still will just have 20. (It also means you should probably spend some more gold!)



You can hire up to one additional worker on each of your turns. To do that, pay 1 gold, then put a card from your hand face down near or underneath your worker card. That facedown card represents your new worker.

Try to hire a worker each turn if you can. Sometimes you just can't spare the 1 gold or the 1 card that turn to do so though.

Spells and Heroes

Hero

You can't just play spells willy-nilly! **You MUST have a hero in play to cast a spell.** It's the heroes that cast the spells, after all.

Spells are usually one-shot effects. That means they resolve, then go to your discard pile. Some are Ongoing Spells though, which means they stay in play until something says they don't!

Heroes wait in your command zone to be summoned (not in your deck) so you always have access to them. When you summon them, they arrive at level 1. While they're in play, you can level them up for a cost of **1 gold per level**. You

can level them up multiple during your turn (for example, pay 4 gold to level them up 4 times). Also, if an opposing hero dies, your own hero **levels up twice for free** if it's in play!

As heroes level up, they get better ATK and HP stats and they gain more abilities. They don't lose the abilities from their lower levels. Whenever a hero reaches its middle level band or its max level, **heal all damage on it** (exciting!).

Spell

When a hero reaches max level, you can't level it up any further. To cast a hero's **ultimate spell**, that hero had to be under your control AND max level at the start of your turn (heroes can't cast ultimate spells the turn they arrive). Ultimate spells are so powerful that they require some preparation, so remember to level up your hero to max the turn before you'll cast its ultimate spell.

When your hero dies, it returns to your command zone and loses any levels gained. It loses all other modifiers such as +1/+1 runes, too. You can't re-summon it until after your next turn. (You might turn it face down for a turn to help remember that.)

Tech Buildings

Tech buildings allow you to make units. You start the game with just your base (it counts as a tech building), which allows you to make tech 0 units—the ones in your starting deck. You can also build your tech I, tech II, and tech III buildings to make more powerful units.

You need a **tech I building** to play **tech I units**.

Requirements to Build Tech Buildings

You must have at least 6 workers to make your tech I building, then you can pay 1 gold to start building it. **It doesn't finish constructing until the end of your turn**, so you can't play tech I units or build your tech II building until your next turn.

You need 8 workers and a tech I building in order to make your tech II building. You need 10 workers and a tech II building in order to make your tech III building. It's important to protect your tech buildings. If one gets destroyed, **your base takes 2 damage.** You can **rebuild it without paying any gold**, but you still have to wait until the end of your turn for it to finish construction and you won't be able to train new units of that tech level until it finishes.

Tech buildings don't have anything to do with spells; you need a HERO to cast a spell. Tech buildings are just for producing units (and upgrades and other buildings once you go beyond the intro set).

Tech Buildings
Your **base** → Lets you play tech 0 cards in your starting deck.

Tech I building, requires 6 workers to build → Lets you play tech I cards.

Tech II building, requires 8 workers and a tech I building to build → Lets you play tech II cards.

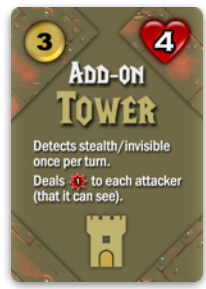
Tech III building, requires 10 workers and a tech II building to build → Lets you play tech III cards.

Add-ons

Your base can have at most one add-on at a time (see the mini-card with a different add-on on each side). Add-ons are not "tech buildings," but they also take until the end of your turn to finish building and if they are destroyed, your base takes 2 damage. You can sacrifice your own add-on if you want (and deal 2 damage to your base), in order to make room for a new add-on.

The **surplus** add-on lets you draw a card each turn. Simple and powerful! Build a surplus when you're limited by cards rather than gold.

The **tower** can detect one stealth or invisible thing per turn. That detection lasts until the end of that turn. Usually stealth and invisible attackers can ignore your patrollers (see below), but if you have a tower then the first one of those that attacks you per turn can't ignore your patrollers. On your turn, the tower lets you reveal one invisible thing, which lets you attack it and target it with a spell or ability. Finally, the tower deals 1 damage to each enemy attacker. It counts as combat damage and is dealt at the same time that the attacker deals their combat damage. It has anti-air, so it can hit fliers too. Build a tower when you need a bit more defense.



Combat

You can attack as many times as you want during your main phase. Each attack is one-on-one, meaning one attacker and one defender. You can attack anything of your opponent's with hit points: any unit, hero, or building. Your opponent doesn't make any decisions during your attacks because they already set up their defenses on their own turn.

ATK / HP

Patrol Zone

Your **patrol zone** is your main line of defense against attacks. It has five slots which can each hold one (ready) unit or hero. Exhausted units or heroes can't patrol (so you can't usually attack with something and patrol with it that same turn).

During your main phase, you can move units and heroes into and out of your patrol zone however you like and rearrange them however you like, but they don't actually count as patrollers (or even count as being in those slots) until they're locked in. When you end your main phase, your patrollers are locked in until your next turn. These patrollers protect your valuable forces because opponents can't attack your other forces until they deal with your patrollers. Your **squad leader** is especially important because opponents must deal with it before they can even get to your other patrollers.

Each of your five patrol slots gives a different bonus **on opponents' turns**:

- Squad Leader: Gets 1 armor while patrolling and must be dealt with first.
- Elite: Gets +1 ATK.
- Scavenger: Finds 1 gold for you if it dies while patrolling.
- Technician: You draw a card if it dies while patrolling.
- Lookout: Gets resist 1. (Opponents must pay 1 gold to target it with spells or abilities.)

The armor your squad leader gets means the first damage it takes each turn it patrols is absorbed, rather than damaging its HP. That makes it a sturdy protector.

Attacking

You can attack with any unit or hero that you controlled at the beginning of your turn. (In other words, your forces have arrival fatigue the turn they arrive and that wears off the following turn.)

To attack, exhaust your attacker (turn it sideways) and say what it attacks. Your attacker can attack anything of your opponent's that has hit points: any unit, hero, or building. However, if it CAN attack the opponent's **SQUAD LEADER**, then it can't attack anything else. Otherwise, if your attacker CAN attack any other **PATROLLER**, then it can't attack a non-PATROLLER (you can choose which patroller you want to attack).

If your attacker CAN'T attack a certain patroller, that attacker can just ignore that particular patroller. For example, a ground unit without the anti-air keyword can't attack a flying unit, so if there's a flying patroller, your ground unit doesn't have to attack the flier; it still has to attack any other patrollers that it can though, if it chooses to attack at all.

Attackers deal their ATK to the HP of the thing they're attacking. The thing being attacked simultaneously deals its ATK to the HP of the attacker. If any units die (by taking damage equal or greater than their HP or by having 0 hp from debuffs) then put them in their owner's discard pile face down. Damage persists across turns, so track how much damage is on each unit, hero, and building.

Parts of a Turn

Ready

Ready (straighten) any exhausted (sideways) cards that you have in play.

Upkeep

Get 1 gold for each of your workers.

Main Phase

This is the bulk of your turn. You can do these things in any order:

- Hire a worker (maximum of once per turn)
- Build a tech building or add-on
- Summon your hero from your command zone
- Level up your hero if it's in play
- Play cards from your hand or abilities on cards already in play
- Perform any number of combats (one at at time)
- Lock in your patrol zone. **This ends your main phase.**

Discard/Draw (you can call it the "Draw Phase")

Discard your entire hand face down. Next, draw the same number of cards from your draw pile that you just discarded, plus two more cards, but capped at 5 cards.

Tech

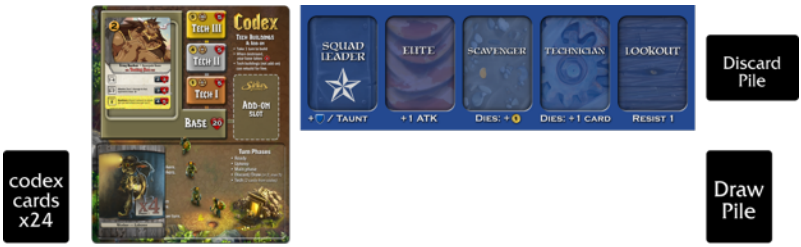
Pick two cards from your codex to set aside. They'll go face down into your discard pile just before your next turn starts.

You can either choose two copies of the same card or two different cards. Your opponent doesn't need to wait for you to decide; they can start taking their turn as soon as you end your main phase. You don't have to commit to your teching decision until the start of your following turn, but your game will go faster if you figure out your plan while the opponent takes their turn.

Teching two cards per turn is mandatory **until you have 10 workers**. At that point, you can tech 0, 1, or 2 cards. (Usually 0 is a good idea so you don't bloat your deck.)

Game Setup

Each player should set up their materials on the table like this:



Find your 10 starting cards, the ones with the brown dot in the upper left. Shuffle them, then draw 5 cards for your opening hand.

Put your board with your tech buildings off to the left and your hero card in the hero slot on your board. That's your command zone, where your hero waits to be summoned. Put your worker card in the worker area at the bottom of the board. It reminds you that you start the game with 4 workers (or 5 for player 2) and gives you a place to track your gold.

Put your patrol zone at the top center of your play area. Below that is your battlefield area, where you put cards into play that aren't patrolling.

Put your 24 "codex" cards off to the side. If you're playing the Bashing hero, all 24 of your codex cards should be Bashing Tech and Bashing Magic (check the bottom of each card). If you're playing the Finesse hero, all 24 of your codex cards should be Finesse Tech and Finesse Magic and you should also put the 3 Dancer token cards nearby. (You can't play the Dancers directly, but your Harmony spell can summon them.)

Tracking Materials

The included chits help you track various quantities in Codex.

Gold
Track how much gold you have at any given time.

Damage
Track damage on units, heroes, and buildings.

XP
Track the levels of your heroes (they start at level 1 when they arrive).

+1/+1 and -1/-1 runes
Some spells can put these on units or heroes. (+ runes and - runes cancel each other out).

Constructed buildings
Mark your tech I, II, and III with these when you build them.

+2/+2 dancer bonus
The Finesse spell Two Step can give this bonus to pairs of units. Use the same color chits for each pair.

Hit points for bases
These dials track the damage on bases for both players.

Sample Turns

Get a friend to play with and randomly determine who goes first.

Player 1's First Turn

Skip your ready step because you have nothing in play yet to ready. Get 4 gold during your upkeep.

Play a unit from your hand to the table, but save 1 gold for a worker. The gold cost of each card is in the upper left of the card, so make sure to pay those as you play your units. If you want, you could summon your hero from your command zone—that costs 2 gold. Put the unit or hero you just played into your squad leader position in your patrol zone. If you have another unit or hero, put it in the elite or technician position in your patrol zone.

Make sure to hire a worker. To do that, pay 1 gold, then put any card from your hand face down next to (or partly under) your worker x4 card. Even though that cost gold to do, that new worker will give gold on every future turn of the game. It's a great investment!

End your main phase now. If you have any gold left over, you get to keep it for next turn. Discard your hand face down, then draw that many cards plus two, capped at five. (You should be drawing five cards here.)

Your opponent can start taking their turn while you look through your codex cards to choose which two to "tech" (meaning which two to add to your discard pile, face down). Get either 2 copies of a spell, or 2 copies of a tech I unit; you decide.

Player 2's First Turn

Do pretty much the same thing player 1 did, but remember that you start with 5 workers rather than 4.

Put a unit or hero in your squad leader slot and if you have another unit, put it in your elite slot. Discard your hand, draw (probably five cards), then start teching two cards from your codex to your discard pile while player 1 starts their next turn.

Player 1's Second Turn

Get your gold from your upkeep; you should have 5 workers now so you'll get 5 gold. Make sure to hire a sixth worker this turn. Once you have a sixth worker, you're allowed to make your tech 1 building.

Spend another 1 gold to start construction of your tech I building. It won't finish until next turn, but it will be good to have it ready if you draw any tech I units next turn.

You have 3 gold left (unless you saved any gold from your first turn). Use it however you like: on a spell if you have your hero in play, or to level up your hero, or on another unit.

Attack if you can set up any favorable trades. You'll have to use your own judgment there. Remember that you'll have to attack the opponent's squad leader first, and the first point of damage you do to it will be absorbed by armor. Any damage beyond that will persist across turns. If you can kill the squad leader, then you can attack another patroller. Once there aren't any patrollers, you can attack anything you want. Attacking heroes and tech buildings can cripple your opponent, but you'll eventually have to attack their base to win.

After you finish your attacks, if any, put one of your units or heroes into your squad leader slot. You can only put READY units or heroes in your patrol zone though; if you attacked with them, you had to exhaust them (turn them sideways) and they won't be able to patrol this turn. If you don't have any patrollers, your opponent will be able to attack whatever they want.

Discard your hand, draw that many cards plus two, capped at five, then tech 2 cards from your codex to your discard pile, face down.

Player 2's Second Turn

Ready your units and heroes, then during your upkeep, get 1 gold per worker you have, which should be 6 gold. Otherwise, follow the same instructions from player 1's second turn.

Decide if you want to lean more heavily on your spells (remember, they require your hero to be in play) or on tech I units (they require your tech I building to be fully constructed). Also, if your hero is damaged, consider leveling it up to the next level band so that it will heal all its damage.

Finish The Game

Keep going until someone destroys the other's base! If you manage to make a tech III unit, that someone will probably be you.

Level Up Your Codex

If you enjoyed this intro game, look for the Codex Core Set with the Blood Anarchs (red) vs. Moss Sentinels (green). This will let you play 3 heroes at once versus an opponent doing the same. You'll have a lot more options for tech paths and you can mix and match the Bashing and Finesse heroes with that set too. You'll also get to use two new add-ons: the Tech Lab and the Heroes' Hall. Also, you'll get snazzy card binders so it's easier to see all your cards at once!

Factions and Colors

In addition to this starter faction, there are six main factions in Codex, each with their own color. Within each color are three specializations, or "specs".

Renegades (Neutral)

The Renegades don't consider themselves part of any faction. They view Flagstone as corrupt, the Blood Anarchs as crazy, and the Whitestar monks as just too boring. River Montoya leads a group of agile, dancing fencers and thespians, while Troq Bashar is part of an eclectic entourage of beasts and rugged individuals.
Specs: Bashing, Finesse

Blood Anarchs (Red)

The Blood Anarchs are a shaky federation of pirates, robbers, brigands, and trouble-makers. Their equipment is sometimes shoddy or stolen. They employ captured monsters and mercenaries of several races. The Blood Anarchs rush down their enemies, and don't bother with defense. They have no single leader, though the unpredictable Captain Zeno Zane (aka "Zane the Insane") is perhaps the most feared.
Specs: Anarchy, Blood, Fire

Moss Sentinels (Green)

The Moss Sentinels respect the beauty and power of nature and defend it from those who would corrupt or defile it. The small critters and large beasts of the forests and marshlands assist the Sentinels, and even the trees themselves come alive. From legions of squirrels to shapeshifters to dinosaurs, the Sentinels' creatures are wild and overpowering. Their leader is Calamandra Moss, the tiger magus.
Specs: Balance, Feral, Growth

Flagstone Dominion (Blue)

Flagstone is the realm's capital city, and a paragon of morality, due process, and family values. Their government keeps a watchful eye over their citizens to make sure they make the right choices. Flagstone's laws are strictly enforced, and their army keeps the peace across the land. Flagstone's leader, Sirus Quince, speaks the truth to all.
Specs: Law, Peace, Truth

Blackhand Scourge (Black)

North of the realm, a shadowy presence has festered and spread. The Blackhand Scourge proliferates plague and death wherever they go. They raise the bones of the dead to serve them. Their power has increased tenfold since their leader Vandy Anadrose—now known as The Queen of Demons—made a pact with nefarious, otherworldly beings who seem to serve her for the moment. These demons wield terrifying power, but it comes at a price.
Specs: Demonology, Disease, Necromancy

Whitestar Order (White)
Many of the strongest, most disciplined warriors of the realm have banded together to form the Whitestar Order, based at Morningstar and led by stone golem Garus Rook. Their training grounds are home to enlightened monks, mighty barbarians, and agile ninjas with their cute animal friends. Their strength comes from both their teamwork and skill in combat. The Whitestar Order holds a series of fighting tournaments called Fantasy Strike, intended to bring together the many different peoples of the realm in hopes they learn to question Flagstone's rule.
Specs: Discipline, Ninjutsu, Strength

Vortoss Conclave (Purple)
The Vortoss are an ancient, forgotten race who most believe are just a myth. They are said to have developed advanced technology, far beyond that of even our current times. They are also said to have been historians and mystics. Both the magic and technology of the Vortoss centers around time—control of its ebb and flow. Their race became unstuck in time, and the present-day scientist Max Geiger made contact with them, and now serves as their emissary.
Specs: Past, Present, Future

Other Odds and Ends

Exhaust

Exhausting a card means turning it sideways to show that it's been used that turn. You can't exhaust it again until you ready it. You **ready** (straighten) all your cards at the beginning of each of your turns.

Attacking exhausts your units and heroes and that prevents them from attacking again or patrolling that turn (only *ready* units and heroes can be in a patrol zone). Some abilities also require exhausting as part of the cost. The turn a unit or hero arrives, you can't exhaust it to attack or to use an ability unless it has haste.

[cost] → [effect]

You must pay all of a cost (the text before the arrow) to get an effect (the text after the arrow). When resolving an effect, do as much as you can. If it tells you to do two things, but one is impossible for you, you still do the other thing.

Target

Spells with a target icon in their type line means they "target" something. Units and heroes with that icon mean they have an ability that "targets" something. This matters because anything in the **lookout** slot of the patrol zone has resist 1, meaning opponents must pay 1 gold to target it with a spell or an ability. In other Codex products, some units are completely untargetable by spells or abilities.

Tokens

Some cards put a token into play. For example, the Finesse hero can use the Harmony spell to put Dancer tokens into play. Token units have all the properties of normal units, but they don't have standard cardbacks so they can never be shuffled into your deck or go to your hand. If a token ever leaves play, it's destroyed. Also, all tokens count as tech 0 units.

+1/+1 and -1/-1 Runes

These adjust the ATK / HP of the unit or hero they are on. Units or heroes with 0 or less HP die immediately. +1/+1 and -1/-1 runes destroy each other if they would go on the same object.

Keywords

Armor
Armor absorbs damage before HP and is then destroyed. (Note: the Squad Leader's armor refreshes each turn.)

Armor Piercing
Ignores armor.

Arrives: Do X
When this arrives in play, do X.

Anti-air
Can attack fliers, but can ignore patrolling fliers. Deals combat damage to fliers it fights or that fly over this while it patrols.

Channeling
Stays in play. Sacrifice it when you lose the hero that cast it.

Detector
Opposing stealth and invisible forces are visible to you. (In this starter set, only the Tower add-on can detect and only once-per-turn.)

Dies: Do X
When this is put into your discard pile from play, do X.

Flying
Can fly over ground patrollers. Ground forces without anti-air can't attack this or deal combat damage to it when attacked. ("Fly over" means "used flying in order to ignore a patroller.")

Frenzy X
Gets +X ATK on your turn.

Haste
Can attack and exhaust the turn it arrives.

Healing X
During your upkeep, heal X damage from all friendly units and heroes.

Invisible
To opponents without a detector, this is untargetable, unattackable, and can sneak past patrollers. While patrolling, this is attackable.

Obliterate X
Whenever this attacks, destroy the defender's X lowest tech units first.

Overpower
Excess combat damage this would deal to a patroller hits something else this could attack. (It will not cascade to a third thing.)

Readiness
Doesn't exhaust to attack, but can only attack once per turn.

Resist X
Opponents must pay X gold each time they would [target] this with a spell or ability.

Sideline a unit or hero
Move it out of the patrol zone.

Sparkshot
When attacking a patroller, deals 1 damage to an adjacent patroller. (Adjacent means right next to; if there are empty spaces between patrollers, then they aren't adjacent.)

Stealth
Can sneak past patrollers if that opponent has no detector.

Swift strike
Deals its combat damage before units and heroes without swift strike.

Unstoppable
Can ignore patrollers when attacking.

Upkeep: Do X
During *your* upkeep, do X.

Quick Reference

Each Turn

- **Ready** — Ready (straighten) all your cards.
- **Upkeep** — Get 1 gold for each of your workers.
- **Main phase** — Do most of your stuff!
- **Discard/Draw Phase** — Discard your hand, draw that many cards + 2, but capped at 5.
- **Tech Phase** — Put 2 cards from your codex into your discard pile, face down. You don't have to finish this until the start of your next turn.

During your main phase, you can:

- Hire at most one worker.
- Build a tech building or add-on (or both).
- Play any cards from your hand and activate abilities on cards in play.
- Summon your hero from your command zone.
- Level up your hero as many times as you want.
- Attack as many times as you want (one at at time).
- Lock in your patrol zone by ending your main phase.

Workers

- Player 1 starts with 4 workers; player 2 with 5.
- To hire more workers: pay 1 gold, then put any card from your hand face down near your worker card.
- Hire at most one worker per turn.

Heroes

- Are not "units".
- Start at level 1.
- Each level up costs 1 gold, can do multiple per turn.
- Heal all their damage when they level up to mid rank or max level.
- **You need a hero to cast a spell.**
- Need a hero that was max level at the start of the turn to cast an Ultimate Spell.
- When a hero dies return it to the command zone (it loses all runes, levels it gained, etc.) and you can't re-summon it until after your next turn.
- If an enemy hero dies, your hero levels up twice for free (if it's in play).

Tech Buildings

- They don't finish constructing until the end of your turn.
- When a tech building is destroyed, your base takes 2 damage. You can rebuild it for 0 gold (still takes a turn to build).
- **Tech I building.** You need 6 workers to build it. It allows you to play tech I (bronze-bottomed) cards.
- **Tech II building.** You need 8 workers and a tech I building to build it. It allows you to play tech II (silver-bottomed) cards.
- **Tech III building.** You need 10 workers and a tech II building to build it. It allows you to play tech III (gold-bottomed) cards.

Add-on

- Add-ons are "buildings" but not "tech buildings."
- They finish building at the end of your turn, and your base takes 2 damage if your add-on is destroyed.
- You can only have one add-on at a time (Tower or Surplus). You can sacrifice your own add-on to make room for the other one. Your base takes 2 damage if you do.

Attacking

- Attack as many times as you want per turn, one attacker at a time.
- To attack, exhaust your attacker and say what it attacks. It must attack the opposing squad leader if it can. Otherwise, it must attack a patroller (of your choice) if it can. If there are no patrollers it can attack, then you can attack any opposing unit, hero, or building.
- You don't have to attack.

Patrolling

- Your patrol zone has five slots, each with a different bonus.
- Only ready units and heroes can patrol.
- You can rearrange your patrollers however you like each turn. They are locked in when you finish your main phase. They don't actually count as patrolling during your turn, only on opponents' turns.

Damage

- Damage is persistent, so track it across turns. Units, heroes, and buildings do not automatically heal each turn.
- Heroes do heal all their damage whenever they reach the their middle band of levels and whenever they reach their max level.

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