

## Getting Started

### What this pack Includes

This pack contains 104 cards, 70 combatants, 30 spells and 4 Reference rule cards. Enough for 2-3 players. For more players, your need 30 cards per player.

### Set up

Shuffle all the cards, and ensure each player is dealt 30 cards. This is their deck, also known as a Graveyard. Each player then draws 6 cards. *For a longer game deal more cards per player.*

### How do I win?

You win when you attack your opponent's graveyard (deck) and land an attack that exceeds the number of remaining cards in their deck. When your opponent has no cards left as a direct result of your attack, you have won.

# How to Play

## Follow these steps

### Summoning Phase

**Draw (reap)** Draw 1 card from your deck (*graves*) plus 1 card for each combatant you had to untap this turn. No maximum hand size. *See Tapping and untapping\**.

**Play (unearth)** Play 1 combatant from your hand face up.. *See combatants & Spells/Wound/Sigils*

**Level (Feed)** feed any number of combatants a max of once each. You may also use **grafting** in this phase. *See Feeding & grafting\**

**Gather (Dredge)** You may dredge, loot or scry if your zombies can tap to perform this action. *See dredging loot and scrying\**

**ANY TIME** - Play any number of spells from your hand as long as you have the right sigils in play *see Wound/Sigils*

### Attacking Phase

**Declare** Tap 1 combatant. That combatant is attacking at its current power.

**Defending (opponent)** You're attacking the opponent's deck by default. Your opponent has 2 choices to make with the oncoming attack.

Block with combatant or Take hit to deck?

**Block with Combatant.** The weaker combatant takes a wound, if a draw they both do. Attacking and Blocking causes combatants to tap. *See wounds/sigils*

**Hit To Deck.** Your opponent must defile X number of cards where X is the combatants power/battle points at its current level. *See Defiling/defile*

**Go back to Declare** and repeat until you want to end your turn

# How to Play

## Refer to these

### Tapping/Untapping

When attacking or performing an action that states it, you must tap your combatant. While tapped it cannot be assigned to do anything else until the start of your next turn. When it can be untapped. Show tapping by rotating the card 90 degrees.

### Combatants/Spells

**Combatant** - Your main attacking force. They go into play in front of you. Combatants all have a Name, card type, level (*see feeding/grafting*) power depending on their level. They tap attack to attack and perform certain actions.

Combatants stay in play until they take a Wound and can't flip a flesh. *See wounds\**

**Spells**- Spells can only be played if you have the correct sigils to play it. Get the sigils by having a combatant receive a wound and reveal a sigil. If the wound goes then so does the sigil. *See wounds\**

### Wounds/Sigils

**Wounds** -When a combatant takes a wound, you must take 1 card underneath your combatant that's face down and reveal it. Keep the card under the zombie. This face up "wound" still contributes to its level (*power*)

Wounds are the information written upside down; keep this showing under the card to help everyone see the wound, effects and sigil.

**REACT:** Some wounds have "discard" ability or are "Reactions". Activate these abilities immediately by moving these cards to the shared discard pile. You do not get a sigil for this wound.

Some cards when shown as a wound will have some written information on them to boost your combatants - this will take effect immediately.

**Sigils** - Some cards when shown as a wound will have a sigil, on them. These are resources used to play spells. You do not need to remove the sigils or discard them in anyway. Sigils do not tap either, so you can reuse them for multiple spells. The only limit of spells is how many you have in your hand and how many you want to play.

### Feeding/Grafting

**Feeding** - You may play any card from you hand face down as flesh. This card stays face down under the combatant as Flesh, until the combatant is attacked and wounded. *See wounds the combatants' level is determined by the number of flesh cards +1 for the basic combatant card.*

**Grafting** - You may feed the combatant 1 additional flesh this turn if the combatant has the ability "grafting", you must defile 3 cards from your deck. Only combatants that have this ability can do this

### Dredge, Loot & Scry

Some combatants will have either Dredging, Looting or scrying written on the card.

**Looting X:** Take X cards at random from the middle discard pile and add them to the bottom of your deck.

**Dredging X:** Look through the discard pile and take X combatants of your choosing and put these at the bottom of your deck.

**Scrying X:** Look through the discard pile and take X spells of your choosing. Put these at the bottom of your deck.

### Defile

**Defile:** Take the top X cards from the top of your deck, and move them to the shared discard pile in the middle. X is the power of the attacking combatant.

You lose when you have no cards left.

Wound Ability



Name

Power

Type

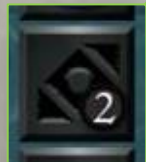
Ability

Sigil

Name

Sigil Cost

This icon refers to any sigil. So for example this requires 1 blue sigil plus 2 any other sigils.



Type

Sigil

Ability Wound Ability



## The game areas

### Opponents Deck (graveyard)

### Opponent's Realm

Opponent's Hand



### The shared discard pile



### Realm



### Deck (graveyard)



Hand



## Turn Phases

**Draw** 1 card plus 1 card for each combatant you have to untap

**Play** 1 combatant card face up.

**Feed** any number of zombies once per turn. You may also use grafting now.

**Gather** cards using - dredging, looting or scrying by tapping a combatant with this ability. (*As many as you like*)

**Declare** and Tap 1 combatant to attack with.

### Defending player,

- Block with combatant
- Take hit to deck

#### Block with combatant

The weaker combatant takes a wound. If a draw both do.

#### Take hit to deck

Defending player has to take the top X number of cards from their deck and put them in the discard pile face down.

**Go back to "declare" and repeat until you wish to end your turn.**

## FAQ's

**My combatant died, what happens to all the wounds?** All cards attached to the combatant go to the discard pile - altogether.

**Can my combatant block multiple times a turn?** No, it taps to block and can only block 1 combatant.

**Does damage stack?** Yes, if you are able to deal damage points to a combatant that damage stays till end of turn so if you have a spell to finish it off you can.

### Blocked, wounded does the new wound count?

Any bonuses the wound gives are applied immediately. So if it gives you extra sigils to play that crafty spell, you can. However the wound has already been done so if it shows a +1 to power this doesn't mean you can undo the wounding. Once a wound always a wound.

**Using tapped sigils?** You only need the correct sigils in play. You do not discard, tap or remove them from game. You can use the same sigil for multiple spells. This is a simple question of do you have the right sigils in front of you.

### Can I use the sigils on the face up combatant?

No, the only sigils that contribute to your sigils are the ones provided by face up wounds.

### Can a combatant have more than 2

**flesh/wounds?** No, its maximum level is 3 for all cards. 1 basic level and 2 additional ones that unlock after feeding.

**Can I lose from drawing cards?** No, your opponent must deliver the crushing blow.

## Terminology

### Attack

The act of turning a card 90 degrees (exerted) to show this combatant is attacking at its current power.

### Battle Points

The wording to describe damage. If a combatant has a power of 3 and the attack is blocked the defending combatant takes 3 battle points. If you cannot exceed the combatants power with battle points (damage) this turn, the combatant doesn't take a wound.

### Defeated/Killed or dies.

This refers to the action of taking a combatant card from the field and putting it into the graveyard as it has been killed. This will only happen as a result of not be able to reveal any wounds from the wounded attacked combatant. Any combatant that cannot flip/reveal a wound after taking battle damage (*that exceeds its power*) - is killed/defeated. All wounds, reactions with that combatant also go to the graveyard.

### Defile/Defiled

The name given to the act of taking X number cards from the top of your deck and putting them directly into the graveyard. You may look at these and shuffle the discard pile afterwards.

### Discard

This refers to the action of taking a card in your hand, or from the field and putting it in the graveyard in the middle of the game.

### Exerted

The name given to the stat of a card when it has been "used" and exerted. Cannot be reused until made "ready" at the start of your turn.

### Feeding

Taking any card from your hand and placing it under your combatant card as "flesh"

### Field

This is the name given to the general playing area. Combatants are played into the "field" When they are defeated then they go to the graveyard.

### Flesh

The name given to a face down card underneath a combatant. If this combatant blocks or is blocked by a combatant with a higher or equal power, the combatant takes a wound. To show a wound you must flip and reveal a flesh card. This flesh card becomes a wound. If unable to flip a flesh card as only wounds left the combatant is "defeated". Both wounds (*revealed*) and flesh (*non-revealed*) cards underneath the combatant contribute to its level.

### Graveyard / Discard pile

This sits in the middle of the game; both players discard all their cards here and take from here. All cards that are "defiled" also go here.

### Level Bar

The side bar found on the combatant cards that indicate its power as it "levels up" from feeding. Both wounds (*revealed*) and flesh (*non-revealed*) cards underneath the combatant contribute to its level.

### Power

The level of the combatant determines its power on the "level bar"

### Reaction

The name given to a card - face up under a combatant. This contributes to its level bar and by extension its power. However these reactions have an immediate effect that must take place on revealing. These cards although contribute a sigil and to the combatant's level bar - these cards will be moved to the graveyard at the end of turn, as a sign of the reaction taking place and ending.

### Return

This is the name given to the action of taking a card from the field and putting it back into your hand.

### Reveal

This refers to the action of turning a card over to reveal its effect, reaction or bonuses. This may be referring to - from your hand, or from flipping it to create a wound/reaction.

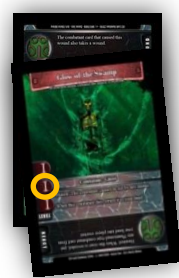
### Target

You chose (*as the person playing the card*) which directly the spell or effects goes.

### Wound/wounded

The name given to a card - face up under a combatant. This contributes to its level bar and by extension its power. Some wounds are in fact reactions which work differently. Wounds also offer additional abilities and bonuses written on the card.

## Card Examples



Level 2  
Combatant  
with 1 wound.



Level 2  
Combatant  
with 1 flesh.



Level 3 Combatant  
with 1 flesh and 1  
wound



Level 3 Combatant  
with 2 flesh .



Level 1 Combatant  
with no flesh or  
wounds

Necromagis is diverse game and if these rules do not answer a particular situation or question please visit;

<http://essburn.wixsite.com/necro>