






1 vs 1

PURCHASE PHASE

- Lv1 Card: 1 gold
- Lv2 Card: 3 cards
- ※ Pay 1 gold to change the drafting pool
- Extra Dice: 4 gold
- Officer: 1 mineral


BUILDING PHASE

- Pay building cost and consider building conditions
- Pay 3 gold to unlock a locked space
- Defense cards must be built in the front row

ACTION PHASE

- Every card can be activated only once during the same turn
- Gain 1 gold every time you destroy an opponent's card
- A maximum of 2 status tokens of the same kind can be placed on a single card
- ※ First player changes after a round finishes

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