

Trails Trading Card Game Comprehensive Rule

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100. Overview of the Game

101. Summary

101.1. This document explains the detailed rules of the Trails Trading Card Game (hereafter, TRAILS TCG).

102. Number of Player

102.1. This game is a competitive game for two players.

103. Winning Conditions

103.1. During the game, a player who meets the defeat conditions loses the game.

103.2. A player who does not meet the defeat conditions, while their opponent does, wins the game.

103.3. If both players meet the defeat conditions at the same time, the non-primary player wins the game.

103.4. During the game, a player may declare concessions and leave the game. In that case, the opponent of that player wins the game. Concession cannot be replaced by any effect, nor can a player be forced to concede by any effect.

104. Fundamental Principles

104.1. If there is a contradiction between the comprehensive rules and the card text, the card text takes precedence.

104.2. If instructed to perform an action, if part of the instructed result cannot be executed, execute the parts that can be executed. If a specific number or amount is instructed and it cannot be fully executed, execute as many as possible. If the number or amount to be executed is zero or negative, do not execute it.

104.3. If a player or card is instructed to become the same state as currently, it is not considered to have newly entered that state.

104.4. If an action is instructed but is prohibited by another effect, do not execute it.

104.5. If asked to choose a number during the game, only non-negative integers can be chosen.

104.6. If a value becomes another value for any reason, and the new value is greater than the original, it is considered increased. Similarly, if the new value is less than the original, it is considered decreased. This applies when setting a value to a specific number or swapping values with another.

105. Basic Terms

105.1. **Player**: A person participating in the game.

105.2. **Owner**: At the start of the game, the player who prepared a card for this game is its owner.

105.3. Control and Controller: During the game, each card or craft is controlled by a player, who is called the controller of that card or craft. When a card or craft refers to "self," it refers to its controller. When a card or craft refers to "opponent," it refers to the opponent of its controller. Unless control is changed by an effect, the controller of each card or craft is determined as follows:

- 105.3a. The controller of a card is its owner.
- 105.3b. The controller of a craft is the controller of the card that possesses the craft.
- 105.3c. The controller of an effect is the controller of the craft that generated the effect.

200. Card Information

 <p>UNIT</p>	 <p>ITEM</p>
 <p>EVENT</p>	 <p>BASE</p>
<p>① Name ② Sub-Name ③ Type ④ CP Cost ⑤ EP Cost ⑥ Building Level ⑦ Text ⑧ Arts ⑨ STR ⑩ DEF ⑪ Organization ⑫ Illustration ⑬ Card Number ⑭ Reality</p>	

201. Name

201.1. This is the unique name of the card.

202. Sub-Name

202.1. This is the unique sub name of the card.

203. Type

203.1. This is the card group to which the card belongs.

203.2. The type is one of UNIT, ITEM, EVENT, or BASE.

203.2a. A card may have multiple types (such as ITEM·UNIT). Such a card possesses all the characteristics of those types and is affected by abilities or effects that apply to any of its types.

Example: When playing an event with the effect “Destroy target ITEM,” you may select a card with the ITEM·UNIT type as the target.

Example: When playing an event with the effect “Stun target UNIT,” you may select a card with the ITEM·UNIT type as the target.

203.3. If referring to UNIT or ITEM by type name without specifying a zone, it refers to cards of that type on the field.

203.4. If referring to EVENT or BASE by type name without specifying a zone, it refers to cards of that type in the homebase.

203.5. If ‘(type)’ in a certain zone is referenced, it refers to cards of that type in that zone.

204. CP Cost

204.1. This is the CP cost of the card.

205. EP Cost

205.1. This is the EP cost of the card or its arts.

206. Building Level

206.1. This is the building level of the card.

207. Text

207.1. The crafts or effects the card possesses, or the effects of its arts.

207.2. Sentences beginning with · indicate crafts the card possesses.

207.3. Sentences not beginning with · indicate effects the card or its arts possess.

207.4. If the text is divided into multiple paragraphs, each represents a separate craft or similar.

207.5. Some parts of the text may include explanations of abilities or effects in parentheses. These are called annotation sentences, which are for rule explanation and are not considered part of the text.

207.6. Some parts of the text may include arts names in the format ‘<(arts name)>’. These are called arts names and are not considered part of the text.

207.7. Some parts of the text may include classification names for crafts or effects in textbook style as ‘(classification name)–’. These are called keywords, are not considered part of the text, and are used to classify abilities with similar functions.

208. Arts

208.1. The arts ability (see 1201.1c.) the card possesses. Arts have EP cost and text.

209. STR

209.1. The STR value of this UNIT.

210. DEF

210.1. The DEF value of this UNIT.

211. Organization

211.1. The organization this UNIT possesses.

211.2. If referring to cards by organization name without specifying a zone, it refers to cards with that organization on the field. If ‘(organization)’ in a certain zone is referenced, it refers to cards with that organization in that zone.

212. Illustration

212.1. The image representing the card.

212.2. The illustration has no meaning in the game.

213. Additional Information

213.1. Information such as card number, rarity, etc.

213.2. Additional information usually has no meaning in the game.

300. CP and EP

301. Overview

301.1. CP and EP are fundamental resources in the Trails TCG. Players pay the required costs to play cards or activate abilities by spending CP or EP.

302. Basic Principles

302.1. Players gain CP and EP through rules or effects. CP and EP gained by a player are placed in that player's CP/EP pool.

302.1a. A player may spend CP or EP from their CP/EP pool at any time to pay the costs of cards, abilities, or effects.

302.1b. CP and EP in the CP/EP pool disappear at the end of each phase or step.

400. Attributes and States

401. Attributes

401.1. Cards may gain specific named attributes through rules or effects.

401.2. A card's attributes may be referenced by rules or effects.

402. States

402.1. Cards may enter specific named states through rules or effects.

402.2. A card's state may be referenced by rules or effects.

500. Zones

501. Overview

501.1. A zone means a place in the game where cards, abilities, and the like are placed.

502. Basic Principles

502.1. During the game, a card is in one of several places called zones. Unless otherwise specified, each zone exists one per player and belongs to that player.

502.2. Zones are classified as either public or private. Cards in a public zone are visible to all players. Cards in a private zone are not visible to players other than those specifically designated.

502.2a. Regardless of whether a zone is public or private, all players may know the number of cards in that zone.

502.2b. In a private zone, unless the zone's contents are revealed to all players by some effect, the existence of cards meeting specific conditions is not guaranteed. A player to whom the zone is revealed may treat it as though there were no cards meeting those conditions, even if such cards are present.

502.3. When a card moves from one zone to another, if it moves from the field to the field, it moves as the same card. Otherwise, it is treated as a new card in the new zone. Effects that were applied in the previous zone do not apply in the new zone unless explicitly stated, and effects do not track the card to the new zone unless explicitly stated.

502.3a. If a card moves from a zone that has orientation placement states to another zone that also has orientation placement states, the card retains its placement state (e.g., Ready/Action) and any continuous effects applied to it while moving.

502.4. If multiple cards move simultaneously to the same zone and that destination zone tracks card order, the owner chooses the order of those cards upon arrival. If the destination is a private zone, players other than the one who owns that zone do not know the order of those cards.

502.5. When a card moves to some zone and the destination zone's owner is not specifically designated, it moves to the zone belonging to the card's owner.

503. Placement States

503.1. In some zones, cards have placement states that indicate orientation: Ready or Action. A card in the Ready state is placed vertically from the player's perspective; a card in the Action state is placed horizontally from the player's perspective.

503.1a. When a card is placed in a zone with Ready/Action placement states, it is placed Ready unless otherwise specified.

503.1b. A card has only one of the two orientation states: Ready or Action. When a card becomes Ready, it is no longer in Action, and vice versa.

503.2. In some zones, cards have placement states that indicate face: face-up or face-down. Face-up cards are placed so that all players can see their information; face-down cards are placed so that card information is hidden from all players.

503.2a. When a card is placed in a zone with face-up/face-down placement states, it is placed face-up unless otherwise specified.

503.2b. A card has only one of the two face states: face-up or face-down. When a card becomes face-up, it is no longer face-down, and vice versa.

504. Deck Zone

504.1. The zone where the deck prepared by the player is placed.

504.2. The Deck Zone is a private zone, and card order is tracked. Order is tracked by stacking cards to indicate top-to-bottom.

504.3. When multiple cards move from the deck to other zones, unless otherwise instructed, repeat moving the top card one at a time the specified number of times.

504.4. When rules or effects refer to the “deck,” they refer to the cards in the Deck Zone.

505. Hand

505.1. The zone where cards drawn by the player are placed.

505.2. The order of cards in the hand is not tracked.

505.3. The hand is a private zone; however, the cards in it are visible to the zone’s owner.

505.4. When rules or effects refer to the “hand,” they refer to the cards in the Hand.

505.5. There is no maximum hand size.

506. Field

506.1. The zone where UNIT cards and ITEM cards are placed.

506.2. The field is a public zone, and the order of cards is not tracked.

506.3. Cards on the field have placement states indicating orientation and face.

506.4. Cards on the field are placed onto their owner’s field. If a card’s owner changes due to some effect, that card moves to the field of the new owner.

506.5. If text references card information without specifying a zone, it refers to the information of cards on the field. Likewise, if text references organizations without specifying a zone, it refers to objects on the field that have that organization.

506.5a. If text counts the number of cards with specific information without specifying a zone, it as a rule refers to the number of such cards on the field.

507. Homebase

507.1. The zone where cards used as costs during the game are placed.

- 507.2. The homebase is a public zone, and card order is not tracked.
- 507.3. Cards in the homebase have placement states indicating orientation and face.
- 507.4. Face-down cards in the homebase are hidden from other players, but visible to their controller.

508. Trail

- 508.1. The zone where each player's used cards are placed.
- 508.2. The Trail is a public zone, and card order is not tracked.

509. Resolve Standby Zone

- 509.1. The zone where played cards and Crafts are placed until they resolve.
- 509.2. There is only one Resolve Standby Zone in the game. It is a public zone, and the order of cards and Crafts is tracked.

510. Exile Zone

- 510.1. The zone where cards removed from the game are placed.
- 510.2. The Exile Zone is a public zone, and card order is not tracked.

600. Game Preparation

601. Overview

601.1. Before starting the game, each player must build their deck and complete the pre-game setup.

602. Deck Construction

602.1. A deck is a stack of cards composed of UNIT, ITEM, EVENT, and BASE cards.

602.2. Each player prepares their deck according to the following rules, based on instructions from events or other directives.

602.3. Blitz Shield Mode

602.3a. The deck must consist solely of 40 cards obtained by opening five booster packs of the Trail TCG.

602.3b. There is no restriction on the number of cards with the same name and the same sub-name that can be included in the deck.

602.4. Strategy Mode

602.4a. The deck must contain exactly 50 cards.

602.4b. Up to four copies of any card with the same name and the same sub-name may be included in the deck.

602.4b-1 Cards with the sub-name “Common” are an exception and may be included in any quantity.

603. Game Setup

603.1. Before starting the game, each player must perform the following steps:

603.1a. Randomly select one player by any fair method. That player determines the Initiative Player for the first turn.

603.1b. Each player shuffles their own deck. After that, each player may shuffle their opponent’s deck. Then, each player places their deck face down in the designated deck area.

603.1c. Each player draws the top four cards from their deck and adds them to their hand.

603.1d. The Initiative Player for the first turn may perform a hand exchange or choose not to. A hand exchange means selecting any number of cards from your hand, placing them at the bottom of your deck, and then drawing the same number of cards from the top of your deck. After this, the non-Initiative Player for the first turn may also perform a hand exchange in the same way.

603.1e. Begin the turn with the player determined in 603.1a as the Initiative Player.

700. Turn Sequence

701. Overview

701.1. The game proceeds as each player takes turns. Each turn consists of three phases, performed in this order: Preparation, Combat, and Cure.

702. Basic Principles

702.1. Players share each phase of the turn.

702.2. Within each phase, players have their own steps. Steps are not shared between players.

702.3. The player currently performing a step is the Primary Player. If no player is performing a step, the Initiative Player becomes the Primary Player.

703. Preparation Phase

703.1. Trigger conditions for “At the start of the turn” occur.

703.2. Execute priority processing.

703.3. Trigger conditions for “At the start of the preparation phase” occur.

703.4. Execute priority processing.

703.5. The Initiative Player performs the following steps in order, then the non-Initiative Player performs the same steps in order.

703.6. Draw Step

703.6a. The Primary Player draws two cards.

703.6b. Trigger conditions for “At the start of the draw step” occur.

703.6c. Execute priority processing.

703.7. Homebase Step

703.7a. The Primary Player may place up to one card from their hand face down in their homebase. They may also choose not to place any card.

703.7b. Trigger conditions for “At the start of the homebase step” occur.

703.7c. Execute priority processing.

703.8. Deployment Step

703.8a. The Primary Player gains 1 CP for each card in their homebase.

703.8b. Trigger conditions for “At the start of the deployment step” occur.

703.8c. Execute priority processing.

703.8c-1 During the deployment phase only, if no cards or abilities are waiting in the Resolve Standby Zone, the Primary Player may play UNIT cards or ITEM cards. (See 902.4h.)

704. Combat Phase

704.1. Execute the Combat Phase according to the procedures described in section 800.

705. Cure Phase

- 705.1. Trigger conditions for “At the start of the cure phase” occur.
- 705.2. Execute priority processing.
- 705.3. Trigger conditions for “At the end of the turn” occur.
- 705.4. Execute priority processing.
- 705.5. Any player whose bond is 0 or less loses the game. If both players’ bonds are 0 or less, compare their bond values; the player with the lower bond loses instead. If both players’ bonds are 0 or less and equal, the Initiative Player loses instead.
- 705.6. The Initiative Player may choose one of their stunned UNITS to cure (or choose none). Then, the non-Initiative Player may do the same. After that, both players simultaneously cure the UNITS they selected. Then, each player simultaneously places all of their remaining stunned UNITS into the trail. If a UNIT cannot be placed into the trail, it remains on the field in a stunned state.
- 705.7. As the final step of the turn, perform the following in order:
 - 705.7a. End all continuous effects that expire “during the turn.”
 - 705.7b. If there are any rule processes or triggered conditions that must be resolved at this point, return to 705.7a.
- 705.8. Both players simultaneously ready all cards in their field and homebase.
- 705.9. The current non-Initiative Player becomes the new Initiative Player, and a new turn begins.

800. Combat Phase Procedures

801. Overview

801.1. During the Combat Phase, perform the following steps in this order.

802. Combat Phase

802.1. Trigger conditions for “At the start of the combat phase” occur.

802.2. Execute priority processing.

802.3. The initiative player performs the combat sub steps.

802.3a. A combat sub step consists of two steps: the Propose Attacker Step and the Combat Resolution Step, executed in that order.

802.4. Trigger conditions for “At the end of the combat phase” occur.

802.5. Execute priority processing.

803. Propose Attacker Step

803.1. Trigger conditions for “At the start of the propose attacker step” occur.

803.2. Execute priority processing.

803.3. The primary player (see 702.3) selects one or more of their own UNITS to attack.
If not attacking, they declare a pass.

803.3a. Selected UNITS must meet the following conditions:

803.3a-1 The UNIT is in a ready state.

803.3a-2 The UNIT is not prohibited from attacking by rules or effects.

803.3b. If selecting two or more UNITS, all selected UNITS must share at least one common organization.

803.4. If the primary player declares a pass, perform the following:

803.4a. If the pass declared by the primary player is not consecutive passes by both players, the non-primary player performs the next combat sub step.

803.4b. If the pass declared by the primary player results in consecutive passes by both players, proceed to 802.4.

803.5. The primary player selects one opponent’s UNIT as the attack target.

803.5a. Selected UNITS must meet the following conditions:

803.5a-1 The UNIT is not stunned.

803.5a-2 The UNIT is not prohibited from being chosen as an attack target by rules or effects.

803.5b. If no UNITS can be selected as attack targets, the opponent player is chosen as the attack target instead.

803.6. At this point, verify the legality of the attack. Each attacking UNIT and attack target must meet all of the following conditions. If one or more UNITS fail to meet these conditions, the attack is invalid. If invalid, return to 803.3.

803.6a. The card that attacks type is UNIT.

- 803.6b. The UNIT that attacks is in a ready state.
- 803.6c. The UNIT that attacks is not prohibited from attacking by rules or effects.
- 803.6d. If two or more UNITS are attacking, all attacking UNITS share at least one common organization.
- 803.6e. The attack from the UNIT that attacks the chosen target is not prohibited by rules or effects.
- 803.6f. If the attack target is a card, its type must be UNIT.
- 803.6g. If the attack target is a UNIT, it must not be stunned.
- 803.6h. If the attack target is a player, the attacking UNIT can only choose that player if there are no UNITS under that player's control that prevent being attacked.

Example: If a UNIT that attacks with "Covert" selects the opponent as the attack target, but the opponent controls a UNIT with "Covert," the attack is invalid.

Example: If a UNIT that attacks selects the opponent as the attack target and the opponent only controls UNITS with "Cannot be attacked," the attack is valid.

- 803.7. Execute priority processing.

804. Combat Resolution Step

- 804.1. At this point, check the legality of the attack again (see 803.6). If any attacking UNIT or the attack target UNIT fails to meet the legality conditions, that UNIT ceases to be an attacking UNIT or an attack target.
- 804.1a. If one or more UNITS selected in 803.3 have moved from their current zone to another zone, the attack is no longer legal.
- 804.2. If there are no UNITS that attack, an attack target UNIT, or an attack target player at this point, the attack cannot proceed; return to 803.3.
- 804.3. If any required actions to perform the attack exist, execute them now. If they cannot be executed, the attack cannot proceed; return to 803.3.
- 804.4. Action all UNITS that attack.
- 804.5. From this point until the end of this Combat Resolution Step, all UNITS that attack become "attacking UNITS" and are considered "attacking" and "in combat." If there are two or more attacking UNITS, the attack becomes a SCLM Attack, and all attacking UNITS are considered "attacking," "in SCLM Attack," and "in combat."
- 804.5a. If an attacking UNIT ceases to be an attacking UNIT, it is no longer considered "attacking," "in SCLM Attack," or "in combat."
- 804.5b. During a SCLM Attack, if one or more attacking UNITS cease to be attacking UNITS and only one remains, the attack is still treated as a SCLM Attack.
- 804.6. If the attack target is a UNIT, from this point until the end of this Combat Resolution Step, that UNIT becomes a "defending UNIT" and is considered "defending" and "in combat."
- 804.6a. If a defending UNIT ceases to be a defending UNIT, it is no longer considered "defending" or "in combat."

804.7. If any attacking or defending UNIT moves to another zone, becomes stunned, or ceases to be a UNIT, it is no longer an attacking or defending UNIT.

804.8. Trigger conditions for “When the UNIT attacks,” “When the UNIT SCLM attacks,” “When the UNIT is attacked,” and “When the UNIT is SCLM Attacked” occur.

804.9. Execute priority processing.

804.10. If there are no attacking UNITS, defending UNITS, or defending player at this point, return to 803.3. If there is at least one attacking UNIT but no defending UNIT or defending player, ready all attacking UNITS instead and return to 803.3.

804.11. Attacking UNITS engage in combat with the attack target.

804.11a. If the attack target is a UNIT, perform the following:

804.11a-1 The defending UNIT’s controller selects one attacking UNIT as the fight back target. If any attacking UNIT is prohibited by rules or effects from being chosen as a fight back target, it cannot be selected.

804.11a-2 If the attacking UNIT’s STR is equal to or greater than the defending UNIT’s DEF, stun the defending UNIT. For SCLM Attacks, if the total STR of all attacking UNITS is equal to or greater than the defending UNIT’s DEF, stun the defending UNIT. (See 1306.)

804.11a-3 If the attacking UNIT’s STR exceeds the defending UNIT’s DEF, Overkill occurs. When Overkill occurs, the defending UNIT’s controller loses bond equal to the difference between the attacking UNIT’s STR and the defending UNIT’s DEF. This is called Overkill Damage. For SCLM Attacks, Overkill does not occur.

804.11a-4 If the defending UNIT’s STR is equal to or greater than the fight back target’s DEF, stun the fight back target UNIT. (See 1306.)

804.11b. If the attack target is a player, Overkill occurs. When Overkill occurs, the defending player loses bond equal to the STR of each attacking UNIT. This is called Overkill Damage. For SCLM Attacks, Overkill occurs for each attacking UNIT.

Example: If a UNIT with STR 3 and a UNIT with STR 4 that has “This UNIT does not cause Overkill this turn” attack the opponent in a SCLM Attack, only the UNIT with STR 3 causes Overkill, so the opponent loses 3 bonds.

804.12. Execute priority processing.

804.13. As combat ends, perform the following:

804.13a. End all continuous effects with a duration of “during this combat,” “during this attack,” or “during this defense.”

804.13b. Attacking UNITS cease to be “attacking” or “SCLM attacking.”

804.13c. Defending UNITS cease to be attack targets and cease to be “defending.”

804.13d. All UNITS cease to be “in combat.”

804.13e. The defending player ceases to be the attack target.

804.13f. If any rule processes or triggered conditions remain to be executed, return to 804.12. Otherwise, end combat resolution.

804.14. The non-primary player performs the next combat sub step.

900. Priority Processing

901. Overview

901.1. During the game, players may be given priority, and priority processing may be executed. A player with priority can perform any actions available at that time.

902. Executing Priority Processing

902.1. If priority processing is executed, follow these steps:

902.2. The primary player (see 702.3) gains priority.

902.3. Perform a rule check (see 1000).

902.4. A player with priority may perform one of the following:

902.4a. Pass.

902.4b. Play one of their EVENT cards (see 1208).

902.4c. Play one of their BASE cards (see 1209).

902.4d. Play one activated craft from a card they control (see 1210).

902.4e. Play one valid arts ability from a card they control (see 1213).

902.4f. Gain EP once (see 1217).

902.4g. Perform SCLM Support once (see 1218).

902.4h. If the player with priority is the primary player, during the Deployment Step, and there are no cards or crafts in the Resolve Standby Zone, they may perform one of the following:

902.4h-1 Play one of their UNIT cards (see 1206).

902.4h-2 Play one of their ITEM cards (see 1207).

902.5. Based on the action taken by the player with priority, perform the following:

902.5a. If the player with priority performs any action other than passing (902.4a), that player retains priority.

902.5b. If the player with priority passes (902.4a) and it is not consecutive passes by both players, the opponent gains priority.

902.5c. If the player with priority passes (902.4a) and it results in consecutive passes by both players, and there are no cards or crafts in the Resolve Standby Zone, complete priority processing. Otherwise, resolve the most recently placed card or craft in the Resolve Standby Zone, then the primary player gains priority.

902.6. If priority processing is not complete, return to 902.3.

1000. Rule Check

1001. Overview

1001.1. A Rule Check refers to the point in the game when rule-based processes or triggered crafts are played.

1002. Rule Check Procedure

1002.1. When a Rule Check occurs, the game proceeds as follows:

- 1002.1a. Execute all rule processes that must currently be performed simultaneously. If new rule processes arise as a result, repeat this step until no pending rule processes remain.
- 1002.1b. If the primary player controls one or more triggered crafts with at least one trigger count, they choose one and play it, then return to 1002.1a.
- 1002.1c. If the non-primary player controls one or more triggered crafts with at least one trigger count, they choose one and play it, then return to 1002.1a.
- 1002.1d. End the Rule Check.

1100. Rule Processing

1101. Overview

1101.1. During the game, when specific conditions occur, actions may be executed according to the rules. This is called rule processing.

1101.2. Rule processing executes the following actions in order from top to bottom.

1102. Loss Condition Processing

1102.1. If, since the last rule processing, a player attempts to draw a card when their deck contains no cards, that player loses the game by rule processing.

1200. Processing of Cards, Abilities, and Player Actions

1201. Abilities and Effects

1201.1. An ability is text on a card that indicates some kind of process. Abilities are divided into Crafts, EVENT abilities, and Arts abilities.

1201.1a. Crafts are further divided by their method of execution into Activated Crafts, Triggered Crafts, and Continuous Crafts. When rules or text refer to “Craft,” it means any of these three types.

1201.1a-1 Activated Craft: An ability with a cost and an effect that can be played at any time by paying its cost, provided its controller has priority. Activated Crafts are written in the form:

- (Cost): (Effect)

1201.1a-2 Triggered Craft: An ability with a trigger condition and an effect, played during the next rule check after its trigger condition is met.

Triggered Crafts are written in forms such as:

- When/Whenever (trigger condition), (effect)
- At the start of (trigger condition), (effect)
- At the end of (trigger condition), (effect)

1201.1a-3 Continuous Craft: An ability that continuously applies its effect while active. Written as:

- (Effect)

1201.1b. EVENT Ability: Instructions processed when an EVENT card is resolved. Any text on an EVENT card not preceded by • is considered an EVENT ability.

1201.1c. Arts Ability: An ability with an EP cost and an effect that can be played at any time by paying its EP cost, provided its controller has priority. The EP cost and text listed under “Arts” on a UNIT card represent Arts abilities. When rules or text refer to “Arts,” it means Arts abilities.

1201.2. An effect is the actual process indicated by an ability. Effects are categorized by their method into Immediate Effects, Continuous Effects, and Replacement Effects.

1201.2a. Immediate Effect: Executes an action and ends its process immediately.

1201.2b. Continuous Effect: Applies a process for a specified duration or, if unspecified, for the remainder of the game.

1201.2c. Replacement Effect: A type of continuous effect that replaces a specified action with another action when the original action would occur.

1202. Valid Abilities

1202.1. A card’s abilities can only be played or take effect when they are valid. Unless otherwise specified, cards are considered valid in the following zones:

1202.2. UNIT card Crafts are valid while the card is on the field.

1202.2a. All Crafts on a UNIT in a stunned state (see 1306.2) are invalid.

1202.3. UNIT card Arts abilities are valid while the card is in hand or face-down in the homebase zone.

1202.4. BASE card abilities are valid while the card is face-up in the homebase zone.

1202.5. If a card's ability specifies that it only applies in a certain zone, it is valid only in that zone.

1203. Paying Costs

1203.1. "Paying a cost" means performing the actions required as a cost when playing a card or ability.

1203.2. If any part of the required cost action cannot be performed—even ignoring any replacement effects—the cost cannot be paid.

1203.3. If part of the cost action is replaced by another action due to a replacement effect, the original cost is still considered paid.

1203.4. If multiple actions are required as a cost, they must be performed in the order written.

1203.5. If a numerical value for a cost becomes zero or less when paying it, the cost is considered paid.

1203.6. If a card or ability includes text such as "You may (perform an action). If you do, (effect)," the action is a cost. The player required to pay the cost may choose during resolution whether to pay the cost and apply the effect. If the player chooses not to pay the cost, the effect does not occur.

1203.6a. Unless otherwise specified, the controller of the card or ability performs this choice.

1204. Playing Cards and Abilities

1204.1. A card or a card with an Arts ability is placed in the designated zone by playing that card or ability. Activated Crafts and Triggered Crafts are played to process their effects.

1204.2. Cards and abilities are played according to the following steps:

1204.2a. If the card or Arts ability is played from the homebase zone, turn the card or the card with the Arts ability face-up. If this cannot be done, the card or ability cannot be played.

1204.2b. If the card or the card with the ability is hidden from any player, reveal it.

1204.2c. If the card or ability text includes an indefinite value, determine that value (see 1305).

1204.2d. If the card or ability text includes wording such as "target (something)," the player selects valid targets that meet the conditions and number. If all required targets cannot be selected, the card or Craft cannot be played.

1204.2d-1 If the number of targets is zero or less, no targets are selected.

1204.2d-2 If the number of targets is two or more, the same object cannot be chosen more than once.

1204.2d-3 Cards or abilities in the Resolve Standby Zone cannot target themselves. If an effect attempts to target itself, it does not occur.

1204.2d-4 If target conditions require specific information, only objects with information explicitly visible to all players can be chosen.

1204.2d-5 The number of targets is fixed at this point. Later changes to values or conditions do not alter the number of targets.

1204.2e. If the effect applies differently to multiple targets, determine which effect applies to which target.

1204.2e-1 This determination is fixed at this point and does not change even if referenced values change later

1204.2f. If actions are required as part of paying a cost to play the card or ability, determine the content and quantity of those actions in the following order:

1204.2f-1 To play a UNIT or ITEM card, pay CP equal to its CP cost (see 1318).

1204.2f-2 To play an EVENT card, pay EP equal to its EP cost (see 1318).

1204.2f-3 To play a BASE card, its building level must be less than or equal to the number of cards in your homebase zone.

1204.2f-4 To play an Activated Craft, pay its cost.

1204.2f-5 To play an Arts ability, pay EP equal to its EP cost (see 1318). If played from a zone other than the homebase, place the card with the Arts ability in its controller's trail as part of the cost.

1204.2f-6 Apply effects that change the type of action or quantity (not increase/decrease) first.

1204.2f-7 Apply effects that increase the quantity.

1204.2f-8 Apply effects that decrease the quantity.

1204.2g. The cost actions are now fixed until executed.

1204.2h. Execute payment of the determined costs (see 1203). If this cannot be done, the card or ability cannot be played, and the game state reverts to just before the play attempt.

1204.2i. If playing a card from a zone other than the homebase, move the card to the Resolve Standby Zone. If playing from the homebase, move a proxy of the card to the Resolve Standby Zone. Exception: UNIT or ITEM cards played from the homebase by rule or effect are moved directly to the Resolve Standby Zone.

1204.2i-1 If a card under continuous effect in hand or homebase is played, the effect continues to apply in the Resolve Standby Zone.

1204.2j. If playing an ability, move a proxy of the ability to the Resolve Standby Zone.

1204.2k. At this point, all necessary steps for playing are complete, and the card or ability is considered played.

1204.2l. If, for any reason, the required steps cannot be properly completed after starting to play, the play is canceled, and the game state reverts to the point before the play began.

1205. Resolving Cards and Abilities

1205.1. Cards and abilities are resolved as follows:

1205.1a. If the card or ability requires targets, check whether the targets chosen during play are still valid. If a target is invalid, any process involving that target is not executed. If all targets are invalid, processes unrelated to targets are still executed.

Example: If an Arts ability says, “Choose one UNIT with CP cost 3 or less. It gets -0/-3 until end of turn. Then you gain 3 bonds,” and the UNIT is no longer a valid target at resolution, the -0/-3 effect does not occur, but the player still gains 3 bonds.

1205.1b. If any indefinite values were not determined during play, determine them now (see 1305).

1205.1c. If it is a card, perform the following based on its type:

1205.1c-1 If it is a UNIT card, place it on the field under its controller's control.

1205.1c-2 If it is an EVENT card, execute its effect, then place it in its controller's trail. If it is a proxy card, remove it from the Resolve Standby Zone instead.

1205.1c-3 If it is a BASE card and a proxy card, remove it from the Resolve Standby Zone.

1205.1c-4 If a card under continuous effect in the Resolve Standby Zone enters the field or homebase, it enters with that effect applied.

1205.1d. If it is an ability, execute its effect, then remove it from the Resolve Standby Zone.

1205.1d-1 Even if the source of the ability no longer exists or is invalid, the ability still resolves.

1206. Playing UNIT Cards

1206.1. A player with priority may play a UNIT card from their hand only during their Deployment Step (703.8) and only if no cards or Crafts are in the Resolve Standby Zone.

1206.2. Playing a UNIT card follows the general card play procedure.

1207. Playing ITEM Cards

1207.1. A player with priority may play an ITEM card from their hand only during their Deployment Step (703.8) and only if no cards or Crafts are in the Resolve Standby Zone.

1207.2. Playing an ITEM card follows the general card play procedure.

1208. Playing EVENT Cards

1208.1. A player with priority may play an EVENT card from their hand or from the homebase if it is face-down.

1208.1a. A player cannot play an EVENT card that is face-up in the homebase.

1208.2. Playing an EVENT card follows the general card play procedure.

1209. Playing BASE Cards

1209.1. A player with priority may play a BASE card from the homebase if it is face-down.

1209.1a. A player cannot play a BASE card that is face-up in the homebase.

1209.2. Playing a BASE card follows the general card play procedure.

1210. Playing Activated Crafts

1210.1. An Activated Craft has a cost and an effect, and is written in the form:

- (Cost): (Effect)

1210.2. A player with priority may play an Activated Craft when they are permitted to play that Activated Craft.

1210.3. Playing an Activated Craft follows the procedure for playing abilities.

1211. Handling Triggered Crafts

1211.1. A Triggered Craft has a trigger condition and an effect, and is written in forms such as:

- When/Whenever (trigger condition), (effect)
- At the start of (trigger condition), (effect)
- At the end of (trigger condition), (effect)

1211.2. Triggered Crafts constantly monitor the game state and, when certain conditions are met, are automatically played during Rule Check (1000).

1211.3. A Triggered Craft specifies an event that serves as the condition to play it; this is called the trigger condition. Each time the trigger condition for a given Triggered Craft occurs once, that craft's trigger count increases by 1. A Triggered Craft with a trigger count of 1 or more is considered triggered.

1211.3a. If a valid Triggered Craft is on a card that is hidden from any player, then when its trigger condition occurs once, the card may be revealed; by revealing it at that time, the craft's trigger count increases by 1. A hidden card may be revealed at most once per single occurrence of the trigger condition.

1211.3b. A Triggered Craft on a hidden card may choose to remain hidden even if its trigger condition is met, thereby choosing not to increase its trigger count.

1211.3c. A card revealed in this way remains revealed until the Triggered Craft is played and resolved or removed from the Resolve Standby Zone, or it is determined that the craft will not be played.

1211.4. During Rule Check (1000), after all rule processing is complete, the primary player checks whether any Triggered Crafts on cards they control have a trigger count of 1 or more. If there is at least one, they choose one such craft to play and reduce its trigger count by 1. If the primary player has none, the non-primary player performs the same check and, if any exist, chooses one to play and reduces its trigger count by 1. If either player plays a Triggered Craft, restart Rule Check from the beginning. If neither player plays a Triggered Craft, end the Rule Check.

1211.5. Triggered Crafts that are already triggered must be played unless prohibited by some rule or effect; choosing not to play them is not allowed. If a Triggered Craft chosen to be played cannot be played due to some effect, it is not played and its trigger count is reduced by 1.

1211.6. Some Triggered Crafts have a trigger condition based on a card moving from one zone to another. If such a craft refers to information or the state of the moving card itself, or other cards that move simultaneously, refer to that information/state as follows:

1211.6a. If the card moves from a public zone to a hidden zone, or from a hidden zone to a public zone, refer to the card as it exists in the public zone.

1211.6b. If the card moves from the field to a non-field zone, or from a non-field zone to the field, refer to the card as it exists on the field.

1211.6c. For movements between other zones, refer to the card as it exists in the destination zone.

1211.7. Some Triggered Crafts use “a UNIT attacks (one)” as the trigger condition. Such a craft’s trigger condition occurs once for each UNIT that attacked.

Example: If you control a UNIT with “• Whenever another UNIT you control attacks, this card gets +1/+1 during this turn,” then when two of your other UNITS perform a SCLM Attack, the craft triggers twice.

1211.8. Some effects create Triggered Crafts whose trigger condition is a specific future event. Such crafts are called Delayed Triggered Crafts. Unless otherwise specified by that effect, a Delayed Triggered Craft becomes triggered only once for the designated event; subsequent occurrences of the same event do not trigger it. When referencing the card that has a Delayed Triggered Craft, reference the card with the craft whose effect created that Delayed Triggered Craft.

1211.9. Some Triggered Crafts do not trigger on the execution of a specific in-game event, but rather on the condition of a specific event being satisfied. These are called Conditional Triggered Crafts. A Conditional Triggered Craft becomes triggered only if it is not already triggered and its trigger condition is currently satisfied.

1211.10. For various reasons, at the time a triggered craft is to be played, the card with that craft may be in a different zone than when it became triggered, may have lost that craft, or the craft may no longer be valid. Even in such cases, the Triggered Craft is still played and processed.

Example: A UNIT with “• Whenever this card stuns a UNIT, K.O. it.” attacks an opponent’s UNIT, and both UNITS become stunned. Although the craft is currently an invalid ability, because it is triggered it will be played during the next Rule Check.

Example: A UNIT with “• Whenever this card deals Overkill damage, stun target UNIT your opponent controls.” attacks an opponent’s UNIT, and both UNITS become stunned. Although the craft is currently an invalid ability, because it is triggered it will be played during the next Rule Check.

1212. Handling Continuous Crafts

1212.1. A Continuous Craft keeps applying its effect as long as the ability is valid. As a rule, the effects of Continuous Crafts are continuous effects.

1212.2. Among Continuous Crafts, those that unconditionally define the card's own type, organization, CP cost, EP cost, building level, STR, and DEF are called Baseline Crafts, and they function in any zone.

1213. Playing Arts Abilities

1213.1. An Arts ability has an EP cost and an effect.

1213.2. A player with priority may play an Arts ability from their hand, or from the homebase if the card is face-down.

1213.2a. A player cannot play the Arts ability of a UNIT card that is face-up in the homebase.

1213.3. Playing an Arts ability follows the procedure for playing abilities.

1214. Immediate Effects

1214.1. An immediate effect executes its contents once at the time of processing and then ends.

1215. Continuous Effects

1215.1. When multiple continuous effects apply to a card, apply them in the following priority order:

1215.1a. Use the card's own printed information and the effects from Baseline Crafts as the baseline.

1215.1b. Apply effects that grant organizations.

1215.1c. Apply effects that grant abilities.

1215.1d. Apply effects that change non-numeric information.

1215.1e. Apply effects that add numeric attributes (information items) that did not previously exist on the card.

1215.1f. Apply continuous effects that modify numeric information.

1215.2. If a single continuous effect requires processing that spans multiple categories in the above priority list, apply each part according to its respective category's priority.

1215.3. If multiple continuous effects share the same priority, determine their application order as follows:

1215.3a. Suppose there are continuous effects A and B. If applying A before B versus after B changes the scope or contents of effect B, then B is considered dependent on A. If one continuous effect depends on another (and the reverse is not true), the dependent effect is always applied later.

1215.3b. If dependencies still do not determine the order, apply the effect whose occurrence time is earlier first. If, for any reason, those times are the same, the primary player at that time decides the application order.

1215.3b-1 For continuous effects from Continuous Crafts, use the time when that Continuous Craft became valid as the occurrence time.

1215.3b-2 For continuous effects from Triggered/Activated Crafts, EVENT abilities, or Arts abilities, use the time when those crafts/abilities were played and resolved.

1215.3b-3 A continuous effect from a Continuous Craft continues to apply while that Continuous Craft is valid.

1215.3b-4 A continuous effect not from a Continuous Craft has its duration specified at the time it becomes valid.

1215.4. When a card moves between zones, and there exist continuous effects in the destination zone that should apply to that card, the card enters that zone with those effects applied.

1215.5. If a continuous effect changes a card's information to some other specific information, the card loses its original information (i.e., it is overwritten, not retained).

1215.6. If a continuous effect is generated by a Triggered/Activated Craft, EVENT ability, or Arts ability, it applies only to objects that satisfied the condition at resolution, and does not later apply to objects that subsequently come to satisfy the condition.

1215.7. If an Activated/Triggered Craft, EVENT ability, or Arts ability produces a continuous effect whose duration is indicated as "(specific) during the turn," then after resolution, application starts at the beginning of the specified turn and the effect applies until the end of that (specific) turn.

1215.8. If no duration is specified for a continuous effect, it applies for the remainder of the game.

1215.9. If the duration of a continuous effect is a specific point in the game, and at the time the effect would begin applying that point has already passed, the continuous effect does not start applying.

1215.10. If there exists in a given zone a continuous effect from a Continuous Craft that applies to cards in that zone, then when a new card is placed into that zone, it enters under that effect.

1216. Replacement Effects

1216.1. If a replacement effect exists for the occurrence of an event, the original event does not occur; only the replacement event occurs.

1216.2. If multiple replacement effects exist for the same event, the player or the controller of the card to which the event would originally apply chooses one of those replacement effects to apply.

1216.3. Each replacement effect applies at most once per single instance of the event before any replacements. As long as there is an event to be replaced, replacement effects must be applied; unless it is explicitly clear that one may choose not to replace, you cannot choose not to apply a replacement effect.

1217. Gaining EP

1217.1. Gaining EP is an action a player can perform.

1217.2. To gain EP, a player actions one card in their homebase that they control and gains 1 EP.

1217.3. A player may gain EP at any time if they have priority, or when EP payment is required during card or ability play, or when EP payment is required by rules or effects.

1217.4. Gaining EP does not move to the Resolve Standby Zone; it resolves immediately after execution.

1218. SCLM Support

1218.1. SCLM Support is an action a player can perform.

1218.2. SCLM Support means actioning one UNIT you control and targeting another UNIT you control so that the target gains support.

1218.2a. The target UNIT and the actioned UNIT must share at least one common organization.

1218.2b. If the target UNIT has Covert, the actioned UNIT must also have Covert.

1218.2c. If the target UNIT does not have Covert, the actioned UNIT must also not have Covert.

1219. Executing SCLM Support

1219.1. A player with priority may execute SCLM Support when permitted.

1219.2. Execute SCLM Support as follows:

1219.2a. Select one UNIT you control as the target. If you cannot select a target, SCLM Support cannot be executed.

1219.2b. Select one UNIT you control and action it. The selected UNIT must meet all of the following:

1219.2b-1 It is different from the target card.

1219.2b-2 It is in a ready state.

1219.2b-3 It shares at least one common organization with the target UNIT.

1219.2b-4 If the target UNIT has Covert, it also has Covert.

1219.2b-5 If the target UNIT does not have Covert, it also does not have Covert.

1219.2c. At this point, all necessary steps for execution are complete, and SCLM Support is considered executed.

1219.2d. If, for any reason, the required steps cannot be properly completed after starting execution, the execution is canceled, and the game state reverts to the point before execution began.

1220. Resolving SCLM Support

1220.1. Resolve SCLM Support as follows:

1220.1a. Check whether the target selected during execution is still valid. If not, any process involving that target is not executed.

1220.1b. The target UNIT gains support.

1221. Last Known Information

1221.1. If a card's information or state must be referenced and the card has moved from the zone where it should be referenced to another zone, refer to the card's information as it existed at the last moment in the previous zone. This is called Last Known Information.

1222. Source

1222.1. The source of an effect is the ability that generated the effect.

1222.2. The source of an ability is the card that has that ability.

1222.3. The source of Overkill damage is the UNIT that caused the Overkill.

1222.4. When referencing that a card stunned a UNIT, refer to either of the following conditions being met:

1222.4a. The card attacked that UNIT, and the UNIT became stunned.

1222.4b. The UNIT became stunned due to an effect whose source is that card.

1222.5. When referencing that a card moved to a designated zone by a player, refer to either of the following conditions being met:

1222.5a. The player caused the card to move to the designated zone as a cost (see 1204.2h) of a card or ability they control.

1222.6. The card moved to the designated zone due to an effect controlled by that player.

1300. Game Terms

1301. Overview

1301.1. Some actions specified by Crafts or effects involve special actions within this game. The following terms each indicate a designated process.

1302. Names

1302.1. When an effect references a name in single quotation marks (‘ ’), it means a card whose card name is that name.

Example: A UNIT with “• If you control a ‘Joshua Bright’, this card gets +1/+1.” gains +1/+1 if there is at least one card named “Joshua Bright” on your field.

1302.1a. If an effect says “card name contains ‘(name)’ ,” the (name) refers to part of the card name. If not stated, it refers to the exact card name.

1302.1b. If a card is referenced by name without specifying a zone, it refers to a card of that type on the field.

1302.2. When an effect references a sub-name in single quotes, it means a card whose sub-name is that name.

Example: A UNIT with “• Whenever you play a sub-name ‘Raven’ from your homebase, this card gets +2/+0 this turn.” gains +2/+0 when you play a UNIT with sub-name “Raven” from your homebase.

1302.2a. If a card is referenced by sub-name without specifying a zone, it refers to a card with that sub-name on the field.

1302.3. When an effect references a name in bold, it means a card that has an organization with that name.

Example: If an EVENT says “Cure target stunned Bracer Guild,” you may target a UNIT with the Bracer Guild organization, or one with both Bracer Guild and Ouroboros organizations.

1303. +(Value)/-(Value)

1303.1. If a UNIT “gets +X/+Y,” increase its STR by X and its DEF by Y.

1303.2. If a UNIT “gets -X/-Y,” decrease its STR by X and its DEF by Y.

1304. more/less

1304.1. If instructed to ‘more’ CP cost, EP cost, building level, or Wings of Light by (value), increase it by that amount.

1304.2. If instructed to ‘less’ CP cost, EP cost, building level, or Wings of Light by (value), increase it by that amount.

1305. Indefinite Values

1305.1. When an indefinite numeric value is referenced in card or ability text, it may use the letter X.

1305.2. If a card or ability other than a Continuous Craft has an indefinite value, determine it when the card or ability is played.

1305.2a. If no method is specified, the player chooses the value.

1305.2b. If a method is specified and the necessary information (cost, number of targets, etc.) is available, determine X currently.

1305.2c. Once determined, the value does not change until the card or ability leaves the Resolve Standby Zone.

1305.3. If the method is specified but not determined during play, determine it at resolution.

1305.4. If a Continuous Craft has an indefinite value, update it continuously according to the specified method while valid.

1305.5. This rule applies similarly to letters other than X (e.g., Y, Z).

1306. Stun

1306.1. If rules or effects instruct to “stun” a UNIT, put that UNIT into the stunned state.

1306.2. Stunned state is a card state:

- 1306.2a. A stunned UNIT is always face-down and actioned.
- 1306.2b. A stunned UNIT does not ready.
- 1306.2c. All abilities of a stunned UNIT are invalid.
- 1306.2d. A stunned UNIT cannot be stunned again.

1306.3. When a UNIT becomes stunned, its controller loses bonds equal to its CP cost. This is called Stun Damage.

Example: If you play “Stun target UNIT with CP cost 2 or less,” and the opponent’s UNIT with CP cost 2 becomes stunned, they lose 2 bonds.

Example: If you pay the cost for “• Stun this card: Stun target UNIT with CP cost 2 or less” on a UNIT with CP cost 3, you stun that UNIT and lose 3 bonds.

1306.4. When a UNIT ceases to be stunned, it becomes face-up and actioned.

1306.5. If rules or effects instruct to “stun” an ITEM or UNIT, instead destroy that ITEM or UNIT.

1307. Don’t Take Stun Damage

1307.1. If a player is instructed “don’t take stun damage” that player does not lose bond when a UNIT becomes stunned during that period.

1308. Cure

1308.1. If rules or effects instruct to “cure” a UNIT, that UNIT ceases to be stunned (see 1306.4).

1309. Having or Losing Support

1309.1. If rules or effects instruct a UNIT to “have support,” that UNIT gains the Support attribute (see 401).

1309.1a. When a UNIT has Support is attacked, Overkill does not occur in that combat (see 804.11a-2, 804.11a-3).

1309.2. If rules or effects instruct a UNIT to “lose support,” that UNIT loses the Support attribute.

1310. Linking

1310.1. If instructed to “link” two or more organizations of a player, then all UNIT cards owned by that player that have any of the linked organizations will have all linked organizations in every zone.

Example: If your Bracer Guild and Gralsritter are linked, all your UNIT cards with either organization have both organizations in every zone.

Example: If your Bracer Guild and Gralsritter are linked, and your Bracer Guild and Ouroboros are linked, then all your UNIT cards with any of these organizations have Bracer Guild, Gralsritter, and Ouroboros in all zones.

1311. Reveal

1311.1. If required to reveal a card from a hidden zone, make its information visible to all players. This continues until the effect requiring the reveal resolves or the card moves to another zone.

1312. Choose/Search

1312.1. If instructed to “choose” cards, abilities, or players from a public zone, the player must select the specified number from valid options unless otherwise stated.

1312.2. If instructed to “choose” or “search” cards from a hidden zone, the player may look at the cards in that zone unless otherwise stated. If all players can see the cards, selection proceeds as in a public zone. If some players cannot see the cards and the instruction specifies certain information, that information is not guaranteed to exist in the zone. The choosing player may choose not to select a card even if it matches the condition.

1312.3. When searching a deck for cards with conditions other than quantity, reveal the chosen cards to all players.

1312.4. If instructed to choose an organization on the field, the player chooses from organizations held by UNITS on the field.

1313. Draw

1313.1. If instructed to draw one card, move the top card of the player’s deck to their hand.

1313.1a. If no player is specified, the controller of the effect performs the draw.

1313.2. If instructed to draw multiple cards, repeat the draw action the specified number of times.

1314. Discard

1314.1. To “discard” a card means to move it from the specified player’s zone to that player’s trail.

1314.1a. If the specified player is instructed to discard a card without specifying a zone, it refers to discarding a card from their hand.

1314.2. If instructed to discard without specifying cards or to “discard all cards in hand,” move all cards in that player’s hand to their trail. If the hand is empty, it is still considered discarded.

1315. Ready / Action

1315.1. To “ready” a card means to put it in the ready state. A card already ready cannot be readied.

1315.2. To “action” a card means to put it in the action state. A card already actioned cannot be actioned again.

1316. Turn Face-Up / Face-Down

1316.1. To “turn face-up” means to make the card face-up. A card already face-up cannot be turned face-up again.

1316.2. To “turn face-down” means to make the card face-down. A card already face-down cannot be turned face-down again.

1317. K.O./ Destroy

1317.1. If rules or effects require a UNIT on the field to be K.O.’d, place it in the trail.

1317.1a. This occurs when the “K.O.” instruction is applied.

1317.2. If rules or effects require a card on the field or homebase to be destroyed, place it in the trail.

1317.2a. This occurs when the “destroy” instruction is applied.

1318. Pay CP / Pay EP

1318.1. If instructed to “pay (value) CP,” the player pays that amount of CP.

1318.2. If instructed to “pay (value) EP,” the player pays that amount of EP.

1319. Can’t Cause Overkill

1319.1. If a UNIT is instructed “can’t cause overkill,” its attack does not cause Overkill (see 804.11a-2, 804.11a-3).

1320. Put onto the Field

1320.1. If instructed to “put a card onto the field,” the specified player places that card on the designated player’s field.

1320.1a. If no player is specified, place it on its owner’s field.

1320.1b. If a UNIT with an orientation state is moved onto the field, maintain its orientation and any continuous effects applied to it (see 502.3a).

1321.

1321.1. If text includes , it means “Action this ready card.”

1322.

1322.1. If text includes , it means “When putting this card on the field.”

1323. Plan (Value)

1323.1. If instructed to “Plan (value),” the player looks at the top (value) cards of their deck, places any number of them on the bottom of the deck in any order, and places the rest on top in any order.

1324. Counter

- 1324.1. If instructed to “counter” a card or ability being played in the Resolve Standby Zone, remove it from that zone. If it is not a proxy card, place it in its owner’s trail.
- 1324.2. A countered card or ability does not resolve, and any costs paid are not refunded.

1325. Ignore All Effects Currently Applied

- 1325.1. If instructed to “ignore all effects currently applied” on a card, that card ignores all continuous effects currently applied to it.
- 1325.1a. “All applied effects” refers to effects applied before the ignores effect is applied (see 1215.3).
- 1325.1b. Apply each ignored process according to its respective priority (see 1215.2).

1326. Attack

- 1326.1. If instructed that a target “cannot be attacked,” players cannot choose that target during the Propose Attacker Step (see 803.5).
- 1326.2. If instructed to “attack the target if able,” the player must choose that target during the Propose Attacker Step if any UNIT can attack it.
- 1326.3. If instructed to “attack with (target),” the player must choose that UNIT as an attacking UNIT if its attack is not prohibited by rules or effects.
- 1326.4. When a UNIT attacks or is attacking alone, it is considered a UNIT that attacked alone or is attacking alone.

1327. Fight Back

- 1327.1. If instructed that a UNIT “fight back multiple targets,” during the Combat Resolution Step (see 804.11a-1), select all valid targets among those specified instead of just one.
- 1327.2. If instructed to “fight back the target if able,” select that target as the defense target if allowed by rules or effects.

1328. Control

- 1328.1. If a card references “if (player) controls (target),” it refers to a UNIT on the player’s field.
- 1328.2. If a card references “if (player) controls (target) in (zone),” it refers to a UNIT in that zone on the player’s field.

1329. Treat As

- 1329.1. If instructed to “treat as though a player control ‘(name)’ ” treat as though a UNIT with that card name exists on the player’s field.

1330. Remove From Game

- 1330.1. If instructed to “remove a card from the game,” place it in its owner’s exile zone.

1331. Gain / Get

- 1331.1. If instructed that a card “gains (organization),” it adds that organization to its existing ones.
- 1331.2. If instructed that a card “gains ‘(card name),’” it adds that card name to its existing names.
- 1331.3. If instructed that a card “gets (craft),” it adds that craft to its existing crafts.

1332. Have

- 1332.1. If instructed that a card “has (organization),” treat it as having that organization in addition to its existing ones.
- 1332.2. If instructed that a card “has ‘(card name),’” treat it as having that card name in addition to its existing ones.
- 1332.3. When referencing an organization a card has, refer to its organizations.
- 1332.4. When referencing a craft a card has, refer to its crafts.
- 1332.5. When referencing an Arts a card has, refer to its Arts abilities.
- 1332.6. When referencing a keyword a card has, refer to keywords classified as abilities (see 207.7).
- 1332.7. When referencing an attribute a card has, refer to its attributes.

1333. Has All Organizations

- 1333.1. If a card is instructed to “have all organizations,” treat it as having all organizations in addition to those it already has.
Example: If you have a BASE with “· Your UNITS have all organizations,” all your UNITS have every organization.
Example: If a UNIT originally belonging to Bracer Guild gains the organization of a UNIT with “· This card has all organizations in all zones” via an [Affiliation] craft, that UNIT now has Bracer Guild and all organizations.
- 1333.2. When referencing the number of organizations on the field, a card that “has all organizations” counts only its original organizations plus any gained through other effects, excluding those granted by the “has all organizations” effect.
Example: If your organizations are not linked, a UNIT with “· This card has all organizations in all zones” and originally Erebonian Empire counts as having 1 organization (Erebonian Empire).
Example: If your Erebonian Empire and Bracer Guild are linked, that same UNIT counts as having 2 organizations (Erebonian Empire and Bracer Guild).
Example: If a UNIT originally belonging to Bracer Guild gains the organization of a UNIT with “· This card has all organizations in all zones” and originally Erebonian Empire, it counts as having Bracer Guild and Erebonian Empire.

1334. Lose

- 1334.1. If a card is instructed to “lose (organization),” it loses that organization.

1334.2. If instructed to “lose (craft)” or “lose (icon craft),” and no quantity is specified, the card loses all specified crafts or icon crafts.

1335. Rebuild

1335.1. If instructed to “rebuild” a card in a homebase, its owner places that card in their trail and then places the top card of their deck face-down and actioned in the homebase.

1400. Icon Crafts

1401. Overview

1401.1. Icon Crafts are frequently used crafts defined by specific terms. When writing Icon Crafts in text, only the defined term is shown instead of the full craft text.

1402. 【Covert】

1402.1. 【Covert】 means: “·This card can only attack UNITs with 【Covert】 or players, and can only be attacked by UNITs with 【Covert】.” (Continuous Craft)

1403. 【Reinforcement】

1403.1. 【Reinforcement】 means: “· If you do not have another UNIT with the same organization on your field, this cannot be played as a UNIT.” (Continuous Craft)

1404. 【Attribution】

1404.1. 【Attribution】 means: “·Whenever UNITs you control first attack each turn, this card gains the organizations of them this turn.” (Triggered Craft)

1405. 【Dispatch】

1405.1. 【Dispatch】 means: “·You may play this face-down card from your homebase. If you do, you may put a card from your hand face-down into your homebase actioned.” (Continuous Craft)

1406. 【Martial Arts】

1406.1. 【Martial Arts】 means: “·This card gets +1/+1 for each combating UNIT your opponent controls that don't have 【Martial Arts】 while combating.” (Continuous Craft)

1407. 【Hate】

1407.1. 【Hate】 means: “·If your opponent attacks, they must do this card if able.” (Continuous Craft)

1500. Other Rules

1501. Loops

1501.1. During the game, certain actions may be repeatable as many times as desired, or certain actions may be forced to repeat indefinitely. Such actions are called loops, and follow these rules:

1501.1a. If only one player can choose to repeat the loop, that player specifies the number of repetitions and performs the loop that many times. Afterward, they cannot repeat the loop again unless they perform a different action first.

1501.1b. If multiple players can choose to repeat the loop, the primary player specifies several repetitions, then the non-primary player specifies a number. Perform the loop the lesser of the two numbers. Afterward, neither player can repeat the loop again unless they perform a different action first.

1501.1c. If neither player can stop the loop, the game ends in a draw.

1502. Simultaneous Processing

1502.1. If an effect or rule instructs both players to choose and execute something simultaneously, the primary player (see 702.3) chooses first, then the non-primary player chooses. After both have chosen, execute all chosen processes simultaneously.

1503. Card Text

1503.1. When determining card text for all language versions, refer to the Japanese version of the card with the same card number.

1600. Text Corrections

1601. Overview

1601.1. For certain cards, the following corrections are treated as official. For Japanese card text corrections, refer to the Japanese Comprehensive Rules.

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- Created Comprehensive Rules