

## Nechronicard ruleset

### Game Setup:

Use a 25-card deck.

The battlefield consists of 8 spaces: 4 front row and 4 back row.

There is a discard pile where used cards go, including those used as parts for building a zombie.

Limbo is a zone where cards go after being destroyed or discarded. Cards in limbo cannot be used as parts.

At the start of each round, before drawing cards, move all cards in limbo to the discard pile.

### Start of the Game:

Shuffle the deck.

Place the first 4 cards facedown in the "Meatshield" area.

If you are attacked directly, flip a shield card from the Meatshield area and put it in the discard pile. If you have no shields when attacked, you lose.

### Initiative and Drawing:

Decide who goes first. The winner receives the initiative token.

The player with the initiative token draws 3 cards, and the other player draws 4 cards.

At the start of each round, both players draw a card and may then discard a card.

### Rounds and Turns:

Rounds are divided into turns.

Starting with the player who has the initiative token, players alternate taking turns.

During a turn, you can:

Build a zombie.

Play a spell.

Declare an attack (only if you have the initiative token and only once per round).

Pass (you can't take any further action after passing).

After both players pass, the round ends, the initiative token switches sides, and a new round begins.

### Card Anatomy:

Name

Color: Indicates the part type the card can be used as (weapon = black, mutant = yellow, esper = pink, cyber = blue).

Part Slots: Specifies the number and type of parts that can be attached to the card when it's put into play.

Power: Represents the damage the card deals when attacking. The card's total power is equal to its own power plus the power of its attached parts.

Text: Some cards have additional effects that can be always active, triggered when specific conditions are met, or activated by players by paying a cost. Activated effects can be used with the same timing as spells.

Part Effect: Some cards have unique effects when used as parts.

### Building a Zombie:

Put a card from your hand in an empty space on the field, then put the required number of cards from the discard pile underneath it. The cards (parts) used to build a zombie must be of the specified colours. So if a zombie requires two mutant parts, you can only put mutant parts under it.

Parts act as hit points. When a zombie takes damage, remove as many parts as the damage dealt and place them in the limbo. If a zombie takes damage exceeding the number of parts, the zombie is sent to limbo along with the cards.

A zombie's total power is determined by adding its own power to the power of all parts attached underneath it.

For example, if you construct a zombie with a baseline power of 1 using two 0 power zombies and one 1 power zombie, the total power of the constructed zombie will be 2.

When a zombie takes damage, its parts are affected. Each point of damage removes one part from the zombie.

If the damage received exceeds the number of parts, the zombie is sent to limbo along with its associated cards.

#### Combat:

Once per round, the player with the initiative token can declare an attack.

Each zombie in the front row deals damage to the zombie in front of it equal to its power.

Zombies in the back row take damage from attacks only if there is no zombie in front of them. Back row zombies do not deal damage.

If there is no zombie in front of an attacking zombie, it's a direct attack.

The defending player puts a meatshield card in limbo. If there are no meatshields left, the defending player loses the game.

#### Playing Spells (Pitch Effects):

Some zombies have pitch (X) effects. To pitch a zombie, move the required parts from the discard pile to limbo, then place the pitched card in limbo and activate the effect.

Cards can be pitched during your turn as an action or can be used as an interrupt after an opponent's action (including pitching a card) but before the effect is resolved.

If multiple cards are pitched in response to each other, they resolve in the opposite order in which they were played.