

# Turn Sequence

## (1) Active Phase

Change all of your allies in Defense Stance to Attack Stance.

## (2) Charge Phase

● You gain 10 AP. In addition, you may choose any number of Character Cards from your hand and send them to your Standby Zone until you have 5 or fewer cards in hand. You gain AP equal to the total Charge Value of the cards you sent.

● Choose an ally on the Battlefield or in the Command Zone. By spending AP equal to that ally's Deployment Cost (minimum 5), that ally gets +1 HP.

● You may choose any number of Familiar Cards from your hand and send them to your Summoning Zone until you have 3 or fewer cards in hand.

One ally gets +HP equal to the total Charge Value of the cards you sent. (Ultimate Mode Only)

## (3) Draw Phase

Draw cards from the top of your Stronghold until you have 5 character cards in hand.

## (4) Main Phase

Deployment, Growth, Focus, Move, Swap, Attack Declaration Contract, Evolution, Release (Ultimate Mode Only)

## (5) End Phase

# Combat Sequence

① Attack Declaration

② Attack Power Self-Boost

③ Choose Attack Target

[ target: Enemy ]

[ target: Stronghold ]



④ Self-Boost  
(Defense Power)

④ Choose Commander  
to Enter Combat

⑤ Damage Calculation

⑤ Revealing

⑥ Combat Ends

the Last Guard

※Red = Attacker

⑥ Damage Calculation

※Blue = Defender

⑦ Combat Ends

# Signs of Growth

Lv1-3 Characters have the shared ability "Signs of Growth."  
Its trigger condition and details are as follows.

**【Self◆BF】**

**【TRG】** When this character deals combat damage  
to an enemy

**【CST】** Hand→Standby\_2 cards

You choose a card from your Standby Zone  
that has the same name as this character  
and is 1 Level higher.

Add that card to your hand.

# Status Ailments

**火傷** This character gets -ATK equal to the number of **Burn** tokens.

This character cannot Self-Boost ATK.

**沈黙** This character gets -MAT equal to the number of **Mute** tokens.

This character cannot Self-Boost MAT.

**崩壊** This character gets -DEF equal to the number of **Collapse** tokens.

This character cannot Self-Boost DEF.

**静寂** This character gets -MDF equal to the number of **Silence** tokens.

This character cannot Self-Boost MDF.

**鈍足** This character's Move and Swap costs increase by the number of **Slow** tokens.

**麻痺** At the start of your Active Phase, roll the die X times, where X is the number of **Paralysis** tokens. If any roll is 1-2, this character cannot change its Stance this Active Phase.

**銀縛** This character cannot activate abilities. At the end of your Main Phase, choose X cards from this character's Growth Source and send them to your Standby Zone, where X is the number of **Silver-Chain** tokens. If it has fewer than X cards, it takes damage equal to the shortage.

**猛毒** At the end of your Main Phase, this character takes damage equal to the number of **Poison** tokens.

# Blessing

During HP Charge (Charge Phase), you may convert 1 Blessing into 5 AP.

## Fire Blessing

- Reduce 1 attribute damage except Water.
- Cure Burn or Poison.

## Water Blessing

- Reduce 1 attribute damage except Thunder.
- Cure Silence or Poison.

## Thunder Blessing

- Reduce 1 attribute damage except Earth.
- Cure Paralysis or Poison.

## Earth Blessing

- Reduce 1 attribute damage except Wind.
- Cure Collapse or Poison.

## Wind Blessing

- Reduce 1 attribute damage except Fire.
- Cure Slow or Poison.

## Dark Blessing

- Reduce 1 attribute damage except Light.
- Cure Mute or Poison.

## Light Blessing

- Reduce 1 attribute damage except Dark.
- Cure Silver Bind or Poison.

# Familiar Abilities

## ● Contracted State

【ACT】 If this Familiar's Contract Holder is in Defense Stance

【CST】 Pay the specified Ability Cost (value shown in the lower-right corner)

Roll the die once and apply either a Support Ability or an Evolution Ability based on the result.

## ● Released State

【TRG】 When this Familiar deals combat damage to an enemy

【CST】 Pay the specified Ability Cost (value shown in the lower-right corner)

Roll the die once and apply a Support Ability, Combat Ability, or Evolution Ability based on the result.

※When you use a Familiar's ability, roll the die once. Then apply any and all effects whose numbers are less than or equal to the result, in any order you choose.

## 《Evolution Ability》

### 進化 Evolution:

You choose a card in the Summoning Zone that represents this Familiar's evolved form, then place it on top of this Familiar to evolve

※If it evolves in the Released State, it gets +HP based on its Charge Value.  
If it evolves in the Contracted State, it gets no HP.

## 《Support Abilities》

**治癒** **Cure:** Cures one type of status ailment.

**全治** **Full Cure:** Cures all status ailments.

**HP** **Hit Point:** Gets +1 HP.

**MP** **Mental Point:** You choose a card from your Standby Zone, then add it to the Growth Source.

**加護** **Blessing:** Gain a Blessing of the same attribute as this Familiar.

※The target of Cure, Full Cure, HP, MP, and Blessing must be chosen from either “this Familiar’s Contract Holder” or “one ally placed in this Familiar’s surroundings.” (You must apply all of the effects to a single target.)

**Troop:** You look at the top X cards of your Stronghold, where X is this Familiar’s Level.

**兵力** Choose a card from among them, then add it to your hand.

Put the rest on the bottom of your Stronghold in any order.

**Longsword:** You choose the designated Weapon from your Standby Zone, then add it to your hand.

**長劍**

## 《Combat Abilities》

You choose an enemy in Defense Stance and apply the following effects:

**炎1** **1 Fire:** The chosen enemy takes 1 Fire damage.

**火傷** **Burn:** The chosen enemy suffers Burn.