

SANDLAND TACTICAL CARD BATTLE

RULE MANUAL Ver.1.11

Table of Contents

- 0. Introduction**
- 1. Game Setup**
- 2. Game Progression**
- 3. Card Types**
- 4. Scrap**
- 5. Water**
- 6. Action Phase**
- 7. General Terms**
- 8. Keywords**
- 9. Glossary**

0. Introduction: Players are competing for water in the world of Sandland! Each player has a deck and leader, and wages skirmishes – each skirmish is won by whoever has more water or by defeating the opposing side. The first player to win 2 skirmishes wins the game.

1. Game Setup:

1-1 Leader Card and Decks

1-1-1 Each player needs exactly 1 Leader Card to play.

1-1-2 Each player needs a deck with 30 cards.

1-2 Other Items

1-2-1 Each player will need to have a reserve of damage counters.

1-2-2 One player will need a water counter, a round counter and a skirmish counter.

1-3 Pregame Setup

1-3-1 Players shuffle and draw 12 cards from their deck.

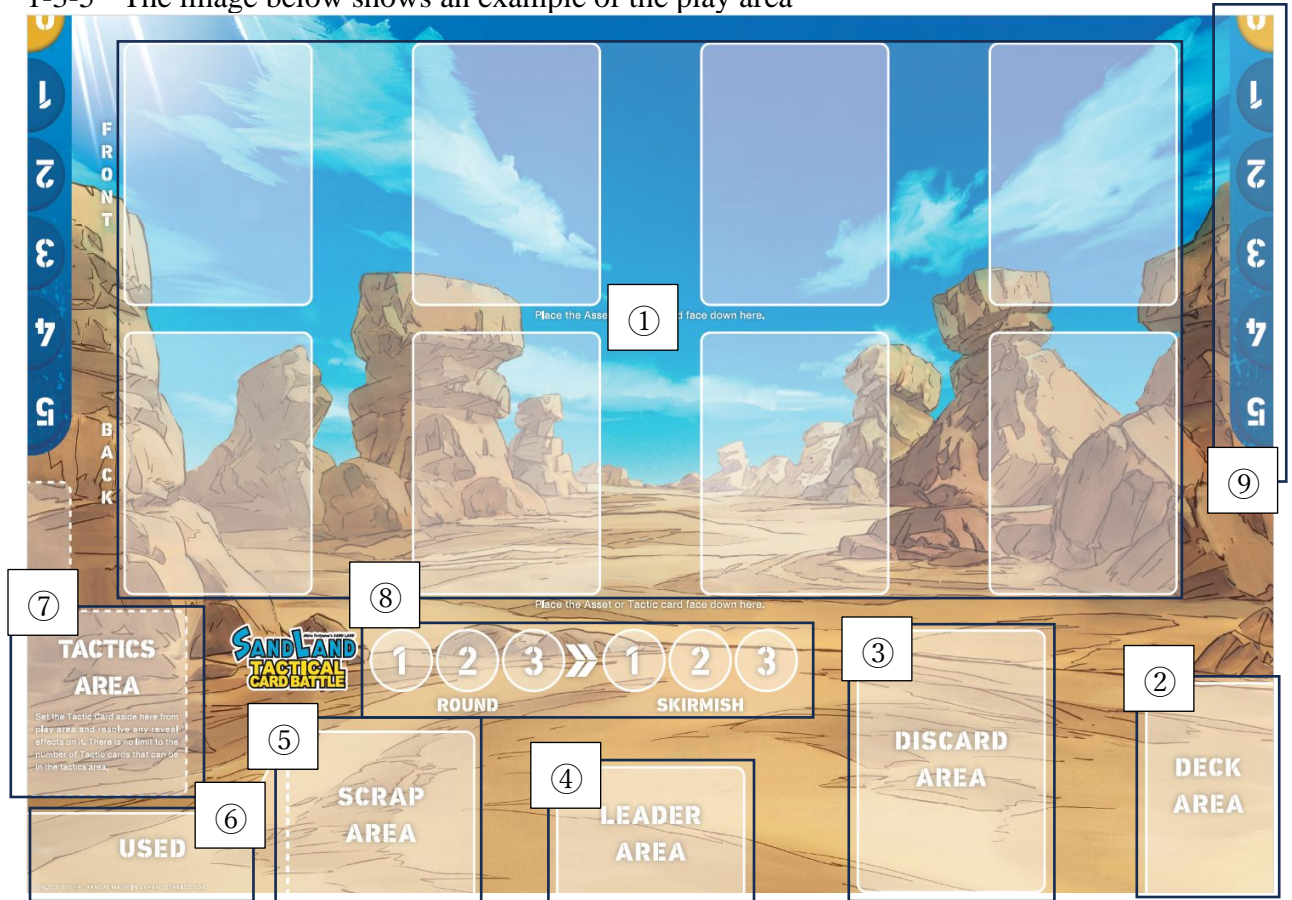
1-3-2 Each player places their Leader Card in their Leader Area

1-3-3 Putting two playmats together, there will be two water tracks visible.

Only a single water track and a single water counter is used during the game and shared by both players. Players set the water counter on the 0 in the center of the water track. The round counter and skirmish counter are both placed in the 1 space in their respective areas.

1-3-4 Use a random method to choose the first player.

1-3-5 The image below shows an example of the play area



- ① Place the Asset or Tactic card face down here.
- ② Place your deck here.
- ③ This is where Asset cards that lost in battle or cards trashed are placed.
- ④ Place your Leader Card here.
- ⑤ This is where you place Scrap as the cost to use a card.
- ⑥ Place the Scrap used in play here.
- ⑦ If the scrap cost is paid, set the Tactic Card aside to the tactics area and resolve any reveal effects on it.
- ⑧ Keep track of the number of Rounds and the number of Skirmishes.
- ⑨ This is where you count the Water Value each player has acquired.
Putting two playmats together, there will be two water tracks visible.
Only a single water track and a single water counter is used during the game and shared by both players.

2. Game Progression

2-1 Game Sequence

A game consists of up to 3 skirmishes.

2-1-1 The phases of each skirmish are as follows:

- Draw 4 cards (Skip this step during the first skirmish)
- Deploy 8 cards
- Action Phase
- Cleanup

2-1-2 **Draw:** Each player draws 4 cards. This step is skipped during the first skirmish.

2-1-3 **Play:** Each player places 8 cards from their hand face down in the 2x4 play area. The remaining 4 cards in each players' hand are added to the players' Scrap (see section 4-1 "Scrap").

2-1-4 **Action Phase:** Players face off against one another (see section 6-1 "Action Phase").

2-1-5 **Cleanup:** Players move all their Scrap in the used area to the Scrap area. Cards in the play area, tactics area and discard area – are returned to players' hands.

2-2 There are 3 ways to win a skirmish:

2-2-1 A player wins if the Water Token ever reaches the 5 space on their side, (see section 5-2 "Water").

2-2-2 A player wins if there are no more assets left in the opponent's play area. If this happens simultaneously, the player currently taking their turn is declared the winner.

2-2-3 At the end of round 3 in a skirmish, the winner is the player who has the Water Token on their side (see section 6-9-2 "End of Round Procedure").

3. Card Types

3-1 Leader Cards

3-1-1 Leader Cards begin the game face-up in front of the player.

3-1-2 A player may only have 1 Leader Card.

3-1-3 Leader Cards contain various information:



Card Type

Card Name

Effect- An effect that the Leader can use to help you.

Water Value - How much water is earned at the end of every round by having this Leader

Card No.

3-2 Asset Cards

3-2-1 Asset Cards are played face-down from a player's hand into the play area during the Play step (see section 2-1-3 "Play:").

3-2-2 Asset Cards are turned face-up when they are used, attacked, or take damage from a source other than an attack.

3-2-3 When an Asset Card is turned face-up, the card's owner must decide if they are going to pay the Scrap cost (4-1-2).

If they choose not to, or do not have enough Scrap to pay, the card is **trashed**.

3-2-3-1 Trashed cards are sent to the discard area.

3-2-3-2 When a card is trashed, none of the effects of the card resolve.

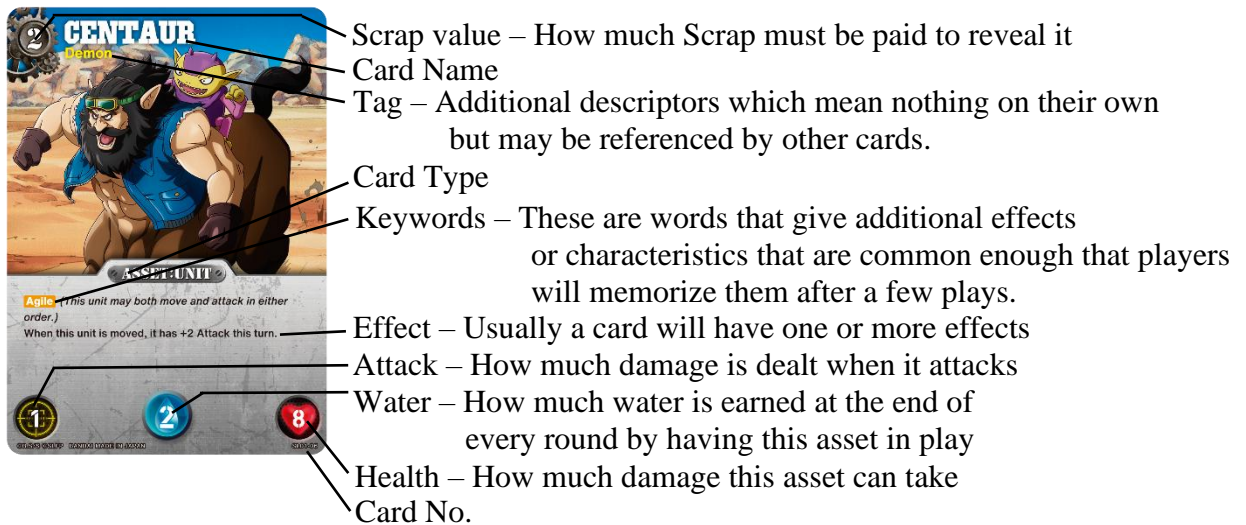
3-2-4 When an asset is turned face-up, it remains face-up for the duration of the Skirmish.

3-2-5 When an asset accumulates damage equal to or greater than its Health, it is **defeated** and sent to the discard area.

3-2-6 Some Asset Cards have **reveal** effects, which will resolve if the Scrap cost is paid when the card is flipped face-up.

3-2-7 Some Asset Cards have **defeated** effects, which will resolve if the Asset is sent to the discard area by accumulating enough damage (3-2-5). Note that these are not triggered if the Asset is trashed (3-2-3).

3-2-8 Asset Cards contain various information:



3-2-9 Asset Cards come in two subtypes: Units and Locations. They are used the same way, with the difference that Locations cannot move and cannot be moved (except by Pursuit, see 7-4)

3-3 Tactic Cards

3-3-1 Tactic Cards have unique effects that take the place of Assets in the play area.

3-3-2 Tactic Cards are turned face-up in the same manner as Asset Cards (3-2-2)

3-3-3 The card's owner must pay the Scrap cost when a Tactic Card is turned over, otherwise it is **trashed**.

3-3-4 If the Scrap cost is paid, set the Tactic Card aside to the tactics area and resolve any **reveal** effects on it. There is no limit to the number of Tactic Cards that can be in the tactics area.

3-3-5 Tactic Cards contain the following information:



Scrap value – If not paid, the card is trashed. If it is paid, then the card is set aside to the tactics area.

Card Name
Card Type
Effect
Card No.

4. Scrap

4-1 Scrap is gained when a player discards their unplayed cards from their hand in the Play Step (2-1-3).

4-1-1 Since players draw 4 new cards in the Draw Step (2-1-2), they will have 4 additional Scrap for each skirmish in the game. That is, 4 Scrap in the first skirmish, 8 Scrap in the second and 12 Scrap in the third.

4-2 More Scrap may enter the Scrap area through card effects.

4-3 Scrap begins each skirmish **Unused** (in the Scrap area), and when it is used to pay for a card or effect it becomes **Used** and is moved to the 'used' area. In the Cleanup Step (2-1-5) all used Scrap is returned to the Scrap area.

4-4 Scrap is **not** returned to a player's hand during the Cleanup Step (2-1-5).

4-5 Some effects may allow you to **reclaim** Scrap. When you **reclaim** Scrap, move it from your 'used' area to your Scrap area.

4-5-1 If the player has no used Scrap, **reclaim** will have no effect.

4-6 Some effects may put cards into Scrap. When cards are added to Scrap with effects, they are added to the Scrap area.

4-7 When cards are in your Scrap, you ignore all information described in 3-2-8 and 3-3-5, unless an effect says otherwise.

4-8 Scrap is always face-down.

5. Water

5-1 During the game, players will pull water. This happens at the end of each round and some cards may even make it happen during a round. When a player pulls x water, they move the water counter x spaces towards themselves on the water track.

5-2 If a player would ever move the water counter to space number 5 towards themselves, they win the game. This may happen when players gain water at the end of a round, or when a card allows a player to get water during a round.

6. Action Phase

6-1 Once both players have completed the Play Step (2-1-3), the Action Phase begins.

6-2 An Action Phase consists of up to 3 rounds.

6-3 The starting player of a round is determined the following way:

6-3-1 If it is the first round in the first skirmish, the starting player is the player that was chosen randomly to start in 1-3-4.

6-3-2 If it is the first round of the second or third skirmish, the player who lost the previous skirmish decides who is the starting player. Note that they get to make this decision after both players have placed their 8 cards (see 2-1-3). If the previous skirmish ended in a draw, the starting player will be the one who passed first in the last round of the preceding skirmish.

6-3-3 If it is the second or third round in any skirmish, the starting player will be the player who passed first in the previous round of this skirmish.

6-4 Players alternate turns which consist of actions (6-3)

6-4-1 The starting player in each round takes 1 action on their first turn.

6-4-2 Subsequent turns consist of 2 **actions** (or 0-1 actions and **passing**, see 5-4)

6-5 Once a player can no longer take an **action**, they must **pass**.

6-6 When a player is able to take an action, but does not wish to, they may **pass**.

6-7 Once a player **passes**, their opponent may make as many actions as they'd like in a row, until they also **pass**.

6-8 Once both players **pass**, the round is over.

6-9 End of Round Procedure

6-9-1 Each player readies all their exhausted cards (assets, tactics and Leader). Any tactic that is attached to an asset stays attached.

6-9-1 Each player counts up the water on all the assets in play and their Leader. The player with the larger total pulls water (5-1) equal to the difference in totals. This may end the skirmish due to rule (5-2).

6-9-2 If it is the end of the third round, the winner of the skirmish is the player who has the water counter on their side of the track. In cases where it is on the central 0 space, the skirmish is declared a draw.

6-9-3 If the first skirmish ends in a draw, the next winner of a skirmish wins the game.

6-9-4 If any skirmish other than the first ends in a draw, the player that won the first skirmish wins the game.

6-9-5 If all 3 skirmishes end in draws, the game is declared a draw.

6-10 If the skirmish has not ended, the next round begins with 6-3.

6-11 If the skirmish has not ended, move the round counter 1 space forward.

If the skirmish has ended, move the round counter to the 1 space and move the skirmish tracker 1 space forward.

7. General Terms

7-1 Ready/Exhausted: Cards are always **ready** or **exhausted**. Exhausted cards are turned to the side (tapped). Cards begin each skirmish round ready, and when used

become exhausted. If a card becomes exhausted while it is face-down, it stays exhausted when it is revealed.

7-2 Turning a card face down: Effects may turn a card face down. In this case, damage is removed from the card. It remains ready or exhausted. The owner must pay the scrap cost again, when revealed, or it will be discarded.

7-3 Actions:

7-3-1 Each skirmish round the first player takes a single action, after which players alternate taking two actions or passing.

7-3-2 To take an action, choose a ready card on your side. If it is face-down, turn it up and either pay the Scrap cost, or trash it. Trashing a card finishes your action.

7-3-2-1 If you pay the Scrap cost, you may use an **activated effect** on the card, after which you may either **move** or **attack** with it. A player may choose to neither move nor attack. If the card is a Location, you may not choose to move.

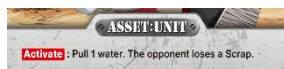
7-3-2-2 After the action is finished, the Asset Card is exhausted.

7-3-2-3 Even if the card gets exhausted by a card effect after having begun its action, it still gets to finish it.

7-3-2-4 If you reveal one of your Tactic Cards this way (and decide to pay the scrap cost), simply move it to your tactics area.

7-3-3 Activated Effect: Some cards have an activated effect.

This is optional, and may be used before the card moves or attacks.



Example: The card to the left has an activated effect. If used, Pull 1 water and the opponent loses a Scrap. Using this effect is optional, and afterwards the asset may move or attack (or neither).

7-3-4 Attack:

7-3-4-1 An asset can only attack from the front row and can only attack an **opposing** card.

7-3-4-1-1 An **opposing** card is one that is in the row directly in front, in the slot in front of it, the slot diagonally front-left, or diagonally front-right.

7-3-4-2 An attacking card deals damage to the target equal to the Attack value of the attacking card.

7-3-4-3 If you attack a face-down card, its owner turns it face-up and decides whether to pay its Scrap cost, or trash it. If they decide not to pay the Scrap cost, the card is trashed and the attack does not do any damage to it, though it may still damage other cards if it has Splash (see 8-5). Similarly, if the card is a Tactic Card, it is moved to the tactics area and the attack does not do any damage to it, though it may still damage other cards if it has splash (see 8-5). When you attack a face down card, which when revealed places a new card in its spot, for example by swapping itself with a card in your deck or scrap, the attack hits the newly placed card.

7-3-5 Moving: To move a card, select any slot in your 4x2 grid and move the card to that slot. If the slot is occupied, the card that was there swaps locations with the moving card.

7-4 Pursuit When a player's front row is empty, all cards in their back row are immediately pushed one space forward to the front row. This does not count as moving and even Locations can be moved this way.

7-5 Neighbor: A **neighbor** is a friendly card in any adjacent space to a particular card you control (to the left, right, directly in front or behind).

7-6 Effects: There are a few different types of effects on Asset/Tactic/Leader Cards

7-6-1 **Activated** effect (*see section 7-3-3 “Activated Effect”*).

7-6-2 **Reveal** effect – This is triggered when the card is changed from face-down to face up. The effect only triggers if the scrap cost is paid.

7-6-3 **Ongoing** effect – This effect is active as long as the card with it is visible.

7-6-4 **Exhaust** effect – These effects are found on leader and tactic cards.

You can activate the effect on such a card at any time during your turn, even after performing your two actions.

To do so, exhaust the card and perform the written text.

7-6-5 **Discard** effect – These effects are found on Tactic Cards.

You can activate the effect on such a card at any time during your turn, even after performing your two actions.

To do so, discard the card and perform the written text.

7-6-6 **Attach** effect – These effects are found on Tactic Cards.

You can activate the effect on such a card at any time during your turn, even after performing your two actions.

To do so, attach the card to one of your face-up units and follow the instructions on the card.

“Chosen unit” refers to the unit that the tactic is attached to.

7-6-7 **When** effect – The effect starts with the word **when**.

It explains when it triggers and what happens then.

If a unit has an effect that triggers when its neighbor is destroyed, and both are destroyed simultaneously, the effect does not trigger.

7-6-8 **Defeated** effect – Triggers when the asset it is on is defeated.

8. Keywords and Concepts

8-1 **Armor(x)**: Reduces damage dealt to the asset by X.

If an asset gets armor from multiple sources, it stacks.

For example, if an asset has 1 armor and another card gives it 1 armor, it has 2 armor.

8-2 **Range**: This unit can attack any asset on your opponent's side.

8-3 **Armor Piercing**: This unit's damage ignores any Armor value on the target.

8-4 **Counterattack**: When this unit is attacked, if it is not defeated,

it attacks back to the attacking unit (the attacking unit must be a legal target).

8-5 **Splash(X)**: When this unit attacks a target, it also damages the target's neighbors for X. Note that if the target is face down and a tactic, or if the opponent decides to trash it instead of paying for it, the splash still affects the neighbors.

If an asset gets splash from multiple sources, it stacks.

For example, if an asset has splash:1 and another card gives it splash:1, it has splash:2

8-6 **Taunt**: If a unit with Taunt is a legal target for an attack, it must be chosen as the target.

8-7 **Stealth**: If a unit with Stealth is face-up, it cannot be targeted by an attack unless there are no legal targets without Stealth.

8-8 **Poison**: If a unit with Poison damages a ready asset, the damaged asset is exhausted.

8-9 **Agile**: When a player takes an action with a unit with Agile,

the unit may both move **and** attack (in either order). If an asset gets Agile

from multiple sources, it stacks. For example, if an asset has Agile and another card gives it Agile, it may move twice each turn

(for example once before attacking and once after).

8-10 **Cannot Move** (This is not a keyword). When a player activates a unit with "cannot move", the unit cannot choose to move as normally allowed by 7-3-2-1. It may, however, be moved by other card effects.

8-11 **Heal(x)** (This is not a keyword): When you heal an asset x, you remove x damage from that asset. If it has less than x damage, you remove as much as you can. An asset is only considered to have been healed if at least 1 damage was removed from it.

9. Pre-constructed decks Rule (For casual/fan plays)

9-1 When putting together your deck, select any 1 leader.

9-2 You may use any 30 cards, with at most 3 copies of any single card.