

**From near and far, young and old, come marvel at the incredible
feats of the greatest sport in the galaxy...**



Rulebook

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What is Cosmic League Baseball?

Cosmic League Baseball is a strategy Trading Card Game set in a far far future, where all interplanetary disputes are settled through Baseball. Inspired by the visual design of classic 1960s science fiction and baseball cards, *CLB* sees planets fielding teams of all manner of human, alien, and robotic players for a chance to win the Cosmic League Championship, and in this season, the stakes have never been higher.

The object of the game is to have more points than your opponent at the end of two innings.¹ You'll use your lineup of Players alongside a Coach and a deck of Action cards to try and get a great hit on the ball, then alternate to pitching to prevent your opponent from doing the same. Of course, in the future, your Actions aren't plain old swings and pitches. There's lots of sci-fi hijinx that the League permits as legal, and you'll need to use all manner of strange tactics to get ahead in the game of the future.

Deck Building Rules

Cards in *Cosmic League Baseball* are divided into four different styles, as denoted by the symbol or symbols in the top right corner of the card.

-  is the symbol for **Mettle**. Mettle style is all about tactics and adaptability, and Mettle players possess great skill in coming in with detailed plans, as well as making quick decisions and outwitting their opponents.
-  is the symbol for **Mystic**. Mystic represents supernatural abilities and powers. Across the galaxy, many alien species have unique skills that allow them to gain an edge in the game, from telling the future to telekinetic abilities.
-  is the symbol for **Might**. Might is all about brute force. Your opponent might be smart, but what good are their smarts gonna do them when a ~1200 miles-per-hour fastball is flying at their face? Superhuman feats of strength and power are nothing out of the ordinary in the Cosmic League.
-  is the symbol for **Mecha**. Mecha style uses machines and invention to gain an upper hand. The advanced technology of the future is capable of wondrous feats, and Mecha has a wide variety of tools in that toolbox.

During deck construction, your deck may not contain cards of styles your Coach card doesn't have. These starter decks are set up to already follow this rule, so if you're just playing with these, you're good.

¹ Games have been shortened to two innings due to the short attention spans of some planets' inhabitants, as well as pressure from advertisers to allow more time to run ads on televised games.

Setup

Start by shuffling your Player and Action decks, and by placing your Coach card face up on the table where it's visible to everyone. Ensure that the Player and Action cards are kept separate (Player cards are slightly larger than Actions if you want to make sure.)

Whoever's Coach has the higher Luck stat goes first to Hit. If the players are tied, choose randomly one Coach. They're considered to have the higher Luck stat for everything that would check it this game.

Phases of a Round

Step 1: Draw

Both participants² draw cards from their Action deck equal to their Coach's Intel stat. If there are fewer cards in a participant's Action deck than they would draw, shuffle the Action discard pile back in first.

Step 2: Choose a Hitter or Pitcher

Both participants look at cards from the top of their Player deck equal to their Coach's Command stat, then place one of them on the board face down. Shuffle the remaining two cards back into the Player deck. If there are fewer cards in a participant's Player deck than they would look at, shuffle the Player discard pile back in first.

Step 3: Play Cards

Once both participants have chosen a Player, reveal them. The Pitching participant goes first, and may play one Action card from their hand.

Action cards require cash to play, which you get by discarding other Action cards from your hand. To play a card, you must discard Action cards with Discard Values totaling up to the Cost of the card. If the cards you discard have more Discard Value than the Cost of the card, the excess cash is considered "floated" and can be used on the next card you play this round. "Floated" cash goes away at the end of the round.

When you play a card, resolve its effect if applicable, then leave it on the table. Now your opponent gets a chance to play a card, and so it continues back and forth. **Remember your Coach's ability!** It will apply during this phase, and is always active.

² Since "Player" is a card type in the game, everything that would refer to the actual two people playing the game in this rulebook uses the word "Participant" instead.

Once both participants have decided not to play another card, use the cards in play to total up each player's Hitting and Pitching stats, with modifiers. If the Hitter has a higher value than the Pitcher, the Hitting participant scores one point.³ If the Pitcher has a higher value, the Hitter records one out. If the players have the same Hitting and Pitching value, the Coach with the higher Luck stat wins out. (Track outs and points with dice, a piece of paper, or some other method.)

If the Hitter has three outs, then the Hitting participant becomes the Pitcher next round, and vice versa. Once both players have had a chance to Pitch and Hit, one inning is considered to have passed. A game consists of two innings.

Step 4: Discard cards

Once the round is finished and the point or out is recorded, send all Action cards played this turn to their owners' Action discard piles, and both players to their owners' Player discard piles.

Finally, both players choose up to one Action card left in their hand. All the rest of the Actions they have left in their hand are then discarded. Choosing a card to keep, and remembering that you can't keep a card if you play and discard every card in your hand during the turn, is an important part of strategy in *CLB*, so keep it in mind.

Play continues until both participants have had two chances to Hit and two chances to Pitch: Two total innings. After the second inning is finished, the player with more points wins the game. If players have equal points, the Coach with the higher Luck stat wins.

Glossary

Gadget counters/Gadgets: Gadgets are tracked with a dice on your Coach. They don't do anything on their own, but can be spent as part of Player or Action effects. Gadgets stay between rounds.

Entrance: A Player's Entrance ability happens when it's revealed, after both participants have chosen their players for this round.

Choose a new player: Go through the same steps of selecting a Player as you would at the start of a round, then immediately reveal it and resolve its Entrance effect.

Play a card: This refers to playing only Action cards.

³ In the future, hitting and pitching have evolved to the point where baseball has devolved into a game of "True Outcomes": Each plate appearance ends either in a strikeout or a home run. This has rendered the outfield generally obsolete, though teams still maintain defensive players for the sake of tradition.