

Thanks

To FutureKnightX and TheVinceKnight for writing and polishing the original rules, respectively.

To serenesforest.net for the amazing Fire Emblem TCG wiki.

Fire Emblem 0

In Fire Emblem 0 (Cipher), two players go in a turn-based battle between their *Lords*, using decks of at least 50 cards. A deck consists of numerous different characters and their *Insignias*. Characters have many different *affinities*, from the kind of *Weapon* they use, what *Sex* they are, or the kind of specific type of *Unit* they are. You win by defeating your opponent's *Lord* while he has no cards in his *Orb Area*.

Card Description



1. **Deployment Cost**: also referred to as the **Cost** of a card.
2. **Promotion Cost**.
3. **Insignia**: so far, there are 7 of them.
4. **Affinities**: each card may have these affinities: *Sex*, *Weapon*, *Unit*.
5. **Skills**.
6. **Support Skills**.
7. **Attack**.
8. **Title**: a fancy title that each character is given. This distinguishes each different card.
9. **Name**: the name of the character that is shown in the picture on the card. Cards may have same **Name** but different **Title**. **Names** can matter in some cases, like *deploying*, *promoting*, *supporting*, etc.
10. **Range**: it indicates where a unit can *attack*.
11. **Class**: this is descriptive and has no influence in the game.
12. **Support**.

Version 1.0.1 ~ Arranged by Julio Veronelli

★ [Elice, Princess of Altea] allows you to *deploy* a **Cost 2** or lower ♀ unit from the *Retreat Area*.
[Corrin (Female), Godly Child of the Final Light Flame] allows you to *deploy* any unit from your *Retreat Area* as long as its **Cost** is 3 or lower, after paying the requirement (Tap this unit, Flip 2 Bonds).

Deploying via these *skills* is not restricted by the *Bonds* you control (face-up or face-down), so as long as you pay the requirements to activate the *skill* you're good to *deploy* what you want.

Skills Allowing Unavoidable Attacks

While your opponent has a *skill* active that causes his unit's *attack* to be *unavoidable*, and that unit *attacks* and defeats you, then you cannot perform an *Evasion*.

Skills Allowing Growth

The term *Growth* is used when placing a card with the same **Name** underneath a unit.

This is always done via the use of a *skill*, where *Growth* is referred as a specific term in its text.

A unit that has performed a *Growth* is considered *leveled up*.

💡 A *Growth* is usually used to help a unit gain access to it's LvS *Skills*.

Skills that Set an Alias

Some cards have a *Special Skill* that treat themselves as also having another **Name**. This affects all rules where the **Name** is considered.

★ [Lucina, Fortuna Swordsman] has the alias Marth. So, she is able to *promote* or *level up* into Marth. But you cannot *deploy* either Lucina or Marth if you already have Lucina on the field.

Also, *support* fails when Lucina is *supported* by Marth. *Critical Hit* and *Evasion* may be performed with a Marth card (and vice versa).

the bottom left side of the card.

This goes hand in hand with the *Support* number from cards in the *Support Area*.

Support

The *Support* value of a card that is *supporting* an attacking / defending card. The amount of *Support* a unit has is represented by the big number on the bottom right side of the card.

When a unit attacks or is attacked, the *Attack* of the unit attacking or getting attacked and the *Support* of the unit placed in the *Support Area* from the top of the *Deck* are combined to become the *Total Attack* for that battle.

The addition of *Support* only occurs if the unit successfully *supports*. A *support* CAN fail if the character currently in battle is *supported* by a card with the same **Name**, in which case the supporting card is instantly sent to the *Retreat Area*.

A *failed support* does not give any *Support* value to the unit and any *Support Skills* that unit has are nullified.

Deployment Cost

The amount of *Bonds* that are required to place down a unit directly onto your field. This is signified by the larger number in the top left corner of the card.

When referring to the *Cost* of a card, it means this value.

Promotion Cost

The amount of *Bonds* that is required to *promote* a card. This is represented by the number right below the *Deployment Cost*.

If you want to play down a unit with a *Promotion Cost* without *promoting*, you must *deploy* it alone by paying the *Deployment Cost* instead. You can't *deploy* a card with a *Promotion Cost* over another, unless you *promote* it, paying the *Promotion Cost*.

Promote

A *Promotion* is when you place a card with the same **Name** on top of a character you control paying the *Promotion Cost*.

Cards that are played this way are considered *Promoted* and each time you *promote* a unit, you draw a card as a bonus.

Units that are *promoted* are also considered *leveled up*. *Promoting* is NOT the same as *deploying* a unit.

Terminology

Lord

This is the main unit that each player begins the game with. Both players choose one *Cost 1* character before the start of a game, which is designated as the *Lord*. The *Lord* is the only unit that does not go to the *Retreat Area* when it is or defeated by battle or by a *skill*. Instead, you must take an *Orb* each time your *Lord* is defeated.

When you have no cards left in your *Orb Area* to take after being defeated, you lose the game.

Bonds

These are cards that are set aside in the *Bond Area*, allowing you to play down units with specific *Insignias* on the field, and act as a limit to the amount of units you can play down in a single turn.

They also act as a separate system for using *skills*: some *skills* require flipping face-down one or more Bonds to activate.



Face-down Bonds have no *Insignia* or any other attributes besides being a *Bond*.

Orbs

Before the game begins, 5 cards are placed face-down in the *Orb Area*, acting as the life or hit points of your *Lord*. Each time your *Lord* is defeated by an *attack* or *skill*, you must take one of these cards, and if you can't take any more *Orbs*, you lose the game.

At any time during the game, you cannot look at any of your *Orbs* unless you activate a *skill* that allows you to do so.

Affinities

The symbols in a column on the upper left side of a card, notifying the *Sex*, the type of *Weapon*, and the type of *Unit* of that specific card. This can be important to some particular *skills*.

Insignia

This is the first symbol you will see on each card, in the top left corner. In general, each card belongs to only one *Insignia*, unless it has a *skill* that states otherwise.

Attack

The strength of a unit when initiating a battle or defending in battle. The amount of *Attack* a unit has is represented by the big number on

Level Up

A *Level Up* is when a card without a *Promotion Cost* is placed on top of a unit you control with the same *Name*, paying the *Deployment Cost*.

Unlike a *Promotion*, when you perform a *Level Up*, you do not draw a card.

Leveling up is NOT the same as *deploying* a unit.

Skills

Each unit has a set of *skills* that determines what that unit is able to do. There are currently six different types of *skills* in the game, and may come with specific requirements to activate them. These are the current types of *skills*:

Activate

The *Activate* icon represents a *skill* that you can only activate during your *Action Phase*.

Trigger

The *Trigger* icon represents a *skill* that activates in response to an action that occurs or when a specific condition is fulfilled.

Continuous

The *Continuous* icon represents a *skill* that is always active, as long as the unit with the *skill* stays on the field (the card can specify otherwise) and as long as the condition is fulfilled.

Bond

The *Bond* icon represents a *skill* that can only be activated while the card itself is in the *Bond Area*.

Special

The *Special* icon represents a *skill* that doesn't belong in any of the above categories. Basically, it's anything else that isn't normally possible or that isn't covered by the other types of *skills*, like having an effect that activates while in the hand, or the unit itself counting as another unit's *Name*.



Support

This icon is on every single *Support Skill* in the game. A *Support Skill* is only activated when the card is in the *Support Area*.

Double Orb Breaking

When an attacking unit wins a battle against a *Lord* and the unit has a *skill* active that allows the unit to break two *Orbs* instead of one (via a unit *Skill* or *Support Skill*), then that player will NOT win if the defending player had only one *Orb* left before the *attack*. Only the last *Orb* will break as normal, because the *skill* states that it only breaks *Orbs*, rather than dealing the final blow.

Cards with Dual Insignia (Series 10)

As of Series 10, there are dual *Insignia* cards, having both  and .

The rule for placing down these cards on the field is simple: you also need a dual *Insignia* card in the *Bond Area*.

Cards without Insignia (Series 10)

As of Series 10, there are cards without *Insignia*.

These cards require no specific *Bond* to be played down and also can be deployed when you have no face-up *Bonds* at all.

The downside of these cards, however, is that they do not count towards any specific *Insignia* when in the *Bond Area*. If all your *Bonds* are without *Insignia*, you can't *deploy* anything from another faction except for other cards without *Insignia*.

Special Notes

Reshuffling

At any moment where a player runs out of cards in his *Deck*, the player takes his *Retreat Area*, shuffles it, and uses that as his new *Deck*. This takes priority over everything in the game, and interrupts what currently is going on in the game. E.g. when you draw the last card of your *Deck*, or when you place the last card of your *Deck* in the *Support Area*, you immediately refresh your *Deck*. Afterwards, the game proceeds as normal.

Skills Priority

If at one point two *skills* activate at the same time, the owner of those units gets to decide the order in which these *skills* resolve. E.g. if both *Cost 4 Soren* and *Cost 4 Elise* can activate their *skills* at the start of a turn, you can decide which *skill* to activate first.

Skills that Destroy

When a *skill* simply "destroys" a unit, you may select a *Lord*, as long as the *Lord* can actually be targeted by that *skill*.



Camus can select to destroy *Cost 2* or lower units, so if the opponent *Lord* is currently a *Cost 3* or higher unit, then it cannot be targeted.

When a *Lord* does get targeted by a *skill* that destroys a unit, then the player who owns that *Lord* must add an *Orb* to his hand, as if the *Lord* had been defeated in battle.

You cannot discard a copy of a character you control when that unit is targeted by a *destruction skill* (you can't perform *Evasion*). The process is *unavoidable*, and always goes through. If your *Lord* is targeted this way, and you have no cards remaining in your *Orb Area*, you lose the game.

Skills that Deploy

When a *skill* gives you the option to deploy a unit (so far it's only from the *Retreat Area*), you may pick any unit, as long as it is within the restrictions of the *skill*.

End Phase

After the player is done performing an action with all his units, he may begin the *End Phase*.

Resolve any *skills* that activate now. Any *skills* that stop being active at the end of the turn now stop being active (such as *attack* boosts).

You may now proceed to your opponent's turn, starting with his *Beginning Phase*.

Forced March

A *Forced March* occurs when a player has no units on the *Vanguard* during his opponent's turn, so all of the player's *Rearguard* units are forced to march to the *Vanguard*. This is NOT optional and must occur.

A *Forced March* also *taps* all of the affected units.

Forced March never occurs during your turn. If at the end of your turn you have no units in the *Vanguard*, you must perform a *Forced March* at the start of your opponent's turn.

Forced March does not count as a *move*. This means that any *skills* that activate on your allies *moving* cannot activate.

Skill Requirements

A majority of the cards in the game have requirements or restrictions placed on their *skills*. You must meet all requirements in order to activate a *skill*. Below is a list explaining what each basic requirement is:

Tap

Switching the card itself to a horizontal position (or turning the card 90 degrees clockwise) to show that the card has performed an action. You also have to *tap* to perform an *attack* or *move*.



You cannot use a *skill* that has *Tap* as a requirement if the unit in question is already *tapped*.

Once Per Turn

A condition that indicates that the *skill* can only be used in one instance each turn.

Flip X Bond

Where X represents a number. Sometimes a *skill* may ask you to *flip-down* a certain amount of face-up *Bonds* to activate said *skill*.

Send a card from your hand into your Retreat Area

This type of requirement is on a *skill* that asks you to send a card with a specific *Name* from your hand to the *Retreat Area* (discarding it) in order to activate the *skill*. For example, *Cost 5 Marth*.

There are *skill* requirements where you just flat out send any card in your hand to the *Retreat Area*, but it is not as common as sending a specific character from your hand.

Most of this type of *skills* are powerful enough to potentially grant you victory in your game.

Keyword Skills

A *Keyword Skill* involves more advanced requirements to be activated:

Class Change Skill

A *Class Change Skill* is a *skill* that is only active when a unit has been *promoted*. This requires a card with a *Promotion Cost* with the same *Name* as the unit below it.

Formation Skill

A *skill* that requires *tapping* specific other characters in order to



Critical Hit

After *Supports* are added onto *Attack*, the attacking player may choose to perform a *Critical Hit*.

You do this by discarding a card with the attacking unit's *Name* (even if the *Title* is different). Then the *Attack* of the attacking unit is doubled until the end of the battle. Since this is after the *Support* is added on, everything is doubled, including *Support* and any *skills* that boost the unit's *Attack*.

Critical Hits are specially useful for giving your low *Attack* units just enough strength to defeat your opponent's high *Attack* units.

Evasion

When your unit is about to be defeated, the defending player may now choose to perform an *Evasion*.

You can do this by discarding a card with the defending unit's *Name* (the exact same rules as when going for a *Critical Hit*). Then the

Support Skills

The following icons represent the *Support Skills*, which only activate while that card is in the *Support Area*.

Attack Support

Symbol used for *skills* that activate during your *Action Phase* while you're *attacking*.

Defence Support

Symbol used for *skills* that only activate during your opponent's *Action Phase* while you're *defending*.

Attack / Defence Support

Symbol used for *skills* that activate whether you're *attacking* or *defending*. These *skills* are exclusive to so far.

activate it. These are mostly triangle attacks.

LvSX **LvS2**



Where X represents a number. LvS is a requirement where your unit's entire *stack* needs to be a certain number.

Stack refers to the amount of cards that unit has in total, counting the top card as well. If a *skill* requires LvS2, then you need a total *stack* of 2, which means one card under the unit. So basically the number of cards you need under the unit is the *stack* required minus 1.

Even if the unit's *stack* is raised, that unit still has its previous LvS *Skills* active (but only the *skills* on the top card may be used).

★ If your Ike is LvS5 (4 cards stacked underneath), he can use his LvS3, LvS4 and LvS5 *Skills* (all of them are active).

Unit Skill **US**

So far this *skill* is exclusive to  and  cards, affecting the other *Insignia*.



Carnage Form **CF**

This *skill* is exclusive to the Tokyo Mirage Session's Mirages. It requires the Mirage to be in the same area as its Mirage Master (both units in the *Vanguard* or *Rearguard*), which allows the Mirage to be unbeatable by battle with an enemy unit (the *skill* is only active while the Mirage Master is still on the field).

Bond Skill **BS**

A *skill* that requires the unit with this *skill* to be in the *Bond Area* to be active.

Dragon Vein **DV**

Skill type exclusive to  and  cards. *Dragon Vein* is a special kind of *skill* that requires an *Orb* to be *flipped* face-up as part of the activation requirement. It is usually paired up with other *skills* that require a face-up *Orb* to be active.

Hero Skill **HS**

A *skill* that allows changing your *Lord* to the current card. Exclusive to Alm, Celica, Rowan and Lianna.

Twin Skill **TS**

Allows specific units to be kept alive by taking an *Orb* instead of letting them be destroyed by an *attack*. Exclusive to Eirika and Ephraim.

current *attack* is nullified.

As a result of doing this, the battle automatically ends and the next unit that hasn't performed an action can *attack*.

Battle Result

After all of the above steps, and assuming that the defending unit did not perform an *Evasion*, the attacking unit's *Total Attack* value is compared to the defending unit's *Total Attack* value.

If the defending unit has a higher value, then nothing happens and both units are still on the field. Your attacking unit does not get defeated if it is not able to defeat an enemy unit (you aren't punished for not defeating an enemy unit).

If the attacking unit's value is greater than or equal to the defending unit's value, then the defending unit is defeated as a result of battle. If that unit is not the *Lord*, that unit is sent to the *Retreat Area*. But if the unit being defeated is the *Lord*, instead of being sent to the *Retreat Area*, the defending player must take a card from the *Orb Area* and put it into his hand. If the defending player cannot take a card from the *Orb Area* because there aren't any cards to take, then he loses the game.

Finally, any *skills* that activate when the attacking unit defeats a unit in battle (even if the defeated unit is the *Lord*) and any *skills* that activate when a character is defeated by an *attack* activate now. The battle priority rule takes effect, so the attacking unit activates his *skills* first.



Skills that activate when a unit's *attack* destroys an enemy also activate if the enemy *Lord* is hit but not yet destroyed.

After these *skills* resolve, regardless of the outcome determined above, both players send the *Support* cards used for this battle to the *Retreat Area*.

Gameplay Area



Deck

Your deck goes here.

The instant you have no cards left in your *Deck*, your *Retreat Area* is shuffled and then placed back here. This action happens instantly, and takes priority before the next action in the game, e.g. after the last card in your *Deck* is placed in the *Support Area*.

Retreat Area

The *Retreat Area* is where all cards go under any of these conditions:

- after being used in the *Support Area*.
- when a player activates a *skill* that requires a card to be sent here.
- when a player performs a *Critical Hit* or *Evasion*.
- when a unit is defeated by an *attack*.

Support Area

This is where cards that are *supporting* your units go.

After each battle, a card that was used as *support* is sent to the *Retreat Area*.

When a *support* is considered a *failed support*, that card instantly goes into the *Retreat Area*.

5. *Critical Hit* (optional).

6. *Evasion* (optional).

7. Result: hit or miss.

To declare an *attack*, simply *tap* a unit you wish to use, and declare an enemy that your unit can target depending on its *Range*.

If any of your unit's *skills* can activate when you declare an *attack*, activate them, and then if any of your opponent's *skills* can activate at this moment, they activate after yours.

Supporting

Both players take the top card of their *Decks* and place it face-up in the *Support Area*. If any *Support Skills* are revealed, the order of *skill* priority goes to the player attacking first, then the defending player (your *Support Skills* activate first, then your opponent's *Support Skills* activate).

Each player's *Support* is added onto the *Attack* of the respecting attacking / defending units. A character with the same *Name* cannot *support* himself, so it will be considered a *failed support*, and then sent immediately to the *Retreat Area*. In short, a Chrom card may not *support* a Chrom card, even if they have different *Titles*.

A *failed support* does not add any *Attack* to your unit and no *Support Skills* can be activated.



In the next example, Marth with 70 *Attack* is battling and gets *supported* by a Shiida with 30 *Support*. Marth's *Total Attack* is now 100 for this battle.

enemy *Vanguard* from your *Rearguard*, or the enemy *Rearguard* from your *Vanguard*.

- A unit with a *Range* of 1-2 has the most options to *attack*, as it can *attack* an enemy right in front of or from a distance, from either the *Vanguard* or *Rearguard*.

Without the use of a *skill*, you cannot *attack* from your *Rearguard* to the enemy *Rearguard*.

★ In the next example, Chrom can only *attack* Shiida in the area in front of him, and Virion can only *attack* the area two spaces ahead of him.



Battle Steps

The steps of a battle are:

1. Declare *attack*.
2. Activate *skills*.
3. Both players *support*.
4. Activate *Support Skills*.

★ You can play down *Promotion Cost 2* Ike on top of *Cost 1* Ike and immediately place a *Promotion Cost 4* Ike on top. The total amount of *Bonds* needed is 6.

After a *Promotion* or a *Level Up*, only the *skills* from the top card may be used (the *skills* of the cards below do not take effect).

Level Up

Leveling up is similar to *promoting*, except you place a card with the same *Name* but *WITHOUT* a *Promotion Cost* on top of a unit you control. E.g. *Cost 5 Tiki* on top of *Cost 1 Tiki*.

Unlike a *Promotion*, you do not gain a bonus for a *Level Up* (you don't draw a card).

You may *level up* your *Lord* just like any other unit. If you have a *Lord* whose higher level card has no *Promotion Cost*, then you can *level up* to get to that stage, but not *promote*. The best example for this is *Ranulf*.

Level Down

You may also *level down* a unit by placing a unit with a lower *Deployment Cost* on top of a unit you have on the field. This does not trigger *Promotion* bonus, unless the card itself also has a *Promotion Cost*.

The current *stack* of a unit you control is equal to the number of cards underneath that unit plus the card on top. E.g. if you have 4 Ike cards under your current Ike, his *stack* is 5, which allows Ike to use *LvS5 Skills* or lower.

Orb Area

The *Orb Area* is where the *Orbs* go. At the start of a game, after each player has a starting hand, you place five cards here face-down.

Each time your *Lord* gets defeated by an *attack*, you take a card from this area and put it in your hand. The order in which you take your cards from this area does not matter, which means you're allowed to take any card from your *Orb Area* in any order you want.

If there are no cards remaining here while your *Lord* gets defeated once more, you lose.

Bond Area

The *Bond Area* is where you may place your *Bonds* during the *Bond Phase*.

They are used for costs of *skills* which state *flipping down Bonds*, and are also related to *deploying*, *promoting* or *leveling up* your units.

The common way to place *Bonds* here is side by side, either horizontally or vertically.

Vanguard Area

The *Vanguard* is one of the two field areas where you may place your units down.

This is where both player's *Lords* are placed down at the beginning of the game.

There is no limit to the number of units that can be placed down here.

Rearguard Area

The *Rearguard* is the other field area where you may place a unit down.

⚠ You cannot have a unit in the *Rearguard* without having any units in the *Vanguard*, otherwise a *Forced March* will occur.

Just like the *Vanguard*, there is no limit to the number of units that can be placed down here.

Phases

When playing the game, each player goes through 5 different phases of the game each turn. As mentioned before, the player who takes the first turn must skip his *Beginning Phase*, and cannot *attack* during his *Action Phase*.

1. *Beginning Phase*: the start of a player's turn.
2. *Bond Phase*: the optional placement of a card into the *Bond Area*.
3. *Deployment Phase*: the optional *Deployment* of units to perform battle.
4. *Action Phase*: the actual phase of combat, which includes *attacking*, the use of *skills*, and *moving* units.
5. *End Phase*: the end of a player turn, which signifies the beginning of the next player turn.

Beginning Phase

Activate any *skills* that have a requirement at this stage of the game. This is seen on all units with the *skill* text "*At the start of your turn*".

Untap all of your units back to the pre-action state. You do this by turning your horizontal cards vertical again. In short, it makes any unit that performed an action last turn now able to perform an action this turn.

The current player draws a card from the top of the *Deck* (except for the first player in the first turn of the game).

The order of the actions that take place in this phase does not matter, you can do them in any order you want.

Bond Phase

The *Bond Phase* is the option of whether or not you want to place a single card from your hand into the *Bond Area* (turning a card into a *Bond*).

This is important for the first few beginning turns, as you want to *deploy* units later on.

Bonds are also required to activate the *skills* of units with *Flip Bond* requirements on them.

Playing the Game

Each player must have at least 50 cards, and there is no upper maximum limit. Cards may have any *Insignia*.

Decks may contain no more than 4 copies of the same card, and there is no limit on the amount of different characters you can play, as long as there aren't more than 4 cards with the exact same *Title* and *Name*.

★ You may have 4 copies of [Marth, Crown Prince of Altea] and 4 copies of [Marth, Lodestar] in your *Deck*.

Before starting a game, decide which player will start in a method that both players deem fair (coin toss, rolling a dice, rock-scissors-paper, etc). The player that wins via agreed method always goes first. There is NO choice, if you win, you must go first.

The player who takes the first turn skips his *Beginning Phase* and cannot *attack* for that turn. This also means missing out on drawing a card for the first turn. However, this also means being faster in terms of *Bonds* and *Deployment*.

Each player sets aside one *Cost 1* unit from his *Deck* and places it face-down on the *Vanguard*. These will be the players' *Lords*.

You don't have to do this, but it's easier to keep up with the game: place a card underneath your *Lord*, or a marker on top, to signify that it is the *Lord*.

💡 Most Starter Decks are built around a specific *Lord* to begin with, so the *Lord* that a player chooses is the same every time he plays that deck.

Both players shuffle their decks and draw 6 cards as their opening hand. Players are also allowed the option to *Mulligan* (where a player places the whole opening hand back into the deck, shuffle it, and draw 6 new cards). Only one *Mulligan* per player is allowed.

After each player draw his hand and is ready, each one puts the top 5 cards of his *Deck* face-down into his *Orb Area*.

Finally, players flip face-up their *Lords*. Now begin the game!

Deployment Phase

During the *Deployment Phase*, the current player may place units from his hand into the *Vanguard* or the *Rearguard* (it's up to the player's choice), or *promote* / *level up* his units.

The amount of units you are able to play each turn is dependant on the amount of *Bonds* you control.

★ You cannot play more than one *Cost 1* unit if you only have one *Bond*, more than two *Cost 1* units (or one *Cost 2* unit) if you have two *Bonds*, etc.

You do not have to deploy the maximum amount of units you can deploy for that turn.

To *deploy* a unit, simply place that unit from your hand to either the *Vanguard* or the *Rearguard Area*, but only if you have the *Bonds* remaining to deploy that unit.

You cannot control two of the exact same character, regardless of the card's *Title* (you cannot deploy a character with the same *Name* as a character you already have on the field). For example, you cannot deploy another copy of Marth if you already control Marth on your field.

⚠ There is one exception to this rule: characters with same *Name* but different *Sex* (e.g. Corrin and Robin). In this case they are treated as different characters, so both Male and Female characters may be on the field at the same time.

There is also an *Insignia* restriction when it comes to *deploying*, *promoting* or *leveling up* your units: you must have at least one face-up card of that unit's *Insignia* in your *Bond Area*. E.g. you can't *deploy* Shida if you do not control at least one 🗡 *Bond*.

A face-down *Bond* (flipped to pay the cost of a *skill*) does not count as any *Insignia*, but still counts towards the amount of units you are able to *deploy*, *promote* or *level up*. However, if all the *Bonds* in your *Bond Area* are face-down you cannot place down any units.

★ You can *deploy* *Cost 4* Lucina if you control at least one face-up 🗡 *Bond*, even if the other *Bonds* are face down.

Action Phase

The *Action Phase* consists of using the *skills* of your units, *moving* your units from the *Vanguard* to the *Rearguard* and vice versa, and *attacking* your opposing player's units. The player who starts the game cannot *attack*.

While you're considering what cards in your *Bond Area* to *flip-down* for the cost of *skills* keep in mind the following:

- *Insignia* restrictions on the kind of units you can play.
- When a *Bond* is *flipped* face-down, you cannot return it face-up without the use of a *skill*.
- Both players can look at either player's face-down *Bonds* at any time during the game.

There are four different actions a unit can take during the *Action Phase*:

- *Attack* an enemy unit (requires *tapping* the unit).
- Activate its *skills* (if any can be activated).
- *Move* to a different area (*Vanguard* to *Rearguard* or vice versa, which requires *tapping* the unit).
- Do nothing.

Moving

In order to *move* a unit, you must *tap* that unit (rotate the card to a horizontal position from a vertical one), signifying that unit has performed an action, and then you may *move* the unit from the *Vanguard* to the *Rearguard*, or from the *Rearguard* to the *Vanguard*.

You cannot *move* a unit that is already *tapped*, unless it is by a *skill*.

Attacking

To conduct an *attack*, you must *tap* a unit, just like *moving* a unit. You cannot *attack* and *move* in the same turn unless you use a *skill* to *move* that unit.

A unit can only *attack* an area dependant on the *Range* the unit has:

- A unit with a *Range* of 1 means the unit can only *attack* the area directly in front of it. E.g. your *Range 1* unit in the *Vanguard* can only *attack* enemy units in the opposite *Vanguard*.
- A unit with a *Range* of 2 means the unit can only *attack* the area two spaces in front of it. E.g. your *Range 2* unit can only *attack* the

Promote

A *Promotion* is the action of placing a unit with a *Promotion Cost* on top of a unit with the same character *Name*. This uses the bottom of the two numbers in the top left-corner (the *Promotion Cost*) instead of the top number (the *Deployment Cost*).



Keep in mind that the cost of a *Promotion* also counts towards the amount of units you may place down in a single turn.

Whenever you *promote* a unit, you draw a card as a bonus. If there are any *skills* that activate on the instance of *promoting*, the bonus draw is done before the *skills* activate.

In the same turn, you may *deploy* a unit and *promote* it all at one. However, you have to pay for both costs.

★ *Deploying* *Cost 1* Marth, and then *promoting* him into *Promotion Cost 3* Marth, count as 4 *Bonds* cost for the turn.

A card having a *Promotion Cost* can also be *deployed* paying the *Deployment Cost* instead. However, it must be *deployed* alone, it will not be considered *Promoted* (*Class Change Skills* won't become active), and you do not draw a card when it is *placed*.

You are allowed to *promote* your *Lord*.

During the same turn, you can perform as much *promotions* as you want to units on the field, and even draw a card each time you do it. You must be able to pay for all the *Promotion Costs* as usual.