

Shield Area

Base

- Place an EX Base here at the start of the game.

- No more than 1 base is allowed. A new base may be deployed after the previously deployed base is placed into the trash.

Shields

- Take 6 cards from the top of your deck and place them here face down at the start of the game.

Battle Area

- Only Link Units can attack immediately on the turn they are deployed.
- No more than 6 Units allowed.
- 1 Pilot may be paired with 1 Unit.

Unit Attack

- Attack Step
- Block Step
- Action Step
- Damage Step
- End of Battle Step



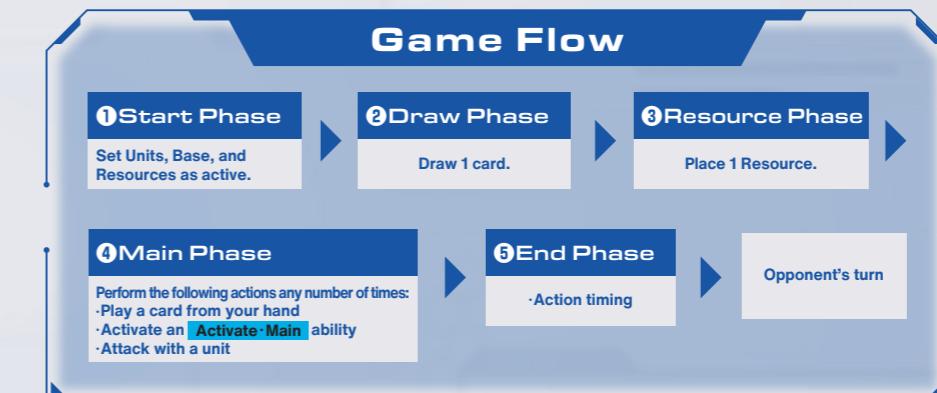
Resource Deck Area

(10 Resource Cards)



Deck Area

(50 Cards)



Resource Area

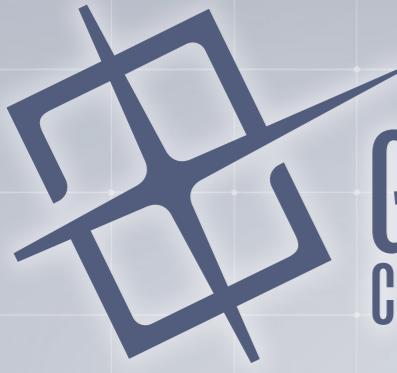
- The second-turn player places 1 EX Resource at the start of the game.
- No more than 5 EX Resource Token cards allowed.

Paying Costs

- Confirm the number of Resources you have is equal to or greater than the card's Lv, shown in the upper left corner.
- You can pay the card's cost by resting a number of Resources equal to the cost, also shown in the upper left corner.

3 or more Resource cards will fulfill its level requirement.
Rest 2 Resources to pay its cost.

Trash



GUNDAM CARD GAME™

Official Website

<https://www.gundam-gcg.com>

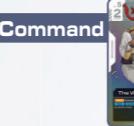


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Necessary for Play

Deck

- A deck is constructed using the following four card types:



- A deck contains exactly 50 cards.
- Up to 2 colors of cards may be included.
- Up to 4 cards of the same card number may be included.

Resource Deck

- A resource deck contains exactly 10 cards.



Preparing to Play

① Ready your deck and resource deck.

- Shuffle your 50-card deck and place it in your deck area.
- Place your 10-card resource deck in your resource deck area.

② Use a method, such as rock-paper-scissors, to decide who goes first.

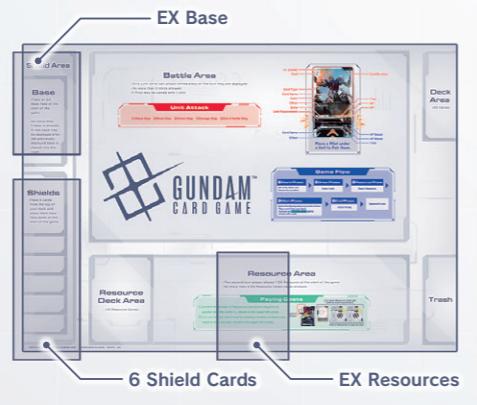
③ Draw 5 cards to create your starting hand.

- Players may mulligan one time, starting with Player One. When doing so, return your hand to the bottom of your deck, then draw 5 new cards. Shuffle your deck when finished.

④ Place 6 cards from the top of your deck into your shield area, one card at a time, starting nearest to you and overlapping them.

⑤ Ready EX Base and EX Resource Token cards.

- Place an EX Base into the base section of your shield area.
- Player Two places 1 EX Resource into their resource area.
- When paying costs, rest EX Resources, then remove them from the game.



Victory Conditions

The game ends when either player wins by satisfying one of the following victory conditions:

- You deal battle damage to your opponent when they have no cards in their shield area.
*Battle damage is damage dealt by a Unit according to its AP.
- Your opponent has no cards in their deck.

Turn Progression

The game progresses through the following phases ① to ⑤, starting with Player One.

1 Start Phase

Set all rested (horizontal) cards as active (vertical).

2 Draw Phase

Draw 1 card.

3 Resource Phase

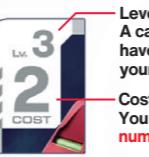
Draw 1 card from your resource deck and place it into your resource area.

4 Main Phase

During the main phase you may **play a card from your hand**, **activate an *Activate·Main* ability**, or **attack with a unit**. These actions may be performed any number of times and in any order.

Play a Card from Your Hand

Cards in your hand whose **level requirements** are fulfilled may be played by **paying their costs**.



Level
A card's level requirement is fulfilled if you have **at least that number of Resources** in your resource area.

Cost
You can pay the cost by **resting an equal number of active Resources**.



3 or more Resource cards will fulfill its level requirement.
Rest 2 Resources to pay its cost.

Deploying Units and Bases

- Unit cards are deployed into the battle area.
- Base cards are deployed into the base section of your shield area.
- Units cannot attack on the turn they are deployed, but they can attack starting from your next turn.

Card Limits

- Up to 6 Units and 1 Base may be deployed.
- If deploying a Unit or Base would exceed the number allowed, choose a card already present and place it into your trash before deploying the new one.



Pairing Pilots

- A Pilot card is paired with a Unit in the battle area by placing it underneath the Unit. Each Unit can pair with 1 Pilot.
- A Command card with the ability [Pilot] may be paired with a Unit as a Pilot instead of activating its command ability.

Link Units

- When a Pilot is paired and the **link requirements** are fulfilled, that Unit becomes a Link Unit. Link Units can attack immediately on the turn they are deployed.

Command Activation

- Only Command cards with **Main** timing may be played.

Activate an *Activate·Main* Ability

- Activate·Main* abilities on cards may be activated.

Unit Attack

Follow the steps below when attacking with a unit:

1 Attack Step

- Rest the Unit you wish to attack with and declare a target.
- Choose either a rested enemy Unit or your opponent as the target.
- Units deployed this turn cannot declare attacks (with the exception of Link Units).

2 Block Step

- The opposing player may activate **Blocker** on a Unit with that ability and change the attack target.

3 Action Step

Action Step

- The following actions are performed during an action step, starting with the defending side:

(Take turns performing actions: defending side → attacking side → defending side...and so on.)

- Activate a Command card with **Action** timing
- Activate an **Activate·Action** ability
- Pass

When the attacking and defending sides pass twice in a row, the action timing ends.



Command Card

4 Damage Step

If the Attack Target is an Enemy Unit

- Both battling units (attacking Unit and the targeted Unit) simultaneously deal damage equal to their own AP.

If the Attack Target is the Opponent

- If the opponent has a Base, deal damage equal to the attacking Unit's AP to it.
- If the opponent has no Base, deal damage equal to the attacking Unit's AP to their first Shield.

Treat each Shield as having 1 HP. Receiving 2 or more damage still only destroys the first Shield.

- If there are no cards in the enemy shield area, damage is dealt to your opponent.
- If you deal damage to your opponent, you immediately win the game.

Damage Management

- When a card receives damage, place the number of damage counters equal to the damage received on top of the card.
- A Unit or Base that receives damage equal to or greater than its HP is destroyed and placed into the trash, together with any paired card.
- When a Shield is destroyed, reveal it and place it into the trash. If the card has a **Burst** ability, that ability may be activated when the card is revealed.

If the opponent has no base, deal damage equal to the attacking Unit's AP to their Shields.



5 End of Battle Step

- Abilities that state "during this battle" lose their effect.
- The Unit's attack ends.

5 End Phase

Follow the steps below during the end phase:

- Action step occurs. (See ★ Action Step)

- Resolve any abilities that activate at the end of the turn.

- All temporary abilities that took effect during the turn lose their effect.

- If you have 11 or more cards in your hand, discard cards of your choosing until you only have 10.

Once all of the above steps have been resolved, it becomes your opponent's turn.



Recommended Decks

Deck Building Pointers

★ Let's start by reviewing the rules for building decks.

Deck Building Rules

- A deck contains exactly 50 cards.
- Up to 2 colors of cards may be included.
- Up to 4 cards of the same card number may be included.

★ There are 4 types of cards.



★ The following number of each card type is recommended for a good balance:

- 25 to 28 Unit cards
- 6 to 8 Pilot cards
- 8 to 10 Command cards
- 4 to 6 Base cards

* You might not always be able to achieve the above balance depending on which cards you own. Substitute extra Unit and Base cards for any cards you lack.

★ Let's take a closer look at card levels.

Including 16 to 20 Unit cards that are Lv.3 or lower will help your opening turns play more smoothly. Have fun playing with your deck while you find the balance you prefer most.

★ Let's take a closer look at Link Requirement on Unit cards.

Some Unit cards have Link requirements. A Unit normally can't attack on the turn it is deployed, but pair it with the Pilot listed in the Link requirements, and it can attack immediately. Add Pilot cards to your deck that match the Link requirements for your Units.

★ Be sure to include Command cards that can be used during Action timings. You can use Command cards with Action printed on them while Units are battling and at the end of each turn. Using them effectively will help swing battles in your favor.

★ Now let's try putting a deck together.

- ① Start with a favorite Unit and Pilot card combination.
- ② Continue adding cards of the same colors while following our balance recommendations.
- ③ Double check you haven't accidentally added a third color (only two colors are allowed).
- ④ Count up how many Units in the deck are Lv.3 or lower (16 to 20 is ideal).
- ⑤ Your deck is ready.

Blue/White Midrange Deck

| Card Number | Card Name | Lv. (Level) | Rarity | Amount |
|-------------|-------------------------------|-------------|--------|--------|
| ST01-001 | Gundam | 4 | LR | 1 |
| ST01-002 | Gundam (MA Form) | 5 | C | 2 |
| ST01-005 | GM | 2 | C | 2 |
| ST04-001 | Aile Strike Gundam | 5 | LR | 1 |
| ST04-005 | Strike Dagger | 2 | C | 2 |
| GD01-004 | Guncannon | 3 | R | 2 |
| GD01-005 | Unicorn Gundam (Unicorn Mode) | 5 | R | 2 |
| GD01-009 | G-Fighter | 3 | U | 3 |
| GD01-011 | Loto | 2 | U | 2 |
| GD01-013 | Gundam | 4 | C | 2 |
| GD01-018 | ReZEL | 3 | C | 3 |
| GD01-068 | Perfect Strike Gundam | 5 | R | 2 |
| GD01-077 | Strike Gundam | 4 | C | 2 |

Blue/White Midrange Deck

| Card Number | Card Name | Lv. (Level) | Rarity | Count |
|-------------|-----------------------|-------------|--------|-------|
| ST01-010 | Amuro Ray | 4 | C | 2 |
| ST04-010 | Kira Yamato | 4 | C | 2 |
| GD01-088 | Banagher Links | 5 | U | 2 |
| GD01-089 | Riddhe Marcenas | 3 | C | 2 |
| ST01-012 | Thoroughly Damaged | 2 | C | 2 |
| ST01-013 | Kai's Resolve | 3 | C | 2 |
| ST04-013 | Hawk of Endymion | 2 | C | 3 |
| GD01-100 | A Show of Resolve | 4 | U | 1 |
| GD01-118 | Overflowing Affection | 2 | U | 2 |
| ST01-015 | White Base | 3 | C | 2 |
| ST04-015 | Archangel | 3 | C | 2 |
| GD01-124 | Side 7 | 1 | C | 2 |

Side 7

Amuro Ray

Aile Strike Gundam

Green/White Ramp Deck

| Card Number | Card Name | Lv. (Level) | Rarity | Amount |
|-------------|-------------------------|-------------|--------|--------|
| ST02-001 | Wing Gundam | 6 | LR | 1 |
| ST02-002 | Wing Gundam (Bird Mode) | 3 | C | 3 |
| ST02-005 | Maganac | 2 | C | 2 |
| ST03-008 | Zaku II | 2 | C | 2 |
| GD01-028 | Gundam Sandrock | 5 | R | 2 |
| GD01-030 | Rick Dom | 3 | U | 3 |
| GD01-034 | Gundam Heavyarms | 4 | U | 2 |
| GD01-040 | Wing Gundam | 5 | C | 2 |
| GD01-041 | Shenlong Gundam | 4 | C | 4 |
| GD01-070 | Gundam Aerial | 5 | R | 1 |
| GD01-075 | Darilbalde | 3 | U | 3 |
| GD01-076 | Michaelis | 3 | U | 3 |

Green/White Ramp Deck

| Card Number | Card Name | Lv. (Level) | Rarity | Count |
|-------------|-------------------------|-------------|--------|-------|
| ST01-011 | Suletta Mercury | 4 | C | 2 |
| ST02-010 | Heero Yuy | 4 | C | 2 |
| GD01-091 | Chang Wufei | 4 | U | 2 |
| GD01-097 | Guel Jeturk | 3 | U | 2 |
| ST02-012 | Simultaneous Fire | 4 | C | 2 |
| ST02-013 | Peaceful Timbre | 4 | C | 2 |
| GD01-107 | First Contact | 3 | U | 2 |
| GD01-117 | The Witch and the Bride | 5 | R | 1 |
| GD01-118 | Overflowing Affection | 2 | U | 3 |
| ST02-015 | Saint Gabriel Institute | 2 | C | 2 |
| ST04-015 | Archangel | 3 | C | 2 |

Heero Yuy

Wing Gundam

Gundam Aerial

Team Battle Rules (Player Count:4)

These rules for team battle cover multiplayer matches between two teams consisting of two players each.

Each team proceeds through each turn phase as a team rather than individually.

The rules for deck and resource deck construction are the same as for standard play.

Work with a teammate to achieve victory!

■ Preparing to Play

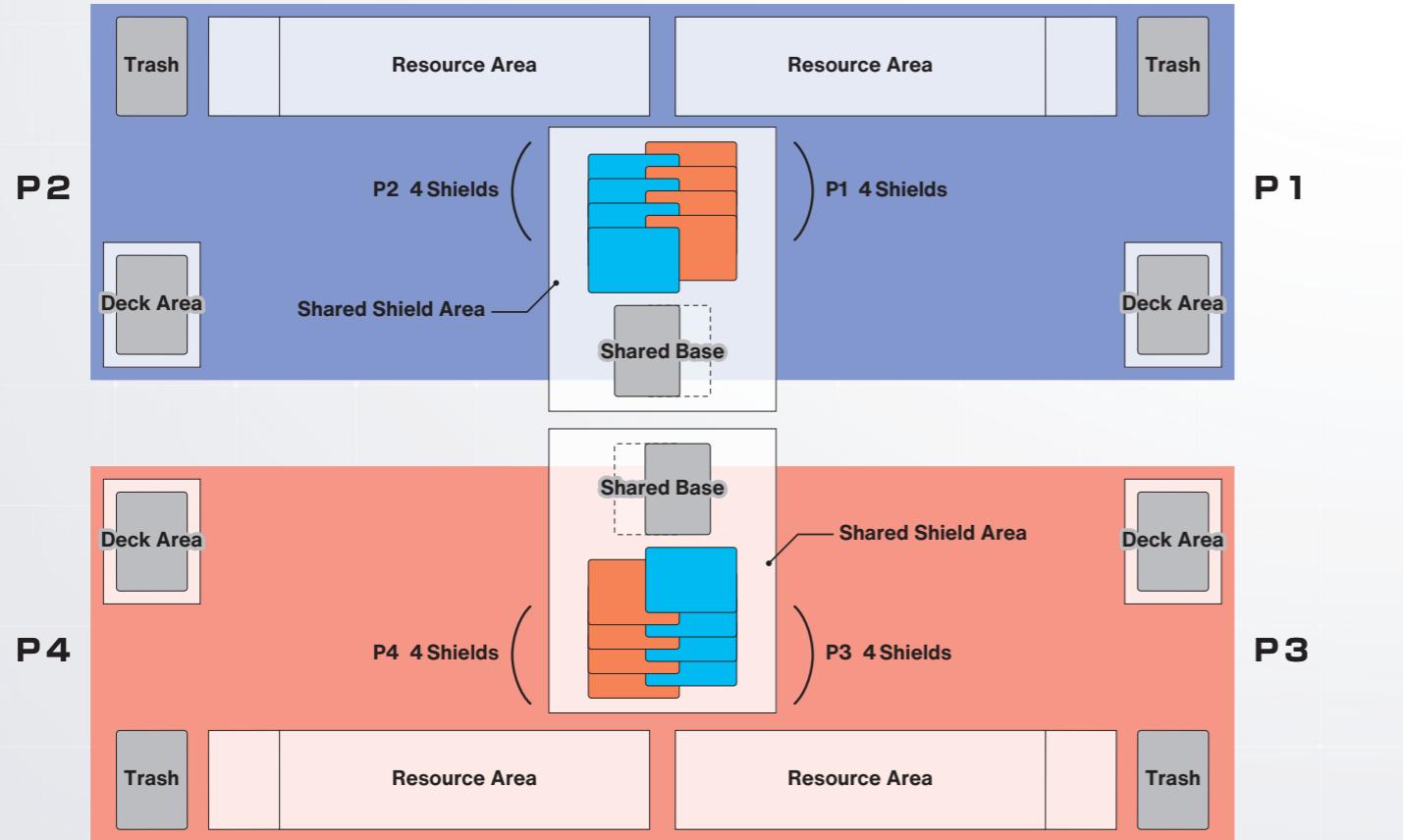
- ① Each player readies a deck and a resource deck.
- ② The rightmost sitting player is the team leader. The team leaders use a method, such as rock-paper-scissors, to decide which team goes first.
- ③ Each player draws 5 cards from their deck to create their starting hand. Players may mulligan their hand one time, starting with Team One.
- ④ Each player places the top 4 cards of their deck into the team's shared shield area. *Take care not to mix the cards up.
- ⑤ Each team deploys 1 EX Base card, and players on Team Two place 1 EX Resource card each.
- ⑥ Begin play, starting with Team One.

■ Team Battle Victory Conditions

- ① If either of your team member's Units deals battle damage to the opposing team when they have no cards in their shared shield area, your team wins.
- ② If either deck of the opposing team has no cards in it, your team wins.

■ Rules Differing from Standard Play

- A team shares a shield area, but each player manages their own Shields. A team can only deploy 1 Base.
- Damage is dealt to the very first Shield in the shield area.
- Both players on a team proceed through their team's turn simultaneously, and all phases and action timings are performed as a team.
- Discuss card playing decisions as a team. If there is a disagreement, the team leader has the final say.
- For abilities that refer to a "friendly" Unit, you may choose a teammate's Unit as well.
- If "you" or "your" is indicated, it refers only to the owner of that card.
- When attacking with a Unit, you can attack one of the opposing team's rested Units or the opposing team's shield area.
- One of your Units with Blocker can be activated even if a teammate's Unit is attacked.
- Team members are free to share information and strategies, but the lending of any cards, sharing Resources to fulfill level requirements, or paying a team member's card cost is not permitted.



Battle Royale Rules (Player Count:3+)

These rules for battle royale cover multiplayer matches between three or more players. The rules for deck and resource deck construction are the same as for standard play.

■ Preparing to Play

- ① Each player readies a deck and a resource deck.
- ② All players use a method such as rock-paper-scissors to decide who goes first. Player One then chooses either clockwise or counterclockwise play.
- ③ Each player draws 5 cards from their deck to create their starting hand. Each player, starting with Player One, can mulligan their hand one time.
- ④ Each player places the top 6 cards of their deck into their shield area.
- ⑤ Each player deploys an EX Base, and all players except Player One place an EX Resource.
- ⑥ Begin play, starting with Player One and continuing either clockwise or counterclockwise to the next player.

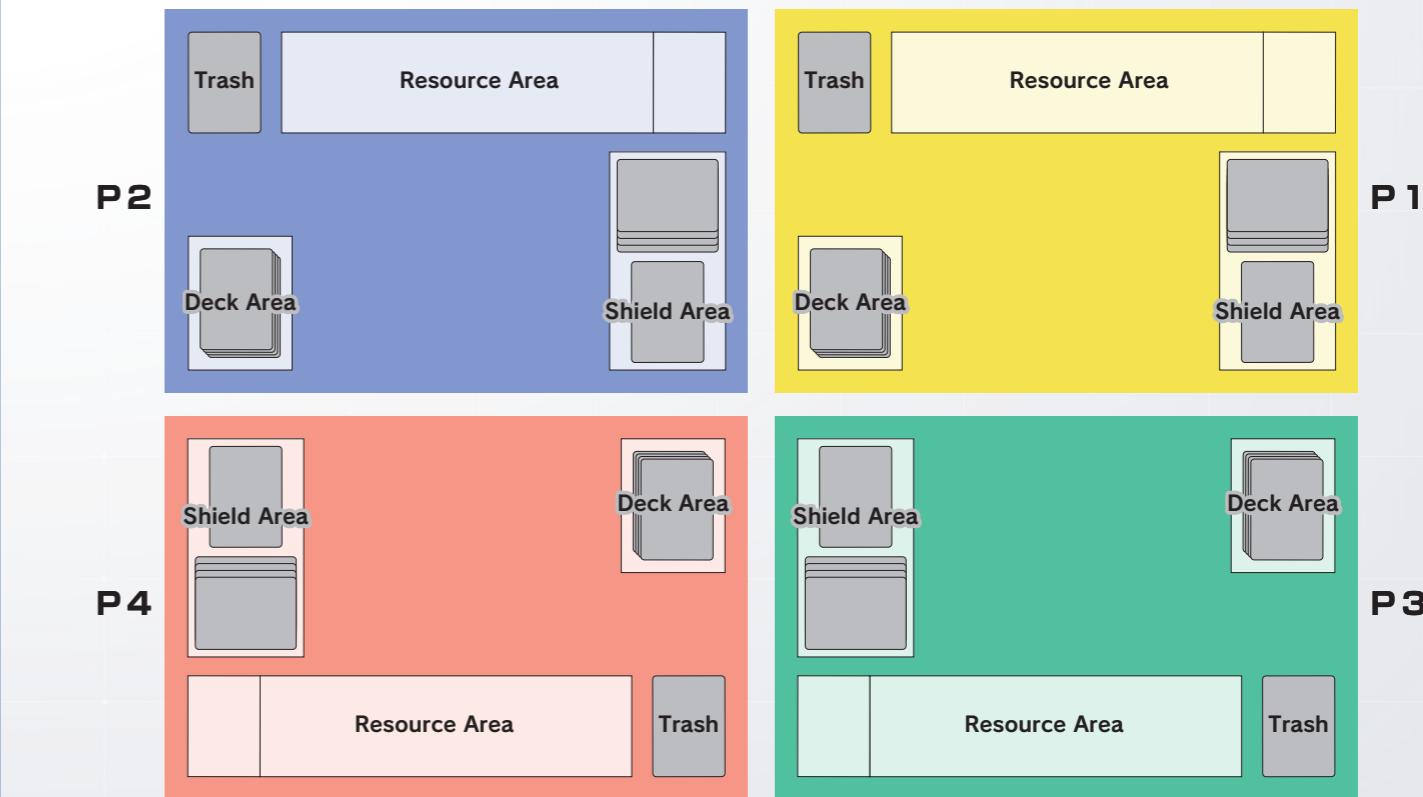
■ Victory Conditions

Choose one of two different victory conditions:

- ① Winner Takes All
 - The first player to deal battle damage to another player and defeat them wins.
 - *Unlike the victory conditions for standard play, when a player's deck has no cards remaining, that player is removed from the game.
- ② Last Player Standing
 - The last player to remain undefeated wins.
 - *If any player takes battle damage when they have no Shields in their shield area, they are defeated and removed from the game.
 - *If any player has 0 cards remaining in their deck, they are defeated and removed from the game.

■ Rules Differing from Standard Play

- Turn phases proceed the same as in standard play.
- Player turns proceed clockwise or counterclockwise, as determined by Player One.
- If "enemy" or "opponent" is indicated, it refers to any and all of the other players.
- When attacking with a Unit, you can attack any other player's rested Unit or any other player.
- Action timing starts with the player whose turn is next and continues in order until all players have chosen to pass.



Check our official website for the full rules.

*Data usage fees for website access are the responsibility of the player.

A free-for-all for 3 or more players!