**ChaosUnbound Rules**

**Setup**

* Base’s have 10 hp
* Decks consist of 15 cards, excluding commander cards, with a maximum of 3 of each cards
* 3 cards in hand to start, players may mulligan once before the game starts
* 1 energy to start game, +1 per round
* Bonus tiles have 50% chance of giving bonus, choose draw 1 card or +1 energy for the turn after a bonus has been awarded

**Gameplay**

* Use 3 energy for drawing 1 card, usable once per turn
* Friendly units can walk through friendly units/buildings/traps
* Cards are reshuffled into the deck after being played
* 5 cards max in hand, cards must be discarded the moment that 5 is exceeded, a just drawn card can be discarded

**Units**

* Units must be played adjacent to base
* Units cannot take any action the turn they are played (unless specified)
* Units cannot take any action after attacking (unless specified)
* Units can move and attack once per turn (unless specified)
* Attacking does not invoke movement cost
* Units must have a target unit/structure/base to attack

**Structures**

* Structures can only be played adjacent to a friendly unit
* Structures cannot be played on a tile already occupied by a unit
* Structures can be played on a tile with a trap
* Structures can hold one unit
* Ranged units in a structure can still attack, melee (1 range) cannot attack
* Structures block splash damage for tiles behind them
* A structure placed on a trap is instantly destroyed and triggers the trap

**Traps**

* Traps can only be played adjacent or under a friendly unit on an empty tile
* Traps are permanently revealed after being detected