

Galactic Hunt^{TM©2025}

A card game developed by Dominic Jones

Play as a brutal hunter or a cunning alien as you fight for your life and hunt your prey. This rulebook is continuously updated with the game and displays all recent rule changes, keywords, and traits.

Last Updated: 07/10/2025 (Who Plays Cards?, Traits and Keywords, Tracking Tracking New Section: Instancing, Keyword update: Bleed, Reaction).

Table of Contents:

Page 1-10 Game play

Page 10 Traits

Page 10-14 Keywords

Page 14-16 Additional Lore

Pantheon Games LLC

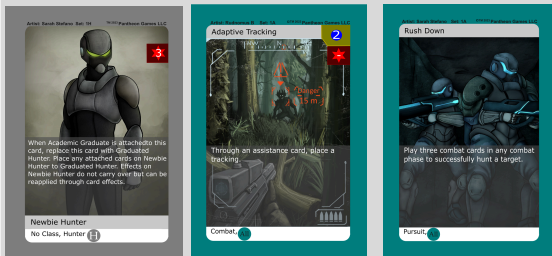


What is the story?

Galactic Hunt is a card game based in a TTRPG universe. Human hunters in the feudal galaxy hunt aliens for materials and fame. However, the incredibly xenophobic governments use these hunters as assassins to hunt intelligent aliens they label as terrorist or human sympathizers. In this game, you will play as either a hunter or an alien in an attempt to survive and hunt your target.

Set up

To set up a game of Galactic Hunt is easy. First, you will need two or more players. Each will have built their own deck to use. You will need one character card, a minimum of three pursuit cards, a minimum of fifteen combat or assistance cards, and five supply tokens. Further deck building instructions are listed later on. Next, place your character at the head of your boardside. Form a face down deck with all of your pursuit cards to the side. Form another face down deck with all of your assistance and combat cards, known as the combat deck. Any other cards are set to the side, likely ones brought in by a card effect. This will state it somewhere on the card or be implied. Never discard such cards. Supply tokens are kept where you please. Your opponent(s) do the same. When the game begins, each player draws four cards from the combat deck and one from the pursuit deck.



A character, combat, and pursuit card respectively.

Gameplay

Each player has three phases per turn. When every player has taken a turn, a round is complete. This should be noted due to some cards specifying their effect duration. The objective of the game is to reduce your opponent character's durability to zero. Below are the three phases in greater detail.

Pursuit Phase

The pursuit phase (formerly known as hunt phase) is an important but short phase of your turn. You can take two actions during this phase but only each action once: 1. Draw a pursuit card and 2. place a pursuit card. To draw a pursuit card, you must pay two supply OR discard a pursuit card. You may discard a pursuit card from hand or in play. To play a pursuit card, pay any cost required (if any) and put it into the field under a character. Most pursuit cards will not require a cost though. You may choose to do this phase before or after your **combat** phase. Pursuit cards themselves act like side quests and will provide a benefit when you fulfill its requirements, which are listed first, but sometimes give other rewards. A pursuit card will only count towards its effect requirement if it is in play and discards after it triggers. Any discarded pursuit cards are discarded to its own discard pile which anyone can see.

Note that pursuit cards are attached to characters and will generally require that specific character to fulfill its conditions in order to trigger. When it does, that character is the one who initiates its effects. Some effects or conditions do not require a character, such as **Preparation** which requires four cards to be drawn to initiate a hunt. Drawing cards is unrelated to characters normally but when the pursuit card activates the attached character is considered the source of the card's effects. A character may only have three pursuit cards attached to them.

Combat Phase

This is the primary phase of the game. 98% of what you do will happen here. During this phase, you will play combat and assistance cards from your combat deck. To do so, simply pay the cost in the upper right of the card and initiate its effect. A combat card immediately goes into effect then is discarded to the discard pile, separate from pursuit discard. Assistance cards apply to your characters, stay on the field, and continuously apply their effect if possible. They will go to the discard pile if they are destroyed. This does not count as a discard though and vice versa.

Alternatively, a player can choose to draw a card from their combat deck (explained further in the **Supply Tokens**

section). To do so, pay one supply and draw a card. This can be done any number of times if you have the supply. Note that assistance cards, like pursuit cards, attach to characters as well. Its effects, unless stated otherwise, only affect that character. Unlike pursuit cards, there is no limit to the amount of assistance cards you can attach to a character.

End Phase

The end phase is the shortest and simplest phase. This is the last phase and only happens when you willingly end your turn or you run out of supply tokens. You will first draw a card from your combat deck as an end of turn draw. All effects that specify that it ends on your turn will do so at this point. Afterwards, it is your opponent's turn.

Supply Tokens

Vital to the game, these are your currency and lifeblood. Each combat and assistance card has a cost in the top right of the card. You will begin the game with five tokens and they will change hands frequently. To play a card with a cost, you must give the opponent you are targeting the cost *first* then play the card. If you are playing a card on yourself or there is no target, the supply tokens go to the next player in turn order.

For example, If Player 1 plays **Tracking** on Player 2's character, they will set aside three supply for its cost. They will hand Player 2 the three supply then execute the card's effect.

Another example, If Player 2 decides to play **Scout Armor** on their character, they will set aside three supply then hand it to Player 3 who's turn is next. They then execute the card's effect, if applicable.

Sometimes, players will continue to target each other exclusively and leave one player dry on supply tokens. As a bonus benefit, a player may draw an additional card on their end phase if they begin their turn with two supply or less and do not gain anymore on their turn. This works the other way as well. If a player ends their turn with all the supply tokens in the game, they must give a fifth of them (rounding down) to the player next in turn (**one per player**). Finally, the last action you can spend supply tokens on is card draw. You may spend one supply to draw a card. You

may do this as much as you wish. Transfer tokens to the next player in turn order when you do this action. If you run out of supply tokens, you immediately enter the end phase of your turn.



The icon of the card cost.

Dealing Damage

To deal damage in this game there are two ways: hunts and effects. Effects and keywords are self explanatory but hunts work differently. To effectively hurt your enemy, you will need to apply tracking to their character. This is a *condition* done through card effects such as the shown card under **Set up**. When you hunt a target (such as with a pursuit card), you will deal one damage plus one more for each tracking on that target. You will then discard each tracking from them.

For example, Player 1 hunts Player 2's character. Player 2 has three tracking on them already. Player 2 will take four damage total and remove all tracking on their character.

However, if you *fail* a hunt you will also fail each tracking on the target! This often happens due to an opponent's reaction or trap.

For example, in the same scenario, before Player 1 converts Player 2's tracking, Player 2 reveals a card they prepared ahead of time. **Ambushing Ambushers** which allows them to fail Player 1's hunt on them. Thus, they fail the hunt and the trackings turn into failed conditions. Player 2 confidently removes the trackings from their character.

Note that you CANNOT initiate a hunt on a target on turn one. This prevents players from winning the game due to a good starting hand. Hunts initiated on your first turn are nullified. It should also be noted that a character cannot go below zero durability. This is particularly important for cards such as **Plenty of Body** which heals the beneficiary if they take two or more damage at once. In such an instance, the health will keep the character alive regardless of how much damage they take.

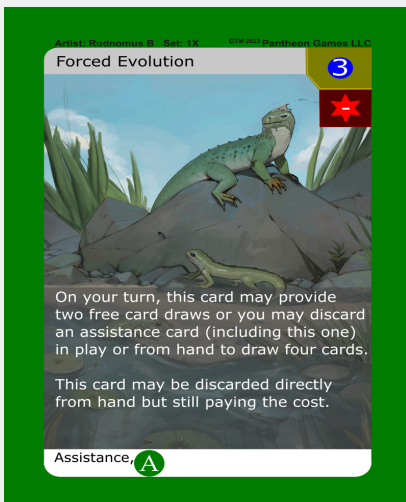


Durability on a card. - indicates no durability on the card and thus it cannot be targeted for tracking or hunts.

Continuous Card Effects

When a card has an activated effect or passive effect, unless otherwise stated, can be activated at any time on your turn if you can afford it. This is useful for chaining effect combinations to get the most benefit from your cards. Passive effects tend to trigger under more specific conditions or are always active. If activating a card that has no price or unique condition, then it may only be activated once on *your* turn per round as part of combat.

Note that removing a keyword that is activated under special conditions will immediately add it again as the conditions are still being met



Forced Evolution as an example of an activated card with no cost.

Who Plays Cards?

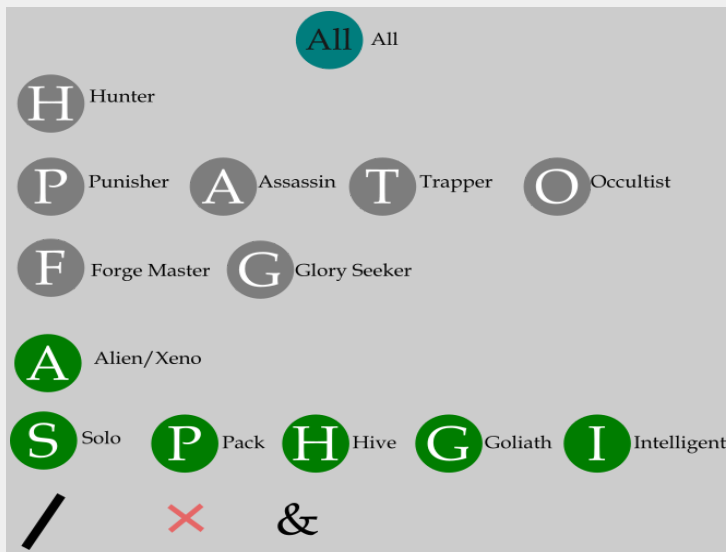
“The player, of course!” sounds like the obvious answer but it isn’t. When you cast a card, you must choose which character is playing it, including crew cards. This is important for many effects, as well as WHO can play cards. Each character has a **class** and **subclass**. The two primary classes are Hunter and Alien. Each class has subclasses beneath it. The hunter class has six subclasses: Punisher, Assassin, Trapper, Forge Master, Occultist, and Glory Seeker. The alien class has five subclasses: Solo, Pack,

Hive, Goliath, and Intelligent. There are also some single instant classes but they are unique. These are important as many cards are limited so that only certain classes may play them. You will find this denotation at the bottom of the card next to what type of card it is (combat, assistance, or pursuit). This is represented by a symbol or by the class color and letter which is shown below unless any character can play it, in which case it simply states “All”. If a symbol has an X over it, it denotes that that class **cannot** play it. A card with multiple classes will also have a / or an & symbol. A slash means you can have either class to play it. An & symbol means you must have *both* classes to play it, sometimes there is no symbol in between. In that case, assume an & symbol should be there. A [] may subdivide classes further on rare occasions. This is used to group class requirements.

For example, If a card says “Hunter or Intelligent”, it means you must be either a hunter or you must be the Intelligent subclass from alien. If it stated, “Hunter and Intelligent” then you must be a hunter and you must also have the intelligent subclass.

In the event your character meets both classes but only needs one, you may choose only one class to use for effect purposes. It should also be noted that a character may have the hunter class but an alien subclass or vice versa. They may only still play cards with their class represented on it. When you play a card as a subclass, it also counts as playing a card in your main class (hunter or alien). This does not mean you can play main class specified cards unless you have that class. It is very strange at first but it is that way for a reason. For example, **Sally Pathfinder** is an alien who is also the hunter occultist class. Despite being an occultist, she is not allowed to play hunter cards. She can still play alien and occultist cards though. When she does play an occultist card, she plays it as if she was a hunter. It is strange but it is intentional, in the same way you can target equipment attached to a stealthed character. Something else to note is that some cards require an assistance card to be attached to a character to be played. It will specify, “played through” on its description. This is often to trigger bonus effects. In this event, the card is cast from the character *then* through the attached assistance card

on that character. This means the character is an extra step and the assistance card is now playing the card. Cards that do not say “Through” or some other terminology cannot be played through cards. An assistance card cannot be by itself so it is attached to a character when played. Combat cards never attach unless specified (active combat cards). **Pursuit cards attach to a limit but cannot be used for passing through.** Crew cards are allowed to play cards like a character and this is useful for maneuvering around keywords, using them, or triggering “When played through” effects on cards. In such an instance, the card passes through the primary character first then the sub character. Primary characters will not trigger played through conditions unless specified. **You cannot pass cards through other assistance cards though unless it specifies it as a requirement. This is different from getting a bonus for passing through.**



Two Characters

In this game, you may play one or two characters at the same time. To do this, follow the same rules but be more distinct in who is casting what card. You cannot have two of the same character (a character in the same set with the same name). You must also damage (not their max durability) the current durability of both characters by one unless they have one health already. Any keywords, assistance, and effects will apply to that specific character rather than you or both characters (Some keywords apply to the player themselves such as Rushed or Trapped). When one character is killed during the game, remove that character,

its played pursuits, and its attached assistance cards. You then have the choice to remove any cards from your decks and hand then reshuffle your hand, discard, and deck. Draw as many cards as you reshuffled, if possible. This allows you to get rid of cards that you can no longer use.

Additionally, you may only attach two pursuit cards to a character. In total, you can have four pursuit cards in play but only two for each character. You may ignore this rule if either of the characters die.

Traits and Keywords

Traits and keywords are different. Traits are found at the bottom of the card and include things like the card type, class playability, and other specific factors like crew or unique. Supply cost and durability are also considered traits. You can find a list of all keywords and traits after the rules. These traits determine certain rules the card might play by compared to the usual.

Keywords, however, are much different. When you apply a keyword to a card or character, it is considered modifying the card. Removing keywords by force also constitutes modifying. It is as if you modified the card’s text to include the keyword. Note that a keyword removing *itself* is NOT modifying. Such as poison becoming a hunt or bleed turning into tracking. Keywords also stack if they have # beside their name in the list or a number when on cards. Keywords without # in the glossary or on cards are instead separate effects. This means that stackable keywords can be gotten rid of in large quantities, specifically a max of four at a time. Where non-stacking of keywords, such as a card with two malfunction, require you to get rid of it multiple times. All of this is important as this means you can block keywords by blocking a card or target a keyword by targeting its host card. The only keywords that do not modify a card are those that affect a player.

Identifying a keyword is simple. It will stand out by itself or be a specific word found in the keywords section. **For example**, the card **Scout Armor** simply says “Armor 1, Vigilant 1”. With multiple keywords, resolve them from left to right as they come into play.

In the instance a keyword would be instantly removed when entering the game, it still counts as entering the game for effect purposes, even if you cannot benefit from the

keyword itself. This is important for common cases such as *Restrained* and *Concentration* countering each other.

Assistance, Crew, All

The above are the traits found on the **Tamed Xeno** card.

Targeting

Targeting is usually simple in this game but sometimes can be confusing. Target a specific card or character, specified in effects. When you do so, it is like drawing a line from your character to their card. If they play a card to counter this, treat it as if they are targeting your character, assistance if passed through, or card if the card is independent of your casting by effect. In any scenario, your character can play cards to protect their own cards but make sure the card effect specifically allows it as cards such as **Reflex Training** only protects the character. This also applies if they target your hunt or your effects which means you can play reactionary cards in response to their reaction. In such a case, treat it as if their reaction had targeted whatever card started the hunt or effect *except* pursuit cards. A pursuit card's effects count as the player triggering them, as mentioned in the Pursuit Phase section. Targeting an opponent's assistance directly ignores keywords on the character (but not the assistance card) which can help avoid reflexive or stealth! A card that is global has no specified target or the target is the board and is harder to avoid. This will not constitute targeting anything and simply hits everything that meets its conditions regardless. Untargetable cannot stop it either.

If a card has durability, indicated by a red icon, then it can be targeted for hunts and tracking(conditions). They are also considered sub characters if they have the crew trait, assuming it is not the primary character which has a different card layout and is not an assistance. Without the crew trait, they are not sub characters but can still be targeted by cards that don't specify "character" when choosing targets.

Alternatively, you may choose to target nothing. This is primarily a waste of a good card but can be effective for triggering a hunt or other card effect.

Note, targeting a player themselves, not their character, with a card cannot be done unless specified or only "target" is mentioned. If this is done, cards generally cannot be played to stop this unless they are global. Cards such as **Reflex Training** only apply to the casting character. It should also be noted that other cards, such as **Rush** apply keywords affecting the player. They will still go through a character first, then bounce the keyword to the player, as they do not specify the player as the target in the example. In this instance, that character may play cards to counter it as they must be targeted. The card **Startling Roar** can target the player as it designates only "target" for its parameter. Note that primary characters targeted by cards that permanently remove them from the game or destroy them will fail to do so. This also applies to pursuit cards.

Untargetable is a condition some cards can give. This means that nothing can directly target whatever is granted untargetable. This will not stop global effects though as no one will single you out with a nuclear bomb. A global effect is noted as not targeting any particular character.

Effect and Keyword Timing

An effect or keyword only apply when they enter the game. This is important to note for keywords like Rushed. The order is: card is played, effect triggers, keyword triggers. This is also relevant for cards in hand as most cards cannot see what is happening until it is played.

For example, If you play a card that gives you Rushed 1, you will only be able to play one card in your combat phase. However, since the keyword just entered the game it will not be counting previous cards or itself but only future ones. Thus, in this example, you can play one more card before your combat phase ends even if you played several already.

There is also a term called "bouncing" or "carrying" in this game which refers to keywords carrying up from an assistance card to the character. Bouncing means it goes to the character than to the player themselves. Keywords will denote this in their description. It is important to note when playing cards on where keywords go as this can be used to bypass tricky effects or keywords such as Stealth as only

the source card and the benefitting character (the primary character) will benefit from the aforementioned Stealth.

Note that when a keyword triggers, whoever either triggered the keyword or is affected by it, if no triggerer is found, is considered the source of said keyword. This is important for card effects as some want to see their owner or others to trigger certain keywords. This also applies to tracking, regardless of who placed what. Think of it like a neutral state.

Active Combat Cards

Active combat cards are based on whether the combat card states it stays active or its full effect has not triggered. Most facedown cards will be like this, such as **Ambushing Ambushers**. If a card has an effect waiting to happen or has not met its conditions but may be played ahead of time then it will remain as an active combat card. This card is not reshuffled while active and when its effect is finally resolved it will return to discard.

This is not the same as preparing a card. A card will either prepare another card or itself if it states. This usually allows you to hold onto it to then trigger once the conditions are met or you are ready. They both go in the active combat card zone. One waits to be triggered while the other waits for player input.

Assistance Effects

One must understand the difference between gaining and having a keyword when it comes to assistance cards. When you play an assistance card that adds a keyword to the attached character, it will say so. Generally as “Give [keyword]” or “Gain [keyword]”. This will apply that keyword to that specific character. *However*, many assistance cards also keep keywords to themselves. In this case, the attached character benefits from that keyword but is not the *source* of the keyword. The assistance card *also* benefits from the keyword, unlike gain cards. This is an important distinction as an opponent may disable your assistance card and prevent you from benefitting from a keyword. They may also remove your character's keyword and prevent it from using a keyword it has gained. In that instance, you will benefit from assistance cards that are the source of the keyword still. Some keywords do not carry up

while others carry up to the player like normal. This is denoted in their description.

Note that, as referenced in Traits and Keywords, a card benefitting from the keyword of an attached card (such as an assistance card) will not have their card description modified. This is only the case for the source of the card.

Prowl 1 Gain Stealth.

The difference between the assistance being the source and the character being the source, respectively.

Decking Out

This game has infinite decking out potential. When you draw your cards and attempt to draw when there are none left to draw, you are decked out. When this happens, you must reshuffle your *entire hand* and the discard pile and reset your deck. Do not do this with cards in play. You will then draw the remaining cards if you were to draw more. Do not draw your total again, just the remainder. If you deck out during your end phase, you will draw two cards instead of the usual one.

If you deck out your pursuit deck, you may choose to shuffle the cards in the discard pile as well as any in hand or play if you so wish. All discarded pursuit cards are reshuffled but you may choose which are reshuffled anywhere else. This is not discarding for effect purposes!

Triggering

A card that says “triggering” or “non-triggering” are referring to both an effect and a hunt. In the event of a hunt or tracking, this means that it will not affect other trackings, in-play effects, or keywords. This is good if you want to deal damage to an armored opponent or whittle them down as the armor keyword is not triggered. In terms of effects, this will likely force an effect to trigger or prevent one from doing so. Useful for avoiding pre-played cards. If a card says “triggering” it will likely have a condition it forces to happen. However, a hunt is still a hunt so it may still be failed by an activation or played card! Triggering and non-triggering do not care for after effects though. So damaging an opponent might still trigger a card that reacts

to missing health *after* the fact. This is different from the card dealing damage and an effect reacting.

Healing and Gaining Durability

An important distinction to make from cards. When you gain durability, you add it to your total durability and to your current health. Healing on the other hand means you only add it to your current health but never surpass your max durability.

When durability is added, both your current durability and total durability go up. However, when removing durability it will only remove it from total durability unless both current and total durability are the same.

Some cards mention “bonus durability” and “base durability”. Your base durability is what is specified on your character’s card. Anything more is bonus durability.

Tracking Tracking

Sometimes, a tracking may have bonus effects when triggered as a successful tracking, generally mentioning “attached”. You can denote this by using tokens underneath it or on a sheet of paper if you have many different tracking effects. When removing certain amounts of tracking off a character, you may choose which is removed. If a hunt fails and fails consequent tracking, remove attached tracking keywords as well. These keywords cannot be removed unless the tracking itself is removed. This type of tracking is denoted as something like “Each tracking has X [keyword] attached.” When you successfully trigger a tracking with attached keywords, treat it as if you had put those keywords on the victim at that moment, for effect purposes. These new keywords only enter the game after the tracking has triggered and done its damage. **The triggerer counts as the source of the keyword as they apply.**

When a card mentions condition, tracking counts as a condition as well as hunts (though short lived) and the “untargetable” condition mentioned in Targeting. This is prevalent for cards that may remove it when upgraded.

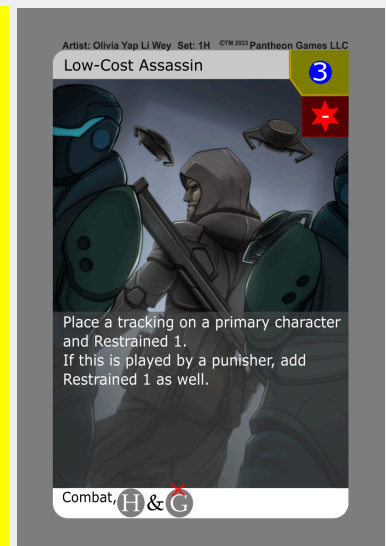
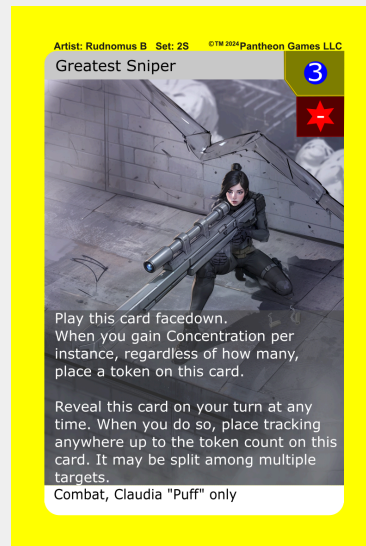
Tracking is **not** a modifier or keyword. Consider it something that is actively happening outside of the afflicted player’s control. As the idea is that the enemy is stalking them and waiting to strike.

Instancing

Instancing is when something exists or comes into existence. If you have one of a specific card in play, you have one instance of it. However, this is mostly used when checking for multiple things being triggered or played. In this case, an instance is a group of something caused by one effect. Reactions to that effect are a different instance.

For example, with *Claudia “Puff”*’s **Greatest Sniper** card, it adds a counter to it for each instance of **Concentration** she gains. Let’s say she has the **Trained Talent** card out as well, meaning she gains more concentration when she gains a stack of a keyword. If she then plays **Focus** to gain two concentration, this will count as one instance and only give one token to **Greatest Sniper**. However, **Trained Talent** sees two stacks of **Concentration** and gives two more. This also counts as one instance but it is a separate card effect. Therefore, **Greatest Sniper** gains another token.

A single effect may also trigger multiple instances. As long as the card does not read “instead” for the secondary effect but says “as well” then it is safe to assume it is a second instance. **Low-Cost Assassin** is an excellent example. It applied a Restrained keyword if you are a hunter but if you are specifically a punisher, then you add Restrained 1 *as well*.



Claudia “Puff”’s **Greatest Sniper** card and **Low-Cost Assassin** as mentioned.

Three or More Players

When you play a game with three or more players in it, there are some slight differences in how the game is played.

When a player is defeated remove all their cards that are not global. Global cards affect everyone and so do not require their input (so remove cards like **Ambushing Ambushers**). Their supply tokens remain in the game as well. They will pass it onto the player next in turn order. Keep in mind that each player begins with five supply.

Multiple Hunts

In the event you initiate multiple hunts at the same time, tracking will follow successful hunts first. If all hunts fail, then the tracking finally fails. Generally, hunts from card effects are grouped together as one for targeting purposes. However, some cards define hunts as separate and are more or less effort to stop as if they came from different card sources.

Remember to break steps down to make sure you play things correctly. **Rush Down** and **Guns Blazing** *seem* like they can be triggered at the same time but the latter tends to trigger first as you pay supply cost before the card is played (unless it is a free card). So in the same example, if the targeted player fails the first hunt, then all the tracking fails before the second hunt begins as the two cards are separate trigger times.

Border Color

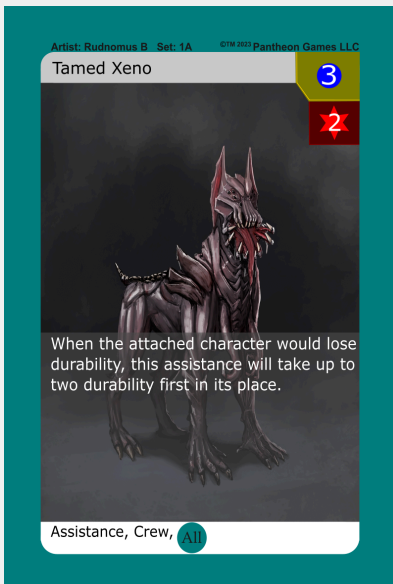
You may have noticed that the border of each card has different colors. These colors are relative to who can play the card and it is simple. *Blue* means anyone can play that card and it simply states “All”. *Gray* means hunters can play that card. *Green* means aliens can play that card. *Orange* means that it is mixed between alien and hunter subclasses. *Black* are cards that do not go into your hand or deck and remain out of play/instantly. There are exceptions to this rule, such as characters. This also applies to cards with strange properties like going into an opponent’s deck. *Yellow* is the final color and it designates a card that can only be played by a specific character, also designated as “special” types. These are only found in that character’s deck. This does not count cards that have bonus effects for certain characters.

Building Your Own Deck

At this point, you have played the game and have grasped a firm understanding. Once you have enough cards, you can build your own deck. There are limitations to how you build your deck though. First, a combat deck cannot contain more than three of a card with the same name. The pursuit deck cannot contain more than one of the same card. The exception to this is if the set number is different. Some cards are very powerful and thus even less of that card is allowed. This is designated on the card itself. Next, you must form two card piles: combat and pursuit. These are the piles you use in game as well. In the pursuit deck, you must have a minimum of three pursuit cards. In the combat deck, it will consist of fifteen assistance and combat cards minimum. You must choose one or two characters for your deck. It is recommended to not have too many cards in either deck as this decreases a card’s draw chance that you may be relying on. Note that if you play two characters you should have cards in your deck that they can play or that character may be useless (this is not required).

Set Number

Observe the top of any card. You will notice that it has credit to the artist of the picture, a set number, and the company as well as the year of release. A set number is a number that tells a player when that card was released. It has a letter to designate it as either a hunter, xeno(alien), all, mix, or special to match the card color (except black cards). The number itself is which series the card was released in. Several characters are released during a set and any number of cards along with them. This set number is mostly relevant to adding cards to decks, as mentioned above. The release pattern is always a hunter and an alien at the same time. Punisher and Goliath, Assassin and Solo, Trapper and Pack, Occultist and Intelligent, Forge Master and Hive, and lastly the Glory Seeker as well as some miscellaneous pack. All of these will then form one set.



Traits

Cost

Represents the cost in supply tokens a player needs to play cards (listed at the top right as explained before).

Crew

A card with this trait is considered a sub-character. However, if the primary character they are attached to is killed they will be as well. Assistance cards cannot be attached to these characters. They do not benefit from any keywords or effects on their attached primary character. They can cast cards like any other character but rely on the primary character, as if played through, but will not worry about keywords on the character such as **Stunned** or **Disorientate**. For targeting purposes, when a card mentions "*Character*" it applies to a card with the crew trait as well but not if it mentions "*Primary Character*". It also counts toward "*Secondary*" or "*Sub*". A crew card may also hunt if they meet the conditions for the pursuit card or are designated, should the card be like **Preparation** and only the player themselves fulfill it.

Durability

The amount of successful hunts a card can suffer before being killed. This is generally located at the top right of character cards or underneath cost on other cards. Any card with a Durability can be targeted by hunts and tracking as well as be destroyed

when they reach zero. Any cards with a - has no durability trait.

Glorious

A card with Glorious as its trait may only pay for a card by spending half of the cost in Glory, rounding up. Its cost may not be increased or decreased except by special effect or itself (so keywords will not affect it). It also may only be attached to a Gloryseeker class card.

Unique

Only one of these cards can be in play at once and their keywords or effects cannot be altered by any source. Outside keywords still apply to the card. This card can still be destroyed or have malfunction applied to it. Playing another card of the same type when one is already in play will discard the old card.

Vehicle

A trait that works like **crew** but cannot make hunts and are not considered sub characters. You may only have one vehicle attached per character. However, unlike crew, they can attach assistance cards to themselves. In this case, they receive the effects of its attached cards that then pass onto the character. Applying malfunction on a vehicle also applies malfunction to its attached cards. This requires each malfunction to be removed to function again.

Keywords

Armor

A positive condition. Force # of *trackings* to fail instead of succeeding when a successful hunt triggers on the character.

Bleed

A negative condition. For # turn(s), apply a tracking to the afflicted target once at the start of their turn. Reduce # by one after applying. **Do not apply tracking modifiers to this tracking like Prowl as the afflicted is considered to be applying it outside of normal tracking conditions.** This does not carry up.

Concentration #

A positive condition. The next card played has # reduced cost but cannot go below zero. For every *Restrained* applied to the same character, cancel as many *Concentration* and *Restrained*. This keyword is removed after it has removed up to # cost. Only apply as much *Concentration* as needed. This bounces to the player.

Cunning #:

A positive modifier. When your hunt fails, # hunt(s) remain successful. This does not count as failing for card effects. Hunts that remained successful may be failed again if there is not enough cunning.

Decipher #

A positive modifier. Only functions on Primary characters and must be activated as a primary character effect (via card activation) once per round. Look at # card(s) from the top of the deck when the primary character is activated, but **never** decking out. Then choose half of # in cards to keep, rounding down, while the rest are placed in the discard (half of drawn). You may discard from your current hand as well. This last act counts as discarding cards for effect purposes. For effect purposes, only cards that are kept count as drawing. No character can gain *Decipher*, use *Decipher*, or provide *Decipher* except *Occultists*. *Decipher* may only be removed one at a time like a non-stacking keyword. This carries up to an *Occultist* only.

Decoy #

A positive modifier. When targeted, you may discard as many cards as the targeting card's base cost to nullify the targeting card. Nullifying lasts only for the targeting duration, which may trigger effects. It will **not** act like **Malfunction**. If the card has a base cost of zero or has no cost, it cannot be ignored. For each # of *Decoy*, you may reduce how many cards you discard by # but never below 1. At least one *Decoy* is needed to discard cards to begin with.

Disorientate #

A negative modifier. Nullify the first *combat* or *assistance* card a character plays. This can stack and will nullify consequential cards as well. Each card nullified reduces *Disorientate* by one and is sent to the discard. If a card cannot be stopped, *Disorientate* will trigger but do nothing. This also does not stop cards that are generated as an effect. This does not carry up.

Established #

A positive modifier. Look at your next # of cards on the top of your combat deck or half of #, rounding down, for the pursuit deck. You can then change the order of the cards or swap any of them with any cards in your hand. Swapping is one card for one card and only applies per deck (you cannot swap a combat deck card for a pursuit deck card). This keyword is removed afterwards. You may choose to do this at any time on your turn but the effect is removed on your turn end. This bounces to the player.

Flight #

A positive modifier. *Combat* or *assistance* cards may only *target* this card if it costs # or more supply tokens in total, not just its base cost. Once an *assistance* is in play, only its base cost will matter normally. This keyword does **not** stack and will instead take the highest value. If you have *Grounded* as a keyword already, replace it with *Flight*.

Forge #

A positive modifier. Discard # cards from your hand and select a card in any hand or in play (You cannot forcibly look at opponent hands for this). Among your discarded cards should be any "Forge Upgrade:" cards you want to apply to the chosen card. You must pay the card's cost if it is a forge upgrade card when you discard it. The chosen card is now a "Forged" card until it is discarded after being played and will provide the upgraded bonuses on play. No character can gain *Forge*, use *Forge*, or provide *Forge* except *Forge Masters*. This does not bounce to the player.

Glory #

A positive modifier. Attached to a player, Glory may be used in place of supply for any payment that requires supply. However, it is not supply. Glory is removed as it is used and can be used at will or reserved for later. You cannot be forced to spend Glory and it cannot be forcibly removed. Cards with the Glory keyword will provide Glory only when played. If you run out of supply but have Glory, your turn will still end. No character can gain Glory, use Glory, or provide Glory except Gloryseekers. This bounces to the player.

Grounded #

A positive modifier. An opponent cannot *target* you with combat or assistance cards that in total costs more than #. This will take into account cost reductions and increases. This keyword does **not** stack and will instead take the lowest value. If you have Flight as a keyword already, replace it with Grounded.

Improvised

A positive modifier. When Malfunction is played on a card with Improvised, remove both Malfunction and Improvised once. This effectively keeps the card from being nullified but only once per Improvised keyword. This does not carry up.

Malfunction

A negative modifier. An assistance or combat card with malfunction is nullified but remains in play or is discarded if it is a combat card. Its keywords and effects are inactive, as if it was blank. This is treated as if stopping time on a card's effects, but not permanently destroying them or restarting it. This has no effect on hunt or primary character cards. When a card has malfunction and is already face down then they are not revealed. Malfunction does not affect traits. This does not carry up.

Mark

A negative modifier. When a target is marked, it has one round to remove this keyword or it will be

successfully hunted. The hunt begins at the start of the next turn of who placed it. If that player loses the game, it will start at the player after's turn. This does not carry up.

Phantom

A positive modifier. When a hunt is conducted against a character with this keyword, phantom erases it and itself. On assistance cards, it will not reapply without help. This does not carry up.

Poison #

A negative modifier. When a successful hunt triggers on the afflicted target, add # of successful hunts then remove this modifier from the target. These hunts are grouped together with the original hunt. These hunts are non-triggering and do not count as initiating a hunt. When a source is needed, the triggerer is the source. This does not carry up.

Prediction #

A positive modifier. Ignore # Flight and Grounded (increasing the # value of Grounded).

Preparation #

A positive modifier. When trackings fail that you triggered, maintain # of trackings on the target. This does not count hunts.

Prowl #

A positive modifier. When adding any tracking, add # additional trackings per target. This does not apply to pursuits or assistance cards that do not have prowl, if played through

Reaction

A neutral modifier. A card with this keyword can be played anytime, even to react to another reaction. It is often used to counter successful hunts or make them succeed. It must be declared *before* the opponent declares their action or *immediately* after. Waiting after another action means you lose your chance. This may be difficult when your opponent is quickly going through declarations. Stop them if they are going too

fast. Reaction cards can break targeting, such as a Reaction card with **Stealth**. If an opponent reacts to a Reaction card, it counts as targeting the owner for effect purposes (but will still act as described against the original target). This does not carry up.

Reflexive

A positive modifier. Cannot be targeted by Reaction keyword cards unless the targeter has Sight or is the owner.

Restrained #

A negative modifier. Increase the cost of the next card played by #, except pursuit cards. Removed additional cost is paid. Cards that reduce cost do not affect Restrained itself but still affect the played card with the exception of Concentration which cancels # of itself and Restrained. You can pay no more than 3 additional cost through Restrained **per** card. This will still affect free cards as well. This bounces to the player.

Rushed #

A negative modifier. Force the maximum amount of cards a **player** can play on their next turn's combat phase to #, ending it automatically when they reach Rushed 0. Drawing cards is not limited by this. This effect disappears after that turn. Take the lowest value possible when multiple Rushed are applied. This bounces to the player.

Scrapped

A positive modifier. A card with Scrapped will trigger the effect following the keyword when it is discarded. Anything entering discard counts as discarded unless specified otherwise. Cards that are permanently removed, destroyed, or is removed due to life will not count as discarded. This does not carry up.

Settling #

A neutral modifier. This effect is like a timer. A card is played and stays in play until # rounds pass. Each time you reach your turn, reduce the count by one as if it was a card effect. When it reaches 0, all effects

listed there after will trigger. The card is discarded then unless it is an assistance. In which case the count resets instead next turn. If settling is used multiple times for one card, they only begin their countdown after the previous settling countdown reaches zero. This modifier remains relatively unaffected by other modifiers. If it is forcibly removed, it nullifies consequential effects. This does not carry up.

Sight

A positive modifier. Ignore Stealth and Reflexive keywords.

Stealth

A positive modifier. Cannot be targeted by combat cards unless the targeter has Sight or is the owner.

Stunned #

A negative modifier. Affected character may not play cards for # turns or activate their effect if they have one, decreasing by 1 for each turn at the end of the turn. You will still be able to do end of turn draw, pursuit phase, combat draw, activate assistance cards, and a second, unaffected, character may still play. Crew cards may still play cards even if it is the primary character that is affected by **stunned**. They cannot if they are stunned themselves though. This does not carry up.

Trapped #

A negative modifier. Force a target player to place # cards facedown. The source of the keyword picks randomly or the next player in turn order if a source is the trapped player or unidentifiable. The trapped player may not use the facedown cards. At the end of that player's turn, put the cards back in hand. If # surpasses the cards in the affected player's hand then all cards in their hand are affected but none more afterwards. If a player decks out with trapped cards, those cards will not reshuffle. This bounces to the player.

Usage #

A neutral modifier that **cannot** be altered. # is the amount of times a card can be used before it is destroyed permanently in the game. This effect carries throughout the game. It is played like normal to a max number of times. For multiple of the same card, destroy one card if you play that card # times. *Example*, two cards with a life of 2 and are the same. If you draw both and play both, destroy one card and shuffle the other rather than keeping track of both Usage keywords after their effects are resolved. If the card is an assistance or remains in the game, they do so but their Usage counter still reduces. When discarded, remove it from the game instead.

Vigilant #

A positive modifier. When a character fails hunts or tracking on this character, gain # of the failed hunts as tracking on the *attacker*. This cannot surpass the amount of hunts or tracking that character failed or the Vigilant #. If an attacker is not identifiable, then Vigilant will not trigger.



This section of the rulebook is dedicated to the explanation of lore in this game's setting. It is unnecessary to the gameplay itself though.

The timeline of this game is a bit scattered as some characters have younger or future versions of themselves present here. Let us start with the broad beginning though.

Humans came from a distant galaxy aboard military ships that were stranded and lost connection. The year was dated "Precensus 13" by later historians. Unable to return, they began settling planets. Within moments, they met xeno life but were met with hostile intentions. From that point forward, the military had determined it too risky to trust xenos any further and became wary of intelligent life other than humans. They slowly expanded and carefully treaded the aliens of the local planets. This was when the first sightings of hunters began. They were informal and just special forces of the military sent to deal with enemy threats. By Precensus 2, humans have spread across several star systems. Due to the strain of the short military, they began breaking apart into feudal lords called "Heralds". Hunters became a common slang for the special forces of the worlds and were seen as protectors and valuable for resource collection of alien life.

Two years later began the era of Consensus. This was marked by the arrival of massive colony and war fleets from the other human galaxy. The home galaxy was raised in flame and destroyed by an unknown alien fleet. These ships spent everything to arrive here and made sure the entrance was sealed to prevent the aliens from

finding it. At this point, humans have made contact with friendlier species and cultured a community around them. There were many who still distrusted the aliens or wanted resources they could not harvest morally. The heralds and generals concocted terrible schemes and plans for the end of xeno relations.

By Consensus 12, tensions grew between humans and aliens. Public outcry and propaganda demand they be segregated due to the danger these unknown life forms are. Despite this, many still cultured a symbiotic relationship with other species and moved on. This came to an end when an alien terror attack threw Jamesfous, the galactic capital, into utter chaos. Tens of thousands of humans and xenos died and it was only quelled

due to the efforts of local hunters. The balance of trust was thrown asunder as the local government declared the creation of the "USNC", AKA "United Security National Counsel". An academy that trained elite hunters to exterminate xeno lifeforms of all types and assassinate human sympathizers. Though the organization was originally called the USC(Universal Security Counsel). It changed after consideration and public approval as it made people feel safer while warning aliens that the hunter's reach was everywhere.

Consensus 30, humans have grown complacent and happy with their xenophobia. The hunters are worshipped as heroes everywhere and have special privileges. No one hears of alien attacks or intelligent xeno life. Genocides ran rampant on human controlled planets and hit squads constantly on the lookout for aliens. Unbeknownst to the public, the USNC and heralds fumble and struggle to keep every bit of alien information out of the public eyes. Assassin hunters run rampant, groups of people silenced violently, and the academy now the most elite school training the deadliest predators in the galaxy.

Consensus 36, small groups of aliens form resistance groups with human help but none succeed in their mission except one. The Xeno Bullets are the largest organization to date against the USNC. With a massive city directly under the capital of Jamesfous, they venture into the Abyssal zone to recover unfathomably valuable gems to power the city. They lurk and wait for the right time to strike.

Consensus 42, sympathy begins to grow among hunters while resentment and discipline more so in others. The clash is secret but closer and closer to the breaking point. When the revolution begins, billions will die at all sides in the name of their ideology. The courts and governments frantically quell everything they can but to little avail. The balance of power once again shifts in the government's favor though when a nearby desert planet, Hestafious, runs rampant with a parasite alien and requires massive hunter deployments. From this though is born a new xeno leader with the help of a sympathetic hunter, Sally and Root Pathfinder.

Consensus 48, the galaxy is beginning to reach its last moments of the smoke and mirrors. Skirmishes and secret battles now rage as the heralds point fingers and hunters scatter.

The year Consensus 48 is when the game begins and lasts several years after escalating conflict. You are to decide how the world goes and why they are fighting now.

The following portion of the rulebook will be dedicated toward explaining the lore of special characters in the game as they are released. This is a very broad explanation of what happened to them.

–Marcus Everbond–

Part of the first group that arrived at the age of 32 as a Sergeant from the special forces. He helped hunt down large xeno threats to colonists and bases. He was happily married and stationed on Jamesfous by Consensus 12 and was unofficially a hunter by this point. His cousin, Feline Julius, had entered politics and was becoming prominent in a new party. Marcus was beginning to consider military retirement into politics as well at this point.

Disaster struck for Marcus when he received emergency alerts for xeno threats in a nearby sector of Jamesfous. He helped intercept a vessel flying a known xeno terrorist organization but to his terror he quickly learned it was a decoy vessel. Despite all attempts, he couldn't intervene in the actual domestic attack. When securing the post attack site, he had discovered his beloved wife was killed in the major attack.

After his loss, Marcus began hunting aliens more fervently and earned a reputation as a fearsome punisher who was among the first humans in the alien infested galaxy and the first among hunters to come forth. With political ties and brute force, he tore through his enemies and exceeded at killing hive creatures. He later changed in many ways after meeting a rookie by the name "Root Pathfinder".

–Ticandra Worm–

Familiar to many sand worms in other depictions, the Ticandra is an abnormal mutation among its own kind. Even at birth it was particularly ravenous and ripped apart both its few siblings and its father (as Ticandras are born from the father rather than the mother). It had a genetic alteration that made it stronger, more durable, and its growth limits were shattered.

A ticandra worm grew to twenty feet at best and could only hunt large prey or tear down a building at best. THE Ticandra Worm held no such limits though as it rapidly grew and tore through multiple buildings and has been recorded to have brought down a mercenary's fighter ship in one swoop. It gained a bounty as it rampaged through villages and towns but no hunters came. This was a common issue among hunters. It was either too dangerous or the bounty wasn't high enough *yet*.

The worm had some downsides to its growth though. It could not reproduce due to its extreme hostile measures against its own species and it would grow to such a size one day that it would simply cease function; Whether it cannot move and starves first or overheats internally. There was no telling when this would do it in though so that left one option for the remaining settlements...