Galactic Hunt™©2024

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: 03/03/2024 (Who Plays Cards?, Traits and Keywords, Continuous Card Effects, Active Combat Cards, Assistance Effects, Keyword update: None)

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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 hunt 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 hunt 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 hunt deck.
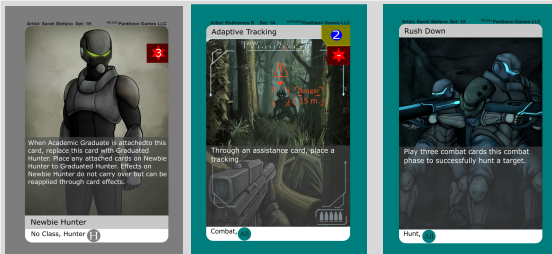
A character, combat, and hunt card respectively.

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.

Hunt Phase

The 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 and 2. place a hunt card. To draw a hunt card, you must pay two supply OR discard a hunt card. You may discard a hunt card from hand or in play. To play a hunt card, pay any cost required and put it into the field under a character. Most hunt cards will not require a cost though. You may choose to do this phase before or after your **combat** phase. Hunt cards themselves act like side quests and will hunt a target when you fulfill its requirements, which are listed first, but sometimes give other rewards. A hunt card will only count towards its effect requirement if it is in play and discards after it triggers. Any discarded hunt cards are discarded to its own discard pile which anyone can see.

Note that hunt cards are attached to characters and will generally require that 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 hunt card activates the attached character is considered the source of the hunt. A character may only have three hunt 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 hunt 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.

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. **N**ote that assistance cards, like hunt cards, attach to characters as well. Its effects, unless stated otherwise, only

affect that character. Unlike hunt 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.

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 done through card effects such as the shown card under **Set up**. When you hunt a target (such as with a hunt 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 hunts. 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.

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 has no price or unique condition, then it may only be activated once on *your* turn per round.

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

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. 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 some cards are limited so that only certain classes may play them. You will find this denotion at the bottom of the card next to what type of card it is (combat, assistance, or hunt). 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.

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. An assistance card cannot be by itself so it is attached to a character when played. Combat cards never attach unless specified or is played under a card. 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 subcharacter. Primary characters will not trigger played through conditions unless specified.
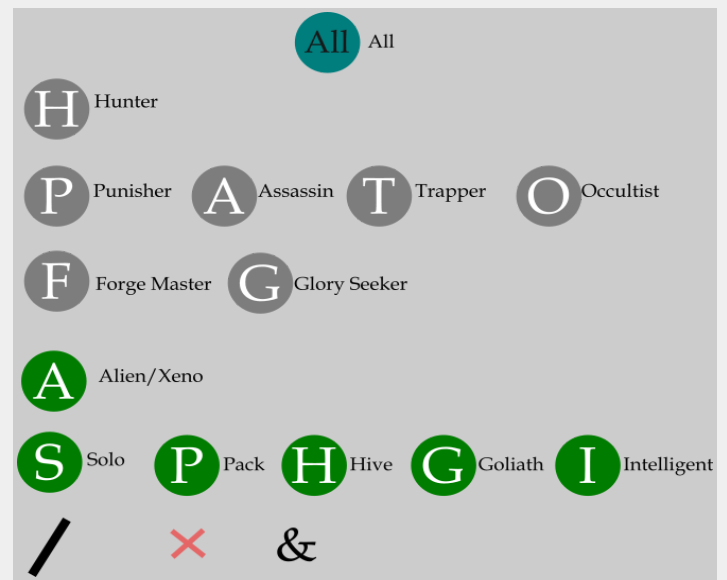
Two Characters

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 themself such as Rushed or Trapped). When one character is killed during the game, remove that character,

its played hunts, 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. **A**dditionally, you may only attach two hunt cards to a character. In total, you can have four hunt cards in play but only two for each character. You may ignore this rule if one 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.

Keywords, however, are much different. When you apply a keyword to a card or character, it is considered modifying it. 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 instances. This means that stackable keywords can be gotten rid of in large quantities. Where non-stacking instances of keywords, such as a card with two malfunction, require you to get rid of it multiple times.

> 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. 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. These will generally be active combat cards. This will not constitute targeting anything and simply hits everything that meets its conditions regardless. Unargetable 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. **A**lternatively, 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. **N**ote, targeting a player themself 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 applies 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. **N**ote 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 hunt cards. **U**ntargetable 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. **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 you can play one more card before your combat phase ends.

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 themself. Keywords will denote this in their description. It is important to note when playing cards on where keywords go.

Active Combat Cards

Active combat cards are based on whether the 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 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]". This will apply that keyword to that specific character. *However*, many assistance cards also keep keywords to themself. 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 gaining 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.

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, 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.

If you deck out your hunt 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 hunt 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 or keywords. This is good if you want to deal damage to an armored opponent or whittle them down. 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!

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.

Tracking Tracking

Sometimes, a tracking may have bonus effects when triggered as a successful tracking. 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 keywords as well. These keywords cannot be removed unless the tracking itself is removed.

When a card mentions condition, tracking counts as a condition as well as hunts (though short lived). 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.

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 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 former tends to trigger first as you pay supply cost before the card is played (unless it is a free card).

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 hunt 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 hunt. These are the piles you use in game as well. In the hunt deck, you must have a minimum of three hunt 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 chronological based on the year released beginning with set 1 in the year 2023. 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 by itself.
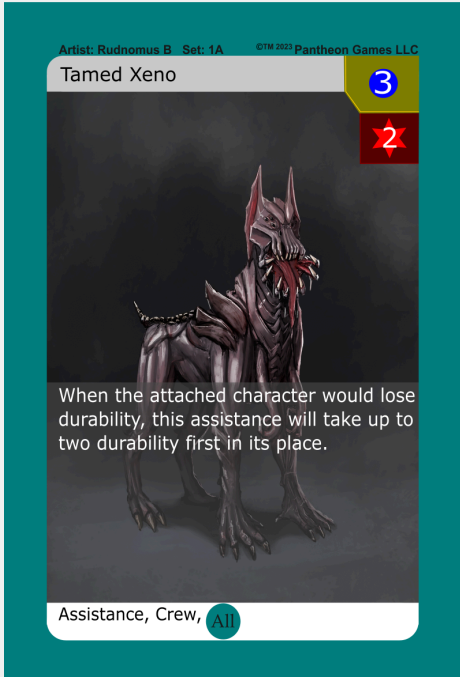
Traits

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 hunt card or are designated, should the card be like **Preparation** and only the player themself fulfills 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 Glory. Its cost may not be increased or decreased except by special effect or itself. It also may only be attached to a Gloryseeker class character.

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. 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 card or effect. 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. 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.

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 hunt 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 hunt deck card). This keyword is removed afterwards. 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, replace it with Flight.

Forge

A positive modifier. Generate # of Forge tokens when activated. These tokens are held by the player or placed on an assistance card and used only for the assistance card they are placed on or by the player for combat cards. Combat cards must be distinctly separate or marked for other players while in hand.

These are required for the forge action, initiated by a card, that uses forge tokens to modify a card using them per *chosen* upgrade added. Each upgrade may be applied multiple times. This upgrade is destroyed if the card leaves the hand or the battlefield. 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, 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.

Life

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 Life keywords. If the card is an assistance or remains in the game, they do so but their life counter still reduces. When discarded, remove it from the game instead.

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. 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 hunts or assistance cards that do not have prowl.

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.

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 hunt 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 # turns 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, decreasing by 1 for each turn. You will still be able to do end of turn draw, hunt 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

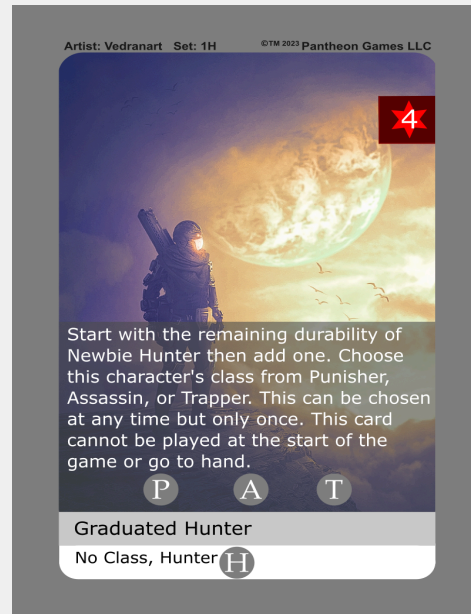is affected by **stunned**. They cannot if they are stunned themselves though. This does not carry up.

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.

Vigilant

A positive modifier. When a character fails hunts on this character, gain # of the failed hunts as tracking on

the *attacker*. This cannot surpass the amount of hunts that creature failed or the Vigilant #. If an attacker is not identifiable, then Vigilant will not trigger.

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Start with the remaining durability of Newbie Hunter then add one. Choose this character's class from Punisher, Assassin, or Trapper. This can be chosen at any time but only once. This card cannot be played at the start of the game or go to hand.

P   A   T

Graduated Hunter

No Class, Hunter H

This section of the rulebook is dedicated to the explanation of lore in this game's setting. 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 grow 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. 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
worshiped 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…