

LEARN TO PLAY

INTRODUCTION

Flesh and Blood is a hero-centric fantasy-themed card game.

You play as a hero in combat with an opponent's hero.

To win the game, you have to reduce your opponent's life total to zero.




COMBAT CHAIN
HEAD
ARENA
GRAVE YARD
CHEST
ARMS
WEAPON
HERO
WEAPON
PITCH
DECK
LEGS
ARSENAL
BANISHED

ZONES

HERO
Your hero card goes here.

WEAPON
Your weapon card(s) go here. You have two weapon zones. You can fight with one 2-handed weapon, or two 1-handed weapons.

EQUIPMENT
You have four equipment zones (head, chest, arms, legs). You start the game with one of each.

COMBAT CHAIN
Cards you attack and defend with go here. Afterwards, they go to the graveyard, unless they're weapons or equipment, in which case, they go back to their original zones.

ARSENAL
Where you can save a single card from your hand for a future turn. At the end of your turn, you can put a card from your hand face-down into your arsenal. You can't pitch or defend from the arsenal.

PITCH
Cards that you pitch from your hand to gain (resources) go face-up here. At the end of the turn, they go face-down on the bottom of your deck.

DECK
Your starting deck goes face-down here.

GRAVEYARD
Cards that have been played, defended with, discarded, or destroyed go here.

BANISHED
Cards that have been banished go here.

ARENA
Refers to everything on the combat chain, your hero, weapon, and equipment zones, as well as cards you play that stick around, like items.

HAND
Refers to cards you draw from your deck. Not considered to be in the arena.

SETTING UP

To get started, take the following steps to set up a game.

1. Each player reveals their hero.
2. Choose a player at random to go first.
3. Choose your weapons and equipment.
4. Each player reveals their weapons and equipment.
5. Choose what cards you will play in your main deck.
   (In Classic Constructed, your main deck must be at least 60 cards. In Silver Age, your main deck must be exactly 40 cards.)
6. Each player shuffles their deck and allows the other player to cut.
7. Each player draws up to their hero's (intellect), and the player going first begins their turn.

There is no mulligan - the first cards you draw are the cards you'll start the game with.



Card Name

Text Box

The abilities of the card. Keywords are bolded. Reminder and flavor text are enclosed within parenthesis and corner brackets respectively. In English cards, they are in italics.

Intellect

The number of cards you draw up to. means "intellect".

Life

The starting life total of your hero. means "life".

Type Box

The types of a card. The types determine how the card is used in the game.


Color
Pitch
How many resource points you get when this is pitched. means resource point.
Cost
How many resource points it cost to play this card.
Head Jab
Card Name
Text Box
The abilities of the card. Keywords are bolded. Reminder and flavor text are enclosed within parenthesis and corner brackets respectively. In English cards, they are in italics.
Go again
Power
The damage this attack will do if it is not defended. means power.
2
Ninja Action - Attack
2
Defense
The amount of damage this will prevent if used to defend. means defense.
Type Box
The types of a card. The types determine how the card is used in the game.



TURN PHASES

A turn is made up of 3 phases:

1. Start phase 2. Action phase 3. End phase

The **start phase**, is where you simply resolve any effects that occur at the start of the turn (such as resolving the effect on your Might token). You can't play cards or respond to these effects while they resolve.

Once you're done, move on to the **action phase**.

The action phase is where you can start playing cards. If it's your turn, you start your action phase with 1 action point, which you can use to play an action card from your hand or arsenal.

If the action card you play has **go again**, you regain an action point when it resolves and can play another action. If you play an action card without go again and don't have any action points left over, you can't play any more action cards and you'll move on to the **end phase**.

This is when "beginning of end phase" card effects happen. After that, you clean up:

- If your arsenal is empty and you still have one or more cards left in hand, you can place one of those cards face-down into your arsenal.
- Each player puts all the cards from their pitch zone face-down on the bottom of their deck in any order.
- (untap) all permanents (hero, weapons, equipment, items, allies, etc) you control.
- Lose any remaining (resources) and action points.
- Draw cards from your deck until the number you have in your hand is equal to your hero's (intellect).

Your turn is now over.

Note: At the end of the FIRST turn of the game, BOTH players draw up to their hero's . After that, you only draw up at the end of your OWN turn.

PLAYING A CARD



Announce the card, and choose any targets or modes.

You announce that you're playing Assault and Battery and choose your opponent as the target to attack.

To play a card, you need to pay its resource cost.



You start each turn with 0 resource points. To gain resource points, you pitch cards, moving them from your hand to your pitch zone. Pitching a card generates resource points equal to its pitch value.

You can only pitch cards from your hand, and only if you don't already have enough resource points to pay the cost for playing a card.

Assault and Battery costs 3 resource points to play. You pitch a Reinforce the Line (yellow) to generate 2 resource points.

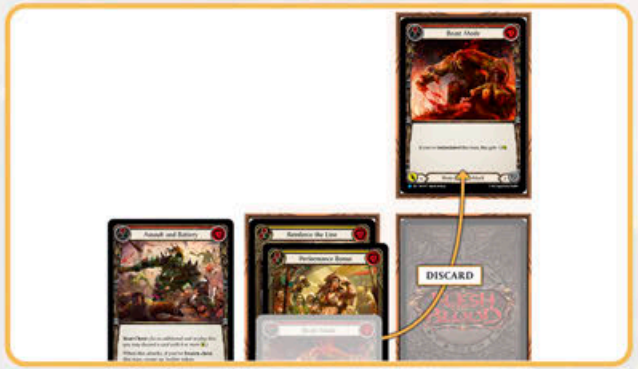


You still don't have enough to pay the cost, so you pitch a Performance Bonus (yellow) to generate 2 more resource points for a total of 4. You can't pitch any more cards now because you've got enough to pay the cost.



If there are any additional costs, you pay those after paying the resource cost.

If you can't pay ALL of the costs of a card, you can't play it, and you reset the game to the time before you announced it.



After paying the resource cost, you discard a Beast Mode (red) from your hand to pay the additional cost to play Assault and Battery.



Finally, the card is played and any resource points left over from pitching stay with you for the rest of the turn.

Assault and Battery is an action so you have to spend your action point to play it.

Because it doesn't have go again, you won't have any more action points, and can't play any more actions this turn.



ACTIVATING AN ABILITY

Some cards have activated abilities. Activating an ability is similar to playing a card, but instead of playing it, you announce that you're activating the ability, and go through the same step of paying the costs and resolving the effect.

If the activated ability is an "action", it costs an action point to activate, and if it has go again, you get an action point back when it resolves.

Activated abilities are always in the format:

Limit Type – Cost : Effects

Limits are typically once per turn, but if an ability doesn't have a limit, you can activate it as many times as you want (as long as you can pay the costs).

Types are similar to card types: Actions require an action point, instants can be activated anytime and in response to other cards, and reactions are like instants but can only be activated in the reaction step of combat.

Cost always appears after a dash and before the colon. If there is no cost, there will be a 0 instead.

Effects are what the ability does when it resolves. If the effect is an attack, then combat begins.



COMBAT

When you play an attack action card or activate an attack ability, combat begins. The card moves onto the combat chain as a chain link (1).

You can't play/activate any more actions until your opponent has finished defending the current chain link.

Afterwards, if you attack again, that card becomes a new chain link (2).

All chain links stay on the combat chain until you have no more attacks left or play/activate a non-attack action.

1. LAYER STEP



Play your card, pay the costs, and choose a target.

You've played Flex Claws (red), paying the cost, and choosing the opponent as the target for the attack.

Combat has begun.

2. ATTACK STEP



Move the card onto the combat chain as chain link 1. It is now an attacking card.

Flex Claws moves onto the combat chain, and is now actively attacking the opponent. It has 4 power.

3. DEFEND STEP



The opponent decides how many cards they wish to defend with. The defending cards are put onto the combat chain together at the same time. After this step, the opponent cannot defend with any more cards (but they can play defense reactions).

The opponent defends with two cards: an equipment with 1 defense, and an action card from hand with 2 defense. The current total defense is 3.

4. REACTION STEP



The attacking player can play attack reactions, and the defending hero can play defense reactions.

Reaction cards are not actions so they don't use an action point, you must pay their (resource) cost to play them, and you can only play them in the Reaction Step after defending cards have been chosen.

You play an attack reaction card, which boosts Flex Claws from 4 power to 5 power!

5. DAMAGE STEP



Compare the total (power) of the attack and the total combined (defense) of the opponent's cards. If the of your attack is greater than your opponent's , deal damage equal to the difference. If any damage is dealt, the attack has hit. No cards can be played during this step.

Here we compare 5 power against 3 total defence, so the attack deals 2 damage to the opponent and has hit!

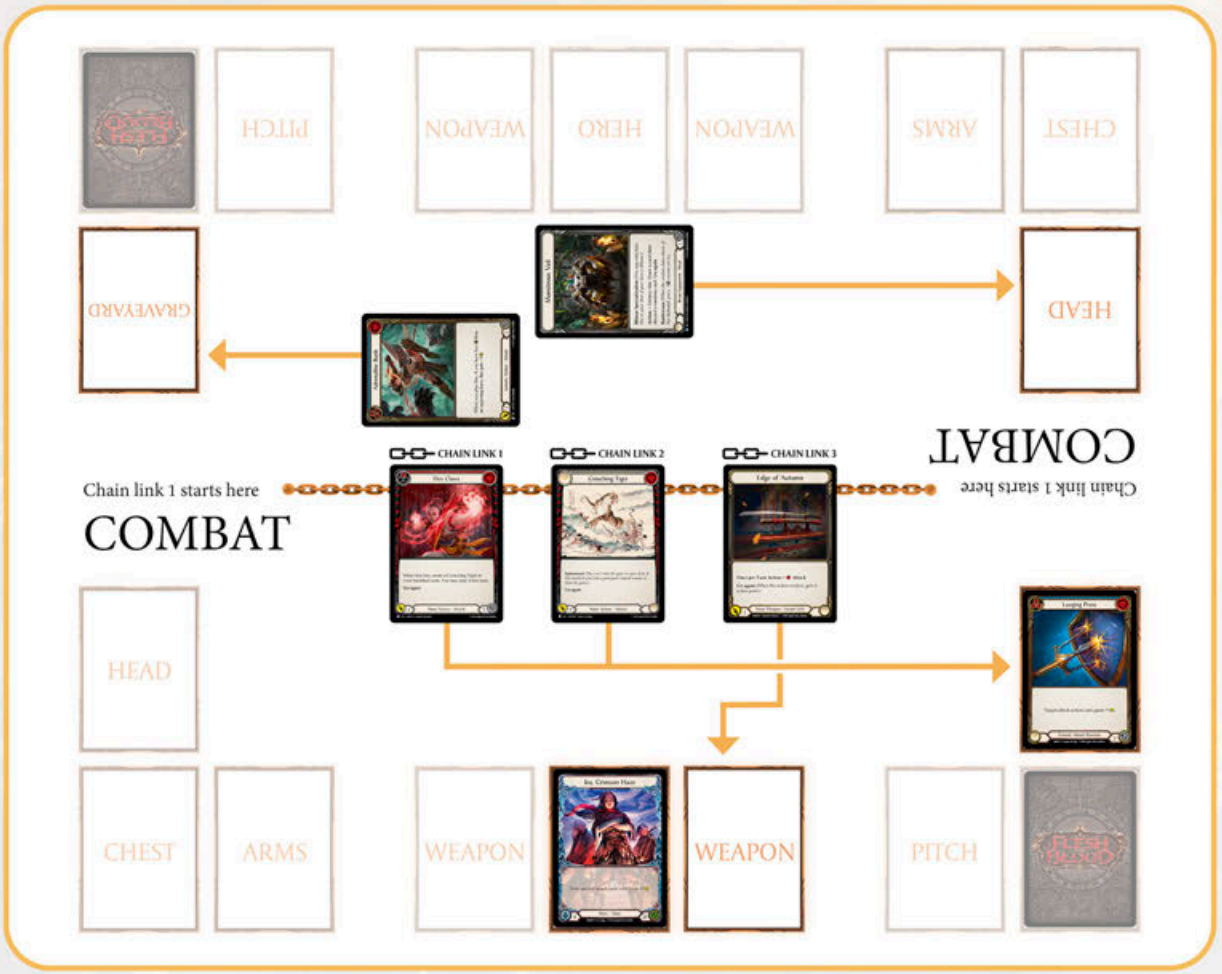
6. RESOLUTION STEP



The chain link has resolved. Resolve any effects from hitting or dealing damage.

Flex Claws has hit, so it triggers its on-hit effect and creates a Crouching Tiger in the Banished zone.

Flex Claws also has go again, so you regain your action point and can play another action card!



7. CLOSE STEP

If you are done attacking, or want to play a non-attack card, the combat chain is closed.

Equipment and weapons go back to their respective zones, and all other attacking and defending cards go to the graveyard.

Your weapon goes back to your weapon zone, and your opponent's equipment goes back to their equipment zones. The rest of the cards go into the graveyard.

THE GOLDEN RULE

Finally, there will sometimes be times when a card will contradict the rules of the game. If that's the case, the card text always wins.

For example, normally you can't play cards from your banished zone, but if a card like Flex Claws tells you to create a card in your banished zone and that you may play it this turn, then that effect wins and allows you to play it from the banished zone this turn.

One of the fun things about the game is that many cards bend and break the rules in interesting ways.

TYPES OF CARDS





HEROES

Your hero determines what cards you can use. If your hero is a Ninja, you can have Generic and Ninja cards in your deck and as weapons or equipment.

"Older" heroes are used in Classic Constructed and Living Legend formats. Young heroes have half as much life, and are used in formats like Silver Age, Sealed Deck, Booster Draft, and Ultimate Pit Fight.





INSTANTS AND BLOCKS

Instant cards can be played at any time during any action phase, even in response to another card. If two or more instants are played in response to something, the last one played always resolves first. If an instant doesn't have a defense value, it cannot be used to defend. Instants don't require an action point.

Block cards can't be played, but they can be pitched and they can defend against attacks. They often have higher defence values and powerful effects that trigger when they defend.





EQUIPMENT AND WEAPONS

Players choose their weapons and equipment at the start of the game.

Weapons have either 1H or 2H as subtypes. You can equip two 1H (one-handed) weapons or one 2H (two-handed) weapon.

Equipment have one of these subtypes: head, chest, arms, or legs. You can equip one of each type.





REACTIONS

Reaction cards are like instants, but they can ONLY be played during the reaction step of combat.

Attack reactions can only be played by the attacking player.

Defense reactions can only be played by the defending player, and when they resolve, they go onto the combat chain as a defending card (adding to the total defense against the attack.)





ACTIONS

Actions make up the majority of cards in Flesh and Blood, and come in all sorts of colors.

Action cards with the subtype attack, start combat when they are played.

Some subtypes, like item or aura, mean that when the card is played and resolves, it stays in the arena until an effect removes it.





TOKENS

Token cards are temporary cards created by effects. Most tokens are items or auras, and stay in the arena until an effect destroys them or moves them to a different zone.

If a token would leave the arena, it is simply removed from the game instead.

FAQS

What are Classic Constructed and Silver Age?

Classic Constructed is the most popular way to play Flesh and Blood. It uses standard heroes and 60-card decks. It is played at every level, from casually at the local game store, all the way to the World Championship.

Silver Age is fast, fun, and friendly on the wallet. It uses young heroes (half total), 40-card decks, and only common, rare, and basic cards. Games are quick, and decks are affordable to build.

How many copies of each card can I have in my deck?

In Classic Constructed, you can have up to 3 copies of each unique card. In Silver Age, you can have up to 2 copies of each unique card.

A card is unique if it has a different name and color from another card. For example, Flying Kick (red) is unique compared to Flying Kick (blue) because they have different colors.

How does the arsenal work?

The arsenal is where you can save a single card for a later turn. At the end of your turn, if your arsenal zone is empty and you have one or more cards in your hand, you can place a card face-down into your arsenal. You can then play this card on a future turn. You cannot pitch or defend with the card you put into your arsenal, only play it.

Defense reactions are a great type of card to put into your arsenal, because you're playing them, not defending with them. Once played, defense reactions add their to your total combined defense. Some even give bonus if they're played from the arsenal!

Can I defend with more cards once we're in the Reaction Step?

No. Once the Defend Step has passed, you can't defend with any more cards until your opponent attacks you again. The only way to increase your defense total during the reaction step is to play defense reactions, or instants that prevent damage.

How do I defend with equipment?

Simply move it onto the combat chain to show that it is defending, like you would with cards in your hand. Most equipment can defend for free, providing a small amount of extra . This is not considered activating an ability.

Most equipment have keywords like **Battleworn** or **Blade Break** which wear down the equipment's each time it defends, or destroy it entirely once it has finished defending. Many equipment also have an activated ability you can use, destroying it afterwards.

How does the inventory work?

Alongside the cards you play in your main deck, you also have a number of extra card slots, containing your weapon(s), equipment, and other cards that could be useful against specific heroes. These extra cards are your inventory. Your hero is not considered part of your total deck/inventory count.

At the start of each game, each player gets to see what hero the other is playing. Then, you pick weapon(s) and equipment from your inventory, and show them to each other. After that, you decide what cards you will play in your main deck. You might want to swap some cards out for ones in your inventory that are stronger against your opponent's hero.

In Classic Constructed, your combined main deck, weapon(s), equipment, and inventory is limited to 80 cards, although you only play a minimum of 60 cards in your main deck during each game. In Silver Age, the limit is 55 cards, playing exactly 40 cards in your main deck during each game.

How do I close/reopen the combat chain?

Opening the combat chain starts with playing an attack action card or activating an attack ability. Once you have finished combat, you can close the combat chain whenever you like. One of the reasons you might do this is to play a non-attack action, which requires you to close the combat chain first.

To close the combat chain, simply declare it, move weapon(s) and equipment back to their respective zones, and move all other attacking and defending cards to the graveyard. If it's the end of your turn, the combat chain automatically closes. After closing the combat chain, you can always reopen it with a new attack. If you do, it starts a new combat chain, with your new attack being chain link 1.

Can I pitch a red card first, then a blue card second, to pay for a 3-cost card?

Yes. This is commonly referred to as "overpitching". Normally, you can't pitch for no reason, you have to be paying for a cost to do it. When you pitch to create (resources) to pay for a card, if you don't have enough, you can continue pitching until you do, even if that leaves you with spare left over.

If you play a 3-cost card, and you pitch a red card, you still need 2 , so you can then pitch a blue card to pay for the rest and have 1 left over. If you pitch the blue card first, the cost is paid in full and you can't pitch the red card.

Overpitching is uncommon, because most of the time you want to be as efficient as possible with your . But in longer matchups it can be worth pitching a red card early, so that you have a powerful card to draw later in the game when the opposing hero is weaker.

A card in my deck has the effect "Instant — Discard this:"... How does that work?

Some cards have activated abilities that require you to discard them as the cost. Discarding means to move a card from your hand directly to the graveyard. If you use the card this way, you are not playing the card, you are activating its ability. This means you don't pay its normal (resource) cost. If the activated ability is instant, you also don't use an action point.

"Discard this" abilities give those cards an extra way to use them, other than attacking, defending, or pitching.

What is arcane damage?

Arcane damage is a special damage type used by magic-wielding classes like Wizard, Runeblade, and Illusionist. It can't be defended normally. The only way to stop arcane damage is to prevent it with special equipment or card effects that prevent all types of damage.

A common way to stop arcane damage is with Arcane Barrier equipment, which allows you to pay (resources) to prevent the damage. You can pay 1 for each 1 point of Arcane Barrier you have.

For example, if your opponent targets you with Voltic Bolt, dealing 5 arcane damage, and you have three pieces of equipment with Arcane Barrier 1, you can pay up to 3 to prevent 3 damage from Voltic Bolt (taking 2 remaining damage).



