

# CYBERSTRIFE

## Instructions



### Goal of the Game

The year is 2067 and players operate elite covert security companies hired by corporations who seek to gain a lethal edge against their rivals in the fiercely competitive solar market.

Players must gather units and deploy them on offensive and defensive missions against other players. Players attack each other in a clockwise direction. When players run out of units they are removed from the game until eventually only one victorious player remains.

### Components

- 1 Instruction Sheet
- 76 Unit Cards
- 32 Trait Cards



### Overview

Each round players attempt to improve their cards by discarding as many units and traits as they want and drawing an equal number of units and of traits as they discarded. Players then select 3 units to attack targeting the next player in the game in a clockwise direction. A Battle is performed and the Victorious player Draws a card and the Defeated player Discards one of their participating units.

After battle the active turn player places up to 3 defenders face down before the end of their active turn and passing their turn to the next player in a clockwise direction. When a player runs out of unit cards they are out of the game, the last surviving player is declared the Winner.

### Starting Guide

Shuffle both the Unit and Trait decks separately.

Deal 6 random units and 2 random traits to each player, the units go to the players hands and their traits are placed in front of them face up on the table.

Place Both Decks in the middle of the Table.

In the first round of turns there will be no Battles as there are currently no defenders on the table. Instead players play their Discard and Draw phase, Skip their Deploy Attackers and Battle Phases and play their Deploy Defenders phase before ending their turn. Once all players have completed their first turn and deployed Defenders all future turns will feature all 4 turn phases.

### Turn Phases

#### 1. Discard and Draw

An active turn player can choose to place as many of their unit and trait cards as they would like into their respective discard piles. The player then draws as many units and as many traits as they discarded.

#### 2. Deploy Attackers

An active turn player must place 1-3 units face up on the table as Attackers. They will battle the next player in a clockwise direction that is still in the game.

#### 3. Battle

After a player has deployed 3 Attackers a Battle Phase begins.

Place the 3 Attackers opposite the 3 Defenders.

Flip all 3 of the Defenders revealing them.

3 fights take place in each Battle where one Attacker vs one Defender but the unit traits from the other units in the battle can contribute towards their Attack or Defense.

#### 4. Deploy Defenders

Before the end of their turn the player must place 1-3 units faced down on the table as their Defenders for the next time they are attacked.

### Card Information



The Unit cards are Blue and the Trait cards are green. Each unit card has a Name at the top, 2 Unit Types under the image, Unit Special Text in the lower section, and in the bottom right corner 2 combat values, an Attack value on the left and a Defense value on the right.

The combat values can be adjusted by Units in Battle or Traits, this is often displayed as "gains +x/+x".

Whether the unit is placed as an Attacker or Defender determines which combat value they will use.

Unit text and types are only active for cards in combat and only refer to other cards in combat unless they specifically state otherwise.

### Battle Information

When Attackers have been placed and Defenders have been revealed a battle takes place. During a battle each side has up to 3 units and each unit fights the enemy unit opposite them in an individual fight that is referred to as "vs" in unit card text. The winner of the battle is the player that wins the most vs fights during the battle which is usually best 2 out of 3 unless one player didn't deploy 3 units. If one player doesn't place all 3 units the unopposed unit automatically wins the vs fight it is in.

The calculations for combat begin from the Attackers left side unit vs the Defenders right side unit and are completed 1v1, 1v1, 1v1 until all 3 vs fights have been concluded and/or the overall winner of the battle has been decided.

When a 1v1 vs takes place each units total combat score is based on the Attackers Attack value vs the Defenders Defense value plus all relevant modifiers from both players traits and all relevant special text from the units that are in the battle.

After the battle the winner draws a unit card and the defeated player discards a unit from the battle. Anytime a player has more than 6 unit cards they must discard a unit.

#### VS Text

Some cards have vs in the text such as "Your units gain +4/+4 vs Officer and Operative units". What this means is that only your units who are standing opposite and therefore directly vs an Officer or Operative will gain +4/+4.

#### "Each Friendly" and "Each Other Friendly"

Unit cards that state "each friendly" include the unit itself. Whereas Unit cards that state "each other friendly" only count other friendly Units.

#### Duplicate Units

After units have been assigned to attack either player may place any duplicate units they have in their hands on top of their matching unit which is already in the battle. When this occurs the additional duplicate cards combat stats and text is ignored but the original card gains +3/+3.

#### Stalemate Resolution

Anytime fighting between units would result in a draw the defender wins.

### 4 Players and Above

When there are 4 or more players you can start simultaneous turns for every second player. If a player is defeated from the game and there are an odd number of players left do not pass on the active turn that defeated the player to a new player. This means as there are less players alive in the game the number of active simultaneously occurring turns begins to lower until there are eventually just 3 players and 1 active turn remaining. If a player is trying to attack another player who also has an active turn they must wait for the defender to finish their turn before they can attack.

### More than 12 Players

It is possible to play with as many players as you can organise and manage. For every additional 12 players you require 1 additional copy of the game. While there are multiple ways you could do this and you're encouraged to do it however suits you best. One method would be to lock players to their starting decks. This way if they defeat all the other 11 players in their starting pool they can move seats to the next active group of players. They should retain their game decks and continue drawing from them exclusively to avoid mixing decks.



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