Your deck is your team.



LEGENDS OF ADAR

LEARN TO PLAY

GETTING STARTED

Welcome and Goal

Legends of Adar is a card game for **2 to 6 players**. Your deck is your team.

First to 15 points wins.

Every turn you choose: go for a **mission**, or try to stop a rival from finishing one. Racing is good. Getting in the way is good. The best players do both.

You need

- Your 20-card deck
- One ten-sided die (**d10**)
- Counters or dice for **Health**
- Up to 3 mission cards of your own

Five Card Types

Character: a member of your team.

Item: gear that a character carries.

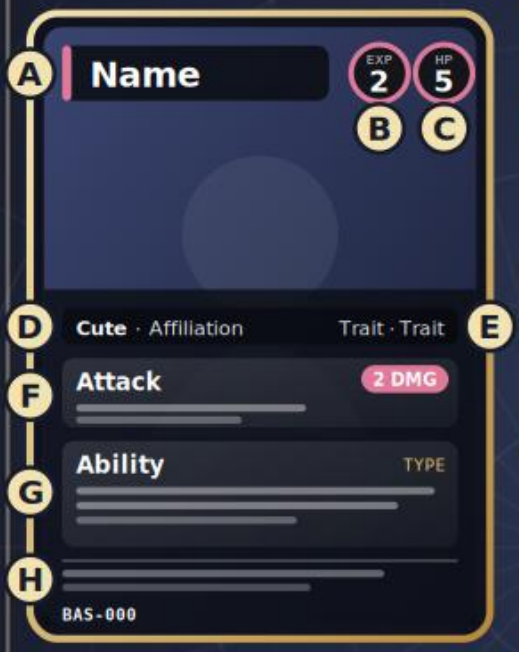
Action: a one-time trick played from your hand.

Power Move: a big effect that needs the right characters on your Field.

Mission: a goal with Stages and points. Missions are not in your deck. Each player brings up to 3.

THE CARDS

Character Card



CLASS COLORS

- Cute
- Elegant
- Mysterious
- Intelligent

A **Name**

B **EXP**: Experience, 1 to 4

C **HP**: Health. At 0 it is knocked out.

D **Class** and **Affiliation**. The color bar is the class.

E **Traits**: up to 3, like Smart or Aerial

F **Attack**: name and damage

G **Ability**: name, type and effect

H **Flavor text**: story only

THE CARDS

Bottom of the Card



1 Card number **2 Rarity gem**
3 Set tag **4 Artist, copyright**

RARITY FOLLOWS EXPERIENCE

Exp 1 Common	bronze
Exp 2 Uncommon	silver
Exp 3 Rare	gold
Exp 4 Legendary	platinum

Legendary rule: an Exp 4 character counts as Exp 3 for a mission's Exp Limit (page 14).

Item Card



A Name

B The item

C Requires: a trait or a class the holder must have. "Intelligent class" means any Intelligent character.

D Effect

Play **1 Item** for free each turn. More cost a Disrupt action. A character can hold **only one Item** at a time. Items go to the discard pile if the holder leaves.

THE CARDS

Action Card



ACTION GROUPS

- Go: race
- Stop: slow rivals
- Recover: heal
- Search: find

A **Group** icon and color

B **Timing.** **Attempt**: after the Reaction window, before the roll. **Reaction**: in a Reaction window. **Main**: costs a Disrupt action.

C **Effect.** Costs are written first.

Power Move Card



A Required Things. A portrait is that named character. A dashed circle is any character with that trait or class.

B Effect

C Signature or **Team**, and rarity

You need the Required Things on your Field. Play it with your Main action or as a Reaction. No tapping. **Max 2 per deck, all different.**

THE CARDS

Mission Card



- **A** **Points** scored for finishing it
- **B** **Exp Limit**: no one above it may join
- **C** **Stage** number and name. Stages go in order.
- **D** **Who** can attempt it
- **E** **Roll**: the d10 number to meet
- **F** **Fail** effect

Building Your Deck

20 cards. Up to **2 copies** of any card.

Exceptions:

- **Legendary** cards (Exp 4): 1 copy
- **Power Moves**: 2 in the whole deck, all different
- Your Field never holds **two characters with the same name**

A good mix is about 14 characters, a few Items and Actions, and up to 2 Power Moves. Missions are separate from your 20 cards (see Setting Up).

GET READY

Setting Up

1. Shuffle your deck and draw **5 cards**. No characters? You may redraw once.
2. Put up to **2 characters** from your hand face up in front of you. This is your **Field**.
3. Each player secretly chooses **up to 3 missions**. Shuffle them all together and lay them face down in a row.
4. Choose a first player at random. In turn order, each player takes **one** mission and turns it face up. These are the **Mission Row**. Leftover missions stay face down as the pile.

> Duplicate missions are allowed. Each player has their own marker on each mission, starting at **Stage 1**.

Your Field

You can have at most **3 characters** on your Field.

Ready: the card faces you upright, like a regular card. It can act.

Tapped: sideways, top of the card pointing left. It cannot attempt, attack or use tap abilities.

Stunned: upside down (turned 180 degrees). At your next Ready step it becomes Tapped, not Ready.

Track Health with counters or dice. At **0 Health** a character is **knocked out**. It and its Item go to your discard pile.

HOW TO PLAY

Your Turn

1. **Ready.** Turn every tapped card upright. Stunned cards turn sideways (tapped) instead. Draw 1 card.
2. **Deploy.** You may return **1** character to your hand (damage is lost). It cannot be deployed again until your next turn. Then, with fewer than 3 characters, deploy **1 other** character from your hand. You may attach **1 Item** for free.
3. **Main action.** Pick one:

- **Attempt** a mission
- **Disrupt** your rivals
- **Re-group** your deck

4. **End.** Discard down to 7 cards.

Then the player on your left goes.

Attempt: Declare

An **Attempt** works on one **Stage** of a mission.

You may make up to **3 attempts** in one Main action. Each ready character joins only one. Attempts can be on different missions.

1. **Declare.** Pick a mission and your next Stage. Commit a ready character whose Exp is **within the Exp Limit** and who matches **Who**. Tap them.
2. **Reaction window.** Going left, each rival may play Reactions, such as attacking your committed character. Passing ends their chance.

Attempt: Roll

3. **Roll.** If your character is still on the Field and still matches **Who**, roll the d10.

- Add **Boosts**. Subtract **Penalties**. The total change is limited to **-3 to +3**.
- Meet the Stage's Roll number to **succeed**.
- A natural **1** always fails. A natural **10** always succeeds.

4. **Result.**

- **Success:** move your marker to the next Stage.
- **Failure:** your marker stays, and the Stage's **Fail** effect happens.

Failing and Finishing

Fail effects:

- **Hurt N:** your committed character takes N damage.
- **Slip:** discard a card of your choice.
- **Alarm:** a rival of their choice draws 1 card.
- **Setback:** move your marker back 1 Stage.

Finishing the last Stage **claims** the mission. Score its points, remove it, and flip the top mission of the pile.

> **Near miss:** each other player who finished 2 or more Stages scores 1 point per 2 Stages done (rounded down). Then all markers on it are removed.

Disrupt and Re-group

Disrupt. You get **3 actions**. Spend each on one of:

- A ready character **attacks** an opposing character, dealing its Attack damage. The attacker taps.
- Play an **Action**.
- Attach an **Item** to a character with none.
- **Deploy** one more character.

You may target any player, even the leader. You may also play a **Power Move** whenever its Required Things are on your Field.

Re-group. Shuffle your discard pile into your deck. This is your whole Main action. You must do it if you cannot draw.

A Turn, Step by Step

1. You draw a card, return a tired character and deploy a different **Smart** one. You attach an Item.
2. Main action: **Attempt**. The next Stage says **Who: Smart. Roll 4+. Fail: Alarm.** You commit your Smart character and tap her.
3. **Reactions.** A rival attacks her, but she survives.
4. You roll a **3** and have **Boost +1**. 3 + 1 = 4. **Success!** Your marker moves up a Stage.

REFERENCE

Keywords

Ready / Tapped: upright / sideways.

Stunned: upside down; Tapped next turn.

Boost +N / Penalty -N: changes a Stage roll.

Heal N: restore N Health, up to the maximum.

Shield N / Prevent N: take N less damage.

Reaction: played on another player's turn.

Exp Limit: highest Exp allowed on a mission.

Knocked out: 0 Health. Goes to the discard pile.



REMEMBER

1. First to **15 points** wins.
2. Each turn: **Attempt**, **Disrupt** or **Re-group**.
3. Up to **3 characters** on your Field.
4. Roll a **d10**. Natural 1 fails. Natural 10 wins.

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