Combat Crew

The Tactical Card Game

CC

Official Rulebook

Version 1

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A Note From the Designers

Combat Crew began with a simple idea: what if positioning on the battlefield mattered just as much as the cards in your hand?

From there, the game grew around tactical movement, timing, deckbuilding, and constant interaction between players. We also wanted mastery to matter more than spending, so every set is designed to give players access to its complete playable card pool.

You do not need to memorize every rule before your first game. Keep this rulebook nearby, learn as you play, experiment with different strategies, and discover new ways to command the battlefield.

Most importantly, have fun exploring what your deck can do.

Prepare for Combat.

What You'll Need

Deck

Pre-constructed Combat Crew decks come already prepared for combat! However, we encourage you to customize your deck and make it your own once you feel comfortable doing so. When you do, follow these rules for deck construction:

1. Your deck must contain exactly 45 cards.
2. You may include a second copy of up to 10 different cards.

Player Life Counters

Each player will need a Life Counter to keep track of their Life Total throughout the game. To start the game, set each player's life counter to 15.

Unit Health Trackers

In Combat Crew, each Unit has its own individual Health. When damage is dealt to a Unit, that damage remains until the Unit leaves the Battlefield.

Unit Health Trackers are helpful for tracking changes to a Unit's Health; several are included with pre-constructed decks, but dice also make excellent Health Trackers. It's unlikely, but you may need up to 12

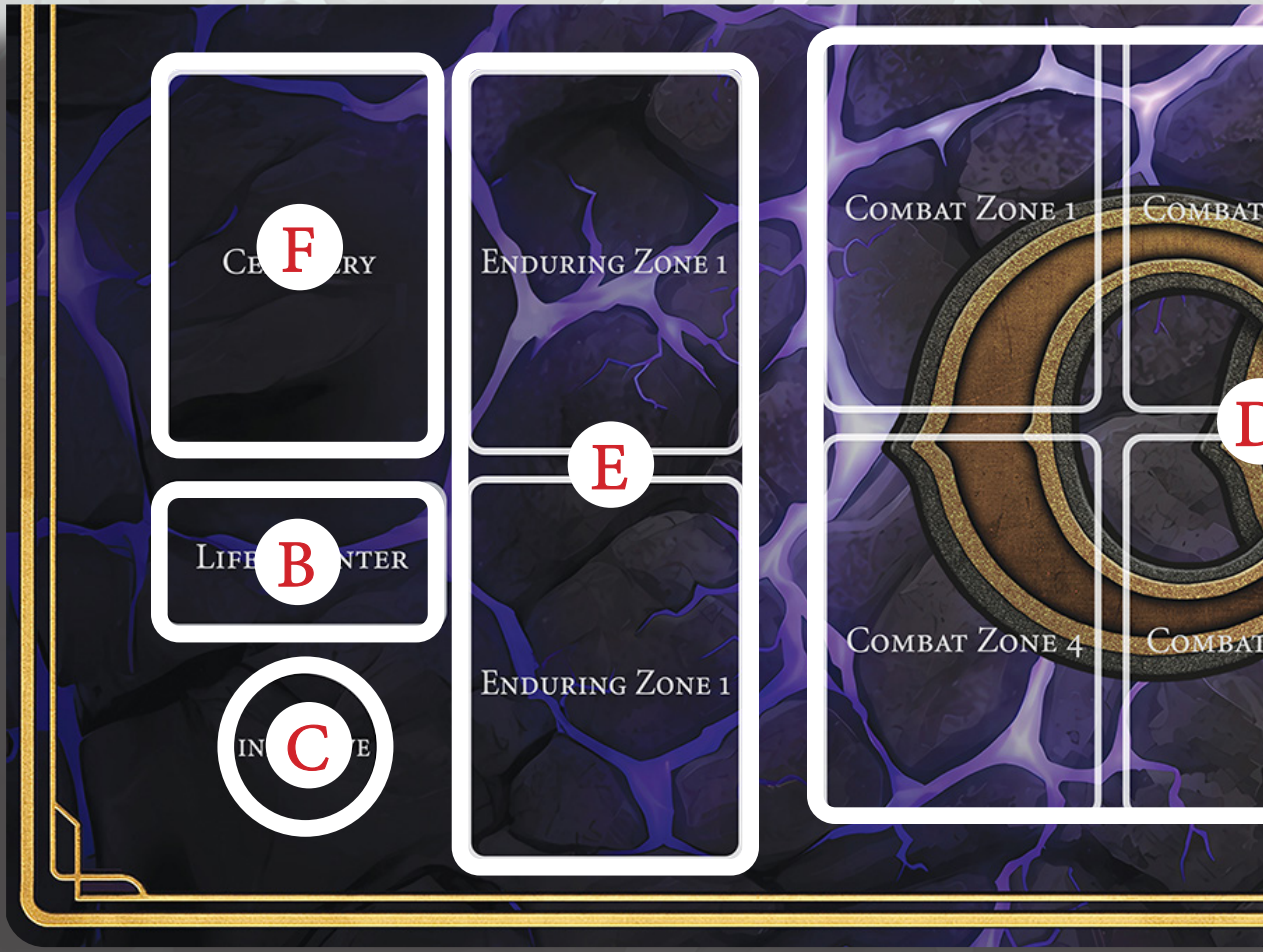
Initiative Token

The Initiative Token allows players to keep track of who takes their phase first during each part of the shared turn.

Pre-constructed Combat Crew decks include a coin that can be used as the Initiative Token and for coin tosses. However, any object agreed upon by both players that can easily be passed back and forth will work.

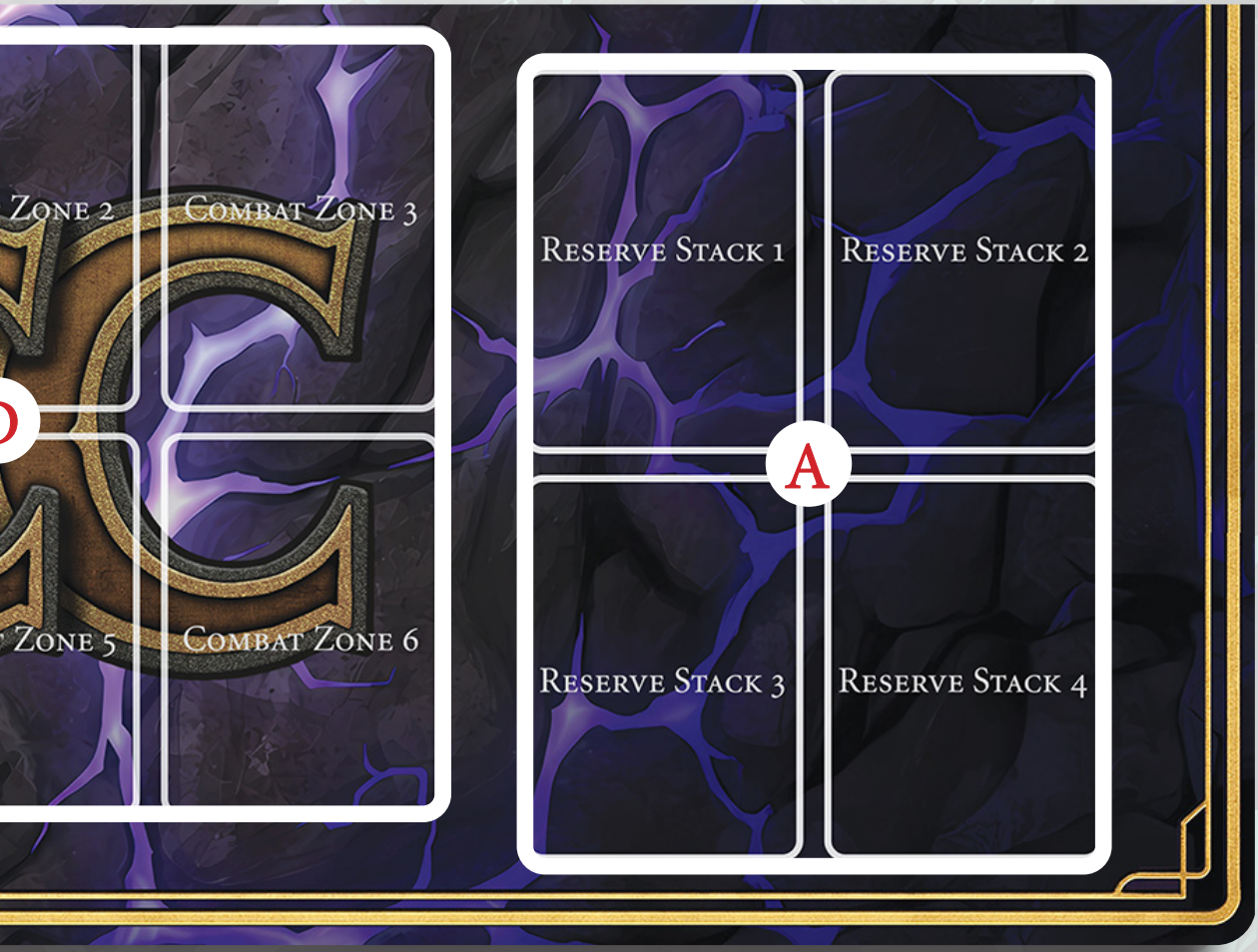
Setting up the Board

1. **Shuffle Your Deck and Build Your Reserve Stacks:** Each player shuffles their Deck, then deals 10 cards face down into each of their four **Reserve Stack Zones (A)**. The 5 remaining cards form that player's starting Hand. Turn the top card of 3 of the 4 Reserve Stacks face up. The 4th card remains face down and is called the "Blind Reserve."
2. **Set Your Life:** Each Player sets their Life Counter to 15 and places it in the **Life Counter Zone (B)**.



3. **Determine Initiative:** Flip the Initiative Coin. The winner takes Initiative and places the coin in their **Initiative Zone (C).** The player with Initiative acts first during each phase of the turn. At the end of each turn, Initiative passes to the other player.

Combat Zones (D), Enduring Zones (E), and the Cemetery (F) will be covered in following sections.



Units

Units cards are your soldiers. They attack, defend and have special abilities. Units have seven important qualities:

1. **Name:** The Unit's name is its primary identifier. You may only have 2 copies of a card with the same name in your Deck. Some card effects may directly address a Unit by its name.

2. **Faction:** A Unit's Faction relates to a particular group of Unit cards. A Faction may be specifically addressed by a card effect.

3. **Deployment Cost :** A Unit's Deployment Cost is the requirement that must be fulfilled to Deploy that Unit from your Hand to the Battlefield. If there is no cost listed, that Unit can be deployed without paying a cost.

4. **Health :** The Unit's Health is the amount of damage that Unit can take. When a Unit's Health is reduced to 0, it "Dies" and is moved from the Battlefield to the Cemetery. Damage dealt to a Unit's Health is permanent until that Unit is removed from the Battlefield.

5. **Offense :** The Unit's Offense is its attacking power. When a Unit declares an Attack, it selects a Combat Zone within its Range. During the Damage Step, it deals damage equal to its Offense to that Combat Zone.

6 **Range** : The Unit's Range is the maximum distance from which a Unit can attack a Combat Zone. Distance is calculated by counting the number of Combat Zones from (but not including) the Unit's current position; Combat Zones are counted vertically and horizontally, NOT diagonally.

7 **Effect:** A Unit's Effect is any text in its effect box that creates a rule, condition, or game action beyond its base attributes (Offense, Health, Range, Deployment Cost, and Faction). A Unit may have zero, one, or multiple Effects. Some Effects can be used when you choose, while others happen automatically when certain conditions are met.

Units can be Identified by:

- The word "Unit" written in the text box header.
- A dark gray border.
- Offense, Health, and Range values.



Strategies

Strategies are cards that can be activated during your Pre-Combat Phase after the Recruitment Step, or during your Post-Combat Phase before the End Step. When you use a Strategy, declare its name and place it face up in front of you. It **does not occupy a particular zone**, but it must be visible to both players. Pay any associated cost, resolve its effect, and then move it to the Cemetery.

Strategies have 3 important qualities:

1. **Name:** The Strategy's primary identfier. You may only have 2 copies of a card with the same name in your Deck. Some card effects may directly address a Strategy by name.

2. **Effect Speed:** The ♜ symbol in the upper-right corner indicates a Slow Effect. Slow effects can be activated at any time during your portion of the shared turn after your recruitment step.

3. **Card Effect:** The text in the Strategy's effect box describes what happens when the Strategy resolves. Follow the instructions in the order they are written unless otherwise specified.

Strategies can be Identified by:

- The word “Strategy” written in the text box header.
- A **white name plate.**
- The **Slow Effect** symbol ♜ in the upper right corner.



Tactics

Tactics are cards that produce effects at any time during the shared turn, as long as their activation conditions are met. When you use a Tactic, declare its name and place it face up in front of you. It does not occupy a particular zone, but it must be visible to both players. Pay any associated cost, resolve its effect, and then move it to the Cemetery.

Tactics have 3 important qualities:

1. **Name:** The Tactic's primary identifier. You may include up to 2 copies of a card with the same name in your Deck. Some card effects may directly reference a Tactic by name.

2. **Effect Speed:** The ⚡ symbol in the upper-right corner indicates a Fast Effect. Tactics may be played at any time as long as any listed preconditions are met (ex. "Activate in response to you opponent activating a Strategy or Tactic...").

3. **Card Effect:** The text in the Tactic's effect box describes what happens when the Tactic resolves. Follow the instructions in the order they are written unless otherwise specified.

Tactics can be Identified by:

- The word "Tactic" written in the **text box header.**
- A **red name plate.**
- The **Fast Effect** symbol ⚡ in the upper right corner.

Note: Tactics can be played in response to other Tactics. When this happens, they form an Effect Sequence, which is discussed in a later section.



Enduring Strategies & Tactics

Enduring Strategies and Tactics are special types of Strategies and Tactics that **remain on the Field** in one of your two Enduring Zones until **destroyed by a card effect.**

Enduring Zones

- Each player has 2 Enduring Zones.
- Each Enduring Zone can hold only 1 Enduring Strategy OR 1 Enduring Tactic
- **You cannot play an Enduring Strategy or Enduring Tactic card if both of your Enduring Zones are occupied.**
- You cannot remove or replace your own Enduring strategies and Tactics except through card effects.

Enduring Strategies and Tactics otherwise follow the same rules as regular Strategies and Tactics.



Enduring

Non-Enduring



Turn Phases

Each turn in Combat Crew is divided into three **Phases** and each phase has multiple steps.

One Turn

Pre-Combat

1. Effect Step
2. Recruitment Step
3. Unit Action Step

Combat

1. Attack Step
2. Damage Step

Pre-Combat

1. Unit Action Step
2. End Step

Phase Sequence

Players alternate taking each phase of the shared turn, **starting with the player who has Initiative.** A typical turn proceeds in the following order. In this example, Player 1 has Initiative:



After both players complete their Post-Combat Phases, Player 1 passes the Initiative Token to Player 2. The next turn begins with Player 2's Pre-Combat Phase.

Pre-Combat Phase

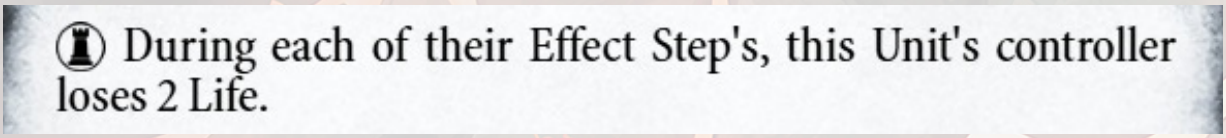
The Pre-Combat Phase consists of three steps, which must be completed in order

Pre-Combat

1. Effect Step
2. Recruitment Step
3. Unit Action Step

Effect Step

Resolve any card effects that specify that they occur during the Effect Step. Example:



Recruitment Step

Select one card from any of your Reserve Stacks and add it to your hand. This is called “Recruitment.” Then flip the next card in that stack face up. If you Recruit from the “Blind Reserve Stack”, **do not** flip up the next card. If a player is able to recruit a card, they must do so.

Unit Action Step

During the Unit Action Step, you may perform **up to two** of the following Actions. **You may perform each Action only once.**

1) Deploy (Action) - move a Unit from your hand to an empty Combat Zone on your side of the Battlefield. If the Unit has a Deployment Cost ( ), you must pay it before deploying the Unit.

- Note: The **Deploy Action** is limited to Units in your hand and Combat Zones on your side of the Battlefield. **Card effects** may Deploy Units from other locations or to other Combat Zones. When a Unit is deployed by a card effect, you do not pay its Deployment Cost unless the effect states otherwise.



Unit Action Step (Cont.)

2) Maneuver - Move a Unit you control on the Battlefield to an adjacent, unoccupied Combat Zone. Adjacent Combat Zones share a side; you cannot Maneuver a Unit diagonally.

You can Maneuver Units you control into Combat Zones on your opponent's Front Line. You cannot Maneuver Units into Combat Zones on your opponent's Back Line, except by a card effect.

The figure on Page 21 shows, in green check marks, the Combat Zones to which "Pandamancer of the Enchanted Forest" may Maneuver.

3) Retreat - Move a Unit you control from the Battlefield to your hand.

4) **Second Recruit** - You may recruit an additional card but this counts as both actions and you cannot take the Deploy Action during the Post-Combat Phase

Deployment Shock

A Unit deployed during a turn cannot be Maneuvered or Retreated **by an Action** during that same turn. However, it can still engage in Combat and can still be Maneuvered or Retreated by card effects.

Combat Zone 1
Pandamancer of the Enchanted Forest
Unit - Forest Creature
Discard 2 cards OR Sacrifice 1 'Forest Creature' Unit
: Once per turn, you can discard 1 card as a cost, then recruit 1 card.
Spectre of the Forbidden Archive

Combat Phase

During your Combat Phase, each Unit you control may attack once. Resolve each attack completely before declaring the next.

Part I - Attack Step

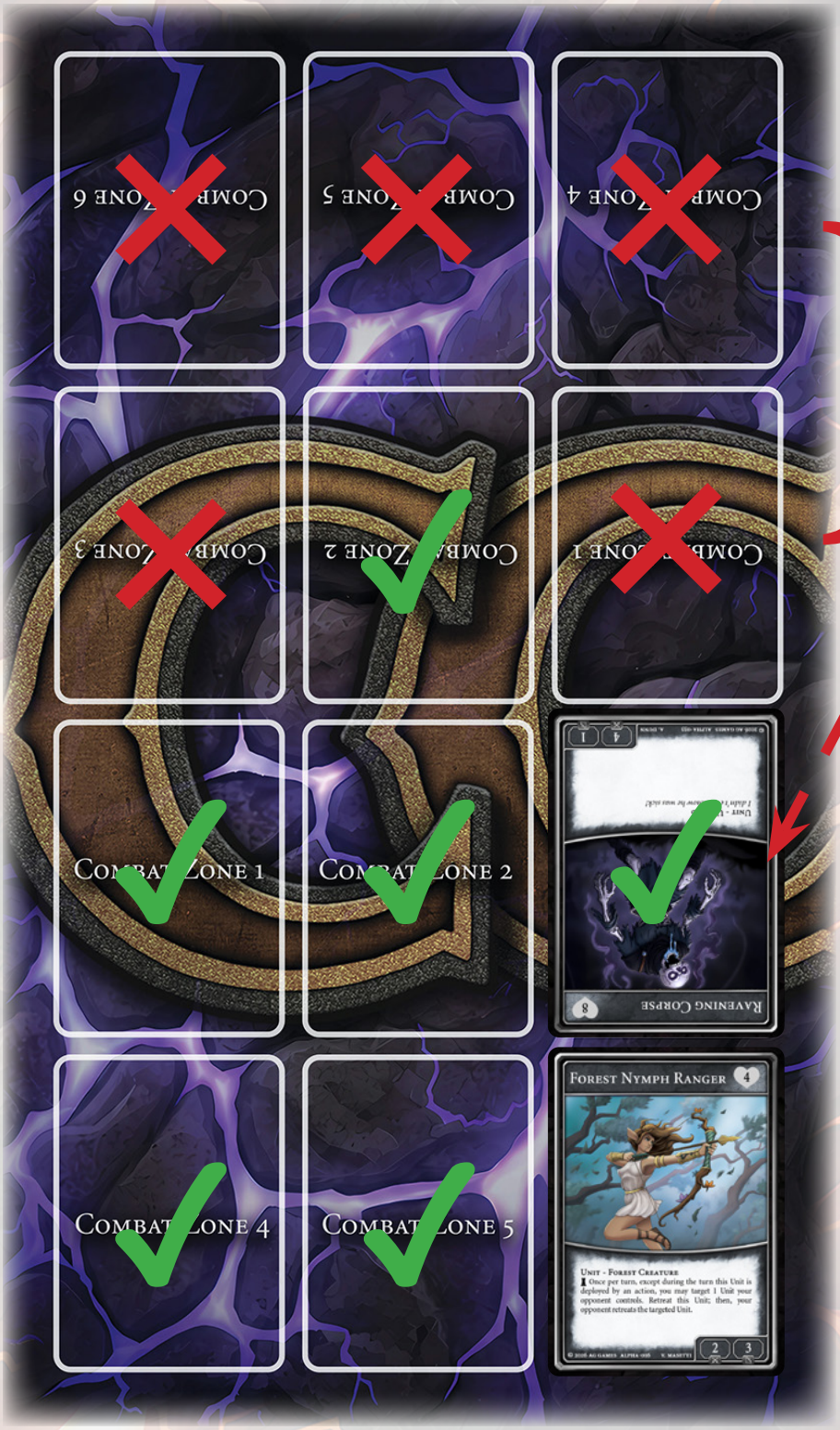
1) Declare an Attack
Choose a Unit that has not attacked this phase and select a Combat Zone within its Range.

Range & Positioning

- **Range is measured by counting** orthogonally adjacent Combat Zones along a path: **up, down, left, or right, never diagonally.**

- The target must be reachable by a **path that is not blocked by Units your opponent controls.** Units you control do not block the path.

- You cannot declare an attack against a Combat Zone occupied by a Unit you control.



Blocked by

** Forest Nymph Ranger (bottom right) has a Range of 3

2) Fast Effects (⚡) - After an attack is declared, both players may activate Fast Effects. See Effect Timing & Effect Sequences for details.

Part II - Damage Step

3) Deal Damage - The attacking Unit deals damage equal to its Offense to the targeted Combat Zone. There are four possible scenarios:

- **Occupied Zone:** The Unit in that zone takes the damage.
- **Occupied Back Line:** Any damage exceeding that Unit's remaining Health is dealt to the Life of the player whose Back Line was targeted. This is called **Excess Damage.**
- **Empty Back Line:** The player takes the full damage.
- **Empty Front Line:** Nothing happens.

4) Units Die - A Unit whose Health is reduced to 0 Dies and is moved to the Cemetery.

5) Resolve Triggered Effects - Resolve any triggered effects according to the Effect Timing rules.

You may repeat this process once for each Unit you control. After you have finished attacking, the Combat Phase passes to the other player.

Post-Combat Phase

The Post-Combat Phase consists of two steps, which must be completed in order

Post-Combat
1. Unit Action Step
2. End Step

Unit Action Step

During your Post-Combat Unit Action Step, you may perform one of the following Actions:

1. **Deploy (Action):** If you did not perform the Deploy Action or Second Recruit Action during your Pre-Combat Phase this turn, you may Deploy a Unit now.
2. **Maneuver**
3. **Retreat**

These Actions follow the same rules as during the Pre-Combat Phase.

End Step

During the End Step:

1. Resolve any effects that specifically occur during the End Step.
2. The player with Initiative passes the Initiative Token to the other player.
3. The turn ends.

Game End

The game ends immediately when any of the following conditions are met:

- A player's Life is reduced to 0.
- It is a player's Recruitment Step but that player has no cards to recruit
- A card effect causes a player to win or lose the game.

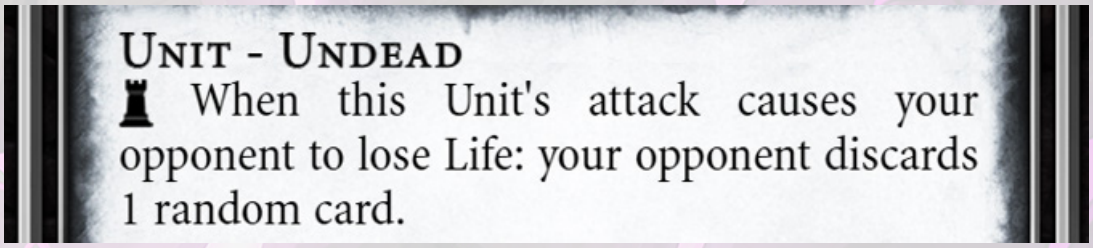
If both players' Life totals are reduced to 0 at the same time, the game ends in a tie.

Slow Effects

Slow Effects (♜) can be activated during your Pre-Combat Phase after the Recruitment Step, or during your Post-Combat Phase before the End Step. Strategies have Slow Effect Speed and can be played during these same times.

Triggered Slow Effects

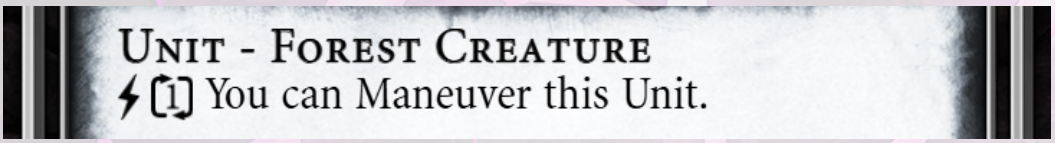
Triggered Slow Effects are not manually activated by a player. When their trigger condition is met, they are automatically activated and resolve after the current Step is completed. *Example:*



This Triggered Slow Effect is automatically activated when the Unit's attack causes the opponent to lose Life, and resolves after the Damage Step.

Fast Effects

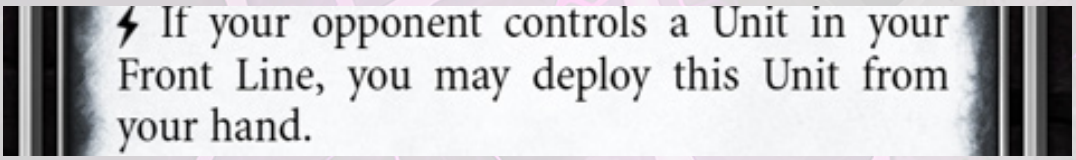
Fast Effects can be activated at any time, as long as their activation conditions are met. For Example:



This effect can be activated at any time, at its controller's discretion, once per turn (as indicated by the [1] symbol).

.....

This Fast Effect can only be activated while the condition "If your opponent controls a Unit in your Front Line" is true.



*Note that any cost paid to activate an effect remains paid even if that effect does not resolve.

Effect Sequences

An Effect Sequence is created whenever a player activates a ⚡ (fast effect).

- After a player activates a fast effect, the opponent may respond by activating a fast effect.
- Players continue alternating opportunities to activate Fast Effects.
- Once a player declines to add an effect, the Effect Sequence resolves.

Resolving an Effect Sequence:

- Effects resolve in reverse order (last activated resolves first).
- Effects resolve one at a time.
- If an effect's conditions are no longer valid when it resolves, it does not resolve.

When multiple Fast Effects are triggered by the same event:

1. The player without Initiative adds all of their triggered Fast Effects to the Effect Sequence in any order they choose.
2. The player with Initiative then adds all of their triggered Fast Effects in any order they choose. After all simultaneous triggered Fast Effects have
3. been added, players may respond with additional Fast Effects as normal.
4. The Effect Sequence then resolves in reverse order.

Reminder: Because effects resolve in reverse order, the triggered Fast Effects controlled by the player with Initiative resolve first.

Effect Sequence Example

In the example on the following page, consider that:

1. **Player 1 activates Forest Coverage** (which protects their Forest Creatures from Card effects
2. **Player 2** says “not today, nerd!” and **activates Transmogrify** which would negate the actiavtion of Forest Coverage and Destroy it then increases the life of Player 1 by 2.
3. Finally, **Player 1** then replies with “no, I insist!” and **activates Energy Barrier.**

This effect sequence would start with the resolution of Energy Barrier (since it was the last card played). Player 1 would discard a card, the activation of Transmogrify by player 2 would be negated and the card would be destroyed.

Thus, since Transmogrify could not resolve, The effect of Forest Coverage would resolve normally.


Forest Coverage
Strategy
Until this t
Units you
effects exc
Creature' U
that mentio
© 2026 AG GAMES
Transmogrify
Tactic
Activate in resp
Strategy or Tactic
Negate that card'
opponent gains 2
© 2026 AG GAMES
Energy Barrier
Tactic
Activate this effect in response to your opponent activating a Strategy or Tactic. Discard 1 card; negate that activation and destroy it.
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ALPHA-013
B. GALLOW

Glossary of Terms & Symbols

Activate (Effect): To begin an effect for resolution. An effect may be activated by a player or automatically by a trigger. Activation and resolution are separate.

Action: A formal game action performed during a Unit Action Step. Performing the same game action through a card effect does not count as an Action unless specifically stated otherwise.

Adjacent: Two Combat Zones are adjacent if they share a side. Combat Zones that touch only diagonally are not adjacent.

Back Line: The three Combat Zones on your side of the Battlefield that are farthest from your opponent.

Battlefield: The 12 Combat Zones where Units can be deployed and Combat occurs.

Cemetery: The area where cards are placed after they die, are destroyed, are Sacrificed, resolve and leave the Field, or are otherwise sent there.

Change Control (of a Unit): To transfer control of a Unit from its current controller to the other player. The new controller may attack with that Unit, Maneuver or Retreat it, and activate its effects. Changing control does not move the Unit, count as Deploying it, reset its Health, or remove restrictions such as Deployment Shock unless an effect states otherwise. If the Unit Retreats, it returns to its owner's hand.

Combat Zone: Any of the 12 zones that make up the Battlefield. Each Combat Zone can hold one Unit. Attacks target Combat Zones rather than Units directly.

Cost: A requirement that must be paid to Deploy a Unit or activate an effect. A cost must be paid in full before the associated action or effect occurs. A paid cost remains paid even if the activation or effect is later negated.

Declare an Attack: To choose a Unit that can attack and select a legal Combat Zone within its Range as the target of the attack.

Deploy: To move a Unit to a Combat Zone. The Deploy Action specifically moves a Unit from your hand to an empty Combat Zone on your side of the Battlefield. Card effects may Deploy Units from other locations or to other Combat Zones.

Deployment Cost: A cost that must be paid when a Unit is deployed using the Deploy Action. When a Unit is deployed by a card effect, its Deployment Cost is not paid unless that effect states otherwise.

Deployment Shock: A Unit cannot be Maneuvered or Retreated by an Action during the same turn it was deployed. It may still attack and may still be Maneuvered or Retreated by card effects.

Destroy / Destroyed: A card is destroyed only when a card effect or game rule specifically causes it to be destroyed. A destroyed card is moved from the Field to the Cemetery. Moving a card to the Cemetery by another means, such as Sacrificing it, does not count as destroying it.

Dies: A Unit dies when its Health is reduced to 0. A Unit that dies is destroyed and moved from the Battlefield to the Cemetery.

Discard: To move a card from a player's hand to the Cemetery. Discarding a card does not destroy it.

Draw Blind: Recruit one card from your Blind Reserve Stack.

Effect: Text on a card that creates a rule, condition, or game action beyond the card's basic attributes.

Effect Sequence: A sequence formed when Fast Effects are activated in response to one another. Once neither player adds another Fast Effect, the effects resolve one at a time in reverse order, beginning with the most recently added effect.

Effect Speed: A property of an effect that determines when it can be activated and resolved. Effects have either Slow or Fast Effect Speed.

Enduring Card: An Enduring Strategy or Enduring Tactic. Enduring cards remain on the Field in Enduring Zones until removed by a card effect.

Enduring Zone: One of the two zones each player has for Enduring cards. Each Enduring Zone can hold one Enduring Strategy or one Enduring Tactic.

Excess Damage: Damage dealt to a player's Life when damage to a Unit in that player's Back Line exceeds that Unit's remaining Health.

Faction: A classification printed on a Unit that may be referenced by card effects, such as Undead or Forest Creature.

Fast Effect: An effect that may be activated whenever its activation conditions are met. Fast Effects may be activated in response to other Fast Effects and can form an Effect Sequence.

Field: The Battlefield and all Enduring Zones

Front Line: The three Combat Zones on your side of the Battlefield that are closest to your opponent.

Hand: The cards a player has recruited or otherwise added to their hand and has not yet played. Cards in a player's hand are hidden from their opponent unless an effect states otherwise.

Health: The amount of damage a Unit can withstand. Damage to a Unit remains while it stays on the Battlefield. When a Unit's Health is reduced to 0, it dies.

Initiative: Determines which player takes each phase of the shared turn first and is used to determine priority in certain simultaneous events. Initiative passes to the other player at the end of each turn.

Life: The amount of damage a player can take before losing the game. When a player's Life is reduced to 0, that player loses the game.

Maneuver: To move a Unit from its current Combat Zone to an adjacent Combat Zone. When Maneuvering by an Action, the destination Combat Zone must be unoccupied and other Maneuver restrictions apply.

Negate: To prevent the specified activation, attack, or effect from taking effect. If an effect's activation is negated, that effect does not resolve. Any costs already paid remain paid.

Offense: The amount of damage a Unit deals to the targeted Combat Zone when it attacks.

Owner (of a Card): The player whose Deck the card belonged to at the start of the game. Changing control of a card does not change its owner.

Play (a Card): To use a Strategy or Tactic by declaring it, placing it face up, paying any required cost, and activating its effect. Unless the card is Enduring, it is moved to the Cemetery after its effect resolves.

Range: The maximum distance from which a Unit can attack a Combat Zone. Range is measured by counting orthogonally adjacent Combat Zones along a legal attack path.

Recruit: To select a face-up card from one of your Reserve Stacks and add it to your hand, then reveal the next card in that Reserve Stack.

Reserve Stack: One of the four stacks created from a player's Deck during setup. The top card of each Reserve Stack is kept face up and may be recruited.

Resolve (Effect): To carry out the instructions of an activated effect. An effect resolves only after players have had the appropriate opportunity to respond to its activation.

Retreat: To move a Unit from the Battlefield to its owner's hand. When Retreating by an Action, you may only Retreat a Unit you control.

Sacrifice: To move a Unit you control from the Battlefield to the Cemetery to pay a Deployment Cost or satisfy a card effect that specifies sacrificing. Sacrificing a Unit does not destroy it, and effects that trigger when a Unit is destroyed do not trigger when it is Sacrificed.

Search: To look through a Reserve Stack and choose a card that meets the requirements of the effect performing the search. Unless an effect states otherwise, you may only search your own Reserve Stacks. After searching, shuffle that Reserve Stack.

Send to the Cemetery: To move a card to the Cemetery without destroying or Sacrificing it unless the effect specifically states otherwise.

Slow Effect: An effect that can normally be activated during your Pre-Combat Phase after the Recruitment Step or during your Post-Combat Phase before the End Step. A triggered Slow Effect automatically activates when its trigger condition is met and resolves after the current Step is completed.

Target: A card or Combat Zone individually selected by an attack or card effect.

Triggered Effect: An effect that automatically activates when its specified trigger condition is met. Triggered Effects may have either Fast or Slow Effect Speed.



Offense - The amount of damage a Unit deals to the targeted Combat Zone when it attacks.



Range - Maximum distance from which a Unit can attack a Combat Zone.



Health - Amount of damage a Unit can withstand. When reduced to 0 the unit dies.



Deployment Cost - A cost that must be paid when a Unit is deployed using the Deploy Action.



Once Per Turn - a card effect that can only be used once. Resets after the End Step of the turn used.



Slow Effect - An effect that can normally be activated during your Pre-Combat Phase after the Recruitment Step or during your Post-Combat Phase before the End Step.



Fast Effect: An effect that may be activated whenever its activation conditions are met.



Enduring Slow Effect: A Slow Effect that remains in effect as long as the card is on the field.



Enduring Fast Effect: A Fast Effect that remains in effect as long as the card is on the field.