



# DUELYST

THE BOARD GAME

◯ < RULEBOOK ADDENDUM I > ◯

## 《ULTRA-MECHS》

An Ultra-Mech is a new type of card. On the front it has a unit and on the back it has a build progress bar. You may only have one Ultra-Mech per deck, and it starts face-down in a *construction slot* next to your mana counter. Build progress starts at 0%, which can be marked with one of the transparent progress cubes.

When build progress reaches 100%, you play the unit on the front of the card. An Ultra-Mech in play is also considered to be a minion with the Mech tribe. When an Ultra-Mech would enter a graveyard, deck, or hand, instead return it to its owner's construction slot (face-down with 0% build progress).

An Ultra-Mech is not a token. Even though it does not start in your deck, it is considered part of your deck, just like your General.

## 《DECKBUILDING》

To build a deck for a non-Gauntlet game, choose the following:

1. **A faction.** You can only pick cards of this faction and neutral cards for your deck.
2. **A General.** This card will start on the board. It cannot be a token.
3. **[Optional] An Ultra-Mech.** This card will start in your construction slot.
4. **39 or more other cards.** These cards will start in your deck. They cannot be Generals, Ultra-Mechs, or tokens. You cannot have more than three cards with the same name in your deck.

## GAUNTLET

Below are the revised rules for the Gauntlet game mode.

Play with a draft. Gauntlet can be played in combination with the Standard, Crossroads, Lightning, or Alliance game modes. Players draft 27-card decks (plus General and Ultra-Mech) before starting to play. The drafting is done as follows:

1. Select any number of non-token Generals (at least one per player) and Ultra-Mechs (at least one per player if you are including any) from your collection. Lay them all out face-up.
2. There are two rounds of drafting (or one if you are not using Ultra-Mechs). In each round, players take turns (in reverse turn order) picking a General or Ultra-Mech to add to their deck. Each player must only pick one card of each type.
3. Set aside the unchosen cards.

4. Select any number of cards — other than Generals, Ultra-Mechs, and tokens — from your collection (at least 27 per player). Shuffle them all together into a face-down *card pool*. Draw from the top of the card pool to lay out a 3x3 grid of cards.
5. There are nine rounds of drafting (you can keep track using a mana counter). In each round, players take turns (in regular turn order) picking a row, column, or diagonal of (three) cards from the grid to add to their deck. Draw from the card pool to fill empty spaces in the grid.
6. Set aside the remainder of the grid and card pool.

## TERMS

- **Basic keyword** — A *basic keyword* is a keyword without any variables in the definition. For example, Provoke and Rush are basic keywords, but Backstab and Opening Gambit are not.
- **Construct** — When you *construct*, if you have an Ultra-Mech in your construction slot, increase its build progress by one square, then, if it is at 100%, play it. Otherwise, you may put an *ultra-charge* (represented by a progress cube) on an Ultra-Mech you control that does not already have one.
- **Straight line** — A *straight line* is a row, column, or diagonal. A straight line *from* an entity is a partial straight line (a ray) that starts on the entity (but excludes that space) and extends to the edge of the board. (See Figure 1 for an example.)
- **Transform (revised)** — When unit A *transforms* into unit B, A dis-

appears and B is played in its place for A's controller.

## 《KEYWORDS》

- **Frenzy** (*revised*) — When this attacks a nearby enemy, it also damages all other nearby enemies. (It is only counterattacked by the unit it is attacking.)
- **Ranged** — This can attack the first enemy in a straight line from it. That enemy does not counterattack unless it is nearby or has Ranged. (See Figure 1 for an example.)
- **Ultimate** [[cost]]: [effect] — On your turn, if this is active or winded and you can pay [cost], you may exhaust this, pay [cost], and [effect]. If [cost] includes a variable such as X, X is a non-negative integer of your choice.

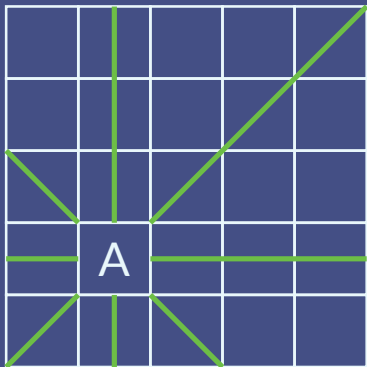


Figure 1: On these boards, white letters represent allies and red letters represent enemies. Left: the straight lines from unit A are shown in green. Right: the enemies that unit A with Ranged can attack are highlighted in yellow.

## LORE

When Draug the Conquerer ordered the Monolith to be completed, he knew that he would need some way to protect it and the power of the Weeping Tree within. He commissioned his mechanysts to develop war machines that would bolster his army and ensure his unending rule. Drawing on the ancient notes of the genius metallurgist Atar Starstrider and perverting them for violence, the mechanysts constructed mechs that could fuse together into a deadly automaton they called Mechaz0r. With the completion of the Monolith as top priority, there was not enough magical energy to power Mechaz0r until the Great Blooming took place, so it remained inactive in a hidden chamber of the Monolith. When Draug spent the last of his crystals to raise the Monolith into the sky, he also rendered inaccessible the one weapon that could have saved him from the coming Inxikrah invasion.

Two hundred years later, when the Senerei ventured into the Mono-

lith and discovered the powerful Cores that had been created during the Great Blooming, that is not all they found. Zirix Starstrider uncovered the secret entrance to MechazOr's chamber. The Senerei were awed by the titanic mech within but saw it for what it was — a mighty weapon. They promised each other to seal the chamber and keep its existence a secret so that the machine's power could not be abused. But even as Zirix made his vow, he could not help thinking about the technological progress that he could bring to the Vetruvian Imperium by studying this mech.

Zirix surreptitiously returned to the Monolith several times to do just that. With the knowledge gained from MechazOr's ingenious design, he was able to create the first living Sandshield, Scioness Saji. However, the Vetruvians still had not won a Trial of the Cores, and Zirix could not stand by and watch his Imperium fall behind the other nations in prestige and energy one year after another. So he stole a Core from the Monolith and placed it inside MechazOr's chest, infusing it with

nearly unlimited power.

At the next Trial of the Cores, the Vetruvian champion, Nosh-Rak, unleashed MechazOr into the fray and used it to crush all of his opponents. The crowd went wild and Nosh-Rak was granted the title of Grandmaster, but the Senerei felt angry and betrayed, for they knew that Zirix had broken his promise. They feared that Zirix could use MechazOr to conquer Mythron for the Vetruvian Imperium, even if he had no intention of doing so at the moment. Thus, the other nations started investing in mech technology and built gigantic war machines to rival MechazOr. These Core-powered mechanical warriors constructed from smaller mechs became known as Ultra-Mechs.

With Zirix's betrayal and the rise of the Ultra-Mechs, the newfound peace between nations became strained. Some suspected that the prophesied Second Empire had not yet come after all, and that Mythron was heading towards a second Age of Darkness.

