

Another game aid

THE

by Universal Head



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Game: **BLUE MOON**

Publisher: **Fantasy Flight Games (2004)**

Page 1: **Rules summary/reference front**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Setup

Place the 3 **dragons** onto the middle of the game board. Each player takes a **people set**. Display the **leaders** face up next to the game board.

The remaining 30 cards form the player's deck. Shuffle and place them face down as a **draw deck** next to the game board. Each player draws the top 6 cards from his draw deck into his hand. Pick the starting player of the first **fight**.

Turn Sequence

On the first turn of each fight, the starting player cannot play a **booster** or a **support** card, unless his cards specifically allow him to play **additional** booster or support cards.

In **special power text**, 'I' refers to the player of the card and 'you' to the opponent.

The game consists of independent consecutive fights. Players take alternate full turns as follows:

1 Beginning of Turn

2 LEADERSHIP

May play one leadership card.

3 Retreat from Fight?

4 CHARACTER

Must play one character card.

5 BOOSTER or SUPPORT

May play one booster or one support card.

6 Announce Power

7 Refresh Hand

8 End of Turn

Leadership

Place the **leadership** card face up partially overlapping your leader card and implement the effects. Subsequent leadership cards are played on top.

Character

To continue the current fight, you must play a **character** card face up into your combat area. Only the most recent character cards played are active until they are covered by subsequent character cards.

Booster or Support

A **booster** card is played face up partially overlapping the last character card.

A **support** card is played face up into your support area. All support area cards remain active during the entire fight.

Announce Power

The player who starts a fight chooses either **earth** or **fire** as the element of the fight when announcing his power on his starting turn. This remains fixed for the entire fight (unless changed by a **mutant**).

Announce your **total power** in the chosen element that results from all your active cards. Your opponent's active cards can influence your total power.

The total power you announce on your turn must at least equal that of your opponent at this time.

If you cannot at least *match* your opponent's total power, you must retreat during the **Retreat from Fight** phase and may not play character, booster or support cards.

Refresh Hand

Generally you refresh your hand from your draw deck to 6 cards. If you already have more cards in your hand, you keep the additional cards.

Winning a Fight

If your opponent retreats, his turn ends immediately and you win the fight and attract one **dragon**.

If you have a total of 6 or more cards (not necessarily all active) in your combat and support areas you attract one additional dragon.

For each dragon attracted, select one of the dragons from the game board and place it in front of you. However, if your opponent has dragons in front of him, select the dragon(s) from your opponent and place them on the game board instead.

Both players now remove all their cards from their combat and support areas and place them face up on their respective discard piles (Leadership cards stay on the Leadership pile). Both players refresh their hands to 6 cards; if you already have 6 or more cards in your hand, you keep those cards.

The retreating player starts the next fight.

Declining a Fight / Refreshing Cards

The starting player of a fight cannot **retreat** on his starting turn, but may instead discard 1, 2 or 3 cards from his hand during the **Retreat from Fight** phase and refresh to six cards. The other player now becomes the starting player.

You are forced to retreat if you have no character card to play. You may play a leadership card as usual before declining the fight.

Game End

When one player has used up cards in his draw deck and his hand then no new fights may be started and the game ends as soon as the current fight is over. The player with the most dragons on his side is the victor.

If the game ends with all 3 dragons on the game board, then the player who ran out of cards loses.

A player wins the game instantly if he has all 3 dragons on his side and then attracts further dragons.

Victory points can be recorded for individual games.

Blue Moon Icon Reference



SHIELD

A Shield behind a fire or earth value defends against your opponent's total power in this element, irrespective of the size of his power.

The number in the shield contributes towards your own announced total power as usual. You are allowed to reduce the total power in the fight.



STOP

You may not play any further cards during your turn.

Your turn continues with the announcement of your total power.



RETRIEVE

Active cards with this icon at the very beginning of your turn may be returned to your undisclosed hand. You may keep them or replay them this turn.

Exception: If your opponent's combat area contains active character cards with the Retrieve icon then you may not apply this function on your character cards.



PROTECTED

These cards are protected from any opposing effects when active in the combat or support areas.

The cards cannot be ignored or discarded, and their values cannot be reduced, by the opponent.



FREE

These cards do not count towards your limit of one character card and either one booster or one support card.

Free cards may also be played on the starting turn of a fight and must be played during their appropriate phase. You may not play free cards if a card instruction specifically disallows the play of the respective card type.



PAIR

Two character/booster cards with identical first words in their names and this icon may be played together instead of a single character/booster card.

Stagger the two cards on top of each other, so that all their information is visible.



GANG

You may play any number of character cards from the same gang (identical first words in their names and the same color Gang icon) instead of a single character card, and you may add more character cards to the gang in later turns.

If you have played character cards of the same gang on your previous turns, and there are no other active cards in your combat area (character cards not belonging to the Gang or booster cards), then you can add one or more character cards of the same Gang from your hand. Stagger the cards on top of each other, so that all their information is visible. To keep the Gang active, you must add at least one more character card from the Gang each turn.