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EsotericOrderGamers

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Game: **BLUE MOON: LEGENDS**  
Publisher: **Fantasy Flight Games (2014)**

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

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# BLUE MOON LEGENDS

## SETUP

Place the **board** faceup between the players, with the 3 **dragons** in its center.

Each player chooses a **people deck** and takes all 31 cards with that people's deck indicator (each people deck includes a few cards from other peoples). Place your **leader card** faceup in your leader area, then shuffle your deck and place it facedown in your draw deck area. Each player may cut or shuffle his opponent's deck.

Randomly determine who goes first. Each player draws a **starting hand of 6 cards** from his draw deck.

## THE GAME TURN

A game is played over a series of **turns**. During your turn, as the **current player**, you can start fights that last across multiple turns and end when one player retreats.

Card text that has an effect on the game or other cards is called **special power text**. / refers to the owner of the card, and you refers to the opponent. When playing a card, place the card in its appropriate area and read its special power text aloud to your opponent.

The current player's turn consists of these **phases**:

### 1. BEGINNING PHASE

Resolve any special power text on active cards that contains the phrase *during my Beginning phase*. Any faceup card in the combat and support areas that is not entirely covered by another card is **active**.

You may also return any number of your active cards with the **retrieve icon** to your hand.

### 2. LEADERSHIP PHASE

You may play 1 **leadership card** faceup on your leader card, ensuring all text above the leader card's art is still visible, then resolve its special power text. You cannot play more than 1 leadership card per turn.

Leadership cards are active only during the turn they are played. They stay in the leader area, even if no longer active.

### 3. ENGAGEMENT PHASE

If there is no existing fight, choose one of the following:

**Start a Fight:** Immediately go to the Character phase.

**Decline a Fight:** Discard 1, 2, or 3 cards from your hand and then draw cards from your draw deck until you have 6 cards in your hand. Then, your turn immediately ends, and a new turn begins with your opponent as the current player.

If there is an existing fight, choose one of the following:

**Continue the Fight:** Immediately go to the Character phase.

**Retreat from the Fight:** If you cannot meet your opponent's total power value or choose not to continue the fight, announce your retreat and go to the Dragon step.

## 4. CHARACTER PHASE

You must play 1 **character card** in your combat area. You cannot play more than 1 character card per turn. Character cards remain active until they are covered by a new character card on the following turn or discarded from play.

## 5. BOOSTER/SUPPORT PHASE

You may play 1 **booster card** or 1 **support card**. You cannot play more than 1 card in this phase per turn.

If you play a **booster card**, place it faceup in your combat area partially covering any active cards already there. Booster cards remain active until they are covered by a new character card on the following turn or discarded from play.

If you play a **support card**, place it faceup in your support area next to any support cards already there (if any). Support cards remain active until they are discarded from play.

If you start a fight, you cannot play booster or support cards the turn in which you start the fight.

## 6. POWER PHASE

**Announce your total power in the contested element:** the **Fire** or **Earth** element the fight is being disputed in. All active cards can affect your total power value.

To determine your total power, first apply all effects that modify printed values. Then apply all effects that modify a card's individual power value. Then apply all effects that modify your total power value.

If it is the first turn of a fight, declare the contested element of that fight, either Fire or Earth, and announce your total power value in that element.

If it is not the first turn of a fight, you must announce your total power in the contested element. **Your total power value must equal or exceed your opponent's current total power value.**

## 7. REFRESH PHASE

Draw cards from your draw deck, one at a time, until you have 6 cards in your hand. If you already have 6 or more cards in your hand, do not draw any cards.

## 8. END PHASE

Resolve any special power text on active cards with the phrase *during my End phase* or *during your End phase*.

## RETREATING

If you retreat during your Engagement phase or are forced to retreat at another time during a fight, perform the following steps:

- 1. Dragon:** The player who is not retreating **attracts** 1 dragon. If he has a total of 6 or more cards in his combat and support areas, he attracts 2 dragons instead.
- 2. Discard:** Each player discards all cards in his combat and support areas and places them faceup on his discard pile. If a leadership card was played this turn, it is no longer active.
- 3. Refresh Step:** Each player draws cards from his draw deck until he has 6 cards in his hand. If he already has 6 or more cards in his hand, he does not draw any cards.
- 4. End Step:** The current turn and the fight end immediately. Then, the retreating player begins a new turn as the current player.

### Attracting Dragons

If all 3 dragons are on the board when you attract a dragon, choose any dragon on the board and place it next to your leader card.

If the opposing player has 1 or more dragons, you must move one of the opposing player's dragons onto the board instead of moving a dragon to your own side.

If you attract multiple dragons, you must move all of the opposing player's dragons onto the board before you can move any to your own side.

## ADDITIONAL RULES

**Discarding Cards** If an effect requires you to discard cards with a specific value to satisfy a condition, you cannot discard additional cards that do not contribute toward that condition.

**Disclosing Hands** If an effect requires you to disclose your hand, places all cards in your hand faceup in front of yourself. They remain disclosed until they are played or discarded from your hand. All cards drawn after your hand is disclosed are not shown to your opponent.

**Ignoring Cards** If a card is ignored, it retains all characteristics printed on it, but its icons, power values, and special power text have no effect on the game. An ignored card still has a power value, but do not apply that value when determining total power values.

**Mutants** These are character cards with special power text that require specific conditions to be met before they can be played during your Character phase.

## WINNING THE GAME

A game ends in one of the following ways:

- When a player has 3 dragons on his side and would attract a fourth dragon.
- After a fight in which a player played or discarded the last card in his hand and draw deck.
- After a player declines to start a fight and has no cards in his hand and draw deck.

**When a game ends, the player with the most dragons wins.**

If all 3 dragons are on the board, the player who had cards in his hand last wins.

## ICONS

### Free



These cards do not count toward character, booster, or support **card limits** (the number of cards you are allowed to play each turn).

There is no limit to the number of cards with a ✨ icon that can be played on a turn.

A card with the ✨ icon that is not ignored is a **free card**.

You may play 1 character card with the ✨ icon as your only character card for that turn.

If you play 2 cards with the ✨ icon in the same phase and the first card is played with the ✨ icon, both cards in that pair do not count against your card limit.

If you play multiple character cards with the same gang icon during your character phase and the first card is played with the ✨ icon, all cards in that gang do not count against your card limit.

### Gang



This icon appears in 4 different colors.

If you have 2 or more character cards with the same color gang icon and an identical first word in their names, you may play any number of those cards.

Playing multiple cards with a matching gang icon in this way counts as playing 1 card.

If you have 1 or more active character cards with a matching gang icon and there are no other active character or booster cards in your combat area, you may play 1 or more character cards with the same gang icon as your active character cards without fully covering your active character cards.

### Pair



If you have 2 of these cards and an identical first word in their names, you may play both cards.

This counts as playing 1 card for character, booster, and support card limits.

### Protect



Active cards with the 🛡 icon cannot be affected by opposing effects.

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

### Replace



During your Leadership phase, you may discard 1 card with the 🗑 icon and draw 1 card from your draw deck.

You cannot play more than 1 Leadership phase card or discard more than 1 card with the 🗑 icon during your Leadership phase. You cannot do both during the same turn.

A card discarded with this icon is not active, and its special power text is not resolved.

### Retrieve



If you have an active card with the 🔄 icon during your Beginning phase, you may return it to your hand.

As current player, you cannot use the 🔄 icon on any of your character cards if your opponent has an active character card with the 🔄 icon, even if that card or 🔄 icon is ignored. You can still return other cards with the 🔄 icon to your hand.

You may return any number of active cards with the 🔄 icon to your hand each turn.

### Shield



The 🛡 icon next to the power value of a card allows you to ignore your opponent's power value for that element during your power phase.

### Stop



If you play this card, you cannot play further cards this turn.

Decide whether to retreat or not, announce your power, refresh your hand, and resolve any special power text normally.

If an effect allows you to play any number of booster or support cards and you play this card, you may play any number of booster or support cards during your Booster/Support phase.

If an effect allows you to play additional booster or support cards and you play this card, you may play that many booster or support cards during your Booster/Support phase.

## BUKA

### Ships

You may play 1 **ship card** during your Leadership phase instead of a Leadership card. Place the card faceup in your **ship influence area** (next to the board on the opposite side from your leader card). Ship cards there are active until landed or discarded from play, and are not discarded from play at the end of a fight.

After you have played a ship card, you may load and land your ship.

#### Loading Ships

During your Booster/Support phase, instead of playing a support card, you may **load** one of your active ships by placing a character, booster, or support card faceup on your ship card. A card loaded onto a ship is not played and is not active as long as it remains on that ship.

A ship's **capacity** is determined by the ship card's capacity symbol (below the card's name) and any special power text. If the number of cards loaded on a ship is equal to its capacity, you cannot load additional cards onto that ship.

### Landing Ships

You may **land** any number of your active ship cards during your Beginning phase. If you land a ship, move the ship card and all cards on it to an open space directly in front of yourself. You may play any cards on ships you landed that turn as if they were in your hand.

You may play Buka character cards from a ship as if they had the ✨ icon. If you land a ship, you may not play any character, booster, or support cards from your hand that turn.

Immediately before you announce your power, discard any ship cards you landed that turn, along with any remaining cards on those ships.

### Bluff



This icon appears in 3 different colors: gray (neutral), yellow (Fire), and green (Earth).

#### Bluffing

You may play a card with the bluff icon as a support card instead of playing that card normally. Place the card facedown in your support area without revealing the card to your opponent.

A facedown card in the support area is a **bluff card**, and is considered a support card with a bluff icon, a printed value of **2** in the contested element, and a printed value of **0** in the other element. If the contested element changes during a fight, the printed values of all active bluff cards change to match the contested element. Bluff cards are active until they are discarded from play.

A bluff card does not count toward the 6 cards you need to attract an additional dragon when your opponent retreats. You may discard any number of your active bluff cards during your Beginning phase.

#### Calling a Bluff

During the Power phase, if you have any active bluff cards, your opponent may **call your bluff** after you announce your power. If a bluff is called, you must flip all of your active bluff cards faceup.

If all revealed bluff cards have a bluff icon that matches the contested element, players perform the following steps:

- **Attract a Dragon:** You attract 1 dragon.
- **Discard:** You discard all of your revealed bluff cards.

If one or more revealed bluff cards do not have a bluff icon that matches the contested element or a player's bluff icons are ignored, players perform the following steps:

- **Attract a Dragon:** Your opponent attracts 1 dragon.
- **Retreat:** You must immediately retreat.



# BLUE MOON LEGENDS

## THE GAME TURN

### 1. BEGINNING

Resolve any Beginning phase special power text on active cards.

You may return any number of your active cards with the **retrieve icon** ➡ to your hand.

### 2. LEADERSHIP

**You may play 1 leadership card** faceup on your leader card, then resolve its special power text.

### 3. ENGAGEMENT

If there is no existing fight, choose one:

**Start a Fight:** Immediately go to the Character phase.

**Decline a Fight:** Discard 1-3 cards from your hand and then draw until you have 6 cards. Then, your turn immediately ends.

If there is an existing fight, choose one:

**Continue the Fight:** Immediately go to the Character phase.

**Retreat from the Fight:** If you cannot meet your opponent's total power value or choose not to continue the fight, announce your retreat and go to the Dragon step.

### 4. CHARACTER

**You must play 1 character card** in your combat area.

### 5. BOOSTER/SUPPORT

**You may play 1 booster card or 1 support card.**

Booster cards are placed faceup in your combat area partially covering any active cards already there, and remain active until they are covered by a new character card on the following turn or discarded from play.

Support cards are placed faceup in your support area next to any support cards already there, and remain active until they are discarded from play.

If you start a fight, you cannot play booster or support cards the turn in which you start the fight.

### 6. POWER

**Announce your total power in the contested element:** Fire or Earth.

To determine your total power, first apply all effects that modify printed values, then all effects that modify a card's individual power value, then all effects that modify your total power value.

**Your total power value must equal or exceed your opponent's current total power value.**

### 7. REFRESH

Draw cards from your draw deck, one at a time, until you have 6 cards in your hand.

### 8. END PHASE

Resolve any End phase special power text on active cards.

### RETREATING

If you retreat during your Engagement phase or are forced to retreat at another time during a fight, perform these steps:

- 1. Dragon:** The player who is not retreating **attracts** 1 dragon. If he has a total of 6 or more cards in his combat and support areas, he attracts 2 dragons instead.
- 2. Discard:** Each player discards all cards in his combat and support areas faceup on his discard pile. A leadership card played this turn is no longer active.
- 3. Refresh Step:** Each player draws cards from his draw deck until he has 6 cards in his hand.
- 4. End Step:** The current turn and the fight end immediately. The retreating player begins a new turn as the current player.

If all 3 dragons are on the board when you attract a dragon, choose one and place it next to your leader card. If the opposing player has 1 or more dragons, move one of them onto the board.

If you attract multiple dragons, move all of the opposing player's dragons onto the board before moving any to your own side.

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If you attract multiple dragons, move all of the opposing player's dragons onto the board before moving any to your own side.

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## ICONS

### Free



These cards do not count toward character, booster, or support **card limits** (the number of cards you are allowed to play each turn).

There is no limit to the number of cards with a ★ icon that can be played on a turn.

A card with the ★ icon that is not ignored is a free card.

You may play 1 character card with the free icon as your only character card for that turn.

If you play 2 cards with the ♠ icon in the same phase and the first card is played with the ★ icon, both cards in that pair do not count against your card limit.

If you play multiple character cards with the same gang icon during your character phase and the first card is played with the ★ icon, all cards in that gang do not count against your card limit.

### Gang



This icon appears in 4 different colors.

If you have 2 or more character cards with the same color gang icon and an identical first word in their names, you may play any number of those cards.

Playing multiple cards with a matching gang icon in this way counts as playing 1 card.

If you have 1 or more active character cards with a matching gang icon and there are no other active character or booster cards in your combat area, you may play 1 or more character cards with the same gang icon as your active character cards without fully covering your active character cards.

### Pair



If you have 2 of these cards and an identical first word in their names, you may play both cards.

This counts as playing 1 card for character, booster, and support card limits.

### Protect



Active cards with the ♠ icon cannot be affected by opposing effects.

### Replace



During your Leadership phase, you may discard 1 card with the ♠ icon and draw 1 card from your draw deck.

You cannot play more than 1 Leadership phase card or discard more than 1 card with the ♠ icon during your Leadership phase. You cannot do both during the same turn.

### Retrieve



If you have an active card with the ♠ icon during your Beginning phase, you may return it to your hand.

As current player, you cannot use the ♠ icon on any of your character cards if your opponent has an active character card with the ♠ icon, even if that card or ♠ icon is ignored. You can still return other cards with the ♠ icon to your hand.

You may return any number of active cards with the ♠ icon to your hand each turn.

### Shield



The ♠ icon next to a card's power value allows you to ignore your opponent's power value for that element during your power phase.

### Stop



If you play this card, you cannot play further cards this turn. Decide whether to retreat or not, announce your power, refresh your hand, and resolve any special power text normally.

If an effect allows you to play any number of booster or support cards and you play this card, you may play any number of booster or support cards during your Booster/Support phase.

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