

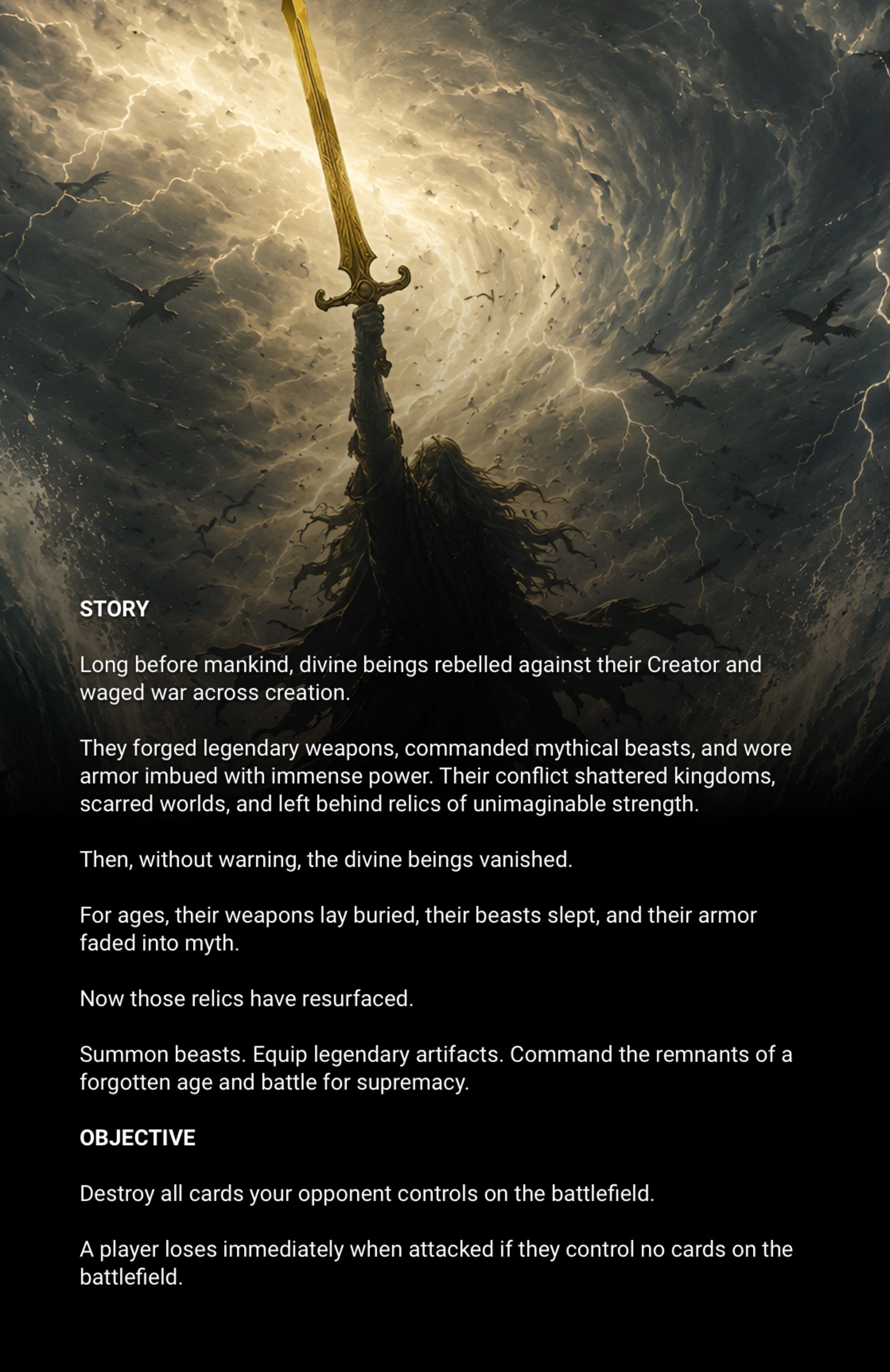
COSMIC REBELLION

The background of the entire cover is a dramatic, dark sky filled with swirling, golden-brown clouds. In the upper right corner, a bright sun or starburst emits rays of light. Four winged figures, resembling angels or celestial warriors, are flying in the upper right. One figure on the left holds a flaming torch, while the others appear to be holding weapons or staves. In the lower half of the image, a massive, dark green dragon with a yellow eye and sharp teeth is shown roaring, its head and neck emerging from a dark, swirling mass that resembles a storm or a sea.

Starter Rulebook

2 Players • Ages 12+

Available online at cosmicrebellion.games



STORY

Long before mankind, divine beings rebelled against their Creator and waged war across creation.

They forged legendary weapons, commanded mythical beasts, and wore armor imbued with immense power. Their conflict shattered kingdoms, scarred worlds, and left behind relics of unimaginable strength.

Then, without warning, the divine beings vanished.

For ages, their weapons lay buried, their beasts slept, and their armor faded into myth.

Now those relics have resurfaced.

Summon beasts. Equip legendary artifacts. Command the remnants of a forgotten age and battle for supremacy.

OBJECTIVE

Destroy all cards your opponent controls on the battlefield.

A player loses immediately when attacked if they control no cards on the battlefield.

BATTLEFIELD LAYOUT

Each player controls two rows on the battlefield.

ARMOR ROW

The Armor Row sits in front. You may normally equip 1 Helm, 1 Torso Armor, and 1 Gauntlets. Some card effects may alter this structure.

WEAPON & BEAST ROW

The Weapon & Beast Row sits behind your Armor. You may normally equip 2 One-Handed Weapons, 1 Two-Handed Weapon, OR 1 One-Handed Weapon and 1 Shield. You may also summon 1 Beast. Some card effects may alter this structure.

CARD TYPE ICONS

-  Beast
-  Helm
-  Torso
-  Gauntlets
-  One-Handed Weapon
-  Shield
-  Two-Handed Weapon



ATTACK PRIORITY

Attacks must follow the attack order:
Armor → Weapons & Beasts

Card attacks must target the highest-priority enemy card available unless a card effect says otherwise. If the current highest-priority row is cleared, remaining attacks this turn may immediately target the next row.

READING A CARD

Every card contains important information used during gameplay.

Rarity

Indicates a card's rarity. Common cards have no icon.



Legendary



Rare

Card Type

Determines where a card is played on the battlefield



Health (HP)

A card's health determines how much damage it can take before being destroyed.

Fuel Requirements

Some attacks and abilities require fuel to be attached before they can be used.

Card Name

Thunderbolt of Zeus

"The King's Wrath cast in Lightning"

+65 HP



Judgement Bolt Deal lightning damage to a target. If that target is a beast, it is also **stunned** for 1 turn (it's damage is halved and rounded down).

35

King of Olympus (Passive) Once per turn, when you deal lightning damage with a weapon, add +5 lightning damage to each target hit.

Vulnerable To



+10

Equip Cost (Discard)



Vulnerabilities

Some cards take additional damage from specific elements.

Summon / Equip Cost

This determines how many elemental cards must be discarded from your hand to summon or equip the card.

Attacks & Abilities

Each card may contain one or more attacks or abilities.

Passive Abilities

Passive abilities remain active while the card remains on the battlefield.

SETUP

1. Shuffle your deck.
2. Draw 7 cards.
3. Roll a six-sided die.
4. The winner chooses who takes the first turn.

MULLIGANS

After drawing your opening hand, you may mulligan once. To mulligan, shuffle your hand into your deck and draw 6 new cards. You may only mulligan once at the beginning of the game.

DECK CONSTRUCTION

- Exactly 60 cards
- Maximum 1 copy of any Legendary card
- Maximum 3 copies of any Rare card

TURN STRUCTURE

Each turn consists of five phases.

1. Draw Phase

Draw 2 cards. If your deck is empty, skip this draw.

2. Fuel Phase

You may attach 1 element card from your hand to a card you control on the battlefield.

3. Summon & Equip Phase

You may summon beasts and equip armor or weapons during this phase. Cards may only be placed into their appropriate battlefield slots unless a card effect says otherwise.

To summon or equip a card, discard element cards from your hand equal to that card's Summon or Equip Cost. Passive abilities take effect immediately when a card is summoned or equipped.

4. Attack Phase

Attack with each card you control that has the required fuel attached for an attack or ability. Fuel remains attached after attacking unless a card effect says otherwise. After selecting a target, check the target's vulnerabilities and resistances before calculating damage.

5. End Phase

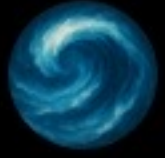
Resolve end-of-turn effects and status effects then end your turn.

ELEMENTS

There are eight elements in Cosmic Rebellion:



Fire



Water



Earth



Wind



Lightning



Nature



Light



Void

UNIVERSAL ELEMENT ICON

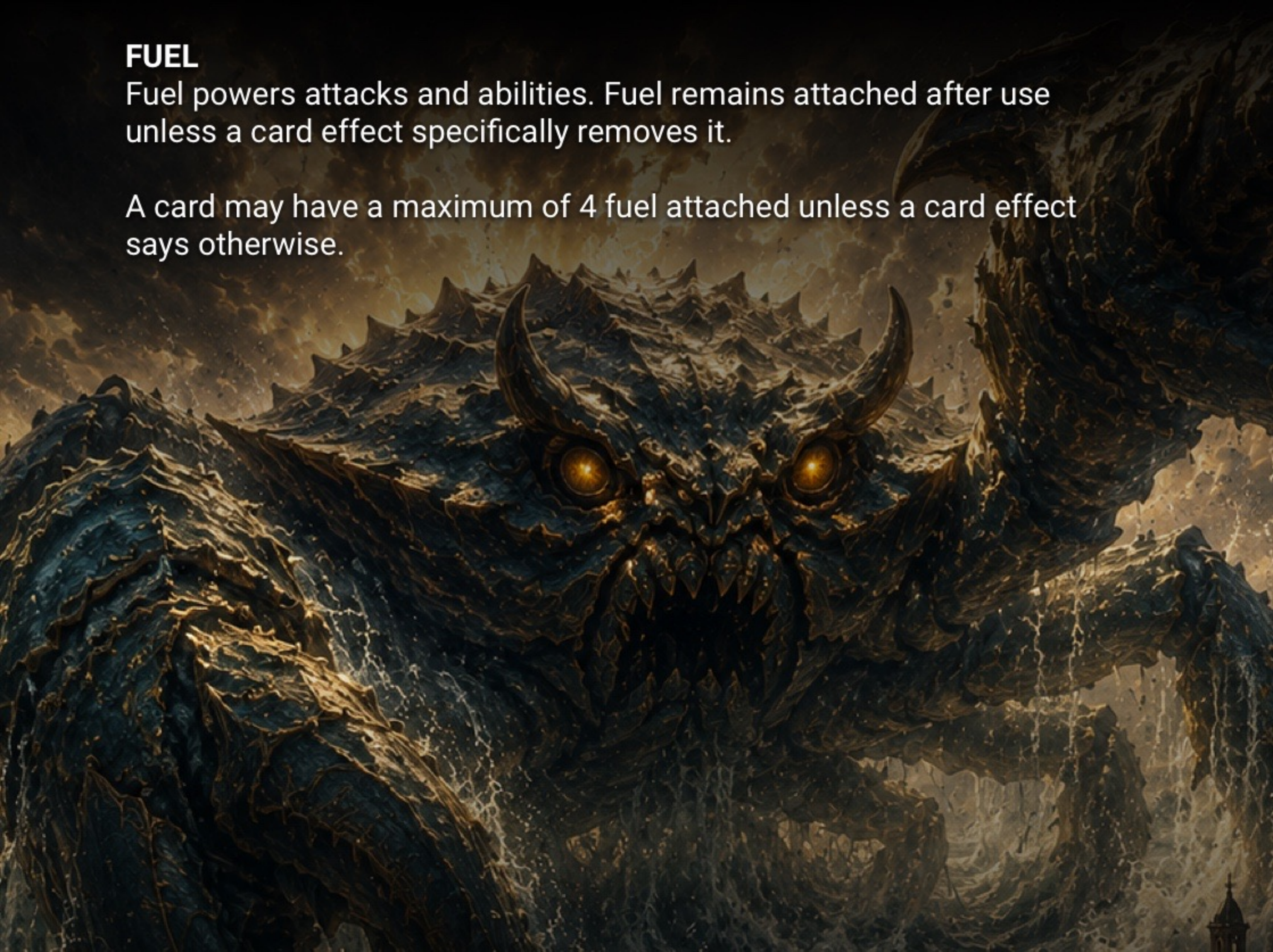


When a card shows the Universal symbol, it may be treated as any element for summoning, equipping, or attaching fuel.

FUEL

Fuel powers attacks and abilities. Fuel remains attached after use unless a card effect specifically removes it.

A card may have a maximum of 4 fuel attached unless a card effect says otherwise.



TARGETING

Unless a card effect says otherwise, players may target both friendly and enemy cards with attacks or abilities.

DAMAGE

Damage remains on cards between turns unless healed or removed by an effect.

VULNERABILITIES

Some cards are vulnerable to specific elements.

Example:

Fire +10

That card takes 10 additional Fire damage. This applies to taking elemental damage from attacks and passives.

RESISTANCES

Some cards reduce or ignore damage from specific attacks or elements. These effects only function while the card remains on the battlefield.

DESTROYING CARDS

When a card reaches 0 HP, it is immediately destroyed and the card is discarded. All attached fuel is also discarded.

Destroyed cards immediately lose all abilities and passive effects.

SIMULTANEOUS DESTRUCTION

If multiple cards reach 0 HP at the same time, all affected cards are destroyed simultaneously.

REPLACING CARDS

During your Summon & Equip Phase, you may replace a card you control with another card that occupies the same battlefield slot. Discard the existing card and all attached fuel, then pay the full Summon or Equip Cost of the new card.

PASSIVE ABILITIES

Passive abilities remain active while the card remains on the battlefield. If a card leaves play, all of its passive abilities immediately stop functioning.

STATUS EFFECTS

Unless otherwise stated, status effects last for the duration listed on the card that applied them.



Delay

Cannot attack.



Burning

Whenever this card uses an ability, it takes 20 damage.



Poison

Takes 10 damage at the end of its controller's turn.



Blinded

When attacking, roll a d6. On 5–6, the attack misses.



Stunned

Damage dealt by this card is halved and rounded down.



Cracked

The next attack against this armor deals double damage.



Soaked

Lightning damage taken is increased by 20.



Freeze

Cannot attack. Fire damage taken is increased by 10.



Fear

When attacking, roll a d6. On 5–6, the attack targets itself instead.

UNIQUE EFFECTS

Some abilities return a card to its owner's hand. When this happens, all attached fuel is discarded. The card must be summoned or equipped again normally.

CARD TEXT PRIORITY

Some cards may override the normal rules of the game. If a card's text contradicts the rulebook, the card's text takes priority.