

Union Command Deck

Rules (Part 1 of 3)

When playing with the Union Command Deck, you are Hive Admiral McCready, legendary commander of the Union. While you will be able to acquire and play cards of any faction, your starting deck and gambits work particularly well with  and  cards.

This Command Deck may be played one-on-one against any other Command Deck, or, you can use it to take on two players playing standard starting decks!

2 vs 1

When playing against two players, those players use standard starting decks (eight Scout and two Viper cards). They play as a Hydra team with a total of 75 . Hydra teams share a turn, may share trade and combat, but have separate decks and ally triggers (see Star Realms Rulebook, Formats section).

Setup

At the start of the game, place your Hive Admiral McCready card, along with your Union Blitz and McCready's Maneuver gambit cards, face up in front of you.

Note: Your Hive Admiral McCready card is for reference, and does not count as a  or  card in play for triggering Ally Abilities.

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Setup (Cont.)

You have a hand size of six cards and start with 60 . You may track your Authority with the included scorecards.



Slide and/or flip this card to represent a change in the ones digit. Add the two numbers in the circle to get your Authority score. This shows a score of 68.

Shuffle the Meganaut card into the Trade Deck before laying out the starting Trade Row. This would be a great card for you to buy, but watch out, your opponents are allowed to acquire it as well!

Shuffle the other 12 cards (Cluster Viper, Imperial Scout, Imperial Talon, Protod, Ranger, Ripper, [4] Scout, Tribute Transport, and Viper) to create your Personal Deck.

When playing first you get a three card starting hand, and when going second you get a six card starting hand.

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Union Faction Symbol

This faction symbol represents both  and .

Meganaut counts as a card of both factions, and will trigger the Ally Abilities of either. Its own Ally Ability can be triggered by either a  or  card.

Union Blitz

This gambit remains face up in front of you all game. Its Ally Abilities may be triggered and used every turn. You get 1  for each Ally Ability, so if you are able to use both you will gain a total of 2  from the gambit that turn.

McCready's Maneuver

This gambit remains face up in front of you until you use it. You may do this by scrapping it at any time during your Main Phase. When you use it, you count as having an additional  and  card in play that turn for triggering Ally Abilities.

Learn more about playing with Command Decks at:

StarRealms.com/CommandDecks