

1 WHAT YOU NEED TO PLAY

EACH PLAYER NEEDS

- **50-card Deck:** This Deck is built from your regular game cards: Kravers, Upgrades, Actions and Whispers.
- **Capital Kit:** 1 horizontal Capital card, 1 Alpha Nekthery and 2 starting Nektheries. The Capital Kit does not count toward the 50 cards of a deck.
- **D20s to track Health and roll for effects.** You need at least one D20 for your Capital and more D20s for Kravers in play.
- **A clear play area.** Your Garrison goes above the Capital Kit. Your starting Nektheries are placed below the horizontal Capital card. Your deck and discard pile are placed separately.

Deck construction: Exactly 50 cards. Maximum 2 copies of regular cards, maximum 3 Whispers with different names, and maximum 18 Upgrade-Nektheries total.

Your horizontal Capital card shows:

- **Starting Hand Size** - how many cards you start the game with.
- **Garrison Capacity** - the maximum Garrison occupancy your Capital normally allows.
- **HP** - if this reaches 0, you lose.
- **Gamma** - a one-time ability usable in a Play Phase or a legal Reaction Window. After you use Gamma, flip the horizontal Capital card.

TABLE SETUP



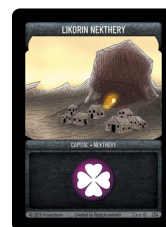
HORIZONTAL CAPITAL CARD



STARTING NEKATHERY



ALPHA NEKATHERY



STARTING NEKATHERY



DECK



DISCARD PILE

Buried Zone: Whenever instructed to bury a card, place it beneath your horizontal Capital card. The Buried Zone is public. Cards there remain for the rest of the game and cannot leave it.

Before the first turn: Shuffle your Deck. Draw cards equal to your Capital's Starting Hand Size. Set a D20 to your Capital's starting HP. Each player rolls a D20. Highest result goes first; reroll ties.

2 HOW YOU WIN OR LOSE

YOU WIN

When all opponents have been eliminated from the game.

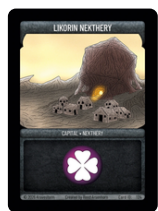
YOU LOSE

If your Capital reaches 0 HP, or if you must draw a card while your Deck is empty.

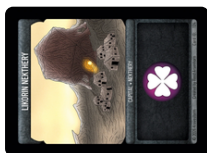
Garrison: the zone directly above your Capital Kit where your Kravers stay in play. The leftmost Kraver receives Attack Damage first. New Kravers enter to the rightmost position. Your Capital's Garrison Capacity is the number indicated on your horizontal Capital card; Robust uses 2 slots and Slender uses 0.

NEKTHAR & TURN STRUCTURE

3 PRODUCE NEKTHAR



READY



EXHAUSTED



Alpha Nekthery: this is the special starting Nekthery in your Capital Kit. It still exhausts to the left to produce Nekthar, but it also has its own extra text that may improve production.

Exhaust a Nekthery by turning it 90 degrees to the left.

Why you exhaust: exhausting is the game's physical reminder that this Nekthery has already been used for the turn. An Exhausted Nekthery cannot produce again until it becomes Ready.

What Nekthar is for: you spend Nekthar to pay Cost to Play, Cost to Attack, and other card or ability costs that show Nekthar symbols.

How it works: a Ready Nekthery produces the type and amount of Nekthar printed on it. You may produce Nekthar whenever you are legally paying a Nekthar cost, even during another player's turn.

Important: Nekthar is temporary. It stays available only for the current turn. During the End of Turn Step, all unspent Nekthar is lost.

Each Nekthar symbol represents 1 Nekthar of that type. To pay a cost, spend the types shown. A generic Nekthar symbol may be paid with any type.

4 TURN STRUCTURE

- | | | |
|---|--------------------|---|
| 1 | START OF TURN STEP | Resolve effects that say they happen at the start or beginning of your turn. |
| 2 | READY STEP | Rotate each non-Ready card you control one position clockwise toward Ready: Overdosed → Wasted → Exhausted → Ready. |
| 3 | DRAW STEP | Draw 1 card. If you must draw while your Deck is empty, you lose immediately. |
| 4 | FIRST PLAY PHASE | Play Kravers, Upgrades and Actions, use Gamma or other legal abilities, and build your board. Kravers normally enter Ready on the right of your Garrison. |
| 5 | ATTACK PHASE | Attack with any number of eligible Ready Kravers, one at a time. Finish each attack completely before declaring the next one. |
| 6 | SECOND PLAY PHASE | Play Kravers, Upgrades and Actions, and use legal abilities again. The limit of one Upgrade-Nekthery per turn still counts across both Play Phases. |
| 7 | END OF TURN STEP | Resolve end-of-turn effects, then lose all unspent Nekthar and pass the turn. |

Play vs. deploy: to play a card, you normally pay its printed cost. To deploy a card means an effect puts it into play without paying that printed cost. Other restrictions still apply.

READING YOUR CARDS

5

CARD TYPES



KRAVER

Permanent Unit. Play it during a Play Phase by paying its Cost to Play. It normally enters Ready on the rightmost position of your Garrison.



UPGRADE

Permanent attachment. Its text tells you what it attaches to. A non-Ready Upgrade is inactive.



UPGRADE-NEKTHERY

An Upgrade attached to your Capital. Exhaust it to produce Nekthar. You may normally play only one Upgrade-Nekthery per turn.



ACTION

One-time effect played during a Play Phase. After any responses, resolve it, then put it in your Discard Pile.



WHISPER

Reactive one-time two-mode effect. Whispers cannot be played during a Play Phase. Play them only during a legal Reaction Window, then bury them after they resolve.



CAPITAL CARDS

Your Capital Kit starts face-up and is not part of the main Deck. The horizontal Capital shows Starting Hand Size, Garrison, HP and Gamma. Using Gamma flips that horizontal Capital card.

6

GAME SYMBOLS



DEPLOYMENT

Triggers when this Kraver enters the Garrison Ready.



ATTACK

Triggers when this Kraver commits an attack.



DEFENSE

Triggers before this Ready Kraver receives Attack Damage. Effect damage doesn't trigger it.



PERMANENT

Active while this Kraver is Ready.



EXHAUST

Exhaust that card by turning it 90 degrees to the left. If this symbol is part of a cost, the card must be able to Exhaust in order to pay that cost.



ROLL A D20

Roll one 20-sided die and use the result as instructed by the card or effect. If the result is not covered by any listed outcome, nothing happens unless stated otherwise.



DAMAGE

Damage reduces the current HP of a Kraver, Upgrade with HP, or Capital. A Kraver or Upgrade with HP at 0 HP is destroyed. A Capital at 0 HP causes its player to lose the game.

READING YOUR CARDS

7 CARD ANATOMY



- 1 Cost to Play**
The Nekthar you spend to play this Kraver from your Hand.
- 2 HP**
The Kraver's maximum Health. Track current HP with a D20. At 0 HP, it is destroyed unless an effect says otherwise.
- 3 Card Type**
Identifies what kind of card it is, such as Kraver, Action, Whisper, Upgrade, or Capital.
- 4 Card Subtype / Species**
Further classifies the card. For Kravers, this field shows their Species, such as Hominid or Avian. Other card types may instead show a Subtype, such as Nekthery.
- 5 Soma**
Keyword traits that affect position, occupancy or deployment. Soma remains active regardless of status.
- 6 Ethos**
The Kraver's inherent ability. It may trigger on deployment, attack or defense, or stay active continuously. Ethos is active only while the Kraver is Ready.
- 7 Cost to Attack**
The Nekthar you must pay to declare an attack with this Kraver.
- 8 Attack Side Effect**
A consequence from attacking that resolves after the attack Reaction Window and before Attack Damage is dealt.
- 9 Attack Damage**
The damage that moves through the defending Garrison from left to right, then reaches the Capital if damage remains.

8 SOMA GLOSSARY

DOPPELGANGER

You may control multiple copies of this Kraver with the same name.

MOBILE

During a Play Phase, you may relocate it to any legal position in your Garrison.

SLENDER

Occupies 0 Garrison slots.

STEADY

When it declares an attack, it does not move to the leftmost Garrison position.

KINSWAP

During a Play Phase, you may deploy it from Hand for free by returning a Kraver you control that shares at least one Species to your Hand.

ROBUST

Occupies 2 Garrison slots.

SOLITARY

Can only enter an empty Garrison. No other Kraver can enter that Garrison while it is there.

ATTACK & STATUS

9 ATTACK

CHOOSE ATTACKER	Choose a Ready Kraver you control and choose the opponent you are attacking.
PAY COST TO ATTACK	Check the attacker's Cost to Attack , then produce and pay the required Nekthar.
MOVE INTO POSITION	Move the attacker to the leftmost legal position of your Garrison, unless Steady or another effect says it does not move.
COMMIT THE ATTACK	Exhaust the attacker by turning it 90 degrees to the left. Resolve its Attack Ethos and any other attack-preparation triggers.
OPEN THE REACTION WINDOW	After all attack-preparation effects have resolved, players may respond with legal effects.
RESOLVE ATTACK SIDE EFFECT	After responses are done, resolve the attacker's Attack Side Effect , if it has one.
DEAL ATTACK DAMAGE	Start with the defender's leftmost Kraver . Resolve its Defense Ethos if there's one, apply its status modifier, and assign damage. Continue left to right through the Garrison. Any remaining Attack Damage then hits the Capital.

Status reminder: status may increase the damage a defending Kraver receives, but it does **not** spend extra points from the attacker's remaining damage pool. A minimum of 1 **Attack Damage** must be assigned to a defending Kraver, regardless of its status.

Example: if 4 **Attack Damage** hits a **Wasted** Kraver with 3 HP, **Wasted** adds +2. So, 1 **Attack Damage** deals 3 total and destroys it. The remaining 3 **Attack Damage** spill to the right if there are more defending Kravers, or to the Capital if there are no Kravers remaining.

10 STATUS

READY



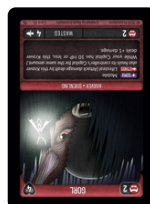
Upright
Can attack.
Ethos active.

EXHAUSTED



90 degrees left
Cannot attack.
Ethos inactive.
Attack Damage received: +1

WASTED



180 degrees
Cannot attack.
Ethos inactive.
Attack Damage received: +2

OVERDOSED



90 degrees right
Cannot attack.
Ethos inactive.
Attack Damage received: +3

Ready Step reminder: each turn, during Ready Step, the active player rotates their non-Ready cards one position clockwise toward Ready: Overdosed → Wasted → Exhausted → Ready.

REACTION WINDOWS & REMINDERS

11

REACTION WINDOWS

WHAT A REACTION WINDOW IS

- A Reaction Window is a pause before a pending attack or effect resolves.
- When a Reaction Window opens, the next player clockwise from the active player may respond or pass. Priority then continues clockwise.
- Whispers are reactive cards, so this is when you may play them.
- Gamma and other activated abilities may also be used here if their timing allows it.
- When all players pass in a row, resolve the newest response first, then continue backward until the original event finishes.

COMMON REACTION WINDOWS

- After an attack has been committed but before its Attack Side Effect or Attack Damage resolves.
- After an Action, Gamma or activated ability becomes pending outside an existing Reaction Window.
- After an initial D20 result becomes known, before the game continues.
- After a Deployment Ethos becomes pending.

FIRST-GAME REMINDERS

- **Same-name rule** You normally cannot control two permanent cards with the same name at once. Upgrade-Nektheries, Upgrade-Garrison, and Doppelganger Soma cards are exceptions.
- **Discard vs. bury** Burned, Destroyed and Discarded cards go to the Discard Pile face-up beside your Deck. Buried cards go beneath your Capital and stay there for the rest of the game. Resolved Whispers are buried.
- **Card text wins** If a card directly contradicts a general rule in this guide or the rulebook, follow the card text.

To learn more about Kravestorm and consult the Comprehensive Rulebook, visit kravestorm.com