

HOW TO PLAY



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STEP 1:

Place the five territory cards onto the battlefield.



These territories are where you will deploy warriors, fortresses, and equipment cards to combat your opponent.



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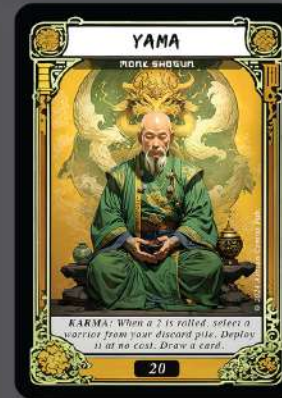
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STEP 2:

Choose one of the six playable characters.



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NOTE:

Each shogun has a special ability. Depending on the Resource Point dice roll at the start of each turn, this ability may trigger.



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STEP 3:

Place your shogun onto the battlefield.



Draw five cards.



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STEP 4:

The attacking player rolls the dice and draws a card. The dice roll determines the number of Resource Points each player has to spend.



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You rolled a six. This means each player will have six Resource Points to use while deploying cards.



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Unfortunately, this also triggers your opponent's shogun ability! Damasu may deploy 3 shibito tokens. Yikes!



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STEP 5:

Since you rolled the resource point dice, you may use these points to deploy cards. First, let's look at the card types.



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WARRIOR CARDS

Card Title
& Resource Point Cost

Card Type

Awesome Art
(AI generated & human improved)

Faction Color

Ability

Attack Power / Health



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Description:

Warrior cards can be used to attack or defend. They are essential forces and they will help you win the game. Other cards, like equipment cards, may be attached to warriors. This will make them stronger. Be sure to read each warrior's special ability. Warriors can be deployed during your deploy phase.



SHOGUN CARDS

Card Title

KEISHU

Card Type

NINJA SHOGUN

Awesome Art

(AI generated & human improved)

Faction Color

Ability

Health Points (HP)

NINJUTSU: When a 3 is rolled,
deal 4 damage to 2 target warriors.
Draw a card.

20



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Description:

You are the shogun during game play. If your HP is reduced to 0, you lose the game. Always watch the resource point dice rolls at the start of a turn. If the correct number is rolled, your shogun ability will trigger. Shoguns are powerful and their abilities are a huge bonus; they can be complete game changers!

1000 BLADES FORTRESS CARDS

Card Title
& Resource Point Cost

Card Type

Awesome Art
(AI generated & human improved)

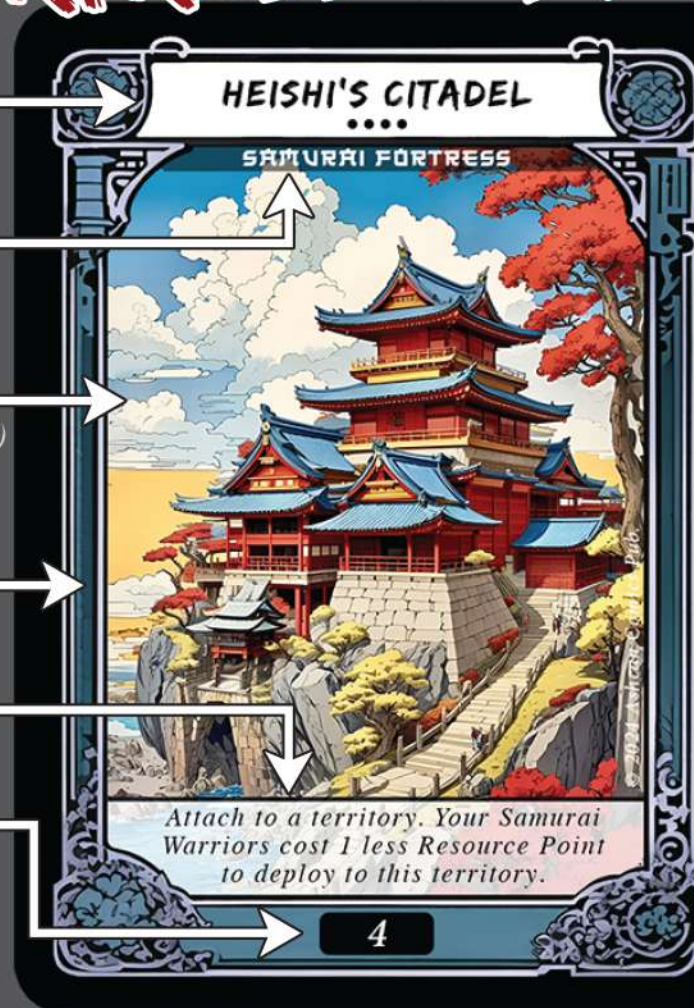
Faction Color

Ability

Health Points (HP)



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Description:

Fortresses cannot attack, but they do offer bonuses and they have HP like your shogun. Use them to protect you from attackers and to provide boosts for your warriors. Unlike a warrior, however, fortress HP does not reset at the start of each turn. Fortresses can be deployed during your deploy phase.

1000 BLADES SUDDEN STRIKE CARDS

Card Title
& Resource Point Cost

Card Type

Awesome Art
(AI generated & human improved)

Ability



Description:

*Sudden strikes offer significant bonuses. Unlike other cards, they leave the battlefield after their ability goes into effect. Read their abilities, carefully plan your resource point usage, and play these at strategic moments. **Sudden Strikes can be deployed at ANY moment.***



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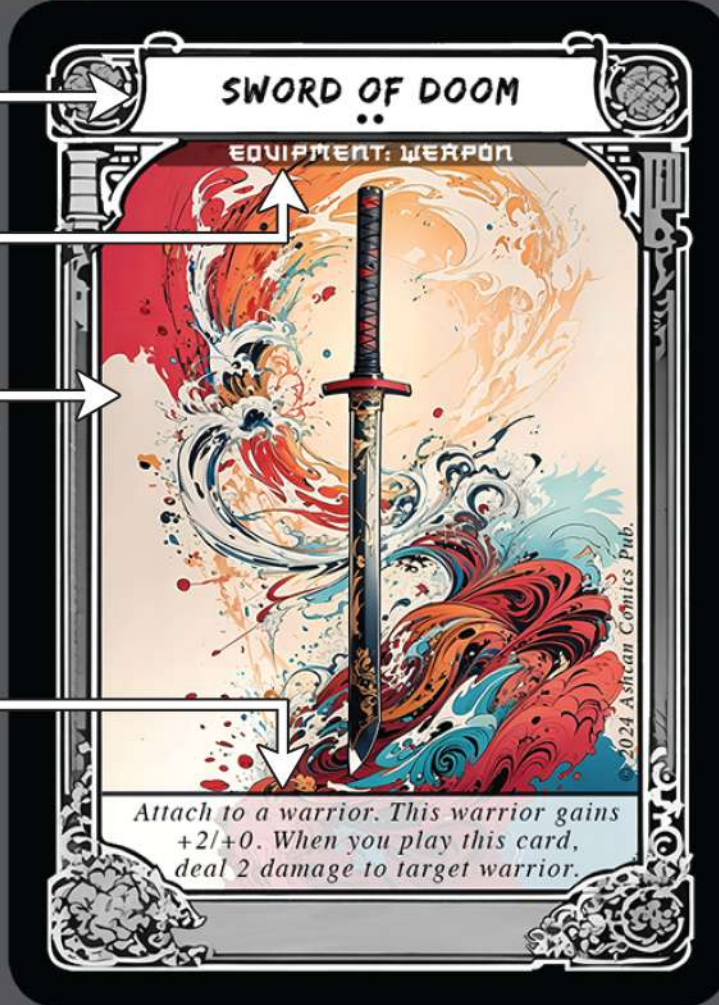
1000 BLADES EQUIPMENT CARDS

Card Title & Resource Point Cost

Card Type

Awesome Art
(AI generated & human improved)

Ability



Description:

Equipment cards can be attached to warrior cards and they provide many boosts. If a warrior who has equipment is removed from the battlefield, the equipment goes with them. Any number of equipment cards may be attached to a warrior.

Equipment can be deployed during your deploy phase.



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TERRITORY CARDS

Card Title

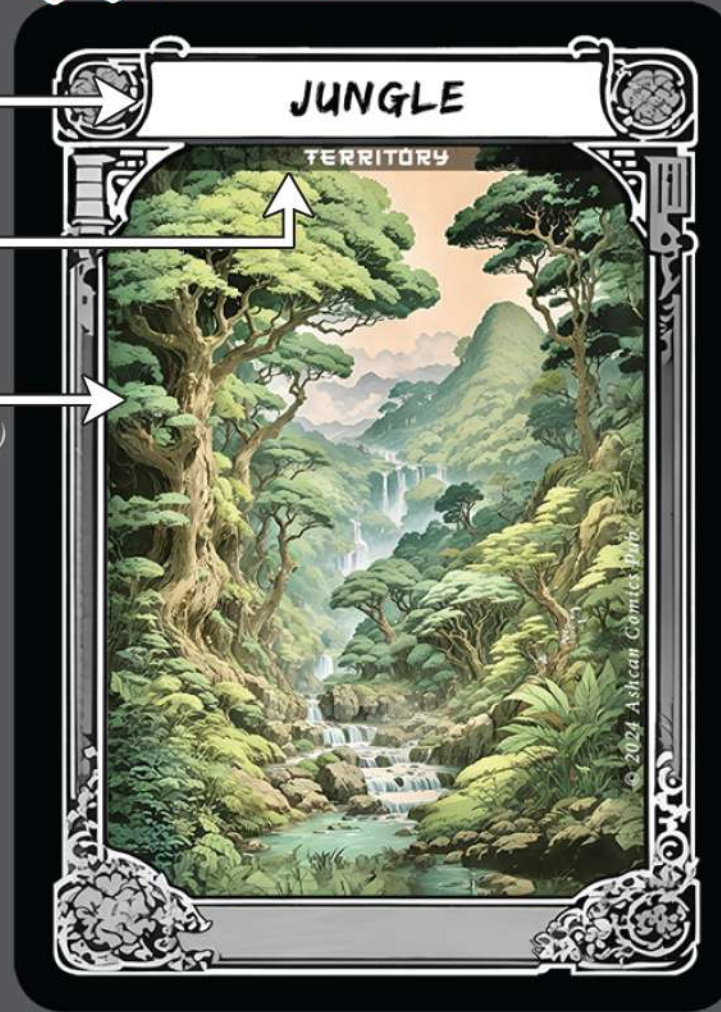
JUNGLE

Card Type

TERRITORY

Awesome Art

(AI generated & human improved)



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Description:

Territory cards create the world where your battles will take place. For each player, a territory can hold one Frontline warrior, one other warrior (mainline), any number of equipment cards, and one fortress.

Territory is deployed during set up at the start of the game.



TOKEN CARDS

Card Title

SHIBITO WARRIOR

Card Type

TOKEN

Faction Color

Ability

FRONTLINE: Attackers must first defeat Frontline warriors before they can attack other targets.

Attack Power / Health

1/1



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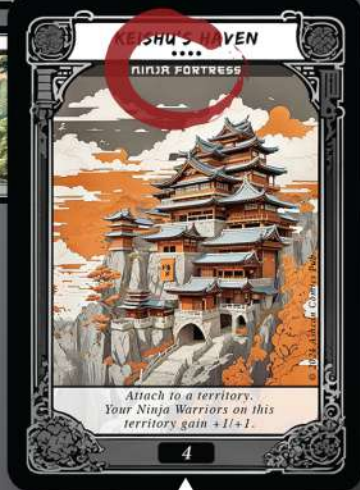
Description:

Warrior and boost tokens are deployed when other cards or abilities say to do so. Tokens are not held in a player's hand and they do not count towards the 40-card deck limit rule. If a token is removed from the battlefield, treat it as if it were moved to the discard pile. Tokens deploy during game play.

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Let's play these cards from your hand. we will be using all six resource points during our deploy phase.



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Hidden Marksmen gets a boost from the fortress, making him a 3/2 warrior. Also, he deals 1 damage when deployed. Let's target one of the shibito tokens and remove it from the battlefield.



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*Your opponent may now rebuttal.
Using her 6 resource points, she deploys Dark Templar. This warrior has the Strategist ability, which allows your opponent to draw 2 cards. She also deploys Rot Beetles.*



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Usually only one warrior can be on a territory. But, your opponent was able to deploy these warriors to occupied territories, because the other shibito warriors have the Frontline ability. This allows them to be on the same territory. Each territory may have 1 frontline warrior, 1, mainline warrior, 1 fortress, and any number of equipment cards.



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STEP 6:
Since you rolled the resource point dice, you are the attacker this turn. You may decide if and how you would like to attack.



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Unlike abilities, attackers may only attack within the territory where they are located. For example, your Hidden Marksman may not attack outside of the Prairie location.



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Let's go ahead and attack with our Hidden Marksman. Our fortress gives him a boost, making him a 3/2 warrior. Since the Shibito Warrior token is only 1/1, our warrior will survive.

NOTE: If there are no warriors or other obstacles blocking an attacker, a warrior may deal damage to a shogun.



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STEP 7:

Now your opponent is the attacker and gets to roll the resource dice. After she deploys cards, you will then have a chance to rebuttal before she can attack. Nice! She rolled a 3. Your shogun ability just triggered!



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*Keishu's shogun ability let's us target two warriors and deal 4 damage to each. Let's take out her Dark Templar and those Rot Beetles. Oh, and... we get to draw a card. **BOOM!***

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Using her 3 resource points, Damasu deploys Dread Pawn and Withering Ring. We won't want that ring to stay on the battlefield long. It will cause us to discard cards from our hand and that ain't good!



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With our 3 resource points, let's deploy Sword of Vanishing. This will buff our Hidden Marksman (5/2) and temporarily remove Dread Pawn and Withering Ring from the battlefield.



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The deploy phases are over. Now, Damasu attacks with her shibito warrior token. Since we do not have a defender, Keishu receives 1 damage. His HP is reduced to 19.



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From this point forward, you and your opponent would take turns and keep playing.



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Two ways to win...

- 1) Reduce your opponents HP to 0
- 2) Reduce an opponent's game deck to 0



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Congratulations!
Now you know how to play 1000 Blades.

*See the links below to follow 1000 Blades
so you can find other players & post questions.*



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