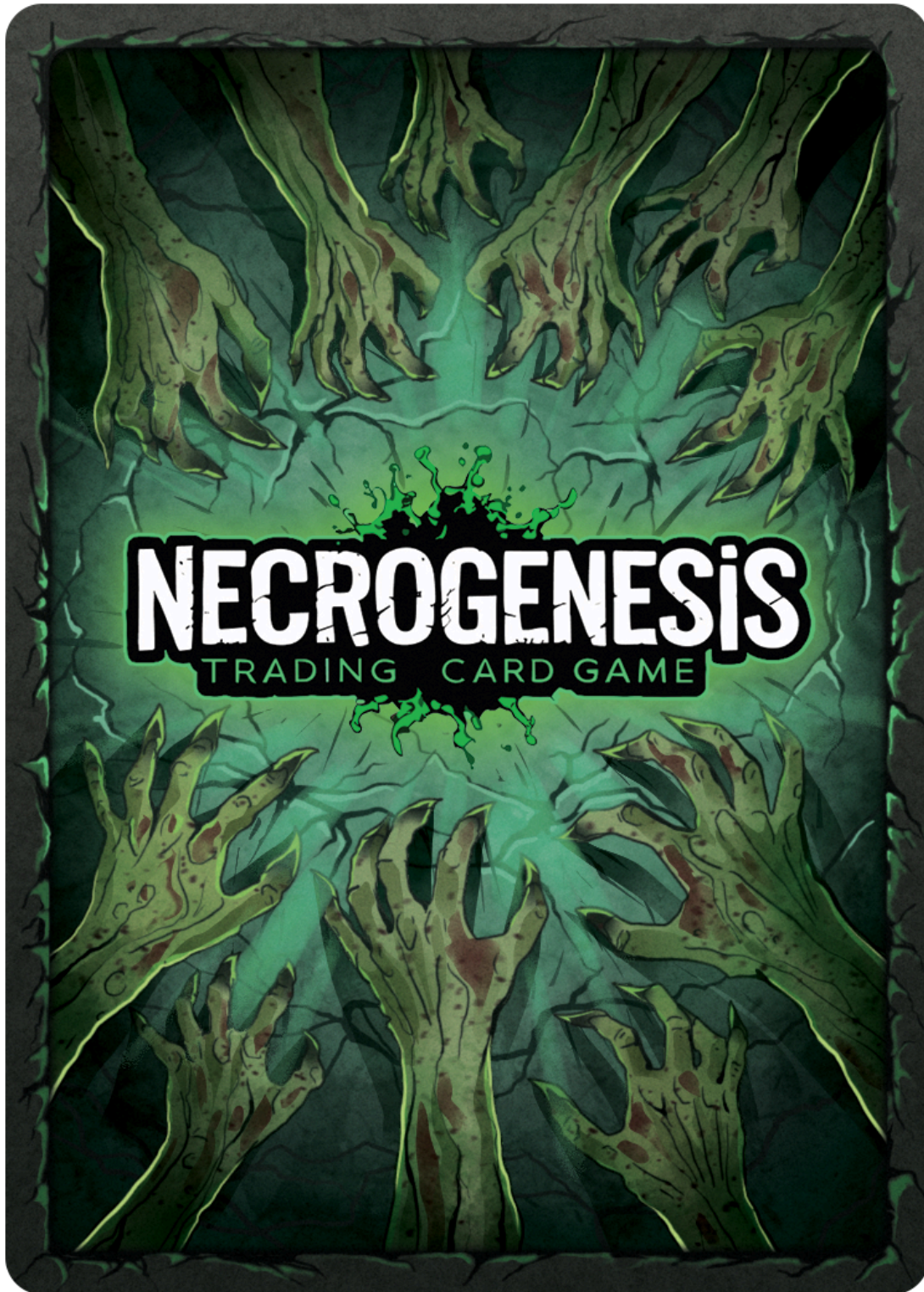


NecroGenesis TCG - Quick Start Guide



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Goal:

Reduce the opposing Survivor to 0 HP, or make them unable to draw a card from their Survivor Deck.

What's in Play

- **Survivor Deck (40 cards):** Weapons, Items, Events, Reacts
- **Zombie Deck (20 cards):** Walkers, Runners, Brutes, Mutants, **1 Boss Monster max**
- **1 Survivor card (per player)**
- **1 SCR card max in Survivor Deck**
- **Dice & Counters:** d6 and tokens for HP, Durability, AP, TP, and TH

Resources (Cheat Sheet)

- AP - Action Points (Survivor)
 - Used to attack, play/equip cards, use abilities.
 - Refresh: 3 AP at the start of your Survivor Phase (resets each turn).
 - No reserves: Unused AP is lost at the end of the turn.
- TP - Tactical Points (Survivor Reacts)
 - Used to play **React** cards and some instant tricks.
 - Quick Escape (core ability): Once per Zombie Phase, you may spend 1 TP to attempt an Escape roll against one zombie that is about to deal damage to your Survivor. On a success, negate that attack. On a failure, resolve it as normal. (Limit once per Zombie Phase.)
 - Refresh: 2 TP at the start of your Survivor Phase.
 - Reserve Rules: You may bank up to 1 unused TP into your TP reserve. This carries over and adds to your TP next turn.
- TH - Threat Points (Zombie)

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- Used by the Zombie player to spawn (pay ZTC) and power zombie-side effects.
- Refresh: 4 TH at the start of the Zombie Phase
- Reserve Rule: The Zombie Play may bank **any amount** of unused TH. However, at the end of each Zombie Phase, if they have more than 6 TH stored, they must discard 1 TH (decay).

Setup

1. Put your **Survivor** in your Survivor Zone (set HP).
2. Shuffle decks. Draw 5 from your Survivor Deck.

Mulligan (Optional, Once per Player)

If you don't like your opening hand, you may take a mulligan:

- a. Look at your 5 cards and choose any number of them to **keep** (for example, you might keep 3).
- b. Place the cards you **don't** want back into your Survivor Deck.
- c. Shuffle your Survivor Deck.
- d. Draw back up to 5 cards from the top of your Survivor Deck.

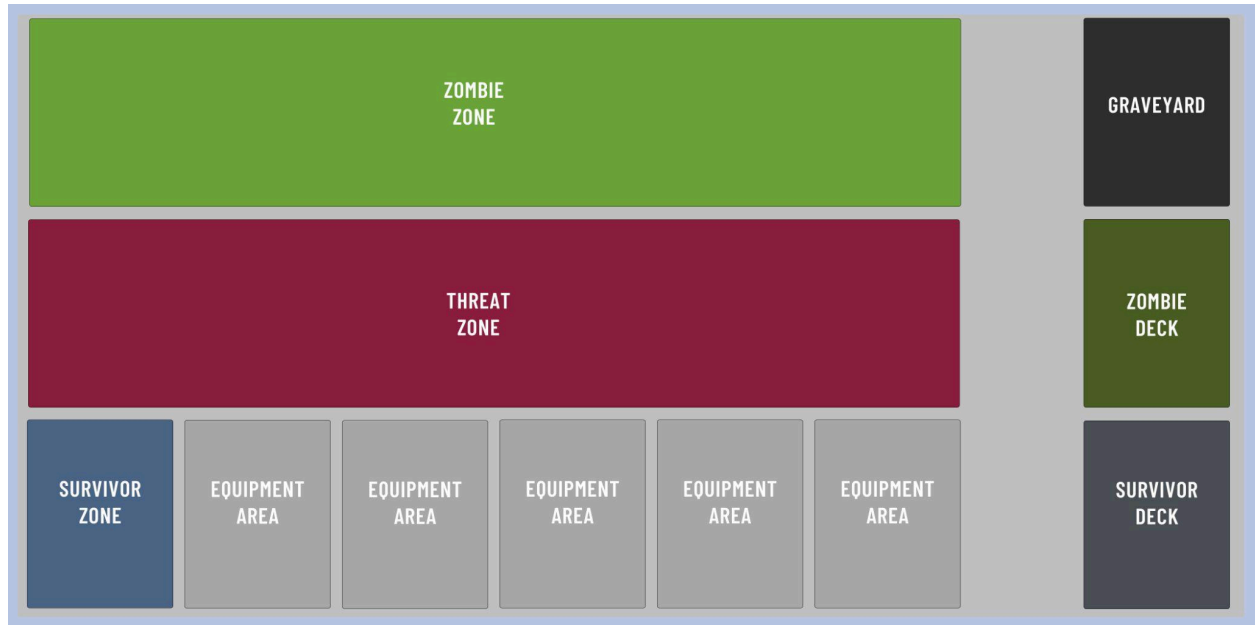
Both players may use this mulligan once at the start of the game, before the first turn begins.

3. First player's first turn: skip the draw step.

Zones (Cheat Sheet)

1. **Survivor Zone:** Where your Survivor card begins.
2. **Zombie Zone:** Where Zombies spawn.
3. **Threat Zone:** Where zombies advance to attack your Survivor.
4. **Equipment Area:** Where your equipped Weapon, Items, and Attachments go.
5. **Graveyard:** Discarded cards (KO'd Zombies, used Events/Items, etc).
6. **Exile:** Permanently removed cards.

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Turn Structure (every turn)

You and your opponent alternate being the Survivor/Zombie controller.

A) Survivor Phase (your turn)

1. **Refresh:** Ready cards. Gain 3 AP and 2 TP.
2. **TP Reserve:** You may carry over 1 unused TP from your last turn (max 1).
3. Draw 1 (except P1 T1).
4. **Spend AP** (typical cost 1) to:
 - Attack (with a Weapon or your Survivor's unarmed/base damage - check Range & Hit Roll/base roll rules).
 - Play/Equip Weapons & Items.
 - Play Events (your first event each turn may be free if your rules/card says so).
 - Use Abilities on cards.
 - Loot (discard 1 to draw 1).
5. **Reacts:** You may spend TP to play Reacts when their triggers occur. In addition to React cards, you also have the baseline Quick Escape option during the Zombie Phase (see Resources → TP).

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B) Zombie Phase (opponent acts)

1. **Refresh** Gain 4 TH.
2. **TH Reserve:** Any unused TH carries over. At the end of the Zombie Phase, if more than 6 TH are stored, discard 1.
3. **Spawn:** The Zombie player may pay TH equal to a Zombie card's ZTC (Zombie Threat Cost) to spawn it into the Zombie Zone. There is no limit to how many Zombies may be spawned per turn, as long as the Zombie player can pay their TH costs. (For example: With 6 TH, you could play two 3-cost Brutes, six 1-cost Walkers, or a Boss if allowed.)
 - Summoning Sickness: Newly spawned cannot advance this turn unless they have **Fast/Haste**.
4. **Advance:** At the start of this step, all Zombies in the Zombie Zone **must** move forward into the Threat Zone (unless restricted by a card effect). Zombies already in the Threat Zone do not advance further.
5. **Attack:** Zombies in the Threat Zone attack if able.
 - Before an individual zombie's attack resolves, the Survivor may use Quick Escape (1 TP, once per Zombie Phase): roll a d6 vs that zombie's Escape Difficulty (ED). On success, the attack is negated; on failure, resolve it as normal.
6. Resolve any zombie-side abilities/effects.

End of Turn: "Until end of turn" effects expire. Roles swap.

Combat Basics:

- **Hit Roll:** If a Weapon shows "🎲 X+", roll d6; **hit on X+**. If no Hit Roll is printed, it hits by default.
- **Unarmed / Base Damage Attacks (no Weapon equipped):**
 - Your Survivor can attack even without an equipped Weapon, using their printed base damage.

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- Unarmed attacks are **melee range by default** – they can only target enemies in melee range (e.g., Threat Zone) unless your Survivor card specifically says otherwise.
- Before you roll, choose a single number from 1 to 6.
- Roll 1d6. You only hit if you roll **exactly** the number you chose.
- On a hit, deal your Survivor's base damage. On a miss, the attack does nothing (but you still spent the AP).
- **Damage & HP:** Apply damage; at 0 HP a Zombie dies (to Graveyard). Survivor at 0 HP loses.
- **Escape Rolls:** Roll a d6 vs a zombie's Escape Difficulty (e.g., "4+"). Some cards/effects call for this. You may also initiate one Escape roll each Zombie Phase via Quick Escape (costs 1 TP; see Resources → TP). Success = avoid/negate as specified; failure = the effect/attack proceeds.

First Game Tips

- Equip a Weapon early.
- Use **TP** for clutch Reacts (saves & interrupts).
- Remember: your opponent controls Zombies during your turn's Zombie Phase.
- You can attack on Turn 1 - if your opponent (the Zombie player) spawns a Zombie into your Zombie Zone during your Zombie Phase, it becomes a valid target immediately. Melee weapons can hit the Threat Zone. Ranged weapons can also shoot into the Zombie Zone.
- Have plenty of dice on hand, you'll use them to track Zombie HP, Weapon and Item durability, status effects, and more.
- Quick Escape doesn't move your Survivor, change zones, or grant Cover. It just tries to negate one attack. You can't use Quick Escape more than once per Zombie Phase. If another effect already negates that same attack (e.g., a React that cancels it), you don't also Quick Escape it.
- Equip a Weapon early. + Unarmed attacks are risky - you must call and roll an exact number - so Weapons are your main reliable way to connect. Use TP for clutch Reacts (saves & interrupts).