

Card Game

Official Rulebook Version 1.0

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What is the Slugterra Card Game?

With the Slugterra Card Game you can take part in the exciting slugslinging action seen in the Slugterra TV Show and Movies.

In this game, two players Sling it out using Slugs found in Slugterra, Shane Cards, Fusion Cards, Equipment cards and more

The goal is to defeat your opponent's Slugs and be the first to drop their opponents Life Points to 0.

Everything needed to be a Slugslinger is included in the starter deck. However, there are several more cards to collect from booster packs that will help you customize your deck and increase your slug power.

This is the Official Rulebook to the Slugterra card game created by SKGaleana. Read this book if you are learning how to play or if you need an answer to a question. Keep the rulebook handy during your games to make sure you and your opponent are following the rules.

Slugterra is licensed by Nerd Corps I am not affiliated with them. I simply created a game I thought would be fun.

Nerd Corps Entertainment: <http://www.nerdcorps.com/>

About the Game

Create a Deck

Choose your favorite cards and customize your very own deck. Every Slugslinger will have their own unique Arsenal of cards making game play fun and exciting

Become a Great Slugslinger

If a card is not powerful enough on its own, increase its power with blasters, shane cards, or upgrades



Upgrade with Booster Packs

Booster Packs will help you collect the cards you need to make a slugtastic deck and not a Flopper. New cards may be released upgrading the rules of a slug duel!



Getting Started

Things You Need to Duel

I. Main Deck

Customize your deck with your favorite cards

1. Deck must contain up to 60 Cards
2. You can only have a certain number of cards based on its rarity

Legendary Rare - 1 per decks*

Ultra Rare - 1 per decks*

Extremely Rare and Rare - 2/decks*

Uncommon and Common - 3/decks*

*decks refers to all the decks combined

II. Equipment Deck

This deck will contain equipment cards that can be played during the game.

1. You can have up to 20 cards in this deck
2. The Equipment deck can only contain Equipment Cards
3. These cards are not counted toward the 60 card Main Deck

III. Fusion Deck

This Deck will only contain Fusion Cards.

1. You can have up to 5 cards in this deck
2. The Cards must be Fusion Cards
3. These cards are not counted toward the 60 card Main Deck
4. This deck is optional and not included in the starter deck

IV. Additional Items

1. Coin

Some attacks require a coin toss. If you have these cards be sure to have a coin ready to toss. It needs a Heads and Tails.

2. Six-Sided die

Just like the coin, some attacks require a roll of the dice. Be sure to have one with the numbers 1-6

3. Damage Counters

Keep track of the damage on your slugs. These are included in the starter deck

4. Status Marks

Is your slug poisoned? Is your slug KO'd? The Status Marks will help keep track of the status of your slugs. These are included in the starter deck

5. Calculator

Life Points and Slug Points change during a Duel. Use a calculator to keep track of your points. You should also keep track of your life points on paper to be extra careful

6. Card Sleeves

When assembling the cards, use card sleeves to make it easier to handle your deck

Getting Started

Game Mat

The Game mat is to help organize your cards during a duel. Each Card has its own place.

Each SlugSlinger will need their own mat if they wish to use one.

These Mats are called "The Cavern"



1. Main Deck

Your Main, 60 card, deck goes here facedown. You will draw cards from this deck each turn. If a card requires you to show a card or look at the deck, you will shuffle the deck.

2. Fusion Deck

This is where you will have your Fusion Deck. The cards will be shuffled and placed facedown. To draw from this deck you must discard a card from your hand. You may only draw from this deck once per turn

3. Equipment Deck

Your Equipment Deck goes here facedown. You can choose to draw from your main deck or your Equipment Deck at the beginning of your turn. This counts as your Main card draw.

4. Discard pile

All cards that are used, defeated, or completed are discarded in this pile face up.

5. Active Equipment

Any Equipment that is active is placed here. You have 4 spaces available to play equipment cards such as blasters, slug shells, and upgrades

6. Active Shane Cards

Some shane cards may remain active during play. Place these cards here. Limit of 4

7. Arsenal

Build up your arsenal of slugs in this area. These slugs are not active but you can play energy and upgrades to get them ready

8. Active Slugs

All Active Slugs go here. Normally there is only one active slug but if you play a fusion move or other options in the game, you will need the extra spaces

Game Cards

How to Read a Card

I. Slug Cards



1. Element

Every slug in Slugterra has specific attributes that represent different elements. Their attacks coincide with their element. In Slugterra there are 12 different elements.



2. Species

There are many different Species of Slugs and each species has different attacks

3. Energy Cost

In order to attack, your slug must be fully charged with slug energy. How many you need to attack is stated in this area.

4. Attack Name

The name of the attack will be shown here.

5. Attack Info

Read here for any requirements, tasks or benefits that must be completed or be included in the attack. Some attacks may require a flip of a coin or the roll of a dice.

6. Slug Points

Slug points are the Life Points of your slugs. Once these are gone the slug is discarded and the remainder of the attack is then placed on your Life Points.

7. Transformation

At this point there are 2 Transformations: Velocimorph and Megamorph. Each require your slug being shot from a blaster at 100 MPH or 200 MPH

The protoform is the slugs regular form

8. Attack Points

Attack points are the strength of your attack. This number is how many Slug Points (SP) or Life Points (LP) the attack will remove from your opponent's slug or your opponents Life points.

Game Cards

How to Read a Card

1. Slug Cards, cont.



9. Rarity

Each slug has a rarity mark. The harder it is to find, the more rare it will be. Use the guide below to determine the rarity of your slug

- Common - Copper and Navy Blue
- Extremely Rare - Yellow and Navy Blue
- Uncommon - Blue and Navy Blue
- Ultra Rare - Gold and Gold
- Rare - Silver and Navy Blue
- Legendary Rare - Purple

10. Card Number

In Each Series, there will be a number so that you can track how many of them you have from that set

11. Slug Level

This is the level of your slug. The slug level will effect some attacks, Shane Cards, Megamorph and Fusion moves. Lower level slugs will not be able to complete certain tasks, or Lower Level may not be affected by certain attacks. Read cards for details when Levels come into play

12. Slug Info

Each Slug may have a weakness or resistance to a certain element. Be sure to check this area before you attack or when you are being attacked.

This is also the area that will tell you what it will cost to retreat the active slug and replace it with another.

Game Cards

How to Read a Card

II. Shane, Equipment and Energy

1. Card Type

★ Shane Cards

2. Card Name

Button and Spinks

3. Card Details

Discard a slug from your hand and retrieve from the discard pile the number of slug shells equal to the Skill Level of the slug discarded.

4. Rarity

1. Card Type

At the top of all cards (except for Slug Cards) The type of card will have the Name and the symbol of the type. Shane cards are detailed with the Shane star. Equipment cards have a gear, fusion cards have 2 arrows and energy cards have an energy burst.

2. Card Name

Name of the card depicting locations, people, events, chores, and other tasks that you will find from the Slugterra TV Show and Movies.

Some cards will not have a card name.

3. Card Details

The Card Details will vary from cavern to situation. Follow the instructions posted in this section to better enhance your chances of winning.

Some cards may not have details.

4. Rarity

Just like slug cards, Shane cards, Equipment cards, and fusion cards also have a level of rarity. Use the table to determine the rarity of your card



Common - Copper and Navy Blue



Extremely Rare - Yellow and Navy Blue



Uncommon - Blue and Navy Blue



Ultra Rare - Gold and Gold



Rare - Silver and Navy Blue



Legendary Rare - Purple

Rarity is important because you can only put a limited amount of each card in your deck.

Legendary Rare and Ultra Rare - 1 of each card
Extremely Rare and Rare ----- 2 of each card
Uncommon and Common ----- 3 of each card

Anything without a rarity, you can have as many as you want as long as it stays within the deck building rules

Game Cards

How to Read a Card

III. Fusion Cards

1. Card Type



2. Attack Name

5. Energy cost

4. Attack details

6. Attack Points

3. Slugs required

7. Rarity

1. Card Type

At the top of all cards (except for Slug Cards) The type of card will have the Name and the symbol of the type. Fusion cards have 2 arrows in a circular motion.

2. Attack Name

The Fusion card has one attack. This is the name of that attack

3. Slugs Required

To attack with a fusion move you must have 2 slugs in play. A fusion card allows you to activate a second slug listed in this area to perform the fusion shot

4. Attack Details

This is what the attack will do or look like when executed. It may state any special abilities or information the attack could produce.

5. Energy Cost

This is the amount of energy needed to perform the fusion shot. It is the combined energy attached to the two active slugs

6. Attack Points

This is the Amount of Damage the Fusion shot will do once the attack is successfully performed

7. Rarity

Just like slug cards, Shane cards, and Equipment cards, fusion cards also have a level of rarity. Use the table on the previous page to determine the rarity of your card.

Game Cards

What Is

1. What is a Slug Card

A Slug Card is your Arsenal. These are the slugs you battle with, Slugs can be played as active slugs or they can get ready for battle in the Arsenal. These are used to defeat your opponents. Slug cards are the ammo for your blaster and best friends to the best slugslingers.

A. Protoform Slugs

Protoform Slugs are slugs in their normal state before they are shot through a blaster or reach speeds of 100 or 200 miles per hour

The attacks power of these slugs is lower and take less energy but never take a protoform for granted they can still take SPs and LPs



B. Velocimorph

Velocimorph Slugs are slugs that have been shot from a blaster or have reached 100 miles per hour.

Their attacks are much stronger but only last while they are in Velocimorph form.

To play a velocimorph you must place this card on their protoform and have the required equipment (an active blaster and Slug Shell). When not active, this card is placed behind the Protoform Slug and moved to the front when the slug is shot from a blaster



C. Megamorph

Megamorph Slugs are slugs that have been shot from a blaster or have reached 200 miles per hour.

Their attacks are much stronger but only last while they are in Megamorph form.

Only slugs that have reached a level of 4 or more can be shot as a Megamorph.

To play a megamorph you must place this card on their velocimorph and have the required equipment (active blaster, slugshell, and an accelerator or Mechabeast).

When not active, this card is placed behind the Protoform Slug and moved to the front when the slug is shot from a blaster

Game Cards

What Is

2. What is a Shane Card

A Shane Card is a helping Card. These cards may grant you extra abilities, allow you to collect more energy, or whatever it may take to help defeat your opponent. When it is your turn, you can play as many of these as you want from your hand.

They have a silver yellow background and the Shane symbol is displayed in the top left corner

There are many different Shane Cards that you can place in your deck to help create a winning strategy.



3. What is an Equipmment Card

Equipment Cards are required elements you need to preform an attack, boost your skills or upgrade your machinery with accessories.

Blasters and slug shells are two of your most important Equipment Cards. Without those two cards, you cannot fire a slug (unless a slug or shane card will do it for you).

When it is your turn you may play as many equipment cards as you want, but remember your Active equipment area only holds four active cards.

You may discard an equipment card from the active equipment area and play another equipment card once per turn.

Every time you fire a blaster you lose a Slug shell. So be sure you have plenty of those in your equipment deck, along with other items you may need.



Game Cards

What Is

4. What is an Energy Card

There are two types of Energy in Slugterra: Slug Energy and Ghoul Energy. Slug Energy is what keeps the caverns alive and what gives your slugs and equipment power. Without it Caverns die.

Ghoul energy is the dark energy, which destroys caverns.

If you battle with Slugs, you must use slug energy. If you battle with Ghouls you must use Ghoul Energy. Ghouls and Slugs cannot coexist in the same deck, unless the ghoul has the power of illusion.



5. What is a Fusion Card

When two slugs are shot at the same time they can combine their powers and make a Fusion attack. This is very difficult to do and only the most skilled slugslingers can perform the move. A fusion card gives the slugslinger the ability to create the fusion combo.

To perform this Fusion move, you must have a blaster, double barrel equipment card (unless an Active card states otherwise), 2 Slug Shells, two compatible slugs and the Fusion card all in play. Once all these cards are in play and all the energy is accounted for, then you can perform the fusion move.

A staff, like the Unbeatable Master's, will not need a double barrel attachment to fire a fusion shot.

Once the Fusion move has been performed, the Shells and the Fusion card must be discarded. The SlugSlinger also chooses which slug becomes the active Slug.

You cannot perform another fusion move for 5 turns. This gives your equipment time to recharge.



How To Play

Let the Slugslinging Begin

1. Winning

There are 3 ways to win a Slugslinging Duel.

1. Your Opponent's life points (LP) reach Zero
2. Your Opponent runs out of cards
3. A Slug's attack says you win the game

The Duel is a draw if both players life points reach zero at the same time.

2. How to start

1. Write down 500 LP on a Piece of Paper. Use this Paper to keep track of your life points
2. Shake hands with your opponent
- 3 Shuffle your main deck of 60 cards. Let your opponent cut the deck and then place it face down in the Main Deck Location.
4. If you are playing with extra decks, which are optional, let your opponent count the cards to be sure they are at or under the specific amount (They cannot look at the cards). Shuffle them and then place them face down in their designated areas.
5. Once your Cavern is setup, flip a coin. Winner Chooses who gets to go first.

6. Each player will draw 6 cards from their main deck. This is your starting hand.

7. Each Player will place 1 Protoform Slug face down. (Only 1 slug is allowed to be active unless stated otherwise on specific cards.) If a player does not have a protoform slug, that player will show their cards to their opponent, shuffle their cards into the deck and draw 6 more. This will continue until the player gets a Protoform slug.

Once all 7 steps are completed both players flip their active Slug over and the Slugslinging Duel will begin.

3. Your Turn

A Slugslinging duel progresses in turns. Each turn consists of a series of Actions.

1. Draw a card from your main Deck or from your Equipment Deck.
2. These next actions can be done in any order you wish:
 - A. Build an Arsenal
 - B. Unlock Transformations
 - C. Attach Energy
 - D. Move an energy card
 - E. Activate Equipment
 - F. Play A Shane Card
 - G. Draw a Fusion Card
 - H. Retreat a Slug

How To Play

Let the Slugslinging Begin

3. Your Turn, con't

A. Build an arsenal - Place up to 4 protoform slugs from your hand into the Arsenal area. Your Arsenal can only hold up to 4 inactive slugs (transformations do not count as they are played on top of protoform slugs.)

B. Unlock Transformations - place transformation cards under a protoform slug. Transformations become active once a slug is shot from a blaster. The series of transformations go as followed:

--Protoform

--Velocimorph-must played on a protoform

--Megamorph-must be played on a velocimorph

Once a slug has been played, it must wait 1 turn before you can unlock transformations

You can unlock transformations as many times as you want in a turn.

C. Attach Energy - Attach an energy card to one of your slugs. This can only be done once per turn unless otherwise noted on a card.

D. Move an Energy Card - Once per Turn you can move 1 Energy card from one slug to another as long as the two slugs are not asleep, paralyzed, Dizzy or Knocked Out (KO'd)

E. Activate Equipment - Activate 1 or more equipment cards from your hand.

F. Play a Shane Card - You can play as many as you want as long as they are in your hand unless a card in play says otherwise.

G. Draw a Fusion card - You can draw a fusion card once per turn. you must discard one card from your hand to draw a fusion card

H. Retreat a Slug - You can retreat a slug once per turn. Everything attached to the slug, except for the cost to retreat, moves from the Active arena to the Arsenal or visa versa. There has to be a space open to retreat a slug.

3. Attack your opponent. This can be done in protoform or by firing a blaster to have your slug reach velocimorph or megamorph.

To fire your slug from a blaster you need to have an active blaster and an active Slug Shell, Unless a card in play states otherwise. The blaster and accessories will remain active until they are either knocked from your hand by your opponent's attack or you choose to discard it for another.

If a blaster is knocked from your hand all Accessories go with it. If you choose to discard the blaster, you keep all the equipment cards and replace it with the blaster of your choosing

Once you fire a slug, the slug shell is discarded.

How To Play

Let the Slugslinging Begin

4. Attacking

When attacking your opponent you must follow some simple rules

1. You must have the energy required attached to the slug. If an attack takes 4 energy, there must be 4 energy attached to the slug.
2. If you are firing a slug to reach velocimorph you must have an active blaster and an active slug shell, unless a card in play states otherwise. Once you attack, the slug shell must be discarded

If you are firing a slug to reach megamorph, you must have an active blaster, an active slug shell, and an active accelerator or meckabeast. Unless a card in play states otherwise. Once you attack, the slug shell must be discarded



To be able to reach transformations, velocimorphs are placed under protoform slugs until activated by a blaster. They are then placed on top until the attack is over, when they are returned to the back. Megamorphs are placed under the Velocimorph until activated by a blaster. They are then placed on top until the attack is over, when they are returned to the back. If no blasters and/or Slug shells are available, only protoform attacks are allowed, unless a card in [play says otherwise.

3. Check Weaknesses and resistance. If you are attacking a slug that has a weakness to your attacking slug's element then add 20 points to your slugs attack points Unless otherwise noted. If you are attacking a slug that has a resistance to your slug's element then subtract 10 from your slugs attack points unless otherwise noted.

4. After attacking your opponent's slug, your opponent will add damage counters to the slug equal to the amount of damage done by your slug's attack points



Example: If your slug does 60 damage, your opponent will place counters on their slug equal to 60. If this slug ever retreats, the damage will go with it.

How To Play

Let the Slugslinging Begin

4. Attacking

5. If an attack Sends a Slug to the discard pile with some attack points remaining, the slug then attacks the life points of your opponent.

Example: Your slug's attack points is 60 but the Slug points of your opponents slug is 30. Your attack will send that slug to the discard pile and take 30 life points from your opponent.

Hint: Track your life points on a piece of paper to prevent confusion or miscalculation

Once a Slug sent to the discard pile, the slug and everything attached to it must be discarded.

5. Skill Points

Each Card has a designated amount of Skill Points These points come in handy when using certain blasters, shane cards, equipment cards, or fusion cards. Your Slugs will earn skill points each time they reach the Velocimorph transformation.

How?

Each time your slug reaches the velocimorph transformation, place a skill Counter on your slug. For every two skill counters on your slug, your slug increases by 1 skill point

2 Skill Counters = 1 Skill Point

Each slug can reach a maximum of 7 skill points. Once the slug reaches Skill Level 7, no more Skill Counters can be added to the slug

Skill Counter



If a Slug is retreated, the Skill Points follow. If a Slug is sent to the discard pile, the skill points are discarded.

6. Defense Attacks

Some Slugs Have Defense attacks. If the slug is Active and being attacked by your opponent, You can use the defense attack. If it is in the Velocimorph or Megamorph transformation you must have an active blaster and Slug Shell already in play. Once you fire your slug for a Defense attack, you must discard the slug shell.



How To Play

Let the Slugslinging Begin

7. Health Status

Sometimes, in an attack, your slug's Health Status will be compromised. There are 5 different Injuries that can happen to your slug: Poisoned, Asleep, Paralyzed, Dizzy and Knocked Out (KO'd)

1. Poisoned - If your slug is poisoned, place the poison marker on your slug with the correct damage number.

Each time it is your turn, your slug will receive the amount of damage marked on the poison marker. The only way to cure your slug is by a healing slug or a shane card. If you retreat a poisoned slug it will still receive the damage each turn.



2. Asleep - If your slug is put to sleep, place the Asleep Marker on the Slug. If your active slug is Asleep, you can't attack or retreat. Once the slug is attacked or healed it will wake up and no longer be asleep. Remove the marker and continue the game



3. Paralyzed - If your slug is paralyzed place the paralyzed marker on your slug. You can't attack or retreat when your slug is paralyzed.

A Paralyzed slug loses 1 turn. After the 1 turn you can remove the paralyzed marker.



4. Dizzy - Dizzy makes it harder for you to attack. If your slug is dizzy and you attack

your opponent, flip a coin. Heads: your attack is successful. Tails: Your attack fails. Dizzy last for 3 turns unless healed by a slug or shane card



5. Knocked Out (KO'd) - If your slug is KO'd, place the KO'd marker on the slug. A KO'd slug can't attack or retreat. The Slug remains KO'd for as long as the attack dictates. Once the time is up, remove the marker and continue with the game.



Only the slugs have a Health Status. Your life points are unable to receive these injuries.

Once a Slug is Discarded the slugs are no longer affected by the injuries



Deck

Starter Deck or Build Your Own

I. Starter Deck

You can either start with a starter deck or build your own.

The Earth and Fire Starter Deck includes:

- 1 Infurnus (Protoform)
- 1 Infurnus (Velocimorph)
- 3 Flaringo (Protoform)
- 2 Flaringo (Velocimorph)
- 2 Forgesmelter (Protoform)
- 1 Forgesmelter (Velocimorph)
- 3 Flopper (Protoform)
- 1 Flopper (Velocimorph)
- 3 Diggrix (Protoform)
- 2 Diggrix (Velocimorph)
- 3 Arachnet (Protoform)
- 2 Arachnet (Velocimorph)
- 3 Rammstone (Protoform)
- 1 Rammstone (Velocimorph)

22 Slug Energy

10 Shane cards

Equipment Deck:

15 Slug Shells

5 Blasters

The Starter Deck doesn't include a fusion deck

II. Build your own Deck

To build your own deck:

1. The Main Deck must have 60 cards
2. The equipment Deck can't have more than 20 cards
3. The Fusion Deck can't have more than 5 cards

A. Main Deck

1. Choose between a Ghoul Deck or a Slug Deck. Ghouls and Slugs can't coexist in the same deck unless a ghoulish slug has the power of illusion.

A Ghoul Deck will use Ghoul Energy, Dr. Blakk help cards, and Ghoul Equipment Cards.

A Slug Deck will use Slug Energy, Shane Cards, and regular Equipment Cards.

Choose your deck wisely.

2. The Main Deck is made up of Energy Cards, Shane Cards, Dr. Blakk Cards, Protoform Slugs, Velocimorph Slugs, Megamorph Slugs, and all Other cards that do not fit in with the Equipment Deck or Fusion Deck.

To build this deck take into consideration how much energy you will need to perform attacks, how many Protoform slugs you will need to attack and upgrade, & the Shane cards to help your deck along. Create your Arsenal to fit your needs.

The Starter Deck has the suggested amount of cards to begin play. Adjust as you see fit.

Deck

Starter Deck or Build Your Own

II. Build your own Deck...

A. Main Deck

Building your very own deck will take time. You must see what works for you, choose the Slugs you most desire and change it when you find something that doesn't work.

To get new cards, SKGaleana has Booster Packs Available on their site. Each Booster Pack contains 8 random cards. They range from Slug Energy to Fusions Cards. There is guaranteed to be at least 1 Rare or above card in every Booster Pack.

3. Each slug has a rarity mark. The harder it is to find, the more rare it will be. Use the guide below to determine the rarity of your slug



Common - Copper and Navy Blue



Extremely Rare - Yellow and Navy Blue



Uncommon - Blue and Navy Blue



Ultra Rare - Gold and Gold



Rare - Silver and Navy Blue



Legendary Rare - Purple

Rarity is important because you can only put a limited amount of each card in your deck.

Legendary Rare and Ultra Rare - 1 of each card
Extremely Rare and Rare ----- 2 of each card
Uncommon and Common ----- 3 of each card

Anything without a rarity, you can have as many as you want as long as it stays within the deck building rules

B. Equipment Deck

Once you have the main Deck ready with all 60 cards and the selected number of each card including Energy, Shane or Blakk cards and Slugs or Ghouls, it is time to create the Equipment Deck.

The Equipment Deck can't have more than 20 cards. It can only contain Equipment cards such as Blasters, Slug shells, Accessories, and anything else with the Equipment Symbol in the upper left hand corner.



Remember, you need a slug shell every time you fire your blaster (Unless otherwise noted on an Active Card). Make sure to have plenty of these in your equipment deck.

You also need blasters capable of being upgraded. If a blaster can't be upgraded it can't use Accessories, it can only fire slug shells, nothing more. The Blaster card will state if it is upgradeable or not.

Blasters can be knocked from your hands, explode, or just stop working. Be sure to have a few on hand to play. Without an active blaster, your slugs may not be able to reach a Velocimorph or Megamorph state.

Equipment cards may be placed in the main deck, but only Equipment cards can be placed in the Equipment Deck


Deck

Starter Deck or Build Your Own

II. Build your own Deck...

C. Fusion Deck

The Fusion Deck can only hold up to 5 cards.
The cards can only be Fusion cards.

Fusion Card Symbol: 

Be sure your Fusion cards use the slugs in your deck.

To use a Fusion card, your slugs must have, at the very least, the Velocimorph attached, all Energy required to perform the shot, an activate double barrel accessory (unless otherwise stated on an active card), an activate blaster and 2 activate Slug Shells.

Remember to follow the rules of Rarity when making the Fusion Deck, Equipment Deck and Main Deck.

The limit is for all Decks combined.

Legendary Rare and Ultra Rare - 1 of each card
Extremely Rare and Rare ----- 2 of each card
Uncommon and Common ----- 3 of each card

Anything without a rarity, you can have as many as you want as long as it stays within the deck building rules

Any Questions or comments, please feel free to contact SKGaleana through their blog.

<http://www.SKGaleana.com>

