



\*Disclaimer: Rulebook up until the first edition release will constantly be updated so make sure to revisit the website and keep an eye out for the latest edition

#### What is DYNASTY TCG?

Dynasty TCG is a Battlefield simulation trading card game, our goal is to provide the player with a simulated battlefield experience where you become a commander taking charge of an army, ready to clash against other commanders.

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# What is the Aim of the game?

Defeat the opposing commander by reducing their Health from 50 to 0. However, there are some special win conditions which are:

- If you and your opponent reach 0 health at the same time: the game results in a draw
- Player has 0 cards left in deck. The moment they reach this point they lose.

## What You Need to Play the Game

- A deck consisting of 50-60 cards
- Optional side deck consisting of 0-15 cards that you can use to swap with cards in your main deck in between different games
- Dice or Pen and paper to make sure you can keep track of health and strength of units and player health

## How to Begin a Game

- Both you and your opponent shuffle your decks and place them face down in the respective deck zone
- Then you find a method to decide who is player 1 and 2
- Then you both draw 6 cards to begin the game, during which player 1 will gain 10 resources.
- You then run through the phases until a winner is crowned

## Phases

Each turn is broken into phases. Some of these phases have an effect which occurs immediately as that phase starts. The phases are:

- Income phase: The active player's resource total is set to 10.
- Standby phase
- Draw phase: The active player draws a card.
- Retreat phase: The active player may play any number of non-attached cards in retreat zone 1 without paying their cost. Then, each unit in retreat zone 1 is moved to the hand, and each unit in retreat zone 2 is moved to retreat zone 1.
- Skirmish phase
- End phase
- Restoration phase: Each reinforcing unit is moved back to their reserved positions and is moved into the attack position, and the active player discards cards until they have 7 or less cards in their hand.

## Example of How a Game Begins

- Both players draw their 6 cards player 1 gains 10 resources and player 2 does not.
- Both players decide who will be going 1<sup>st</sup> and 2<sup>nd</sup> on however they wish to decide. (Dice, rock paper scissors, coin flip)
- Both players get to mulligan (shuffle any number of cards back into deck and draw the same amount) – reference full explanation in the rulebook
- Player 1 will draw 1 card and then enter their skirmish phase; however, they cannot attack this turn.
- Player 1 will then enter their end phase where the turn will be passed to player 2
- Player 2 will draw 1 card and gain 10 resources
- Player 2 will then enter skirmish phase where they will be able to battle and utilise other mechanics in the game
- During players 2 turn if player 1 has cards to play they may play them
- Once player 2 completes all actions they pass the turn
- Player 1 then draws a card and the cycle repeats

Here is a YouTube Tutorial of how the current game of Dynasty TCG is played

[https://youtu.be/wywKFX3DMLc?si=FdlR43j\\_xNAzLqlx](https://youtu.be/wywKFX3DMLc?si=FdlR43j_xNAzLqlx)



# Understanding The Game Mat



The Battlefield or “field”: This is where you deploy your “unit” and “structure” cards, only one unit card can be placed into a unit zone.

The Environment zone: Where you can play 1 environment card

The Discard pile: For any order, traps, structure, environment, items, and unit cards that are destroyed, defeated, or discarded.

The Deck zone: Where you place your deck face down at the start of the game!

The Retreat zone(s): Where you send unit cards before they return to the hand or onto the field as re-deployed.

The Trade Centre: This is where you buy and sell cards for resources.

## How to Read Our Cards



1. Number of resources it costs to play the card.
2. Number of resources it would gain the player when sold.
3. Ability of the card.
4. The Kingdom a unit is a part of.
5. Name of the card.
6. What type of card it is.
7. How much range a card has.
8. How many times a unit can move.
9. The strength of a card.
10. The health of a card.
11. What set the card was a part of and what number in the set it is.

# Different Types of Cards in Dynasty TCG

## Units



Basic units: These are units that are most common cards for people to play onto the field, some have effects some don't



Champions: These are strong unit cards that can level up into even stronger battle champions when you achieve their level up condition



Battle champions: These are strong unit cards that level up from their base champion



War champions: These are super strong unit cards that level up from their Battle champion and with the specific order card in hand.

## Environments



- These are cards that have effect that begin the moment they are played and don't stop unless they are removed from their zone.
- Environment cards cannot be retreated or be in the retreat zone. They must be removed from the field zone by a card effect. This is not a legal target to attack as it is not in any unit zone.

## Structures



- Structures have a pseudo health which is called “durability”.
- Excess damage that would be dealt to a structure is dealt to a unit supporting that structure instead. If there is no such unit, or if excess damage is dealt to that unit, that damage is dealt to the structure's controller instead.
- Structures cannot move unless specified.
- Structures cannot reinforce as they are not units. If the opponent wishes to attack the player but there is a structure in the lane, the opponent must destroy the structure first.
- Structure cards cannot be retreated unless through specific effects.

## Items



- These cards are equipped to units by, placing the card under a unit in a horizontal position (rotated 90 degrees clockwise).
- If a unit is to retreat whilst holding an item, you must pay the cost of the item card to bring the item back with the unit. Whilst retreating if you cannot pay the cost of item then it gets sent to discard pile.
- Items can only be equipped onto a unit during your turn unless otherwise stated on the card. You can only equip items to your own units unless otherwise stated on the card.
- If a unit with an attached item card is sent to the trade centre to be traded in, you can also trade in the item card at the same time.

## Orders



- Order cards can be played whenever you like on your opponent's turn or on your turn during any of the phases apart from the resolution of attacks.
- Order cards cannot be retreated unless through specific effects. If it has been retreated the order must be added back to hand and cannot be played from the retreat zone.
- Order cards may also have special conditions to meet before being able to play them such as the order cards for levelling up battle champions to war champions.

## Priority and the Stack

The “priority and the stack” system is how the game determines who is allowed to take actions and when. Please remember that while this system is always how the game works under the hood, players don't need to refer to it at all during gameplay, unless they're resolving a rules dispute.

1. Players can take actions whenever they have priority. At the start of each phase, the active player gains priority. When a player is done taking actions, they can pass priority to their opponent.
2. Whenever an action is taken, it's put onto the stack. The stack is a first-in, last-out data structure. Essentially, the action that was most recently taken will be the first one to resolve. When an action resolves, it leaves the stack. Think of a physical stack of cards. You can only access the top of the stack. When you put a card on the stack, or when you take a card off, you're only ever touching the card on top. When a card is played, it's put onto the stack, and when a card resolves, it's taken off the top of the stack. The same is true of activated and triggered card abilities.
3. Whenever priority is passed to the player who controls the top action of the stack, that action resolves. Whenever it's passed to the active player while the stack is empty, the turn goes to the next phase.
4. Whenever a player has priority, they can pass priority to their opponent.

## Actions

Actions can be taken by a player whenever they have priority. They use the stack.

- Whenever a player has priority during their skirmish phase while the stack is empty, that player can have a unit they control Attack.
- Whenever a player has priority during their skirmish phase while the stack is empty, that player can have a unit they control Reposition.
- Whenever a player has priority, that player can have a unit they control Retreat.
- Whenever a player has priority, that player can have a unit they control Reinforce the unit it's supporting.
- Whenever a player has priority, that player can activate a card's ability if they control that card, so long as it's their skirmish phase and the stack is empty.
- Whenever a player has priority, that player can play a card from their hand if it's their skirmish phase and the stack is empty, or if that card is an order.

## Attacking

- Units can attack other units controlled by a different player.
- Attacks are either Direct or Indirect.
- Units can't attack unless they're in attack position, and they can't attack in a lane where an attack has been declared that turn.
- Units can only attack once per turn.
- If the state of the board has changed whilst in the declaration of an attack, the attacking player may redeclare the attack within that lane.

### Direct and Indirect attacks

Direct attacks can only be declared if the opposing lane of that unit is empty.

Indirect attacks target one unit or structure. The set of possible targets for an Indirect attack is defined as follows:

- Each unit and/or structure controlled by the opponent in this lane, who is in the range of this unit is a legal target.
- Each unit and/or structure controlled by the opponent in this lane, where there isn't another unit in between this unit and that unit and/or structure, is a legal target.
- Some rules or effects will allow for a unit to target a set of units and/or structures for an attack. Those units and/or structures are legal targets.
- All other objects are not legal targets.
- An Indirect attack can't be declared if there aren't any legal targets to attack.

The unit being targeted by an Indirect attack is “the defending unit”, and “the unit being attacked” for the purposes of an attack, and that unit is “defending”, for the duration of the attack action remaining on the stack. The defending unit “defends”, and “is attacked” when the attack action is put onto the stack. The same applies for structures.

### **United Attacks**

As a Direct or Indirect attack is declared, the attacking player can choose any number of units which are in the same lane as the attacking unit. Each unit chosen this way and the leading unit are all put into the united attack. Once chosen, all the strength of the units is given to the leading unit.

- Each unit put into this attack unity is considered to have attacked. They’re all considered to be attacking for as long as they’re in the attack unity.
- Units can’t be in multiple attack unities unless through card effects
- The “leading” unit is the unit at the front of the united attack.
- A unit in a united attack isn’t necessarily considered to be supporting each other unit in that unity.
- Each unit in a united attack is “attacking” for the duration of the attack remaining on the stack.
- Each unit “attacks” when the attack action is put onto the stack. The leading unit is “leading an attack” for the duration of the attack action remaining on the stack.
- A unit can’t lead or be led by itself.

### **Resolution of attacks**

- As the resolution effect of a Direct attack, the leading unit of the attacking unity deals damage equal to the total strength of units in the unity to the opponent.
- As the resolution effect of an Indirect attack targeting a unit, the leading unit of the attacking unit deals damage equal to the total strength of units in the unity to the defending unit.
- Excess damage that would be dealt to an attack position unit this way is dealt to that unit’s controller instead.

- Excess damage that would be dealt to a reinforcing unit this way is dealt to the unit being reinforced instead.
- Excess damage that would be dealt to the reinforcing unit this way is dealt to the unit that is being reinforced. This isn't considered damage prevention.
- If the defending unit is in attack position, and it's in the same lane as the leading unit of the attacking unit, it deals damage equal to its strength to the leading unit of the attacking unit. This is called retaliation damage.
- Any excess battle damage from retaliation damage is dealt to the controller of the attacking card. If the defending unit is not in the same lane as the attacking unit, it does not deal any retaliation damage back.
- At the resolution effect of an Indirect attack targeting a structure, the leading unit of the attacking unit deals damage equal to the total strength of units in the unity to the defending structure. If there is no such unit, or if excess damage is dealt to that unit, that damage is dealt to the structure's controller instead.
- Excess damage that would be dealt to a structure is dealt to the unit supporting that structure instead.
- Whenever the target of one or more attacks becomes illegal, before the resolution of an attack, the player of those attacks may redeclare them. Attacks that weren't redeclared immediately this way are negated.
- Whenever a non-leading unit within a united attack leaves during the declaration, the strength of that card is taken away from the leading unit.
- Whenever a leading unit within a united attack leaves during the declaration, the player may choose to attack again by choosing a different leading unit within the same lane. The player must redeclare the attack and attacks that weren't redeclared immediately this way are negated.
- Any battle damage that would put a unit's health to 0 is regarded as "Critical battle damage". If a unit cannot take critical battle damage, their health stays at 1.

## **Movement/Repositioning**

Units can move/reposition up to the number of movements it has which is located at the top right of a card. When a unit repositions, it's either moved into an adjacent battlefield position (e.g. From A1 to B2), or the battle position of that unit changes (e.g. From Attack to Defence).

Units that are in the same lane, cannot swap positions unless by an effect.

Reinforced and reinforcing units can't move, change battle position, reposition, retreat, or reinforce. If a reinforced or reinforcing unit changes battlefield position, or leaves the battlefield, or changes unit position, the reinforcing unit stops reinforcing. Units may move 1 zone in any direction up, down, left, right, diagonal in any direction if no other units are occupying the zone.

- You cannot move onto opponents' field.
- Structures cannot move unless specified.
- Units can only move on your turn unless otherwise stated by a card effect.

## **Retreating**

Some rules or effects might cause a unit to "Retreat". Players can take this action during the opponent's turn as many times as they like. They can also have their units retreat on their own turn as many times as they like. As an additional cost to take this action, the actioning player must pay resources equal to the resource cost of the unit being retreated.

When a unit "Retreats", it's sent into "Retreat Zone 2" first. At the beginning of a player's turn, during the retreat phase, any card that is in Retreat Zone 2 gets moved to "Retreat Zone 1". Any unit that is in "Retreat Zone 1" may be re-deployed anywhere onto the battlefield without paying the cost or added back to the hand.

- If a unit was the target of an attack and has retreated, the attacking player may redeclare that attack.
- You can have more than 1 card in a retreat zone at the same time.

## **Selling and Buying**

Whenever a player has priority during their skirmish phase while the stack is empty, that player can Sell a card from their hand. Players can only take this special action once per turn.

When a player "Sells" a card, it's sent from whatever zone it was into the trade centre. That player gains resources equal to that card's trade value which is located under the resource cost.

Whenever a player has priority during their skirmish phase while the stack is empty, that player can "Buy" a card in their trade centre.

When a player “Buys” a card from the trade centre, they pay resources equal to that card’s resource cost not the trade value. If they do, the card is added to their hand. A player may conduct this action as many times as long as they can pay the resource cost to buy the card.

## Mulligan

After drawing an opening hand, players can take a mulligan. To take a mulligan, send any number of cards to the deck, shuffle the deck, then draw that many cards, then shuffle your deck. If a player took a mulligan, each player who didn’t may draw a card.

## Hand size

During the end phase, if a player has more than 7 cards in their hand, they must discard cards until there are 7 or less in their hand. This can be on both players turn.

## Searching/looking at the deck and revealing

When you search, you must reveal the card then shuffle your deck afterwards. To reveal means to show all players.

If a card mentions a specific kingdom, E.G “Dragons” in the card effect, units that have what is show in the picture below are what it is referring to -



- If you look through your opponent’s deck you must shuffle it afterwards. If you “look at the top 3 cards” for example you do not to shuffle their deck.

## Levelling up champions

When a level up condition is met, search the battle or war champion version of that card from either your hand, deck or discard pile (your choice). Place the new champion on top of the base champion.

When a champion levels up, all previous damage and effects are removed as well as all buffs from card effects. Items however carry through to the new battle or war champion, as well as any actions conducted during the turn such as moving and attacking are applied to the card.

- E.g. If the base champion moved and attacked, then levelled up the “battle champion” cannot move or attack.

Levelling up a champion cannot be interrupted. The moment the unit meets its condition to level up; it can happen even if it is on the opponents turn. Neither player cannot do anything to respond to the activation of a level up being met.

- E.g. If Yang Bei successfully has his condition met and the player controlling Yang Bei declares his level up, both players cannot do anything within the stack until the battle champion is deployed onto the field.

There are also war champions. They are still units that must go into the main deck, but you can only play 1 War champion.

War champions can still be played as a unit from hand by paying the cost but with no effect just like battle champions.

To level up to these units, the player must control the battle champion of the war champion (Xian battle champion for Xian war champion) and then play the war champion from the hand whilst paying the cost of the card to level it up.

Once the war champion has been deployed, your opponent cannot play anything in response to the deployment of the war champion.

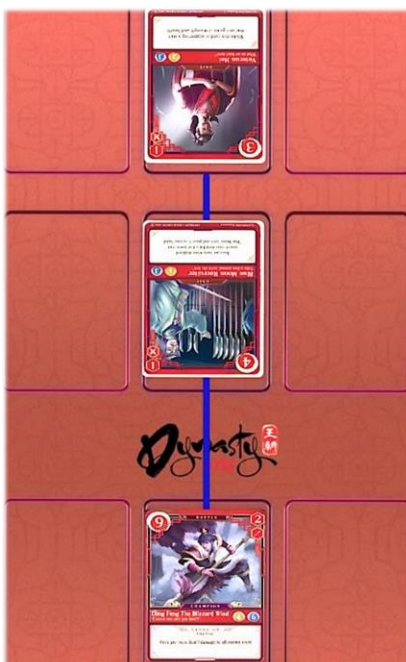
## Deployments

Normal deployment: where you pay the cost of a unit or a structure and play the card directly from your hand onto the field.

Re-deployment: When a unit that has originally been deployed, being deployed from the retreat zone.

Heavy deployment: When a unit needs to meet specific conditions that is not a level up to be played.

## Range of cards



The range shows the targetable area for unit cards to deal damage and target for effects. Range does not come into effect until there is a unit a player wishes to attack, which is behind another unit or structure.

For example, here we have a Lung Feng, a Blue Moon Recruiter and a Veteran Hei. Player 1 wishes to attack player 2's Veteran Hei. Player 1 can do this because Lung Feng has a range of 2.

If Lung Feng did not have a range of 2, or Player 2's units were 1 row back then Player 1 would not be able to attack into Player 2's Veteran Hei.

If there was no Blue Moon Recruiter, any unit with any range that is in the same lane as the Veteran Hei, could attack it.

## Once per turn effects

“Once per turn” refers to effects being able to activate only your turn and not during your opponent’s turn.

“On either players’ turn” you may activate the effect on both you and opponents turn.

“On your opponents’ turn” is just when your opponent’s playing.

## Reinforcing

The action of reinforcing means to rotate the supporting unit 90 degrees clockwise (Putting it in defence position) and place it on top of the unit. This can be done only on the opponents turn.

The reinforcing unit is now acting as a shield and will now be the target of the attack instead of the original target. (Reference figure 1)

After damage calculation, if your reinforcing unit is not destroyed it remains in this position until the end phase where it will return to its original position. Whilst it’s still in this position it is still protecting the leading unit.

Units that reinforce are considered to have been “in battle”.



\* Figure 1

## Unit positioning and changing battle position

Attacking position: when a unit card is played in portrait orientation and is allowed to attack.



\* Attack position

Defending position: When a unit card is played on the field in landscape orientation and cannot attack



*\*Defence position*

Once per turn you may change the battle position of a unit however if you do that you cannot move the unit in the same turn unless by card effect.

## Supporting unit and Leading

when a unit is directly behind another unit in the same lane. Whilst a unit is in this position, if there are any buffs that are being applied to the supported unit in-front, these will all apply. If the unit is moved away from the supported unit, all effects that were being applied will be removed.

The unit that is closest to your opponent "A" row. The leading unit

If a supporting unit reinforces, it leaves the state of supporting and enters the state of reinforcing, therefore all effects that would be applied whilst supporting are gone until the unit is back in its supporting unit zone. The unit reinforcing is not classed as the lead unit.

## Deck building rules

Players must have a deck of 50-60 cards this deck can be comprised of any cards within the game. There can only be 3 copies of each card in a deck and side deck combined.

Within each deck, a total of only 6 champion cards is allowed. Each deck may only have a maximum of 15 ,7+ cost cards per deck (including champions).