

Dynasty TCG official rulebook

Version 6.5

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**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 simulation where you are the commander in charge of your own army, facing off against other commanders in the heat of battle. Our game takes much inspiration from real life battle and logic to provide the most lifelike battlefield experience in a condensed and streamlined way conforming to the laws of trading card games. It is a mix of reality as well as fantasy perfect for the trading card environment where it does not stretch too far to the point of having a board game.

Context:

1. Aim/Set up of game.
2. How to play the game
3. The game mats.
4. How to read our cards
5. Different types of cards
6. Exterior mechanics
7. The Rules of Battle and the mechanics of units
8. Deck building

The aim of the game

-Defeat the opposing commander by reducing their Health to 0.

Special win conditions

- If you and your opponent reach 0 health at the same time: the game results in a draw
- If your opponent can not draw any more cards from their deck, they lose the game
- If both players have no cards to play whoever has the lowest health loses the campaign

Setting up the game

The fundamentals of what you will be needing:

- The **main deck** of 50-60 cards, this deck represents the army you have constructed to claim victory over the opposing commanders!
- A **side deck** of 0-15 external cards that do not count towards the main deck limit, these can consist of any cards you think you may need to change up your strategy in between campaigns. (This action is called "side decking")
- Enough space for you and your opponent to play on your respective fields without overlapping (55cm x40cm)
- Something to keep track of the damage on your cards and the resources you gain each turn if you are not confident with the mental maths. We highly recommend dice for keeping track of units.

How to play the game

"Now you know what you need to begin let's look at how does the game play."

To start a game

1. After greeting your opponent
2. Shuffle your Deck thoroughly.
2. Place the Decks face-down in the representative Deck Zones on the field
3. Use a method such as rock-paper-scissors or flipping a coin to determine who will go first in the Campaign. Once this has been confirmed you can start with the campaign starting with turn 1 and the turn structure order.

Turn structure

1. Turn begins
2. Standby phase, this is where units that are reinforcing go back into their original zones and any other effects get resolved
3. Draw phase, where your resources reset to 10 and you draw a card(s)
4. Deployment phase, this is when you deploy units onto the field
5. Skirmish phase, where you conduct battle, move units, retreat and any other action listed in the rulebook, these actions take place in any order you like.
6. End phase, the final phase for any effects that need to be resolved
7. Turn ends, where your opponent will then begin their turn and your turn concludes.

Codex of the game

1. Players begin the game by drawing 6 cards from a shuffled deck, gaining 10 resources, and having 50 player health. (During "Player 1s" first turn "Player 2" may not play any cards)
2. Both players have an opportunity to conduct a mulligan
3. "Player 1" may then enter the deployment phase.
4. They must then enter the skirmish phase but may not conduct any battle.
5. "Player 1" will then enter the end phase and end their turn passing control to "Player 2".
6. "Player 2" begins their first turn.
7. "Player 2" may then enter their draw phase and every other consecutive phase listed above with no restriction. (During Player 2 s turn player 1 may conduct any legal actions during Player 2s turn)
8. "Player 2" enters the end phase and passes the turn to "Player 1 again.

9. "Player 1" resolves any effects or actions during the resolution phase.
10. "Player 1" then gets a reset of 10 resources the moment they enter their draw phase.
11. "Player 1" may then cycle through the phases without any restrictions.
12. "Player 2" will then cycle through the phases without restriction.
13. This will take place until a winner is established.

How to conduct battle

To follow through with a successful attack:

1. The attacking player declares the attack clearly stating the unit being attacked (this means the battle has now begun)
2. The opponent then has an opportunity to play any cards in response to your attack declaration.
3. You then can react to any card played, stage 2 and 3 alternates until both players do not have any more card effects or actions to conduct.
4. Once the cards and effects resolve in the correct order the attack can then take place
5. The battle is resolved when the unit attacking hits a unit, empty zone, or empty lane.

*If a unit ends up attacking an empty zone because your opponent redirects the attack or evades the attack by moving on the field, it is referenced as an "unsuccessful attack" meaning the units involved have conducted and been in battle.

*If your opponent retreats after an attack is declared you may go for a direct attack if there are no other targets

So, you know how to play the game lets dive into the content of how the game.

The Game Mat



The Game Mat helps you organize your cards during a campaign and is your battlefield for your units. When you use your cards, you place them on the Game Mat. Each Commander needs their Game Mat; place them together while leading your campaign. The Game Mat is just for your half of the field.

The cards you “control” are the cards on your side of the field. You can also lead a campaign without using the Game Mat if you remember where to place the cards.

The battlefield is separated into field positions:

- Rows: Top, Mid and Bot, with Top respectively being at the top
- Rows are separated into A, B, C with “A” corresponding with Top.
- Each row is separated into “lanes” 1,2,3,4,5 with 1 being the most far left lane.
- You can call out a specific Zone like C5 this will be the most bottom right zone.

The Zones of the playmat

The Unit zone: This is where you deploy your “unit” and “structure” cards only one unit card can be placed into a unit zone unless otherwise stated.

(The “unit zone” will be changed to “battlefield”. The battlefield is where the action takes place, different types of cards will have different interactions with the battlefield)

The Order zone: This zone is for any permanent order cards (effects of cards that remain on the field unless its destroyed

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

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

The Retreat zone: When retreating, unit cards go to the retreat zone before they return to the hand.

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

Now we know where the cards are played let’s have a look at the cards themselves.

How to read our cards



- 1: This is how many resource points you must pay to play the card onto the field
- 2: This is going to be the “type” of card (this is more relevant for the first edition, to be updated soon) instead of the characters it will be a legend showing the type it is.
- 3: This is the name of the card
- 4: This is the strength of the card: but in future renditions leading to the first edition, it will be changed.
5. Card effects are written here, describing the units’ special abilities
6. This indicates its health it shows how much damage it can endure before being discarded
7. Shows the max range of the cards attack

Unit cards

Unit cards are your troops and are the heart and soul for your army.

There are 3 different types of units that are available in the game so far.

- Normal units
- Level up champions
- Battle champions



Basic unit: Keen recruit

Level up champion: Xian Zhi-The Archer

Battle champion: Xian Zhi- The dead eye sniper

Basic units: These are units that are most accessible for people to play onto the field, they will make up most of your army!

Level up champion: These are strong unit cards that have certain conditions for you to meet if you meet the conditions, you may “level up your champion” This means sending the “level up champion” to the discard pile and then replacing the champion with the correct battle champion which is its counterpart card.

E.g., “Level up by using this champion to destroy 2 enemy units in the same turn”.

Battle champions: can be directly played onto the field from the hand by paying the resource cost associated with it, however, their effects are negated if they have been played this way. If they are played through levelling up or any other effect that does not negate their effect activation, then their effect may be applied.

If Battle Champions are sent to the discard pile and you can meet a level-up requirement for the named champion you may play the battle champion from the discard pile to the battlefield in the same position as the original level-up champion.

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If you have a Battle champion in play whilst you have a level-up champion if you meet the level-up requirement.

may not move the battle champion onto the level-up champ that just got the requirement.

Levelling up is the only way to access battle champions that are not in

play, e.g., in the discard pile and hand or deck, if they are in any other zone they are in play and their base counterpart will not be able to level up.

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Notes for the battle champion

- Any damage that was applied to the level-up champion which is now in the discard pile do not affect the battle champion, the battle champion is a “fresh card”.
- Items equipped to the level-up champion are automatically transferred to the battle champion
- any action conducted or not conducted by the original champion is transferred
e.g., if the base champion moved and attacked then levelled up the “battle champion” cannot move or attack.

*All units can be played onto the field in an attacking or defending position



“Order” cards are not played on the battlefield. Order cards are. Orders are played to the order zone or played from hand to the discard pile.

Their effects activate immediately on either player's turn, once played their effect is applied in that instance.

There are 2 types of order cards you need to be familiar with for now: Normal order cards and Champion order cards.

Champion order cards are very powerful cards, but you must have.

The champion listed on the card on the field for the champion order card to take effect.



“Item” cards You play these by placing the order card under a unit in a horizontal position (rotated 90 degrees clockwise)

The unit that has an item equipped then gains the effect of the card for as long as the unit is still in possession of the item card.

If a retreating unit is holding an item, you may pay the cost of the item to

retreat with the unit if the item cost isn't paid then you send the item(s) to the discard pile.

Item cards can be targeted by other cards if the effect deems it a valid target.

Items can only be equipped onto a unit on your turn unless otherwise stated on the card.



“Structure” cards like this are placed directly onto the battlefield in attack position. They are used to change the surroundings and give unique benefits to the player that wishes to utilise them. Structures have a pseudo “health” which is called “durability”.
 -When placed onto the field a unit must destroy the structure unless they have the range to surpass and hit a unit behind the structure.
 -When a unit attacks a structure the structure takes the damage just like a regular unit, it does not do damage back to the attacking unit, and any excess damage is not applied to the player but to the closest supporting unit. If there is no supporting unit, the excess will be applied to the player.

“Now we have had a look at all the different cards that we have available. Let’s look at the mechanics that drive the games engine.”

Resource mechanics:

You begin each turn with a fresh batch of **10 resources** and your resources **reset** to 10 at the beginning of every draw phase. This means resources are carried over into your opponent’s turn.

Whilst you still have resources on your opponent’s attacking phase you can play cards and retreat, whilst on your opponent’s turn.

Mulligan

This is where at the beginning of the game in the first hand you draw at the start of the game you may shuffle “x” number of cards back into the deck and redraw “x” amount.

If a player does the mulligan and the opponent does not, the player who didn’t mulligan may draw an extra card.

Hand size

There is a maximum hand size of 7 cards.

This means during your end phase if you have more than 7 cards you must shuffle any.

extras into your deck

When searching your deck

There are cards that allow you to “search your deck” After you search your deck you **MUST**.

shuffle your deck unless otherwise stated.

Effect resolution of cards and effect

If your opponent plays an “order” or “effect”, you can react to the card your opponent plays before the effect lands and goes through, therefore if a “player 1” plays “x” card effect “player 2” will have the chance to play a card. If player 1 wishes to have a card play before player 2s reaction they may play a card, this chain happens until neither player has any more cards they want to play in reaction to the previous card’s activation.

Retreating:

During any time in the game, you may retreat **once on your opponent’s skirmish phase**.

This means you pay the cost of the card and place it in your retreat zone.

On your skirmish phase, you may retreat as many times as you like on your turn, but this is at the cost of your resources.

The resource spending for retreating is a 1-time cost for the unit you are retreating and once it goes from retreat zone 2 to 1 you do not need to pay again. You only pay to get the unit card from the field to the retreat zone.

Retreat a unit by **paying the resource cost that’s required to play it**. Once it is in the “**retreat zone 2**” it stays there till your next Attacking phase after you retreat it. It then moves into your “**retreat zone 1**” then after your next attacking phase, you may **place the card back into your hand**. In total you will have experienced 2 skirmish phases since the turn you retreat before you get the retreated card back into your hand.

When retreating if you would like to keep the items equipped on your unit you must also pay the resource cost of the item card. If not, they enter the Discard pile.

Moving cards from retreat zone 2 to 1 does not require you to pay the resource cost you initially paid.

*PLEASE NOTE there will be an update to the field so operating the retreat mechanic may have a different location on the mat

Trading

The trade centre is where you sell cards from your hand to gain access to extra resources the turn you use this mechanic, this mechanic can only be used once per turn and only on your turn.

-You may only sell cards from your hand and no other place unless otherwise stated.

To utilise the trade centre, place 1 card into the trade centre the number of resources that the card costs is the number of resources you will gain this turn: this is the action of “selling”.

e.g., you place a 3-resource mystic bunny at the start of your turn into the trade centre you will then have 3 extra resources at the start of the turn. this results in you are having 13 resources during this turn.

After you have sold and spend the cost of the card your next turn goes back to the default of 10 resources to start the turn off.

After you have sold: Cards placed in the trade centre remain there until the end of the game until you buy them back.

-This means if you want to get the mystic bunny back from the trade centre you would need to spend resources to place the card back into your hand. This action is called "buying".

e.g., you are in the turn after selling the "mystic bunny" which means you have your 10 resources you would then have to -3 to get the card, resulting in 7 net resources.

*You may only buy from your own trade centre; your opponent will not be able to access this.

Deployment

Normal deployment: This is when you play the unit cards or structures from the hand to field by paying resource cost from your default pool at the beginning of your turn.

Heavy deployment: This is when you send units or structures to the discard pile to pay part, or all a unit or structure cards cost to play on the battlefield.

Range of cards

The range is how many zones in front of the attacking unit the range can reach.

Unit type and zone range:

Melee- 1 zone ahead.

Reach- 2 zones ahead

Ranged- 4 zones ahead.

Mobile- 5 zones ahead

*Please note that in further iterations we will be moving forward with "range classification" Instead of having "melee, reach, ranged, mobile units" we will have "class 1 unit" meaning the unit will have a range of 1.

(Remember attack range is only relevant for the attacker when there are at least 2 or more units on the attacked unit's side of the field.)

A Subclass of the range is the "area targeting" for cards.

Some cards will have the term "surrounding" which means every spot within a 1-zone radius of the targeted card. This means the effect of whatever card played can affect any or all the other zones within the "area".



Sword and shield = Melee

Spears= Reach

Helmet= This will appear in the unit TYPE section of the card to let you know it's a battle champion

Horse= Mobile

Bow= Ranged

(All of the above are decided though subject to change)

Unit movement

-Units may move 1 zone once per turn in any of the following directions: NORTH, NORTHEAST, EAST, SOUTHEAST, SOUTH, SOUTHWEST, WEST, NORTHWEST.

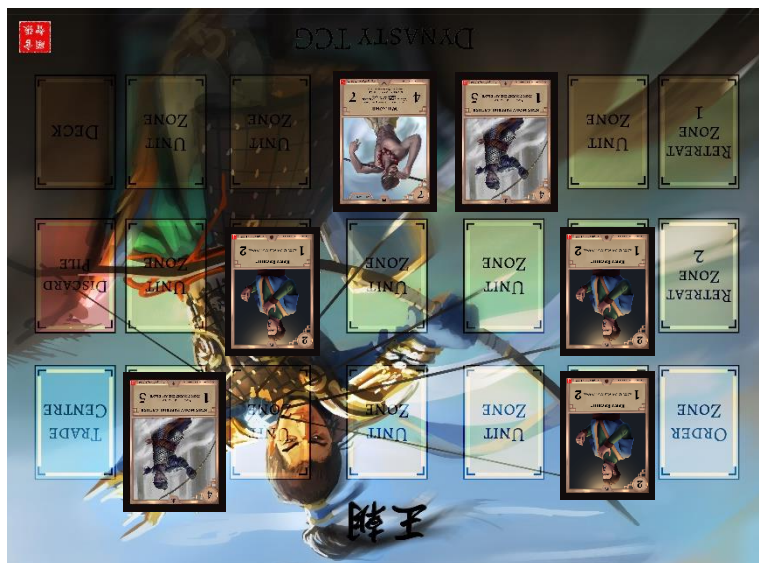
-You cannot move onto your opponent's side of the field

-You cannot move into a zone that is occupied already (unless otherwise stated)

- Structures cannot move unless stated otherwise

The rules of battle

-If there are open zones between your leading unit and your opponent's leading units in the same lane, both leading units regardless of range can attack each other regardless of their range





*Figure 1

- When attacking an enemy unit all unit attacking and attacked both take battle damage regardless of range

Attack range is only important when there are other supporting units in the same lane as the targeted unit. This disregards the open space rule for leading units so attacking units must utilise their attack range to successfully attack any supporting unit if they wish.

(Therefore, if we reference figure 1 Wu Kong which has a range of 2 will be able to attack Jinso the swift because there are empty zones between Wu Kong and Jinso, however if Wu Kong would want to attack Ikaris foot soldier Wu Kong would have to have a range of 5 because Jinso is in front of Ikaris foot soldier)

-Battles take place in lanes, as there are 5 lanes therefore up to 5 independent battles may take place during 1 turn (unless otherwise stated)

-Units may only be involved in battle once per turn, even if the attack conducted was unsuccessful it means they were involved in the action of battle.

(Therefore, if Ikaris foot soldier was in a united attack and moved to field position "c4" only the forgotten ronin could conduct battle)

-If your opponent has an empty lane and you have a unit in the same lane you may attack your opponent directly (this is the only way to deal direct damage unless otherwise stated on a card)

(This would be applicable for keen recruit in field position "B4")

-When trying to attack a unit that is in a supporting position you MUST have the range to reach it to conduct battle.

(Take a look at field position "A5" Ikaris foot soldier as it is a range 2 unit it will successfully battle "B1" keen recruit)

-During the battle, you may not move units unless you are reinforcing or retreating a unit

-If you have a defensive position supporting a unit is on the field it cannot be used in a united attack therefore if there is a supporting unit to the defence position unit it won't be available for a united attack either

(Reference LANE 1 field position "1B", Jinso is in defence so if you wanted to conduct battle you either change the battle position of Jinso for a united attack, attack using just forgotten ronin, or have a unit in field position "1C" have a minimum range of 3 to be able to reach the opponents field to do an attack on the blue moon imperial archer)

Damage calculation

Damage is calculated by this simple equation.

Defending unit health - Attacking units health (or durability in the case of structures)

-If a unit attacks a structure any excess damage is dealt to your opponent directly.

-When attacking a defensive position any excess damage is negated and not dealt.

-When attacking an attack position unit excess is dealt straight to your opponent directly.

-When attacking a reinforcing unit any excess damage is negated and not dealt to the leading.

(ALL CALCULATIONS ARE TO FOLLOW THESE FORMULAS UNLESS OTHERWISE STATED)

Uniting

When you add up the strength of up to 2 other supporting units in a lane and add it to the leading unit's strength to make it stronger for an attack.

To unite you must:

- Have units be in a supporting position.
- Have a leading unit be the unit that conducts battle.
- All units in the united attack must be in an attacking position.

A united attack is no different from a regular attack except the leading unit will have more strength to attack with, this only lasts for that battle. The attack range is not affected.

REINFORCING UNITS

When a supporting unit's health is used to protect a leading unit's health during battle

To reinforce you must:

- Have a supporting unit for the unit being attacked.
- The supporting unit must be in an attacking position.

The action of reinforcing: when your opponent attacks a unit you may rotate the supporting unit 90 degrees anticlockwise and place it on top of the unit being attacked. The reinforcing unit is now acting as a shield and will now be the primary target of the attack damage is still calculated. (Reference figure 2)

That opposing unit attacking your reinforced unit will not take damage from this battle.

After damage calculation, if your reinforcing unit is not destroyed it remains in this position until the next standby phase where it will return to its original position.



**Figure 2 (reinforcing)*

Unit positioning

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



**Figure 3 (attack position)*

Defending position: When a unit card is played on the field in landscape orientation.



**Figure 4 (defence position)*

-A “Leading” position is the unit that is closest to your opponent “a” row

-A “Supporting” position is when a unit is directly behind another unit in the same lane
If you reference the battlefield positions row “C” supports “B” and “A” supports “A”. For C to be united with “A” you must have “B” occupied by another attack position unit.

Changing battle position

Once per turn you may change the battle position of a unit however if you do that you cannot move the unit that has changed position that turn in the same turn.

You also cannot attack the turn a unit changes battle position, unless other wise stated on a card.

“Now you have learnt all the mechanics of the game you can construct your deck!”

Deck building rules

Building your deck is a very important part of any TCG and requires you to plan and think effectively, this is what will lead you to successful campaigns:

- 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 **4 copies of any champion** cards are allowed
- For competitive play only legal cards on the legal card list are available in decks, unorganised games feel free to use non tournament cards.

Side deck rules

The side deck is a great tool for changing up strategy between different campaigns.

- You may have up to 15 cards in your side deck.
- There can only be 3 copies of each card in a deck and side deck combined.

- You may have as many champion cards as possible in the side deck if the main deck conforms to the 4-card limit.
- The total number of cards in the main deck after you swap cards out must be the same as before the swap.

The side deck is to be accessed during the transition period between 2 campaigns.

Demo kit considerations for EDV2.0 AND SDV2.0

These decks are designed for a streamline focus on how to play and complete the game at a fundamental level, therefore there are considerations that need to be made that are deviations of the full rulebook.

-All players start with 25 health

You may only play the DEMO VERSION deck cards against another DEMO VERSION deck because they have been balanced for demo purposes.

“That’s its commander, that’s all you need to learn to start playing Dynasty TCG!”

Respectful Play

When playing the game commanders please note we’re all here to have fun some of us may be a little more competitive and some of us may not be. The overall goal for this game is to have fun and make memories, as the creator I know there will always be disputes during games. So, if disputes are ever occurring sort it out in a respectful manner, that both you and your opponent can accept(This could be; deciding via coin flip or dice roll or even giving up resources next turn, as long as both players are happy, Players ARE NOT PERMITTED TO BRING REAL WORLD INFLUENCES SUCH AS MONETARY BRIBES OR REAL WORLD DEALS, DEALS MUST BE MADE WITHIN THE RULES OF THE GAME, this is the “compromise of the game”. Players respect each other enough to want to play together and accept the terms of the game, so treat your opponent in the way you would like to be treated. Especially when coming up with a resolution to your disputes.

For official tournaments please note if a dispute occurs and players do not want to come to a formal agreement both players will instantly disqualify from the said tournament.

You are here to play a game and if you don’t wish to sort out issues with your opponent maturely, you must face the consequences.

Gameplay tutorial

Head to our YouTube channel to find the latest gameplay and tutorial videos.

<https://www.youtube.com/@dynastytcg4783>

For clarification, as we are in development and still building up the TCG all cards we have produced have been subjected, to moment playability. This means that cards from the first sample cards are not balanced with the demo kit cards, and promos have not been designed for the greater game. This means that there are a lot of balancing issues just because of the nature of how we have approached our growth. Rest assured this is only applicable now, as the development of different cards from us at Dynasty have been used for different purposes. Until the first edition where cards are all standardised to the balancing system, we have in place there will be limitations to what you could play in an “organised scene” each edition or version we print is its entity and not part of the collective entity of playable cards we have for the future.

Further, developing points, version 1.0 to Kickstarter 1 have been for sample production only, therefore meaning they were not compatible with demo kit cards. This is also relevant to current promotional cards we have produced for cons; these cards are for collectable and sampling purposes and are a compartmentalised entity.

All in all, at the current state where we are we must let you know which cards are compatible. However, when the first edition comes around this section will be made redundant.