



*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
- If your opponent cannot draw any more cards from their deck (because there are no more cards remaining to draw deck) they lose the game
- If both players have no cards to play whoever has the lowest health loses the campaign

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 decide who will be going 1st and 2nd on however they wish to decide. (Dice, rock paper scissors, coin flip etc.)
- Both players draw their 6 cards player 1 gains 10 resources and player 2 does not.
- Both players get to mulligan (shuffle any number of cards back into deck and draw the same amount). [How to mulligan](#).
- 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.
- 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



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, played, 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. The number of resources it costs to play the card
2. The number of zones it can reach to target another card
3. This shows the classification of the unit card of the card (not important right now)
4. This is the type of card
5. This is the name of the card
6. Some fun text about the card
7. How much damage the card can deal
8. The main text box for cards
9. How much damage the card can take

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 super strong unit cards that level up from their base champion

- Environments



Environment cards:

These are cards that have effect that begin the moment they are played and don't stop unless they are removed from their zone.

- Structures



Structure cards:

Structures have a pseudo “health” which is called “durability”.

- Items



Item cards:

You equip these cards to units and give them a buff as long as the unit is holding the item

- Orders



Order cards:

Effects that you can activate immediately by paying the resource cost on you or your opponent's turn

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, so long as the supported unit is the target for an attack.
- 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.

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 actioning player can choose any number of units which are consecutively supporting the attacking unit. Each unit chosen this way and the attacking unit are all put into an Attack Unity. Each unit put into this attack unity is considered to have attacked. Units can't be put into an attack unity if they couldn't attack. They're all considered to be attacking for as long as they're in the attack unity. As this attack action leaves the stack, they all leave the attack unity. Units can't be in multiple attack unities. When a unit in an attack unity stops supporting the unit in front of it in the attack unity, by moving or otherwise, that unit and each unit behind it in the unity is removed from the unity. The “leading” unit is the unit at the front of the unity. A unit in a unity isn't necessarily considered to be supporting each other unit in that unity. A unit is “united” if it's in a unity with another unit.

Each unit in a unity is “attacking” for the duration of the attack action 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. That unit “leads an attack” when the attack action is put onto the stack.

A unit is “leading” another unit if it’s leading an attack and they’re both in the same attack unit. A unit is “being led by” another unit if that unit is leading an attack and they’re both in the same attack unit. 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 unit deals damage equal to the total strength of units in the unit 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 unit 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 that unit’s controller instead. 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 unit to the defending structure. Excess damage that would be dealt to a structure this way 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.

Whenever the target of one or more attacks becomes illegal, prior to the resolution of that attack, the controller of those attacks may redeclare them. Each attack action that wasn’t redeclared this way is negated.

Repositioning

Units can reposition once per turn per unit. 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 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 may only take this action once during their opponent’s turn, and as many times as they like during their turn. 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 players 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. If they don’t, the attack is negated.

You can have more than 1 card in a retreat zone at the same time.

Reinforcing

Units can reinforce the unit they’re supporting. When a unit reinforces another unit, it’s sent into that unit’s battlefield position and changes to defence position. The previous position of that unit is reserved by the reinforcing unit. Other units and/or structures can’t be put into that battlefield position. The reinforcing unit stays in the reinforcing position until the end of turn. Units can’t reinforce a unit that’s already reinforcing, or that’s reinforced, or that’s not in an attack position.

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.



* Figure 1

The action of reinforcing: When your opponent enters battle initiation, you may rotate the supporting unit 90 degrees clockwise (Putting it in defence position) and place it on top of the unit being attacked.

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”.

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 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. If they do, the card is sent 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.

Other Mechanics

- **Mulligan**

After drawing an opening hand, players can take a mulligan. Player 2 will choose first if they wish to 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 you have more than 7 cards you must discard cards until you hand 7 or less in your hand.

- **Searching your deck**

Some cards allow you to search your deck for other cards, when you do this, you must shuffle your deck afterwards.

- **Looking at opponent's deck**

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.

- **Revealing**

This means to show all players.

- **Order Cards**

Order cards can be played whenever you like on your opponent's turn or on your turn during any of the phases, before battle or after battle.

- **Structure cards**

Structures have a pseudo “health” which is called “durability”.

- **Item cards**

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.

- **Levelling up champions**

When a level up condition is met, search the battle 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 conditions are removed as well as all buffs from card effects. Items however carry through to the new battle 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.

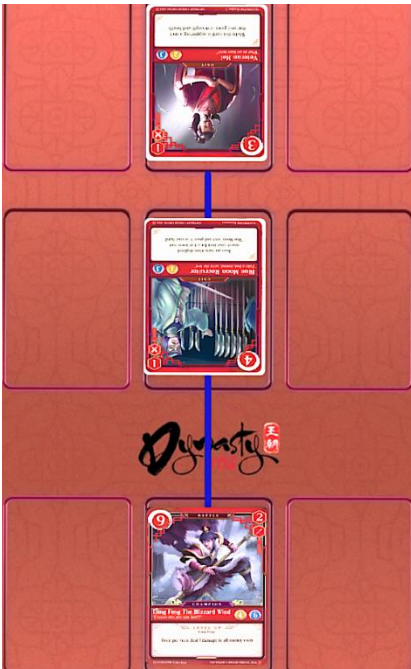
- **Deployment**

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, re-enters the battlefield which is not from the hand. E.g. From retreat, a unit would be played onto the field as re-deployed or added back to hand.

- 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.

- Defeating a unit

When you deal damage to a unit and its health reaches 0, doing this then sends that unit to the discard pile.

- Being in battle

If a unit has attacked or supported a unit in battle by uniting, they are considered “been in battle” and cannot be used for an attack in another lane.

- Unit positioning

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

- 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 in the same turn.

- Leading unit

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

- Supporting unit

when a unit is directly behind another unit in the same lane.

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 4 champion cards are allowed. Each deck may only have a maximum of 7 ,7+ cost cards per deck (including champions).

Side deck rules

- 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.