

Dynasty TCG rulebook version 10.4



\*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.

### 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

- 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 (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 of the game

- Turn start - Your turn begins
- Draw phase – This is when your resources go back to 10 and you get to draw a card
- Skirmish phase – This is where you do your actions in the game, such as deploy units, basically any of the rules later explained can be done in this phase in any order you like
- End phase – Where certain card effects will resolve and reinforcing units go back into their original zones
- Turn end – You pass the turn to your opponent

Example of how a game begins.

- 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) – reference full explanation in the rulebook
- Player 1 will 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 player 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

## 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.

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

## Unit cards



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



**Item cards:**

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



**Order cards:**

Effects that you can activate immediately by paying the resource cost on you or your opponents turn



**Environment cards:**

Give permanent buffs to both sides of the opponent's fields



**Structure cards:**

Cards that can be played onto the field that aren't unit cards

## All the different mechanics

- Resource mechanic

At the beginning of every draw phase the player that draws a card has their resources reset to 10

Once your turn ends your remaining resources carry over to your opponents (meaning you can play cards on your opponent's turn) until your draw phase.

- Mulligan

All players at the very beginning hand of the game may choose to shuffle any number of cards back into the deck and redraw the same amount

If one player does it, and other do not the players who didn't mulligan may draw an extra card once the mulligan player finishes the mulligan

If all players mulligan no one gets an extra card

- Hand size

During the end phase if you have more than 7 cards you must shuffle all surplus cards back into the deck

- 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

To show all opposing players

- 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

- Item 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.

- Order Cards

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

- Environment cards

Environment cards effects begin the moment they are played and don't stop unless they are removed from their zone.

Environment card effects apply to both sides of the battlefield, yours, and opponents.

- Structure cards

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 unit in the same lane

If there is no unit in the lane, the excess will be applied to the player.

- Retreating

Retreating a unit is when you pay the resource cost that's required to play it to take it off the battlefield.

The turn you pay the cost, that unit loses all damage or conditions incurred goes into retreat zone 2, that unit stays there until your next draw phase. When your next draw phase arrives, you move the unit into retreat zone 1, on the draw phase after this one, you may then choose to place the card back into your hand or play it directly back onto the field for 0 cost.

During your turn you may retreat as many times as you like, during your opponent's turn you may only retreat once

If a champion levelled up and goes back to the hand because of this mechanic it resets into 2 cards, however from retreat zone 1 it can be played as a level up champion with its effect

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

- Trading in / Buying back

You put any card into the trade centre zone of the game mat, and you gain the resources of the card the turn you use this mechanic

If an effect sends a unit to the trade zone it does not count as "trading" unless specifically stated

If you trade in a level up champion you gain the cost of the battle champion, the base champion gets discarded

You can only trade in 1 card once per turn (on your turn)

Once the card is in the trade centre it remains there until you pay the resource cost of the card and add it back into your hand, this is called "Buying back"

(This can be done as many times as you like, if you have the resources but only on your turn)

- 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

Heavy deployment: when you send units and structures already on the field to the discard pile to pay for part or all of the cost for another unit or structure.

- Range of cards

The range shows the targetable area for unit cards to deal damage and target for effects



- Once per turn

“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

- Unit movement

Units may move 1 zone in any direction up, down, left, right, diagonal in any direction as long as 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

- Battle rules

Every battle has a set phase structure you must follow

-Battle declaration (where you declare target for battle)

-Battle initiation (where troops are now engaged in battle with each other and battle begins)

-Damage resolution – where you calculate damage

-Battle resolution (where you get the result from the battle, eg. Took place or was stopped)

Every lane can have 1 battle take place (A battle has taken place when you have completed the 3 phases, battle declaration, battle and then battle resolution)

Units may only be in battle once per turn

Being/been in battle means to have been through the process of the battle phase structure, either in its entirety of the phases or partly in the phases

If your opponent has an empty lane, you can attack them directly

If you target a unit in the same lane as one of yours for an attack that enemy unit deals damage back to your unit

When you attack an enemy unit if it retreats the attack is nullified meaning the battle is over, if units swap positions during a declared attack the attack hit the new unit in the targeted position, if the attack is evaded by an opponent by moving a unit out the way the attack is nullified.

If the nearest unit you have to your opponent's nearest units separated by empty zones, they can attack each other regardless of range e.g. the B3 Veteran Hei can attack C3 Veteran Hei on the Wu Kong side



- Damage calculation

Health (or durability in the case of structures) – Strength = Remaining health of card (If remaining health is less than 0 excess is applied to player)

-When attacking a defensive position unit any excess damage is negated and not dealt to anyone or any unit in retaliation.

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

-When attacking a reinforcing unit any excess damage is dealt to the unit it is reinforcing and dealt to the leading unit that's just been protected.

*\*DAMAGE DONE TO UNITS AND STRUCTURES REMAIN ON UNITS/ STRUCTURES UNLESS THEY ARE HEALED OR FIXED*

- Defeating a unit

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

- Uniting

This is when you combine 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.
- All units involved in a united attack are considered to “have been in battle”.

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.

- 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

- 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 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”



\* Figure 1

- 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

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

### Effect resolution

If your opponent plays a card, you can react to the card your opponent plays before the effect takes place, this is the beginning of the order flow.

This means if player 1 plays "x" cards effect, player 2 will have the chance to play a card before player 1s' effect takes place by activating their card and adding onto the order flow.

If player 1 plays a card, then player 2 reacts by playing a card, and then player 1 doesn't have cards to react to what player 2s just played. Player 2 may play another card onto the order flow, player 1 will then get the opportunity to react to the new card played into the flow. Once both players have played their cards and there are no more cards entering the flow. Players will then let the effects activate in reverse order with the last order being played taking effect first.

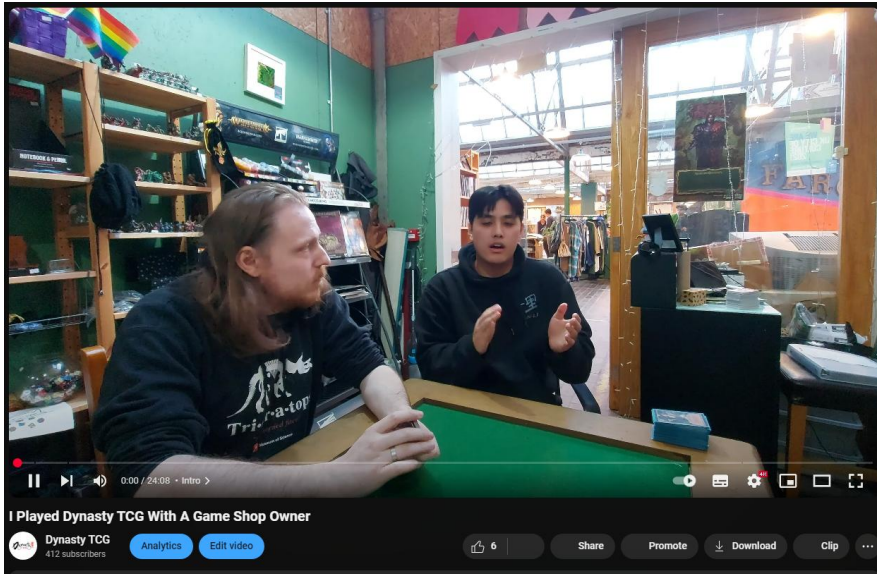
### Deck building rules

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 units 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.





### Gameplay example

(To be updated) Head to our YouTube channel to find the latest gameplay and tutorial videos.

<https://www.youtube.com/watch?v=ie8LZkPRe0o>

Join discord to learn more

<https://discord.gg/7cvUSXeuvn>

### 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.

- All players start with 25 health
- Sword and shield icon at bottom is 1 range
- Spears 2 range
- Horse 5 range
- Read the full rulebook because you need the updated rules
- strength of card is left number
- health of card is right number

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