

# 王朝



Dynasty TCG official rulebook

Version 6

*\*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*

## Context:

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Firstly, from the Dynasty TCG team, a big thank you, for taking your time to read up on the rule book we hope this is an interesting read and will lead you to many successful campaigns.

## 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

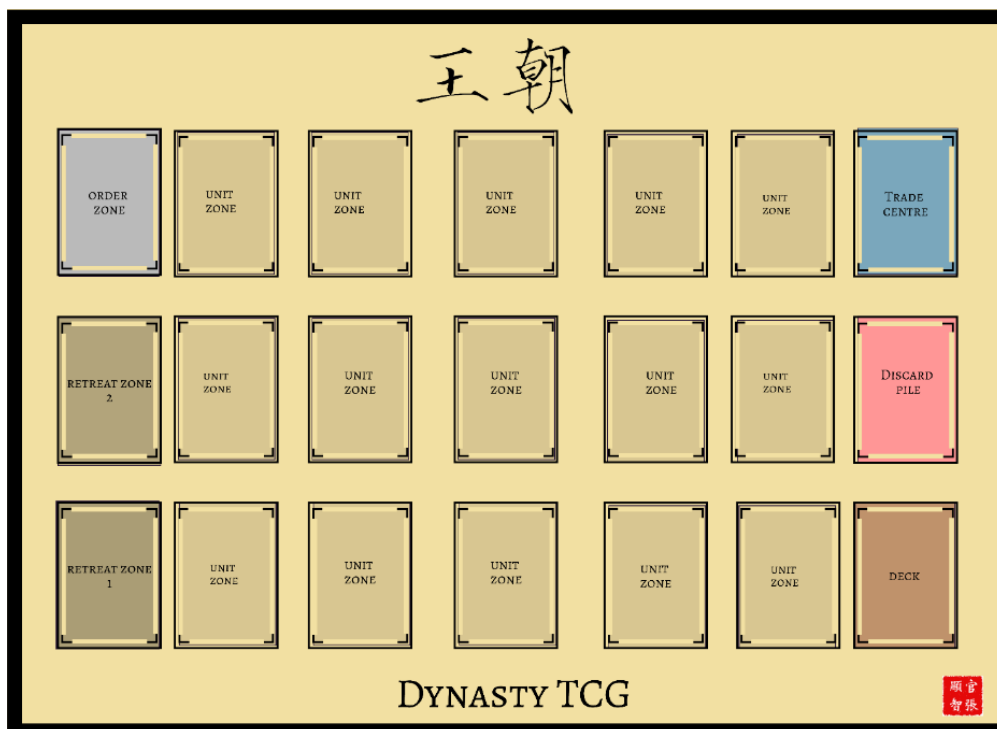
- If your opponent can not draw any more cards from their deck, they lose the game

-If both players; have no cards on the field or they can't play cards, the person with the lowest health loses.

# Setting up the game

- 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 cards (this does 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 matches, the number before and after the swap of cards in the side deck should be the same. *This Deck cannot be accessed during the game and is to be accessed only between games.*
- 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. This might be a collection of damage tokens or coins.

## The Game Mat



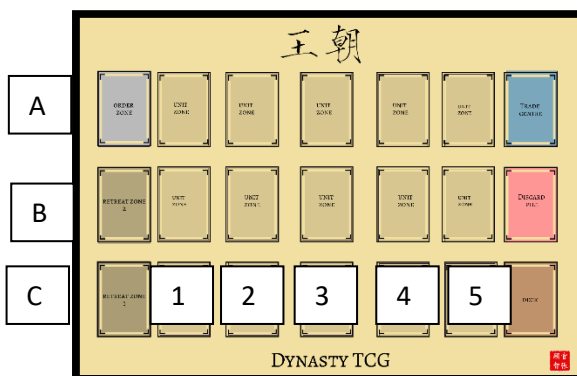
The Game Mat helps you organize your cards during a campaign. When you use your cards, you place them on the Game Mat. Each Commander needs their Game Mat; place them together while leading your campaign. The Game Mat is just for your half of the field. The cards you “control” are the cards on your side of the field. You can also lead a campaign without using the Game Mat if you remember where to place the cards.

# The zones

**UNIT ZONE-** This is where you deploy your “unit cards” they are your troops used in battle, the combined space of all the “unit zones” only one unit card can be placed into a unit zone unless otherwise stated.

The battlefield is separated into:

- 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 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 items and units that are destroyed or discarded, put this face up when they get to the zones

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

The Retreat zone: Where your units go face up when they retreat before they return to your hand. The rules for retreating units will be explained later.

The Trade Centre: Where your transactions will take place, more to be explained later. (again, face up)

# Types of cards

## 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 attack points: but in future renditions leading to the first ed it will be changed

5. Card effects are written here, describing the units' special abilities

6. This indicates how much damage it can endure before being discarded

7. Shows the max range of the cards attack

Units have 4 key types:

- Normal units
- Champions
- Level up champions
- Battle champions



A Normal unit has no special features on its borders



Base Champions will have a section indicating it is a base champion

Level Up champions will have text indicating its "Level up effect"

Battle champions come in a full art border and will have its prefix name be same as the level up champion, but the suffix will be different

A helmet will be used to indicate a battle champion in this section

*All unity types may only be deployed on your turn unless the card itself states otherwise*



Champion cards are strong cards, and some have level-up effects.

Normal champion cards won't have a level-up effect

Level-up effects work like this:

If you meet the level-up requirement of a card you can search for the battle champion card that evolves from the level-up card from your discard pile, hand, or deck, and replace the level up champion with the battle champion by putting the base champion in the discard pile.

Eg. "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 stripped from them.

If they are played through levelling up or any other effect, then their effect can be applied.

Battle champions have no limits to how many times they are played through **levelling up**, if they are sent to the discard pile if you meet a level up the requirement for the correct champion it can be removed from the discard pile to level up.

If you have a Battle champion in play already and level up, you may not move the battle champion onto the level-up champ

Levelling up is only applicable to battle champions that are not in play, eg in discard pile and hand, if they are in any other zone they are in play and their base counterpart will not be able to level up.

- The stats of the card refresh to the battle champions' **base stats**
- Items equipped and their stats remain, so any boosts you had are added to the new battle champions' stats



We shall show the range of units now

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)



Here is an “order card”.

Order cards are not played on the battlefield. These cards are played to the order zone or be played from hand to the discard pile

Their effects activate immediately, they have a one-and-done effect, meaning once played its effect is only applicable to that instance.

Order cards can have effects ranging from doing damage, to forcing enemy units to retreat, to healing units, and many other effects.

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

Champion order cards are very powerful cards, but you must have the champion listed in the card to play it.

Order cards can be played on either player's turn



This is an “item” card, you play these by placing it under a unit

That unit then gains the effect of the card for as long as the card is in the possession of the unit

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

*may only be deployed on your turn unless the card itself states otherwise*



“Environment” cards like this are placed onto the battlefield-like units.

They are used to change the surroundings and give unique benefits to the player that wishes to utilise them if they so wish

For example, this is a “wall” the effect of this card can read as “durability 3” meaning it holds the location it is in and can take damage from attacks from your opposing units

*may only be deployed on your turn unless the card itself states otherwise*



# Mechanics

## Resource mechanics:

You begin each turn with **10 resources** and your resource **resets** to 10 at the beginning of your every draw phase meaning resources are carried over into your opponent's turn.

Whilst you still have resources on your opponent's attacking phase you can play orders and retreat, whilst on your opponent's turn Just remember you can't move units or declare attacks unless a card says so

## Card order for orders and effects

Order cards can be played during any player's turn unless otherwise stated. Players are still required to use the required Resources to play an Order card

The order cards are based on action and reaction, if your opponent plays an order or effect, you can react to the card after the effect has gone through, you cannot have your effect take place before it unless you played the order card before they did or the card says otherwise, if not it's on you to deal with the consequences.

## 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*

## Trade centre

The trade centre is where you sell cards from your hand into the centre gain access to extra resources the turn you use it.

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

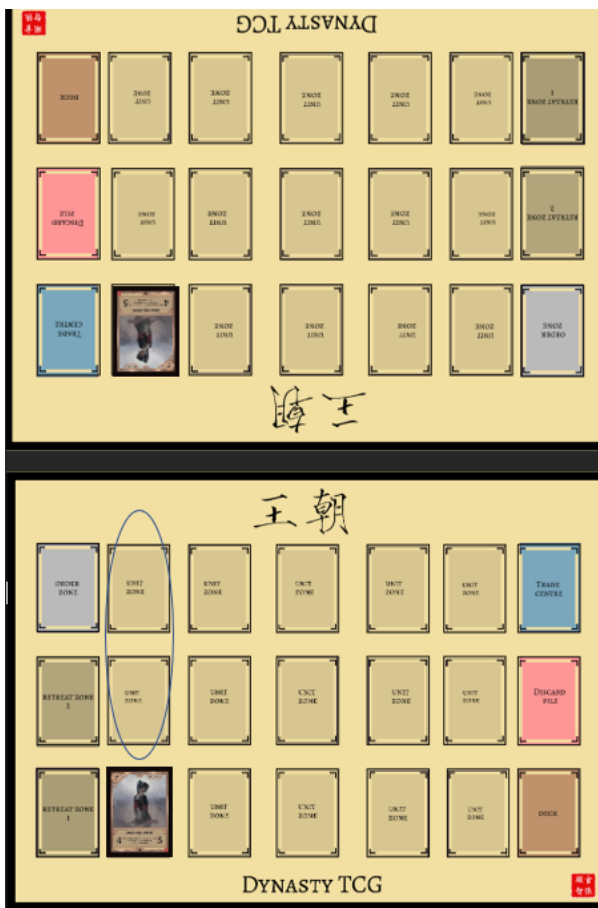
To utilise the trade centre, you put the cards into the trade centre and the turn you do this you get equal resources to the cost of the card. At your next draw phase your resource cost returns to the result 10.

Cards placed in the trade centre remain there until you buy them back by spending resources.

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

## Attacking mechanics

- You attack in the lane your units are in.
- Only **1 attack per lane/per unit** may occur unless units can attack multiple times.



If there is an open space as shown above

units in the lane you may conduct battle with each other even though they don't have the range because there is open space between the units, attack range is **only important when there are other units on the field.**

- Your troops can **ONLY** be involved in a battle only once per turn in your skirmish phase. Even if it was unsuccessful
- When doing a united attack, the supported units are involved regardless, don't need to explain more.
- 
- If there is an empty lane on your opponent's side of the field, you may **attack your opponent directly** if you have troops in that lane.
- If you attack an enemy unit by using a ranged or reach unit of yours and your opponent's targeted unit doesn't have the range to reach your attacking troop your attacking troops won't take damage.
- If you attack using a melee or mobile unit you take damage on anyone you attack
- To attack any supporting units, you must have the range from your unit's zone to reach a successful attack on a supporting unit.



For example, here Jinso is a melee unit and for her to attack the supporting enemy Jinso she would need to be at least a reach unit to reach her, in this instance if battle was conducted only the A3 Jinso will be targeted for an attack

- You cannot attack directly in a lane if your opponent has a unit in it unless otherwise state

# Uniting

when you add the attack of supporting units in the same lane to boost your leading unit:

- uniting requires units to **be supporting** each other. After the attack, all units used in battle cannot attack or unite again (unless otherwise stated)
- **You lead using frontline or midline troops** as cards are supporting them to unite.

“Leading” = Being the card that attacks and the one that takes damage

“Supporting” = When a unit is **directly behind** another unit you control, some cards have effects where the units they support get buffs, these buffs are only applied **if** the cards supporting are in the supporting role



Jinso is a leading unit here

Both Jinsos are “supporting” units. C3 is supporting B3 and B3 is supporting A3

In this lane: Only A3 Jinso may lead, because Jinso B3 does not have the range, if Jinso B3 was a reach unit she would be able to unite with C3 and deal damage to the opposing A3 without needing to have the players A3 be in battle

The formation these 3 Jinsos are in can be classified as a united formation, as they’re stacked in the lane

# Reinforcing

When your opponent attacks one of your unit, you may rotate the supporting unit behind the one being targeted 90 degrees and then place it on top of the card being attacked, this is called reinforcing a unit.

What happens next: the defending unit is used as a shield and takes damage before the originally targeted unit, if your opponent's attack is greater than the defending unit's health is instantly sent to the discard pile, if there is excess damage the remainder goes to the original unit being targeted.

During this process, your opponents' attacking unit does not take damage.

If your reinforcing unit survives the attack the health of the unit is still reduced but at the end of the battle, it returns to its original position. This can only occur during the battle and units can only defend only once per turn unless otherwise stated.



Here we see the enemy jinso attack A3 jinso, B3 jinso is in a defensive position reinforcing A3 jinso, Meaning B3 will take damage first before A3 and the enemy A3 will not take any damage from this battle

## Unit movement

- Units may move **1** position in **any direction** to their owners' liking: left, right, up, down and diagonally (in any quadrant)
- You cannot move into your opponent's side of the battlefield unless otherwise stated
- You cannot move with a unit occupying another zone



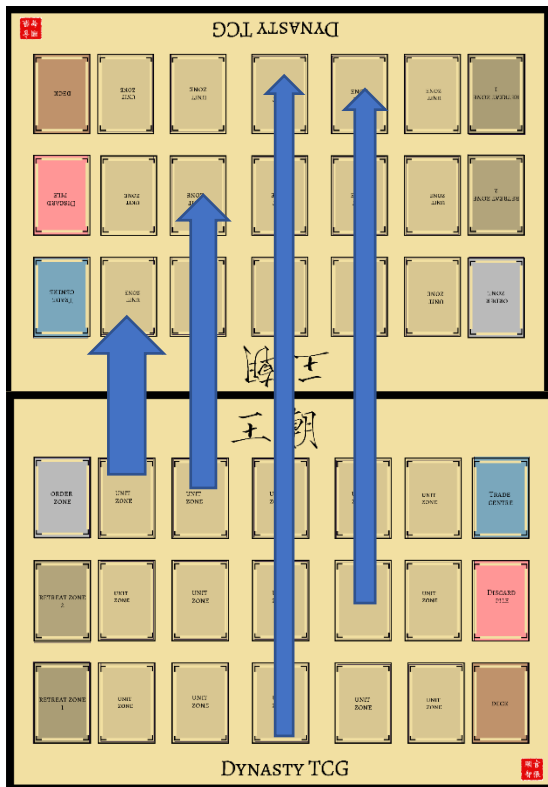
## Damage calculation

Damage hits the targeted unit and then the **excess** is applied to **your opponent's overall health**

## Attack range mechanic:

- Melee units have an attack range of 1 zone in front of themselves
- Reach melee has an attack range of 2 zones in front of them
- Mobile units have an attack range of the whole lane
- Ranged units have the range of 4 zones in front, so if they are on the backline, they may only hit up to the opponent's midline.

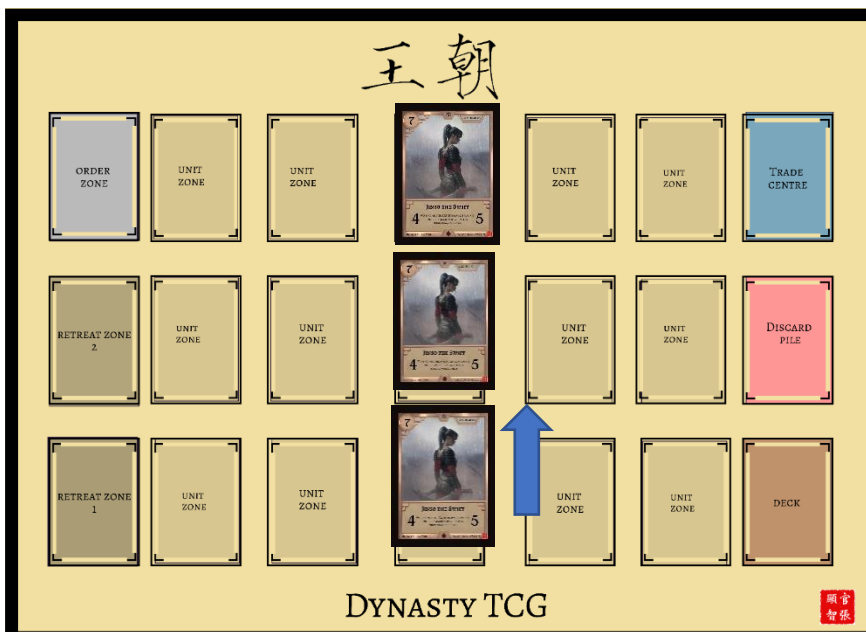
The range allows you can declare an attack on any unit within the range of the unit (this is useful when other units are on the field)



- Lane 1 Melee
- Lane 2 Reach
- Lane 3 Mobile
- Lane 4 Ranged

(When attacking and there's multiple units in the same lane the defending unit only deals damage back if its range matches or surpasses the attacking unit)

The term "surrounding" means every spot within a 1 square range when dealing damage in an attack, this is known as an **area of damage**, if your unit falls within this area your unit takes damage, this makes friendly fire possible within the game. If you wanted to you could attack your units if they are within the range of your attacking unit



For example, jinso C3 could attack jinso B3 because she is within her attacking range but would not be able to attack Jinso A3

## **Battle mechanics**

Before battle takes place

The attacking player must declare the attack

Before your attack is successful your opponent may play cards on the field

If they do this, the card they just played has effect priority before the attack

The attack declared is still going to the targeted zone however the card played will have its effect take place before the attack lands

Once the effect of played cards have been resolved then the attack lands

Attacks must target a unit or an empty line. If the unit targeted is moved to a new space or removed from the battlefield, the attack does not deal combat damage to the unit but still counts as an attack by the attacking unit

During the attacking phase your opponent can play order cards, retreat, or do any other effects if permitted at any point they wish.

## **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 card back into the deck and redraw "x" amount.

## **Searching your deck**

When you search your deck make sure after searching for a card you shuffle the deck after.



## 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.
- Within each deck a total of only **4 copies of 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 illegal cards

## **7. Order of play**

1. After greeting your opponent, shuffle your Deck thoroughly.
2. Place the Decks face-down in the proper Deck Zones on the field
3. Play rock-paper-scissors or flip a coin. The winner decides to go first or second in the Campaign. For your next Campaign, the loser of the previous Campaign decides who goes first. If the previous Duel ended in a tie, determine who starts first in the next Campaign with another coin toss, etc.
4. Finally Draw 6 cards, starting with the first player let the battle commence!

## **Turn Structure**

1. Turn begins (your resources reset to 10)
2. Draw phase (draw 1 card)
3. Skirmish (this is where your actions take place)
4. End phase

This concludes a whole turn.

### CODEX FOR PLAY

- Both players start by drawing 6 cards 10 resources and 50 health
- Both players get the opportunity to utilise a mulligan
- If a player does the mulligan and the opponent does not, the player who didn't mulligan may draw an extra card.
- Player 1 may then play cards on the field, but they won't draw or attack during this turn (player 2 in this instance cannot play cards either)
- Player 1 will then end their turn
- Turn is then passed over to player 2
- Player 2 may then enter a Draw phase, Skirmish phase, and end phase with no restrictions
- Player 1 can do any legal action on player 2s
- This is repeated until a winner is established.

*-Extra note players must shuffle the deck after searching the deck*

## 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.

The choice is yours; play the game or don't play the game. Which do you choose?

## Gameplay tutorial

<https://www.youtube.com/watch?v=Huc-gSYDiE&t=752s>

a new rulebook explanation video will be uploaded to our YouTube too

### EXTRA NOTE

*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.*

