

Dynasty TCG Official rulebook

Version 9.1



**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 a commander in charge of your own army, facing off against other commanders in the heat of battle.

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. Mechanics
7. The Rules of Battle and the complementary mechanics.
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

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. Skirmish phase, where you deploy units, conduct battle, move units, retreat and any other action listed in the rulebook, these actions take place in any order you like.
5. End phase, the final phase for any effects that need to be resolved
6. 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 skirmish phase but may not conduct any battle.
4. "Player 1" will then enter the end phase and end their turn passing control to "Player 2".
5. "Player 2" begins their first turn.
6. "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)
7. "Player 2" enters the end phase and passes the turn to "Player 1 again.
8. "Player 1" resolves any effects or actions during the resolution phase.
9. "Player 1" then gets a reset of 10 resources the moment they enter their draw phase.
10. "Player 1" may then cycle through the phases without any restrictions.
11. "Player 2" will then cycle through the phases without restriction.
12. 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.

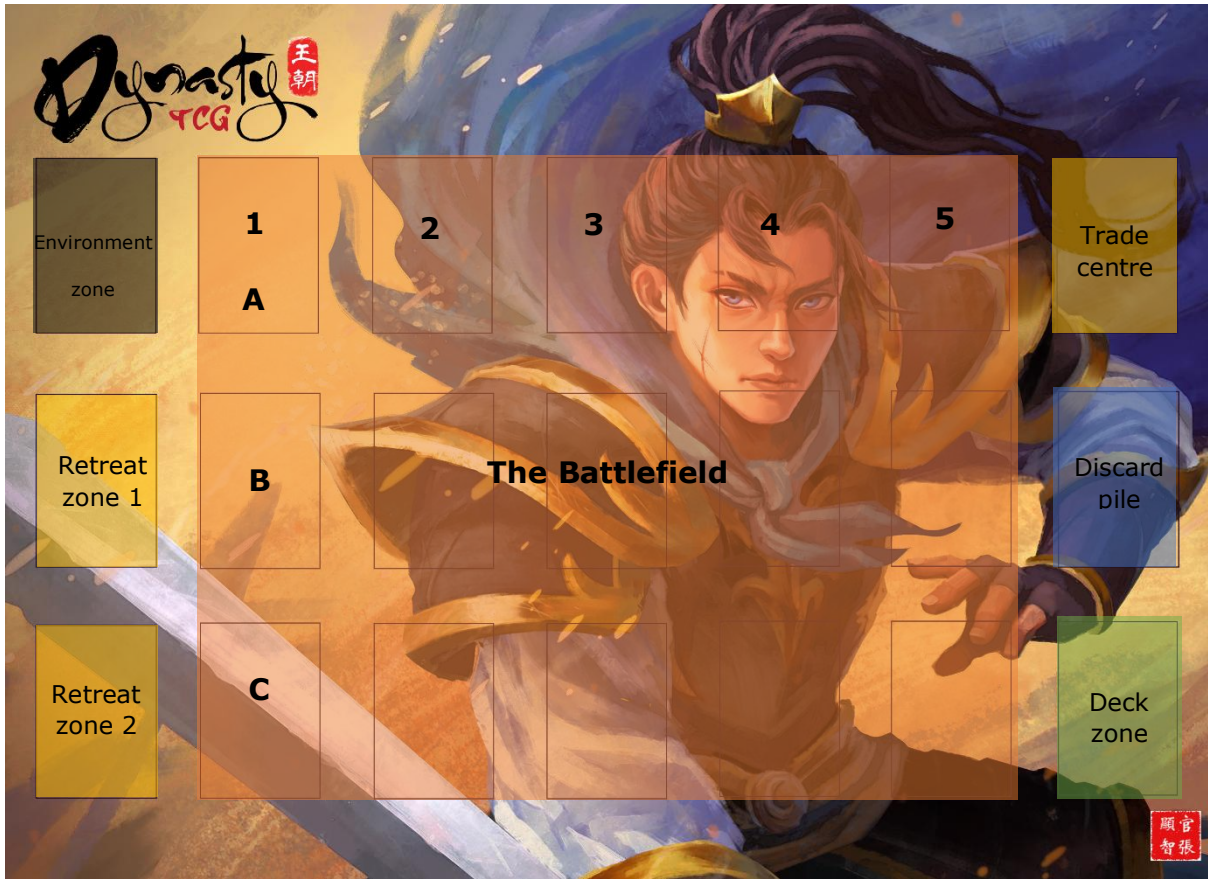
The Game Mat



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 Battlefield or “field”: 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 Environment zone: This zone is for any environment cards that are played onto the field: only 1 environment card can be present in the zone at any 1 time.

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): 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 shows how many unit zones in front this unit can target
3. This shows the classification of the unit card of the card
4. This is the type of card
5. This is the name of the card
6. This shows 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

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

- Normal units
- Champions
- Battle Champions



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

Champions: These are strong unit cards that can have level up and gain powerful effects if you meet their level up condition!

Battle champions: Are the evolved form of champions with level up effects, they are super strong units that can change the tide of battle!

They can be directly played onto the field from the hand by paying their resource cost however, their effects are negated.

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

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 from one side of the field to replace the level-up champion. 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.



Order Cards

Orders are cards played from hand to the discard pile. Their effects activate immediately on either player's turn, once played their effect is applied in that instant.



Item Cards

"Items" are equipped to units by, placing the card under a unit in a horizontal position (rotated 90 degrees clockwise).

The unit that has an item equipped will then gain the effect of the card, 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 bring the item back with the unit.

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



Environment Cards

"Environments" change the state of the battlefield to whatever the card is showing. Environments often have specific buffs and abilities that can benefit the controller if played correctly.

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" are placed directly onto the battlefield in attack position.

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."

The Mechanics of the game

Resources:

At the beginning of each turn you get **10 resources**, these resources **reset** back to 10 at the beginning of every draw phase you have. This means resources can be used on yours and your opponent's turn.

Because of this, whilst you still have resources on your opponent's turn you can play cards and do any other action possible.

Mulligan

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

This may only happen once at the beginning of the game

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 extra cards back into your deck

When searching your deck

After you search your deck you **MUST** shuffle your deck.

Effect resolution of cards and effect

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 1's effect takes place by activating their card and adding onto the order flow, this may continue until no more cards can react to the last order flow effect activation.

Once the order flow is complete the effects will take place in reverse order, with the last order flow effect taking place first

Levelling up

When a champion has its level up condition met send it to the discard pile, you may then search from your deck, hand or discard pile for the correct battle champion to be played onto the field in the same exact position.

**Notes for the battle champion*

- Any damage that was applied to the level-up champion which is now in the discard pile does 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

Retreating:

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

Once you have paid a resource cost, the unit goes into retreat zone 2. It 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 **place the card back into your hand, the card then becomes a fresh card with no conditions placed upon it.**

On your skirmish phase, you may retreat as many times as you like on your turn

During your opponent's turn, you may retreat only once on your opponent's skirmish phase.

**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.*

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.

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 for the turn this action was activated: 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, this card will then remain there until you buy it back, 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 spent the resources, during your next draw phase your resources goes back to the default of 10.

If you wanted 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 obtain 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. You may also only sell cards from your hand and no other place unless otherwise stated.*

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 of a unit or structures cost.

*You may also deploy units in attack position or defence position

Range of cards

The range indicates how many zones in front of the attacking unit the unit can reach/target.

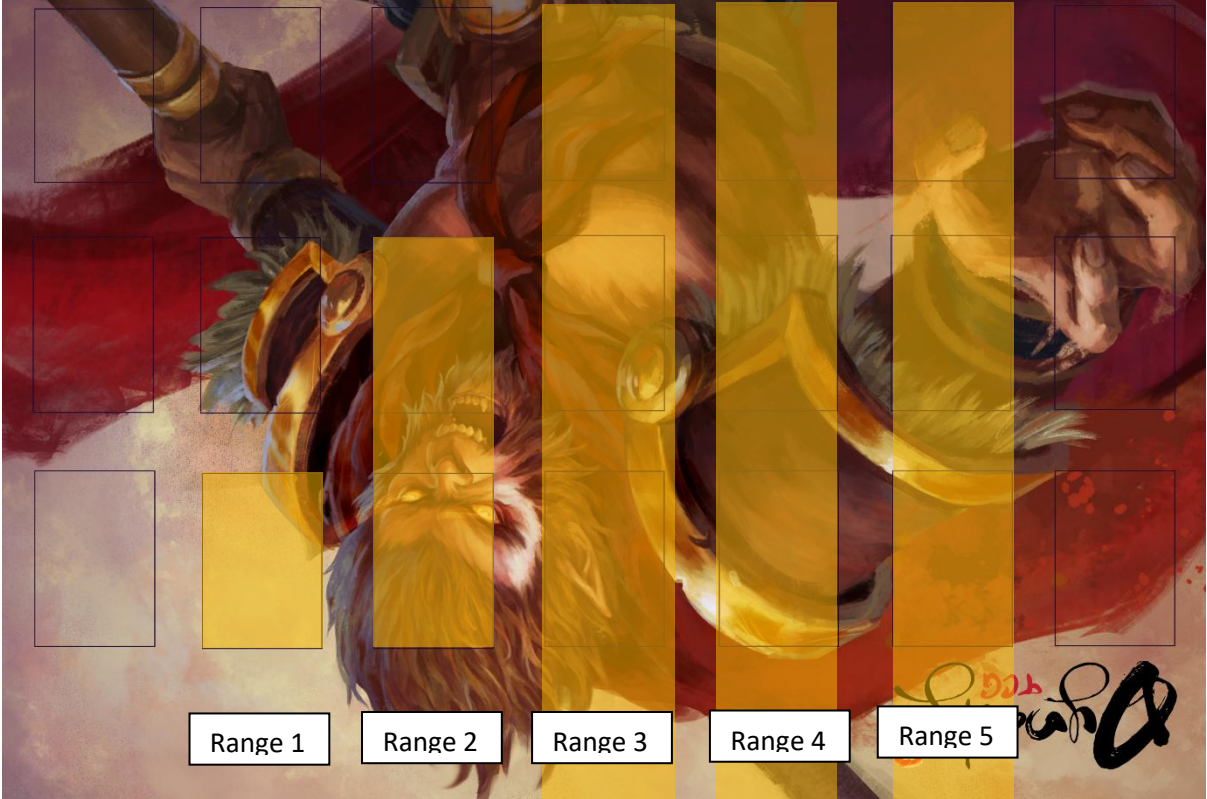


*For example, here we see that in the range identifier of the card we see the number 1.

This means that Xian Zhi can target an enemy 1 zone ahead of its current position.

*The next page has a visual diagram to understand the ranges.

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Dynasty TCG

王朝



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張
智

Unit movement

-Units may move 1 zone once per turn in any of the following directions: Up, down, left, right and any diagonal movement into a zone.

-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

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.

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).

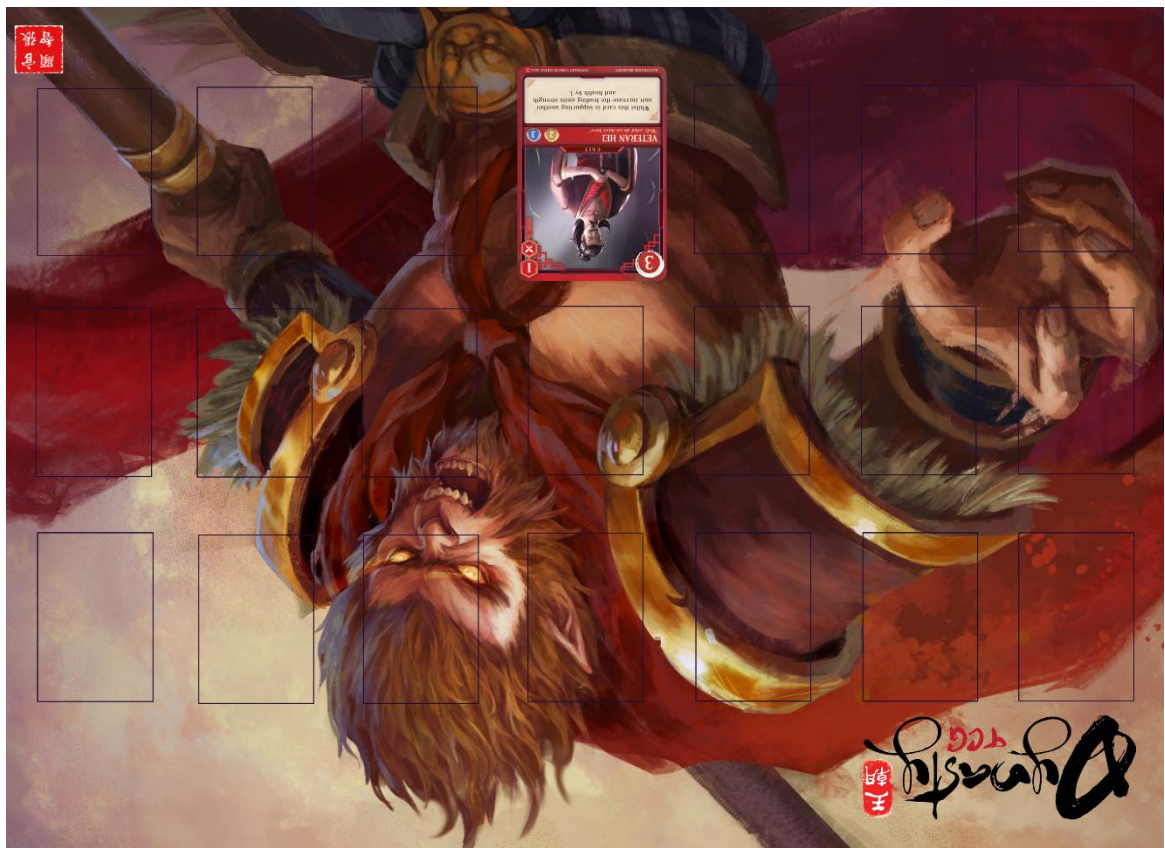
During battle, you may not move units unless you are reinforcing or retreating a unit or using the effect of a card to do so.

For a unit being target for an attack to do retaliation damage there must be no units blocking the targeted unit and the targeting unit, or the targeted unit has sufficient range to hit back

If you have a defensive position supporting unit on the field, it cannot be used in a united attack unless it changes into an attacking battle position

If there are open zones between your leading unit and your opponent's leading units in the same lane you may conduct battle ignoring the empty space between only the leading units. If you want to hit any supporting units then units must have the range necessary to reach them in their position

(if we reference the diagram below (opponents) C3 "veteran hei" has a range of 1 will be able to attack our B3 "veteran hei" because there are empty zones between them and they are both leading units, however if the opponents "veteran hei" would want to attack our C3 "veteran hei" the attack would not be possible because they do not have the range.



Damage calculation

Damage is calculated by this simple equation.

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

-When a unit attacks a structure, any excess damage is dealt to the next closest unit in the lane.

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

-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 unit that's just been protected.

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

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.

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 clockwise 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 next standby phase where it will return to its original position. Whilst its still in this position it is still protecting the leading unit



* 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.



* 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 that has changed position that turn in the same turn.

That card also cannot attack or be involved in a united attack the turn it changes battle position, unless otherwise stated on a card.

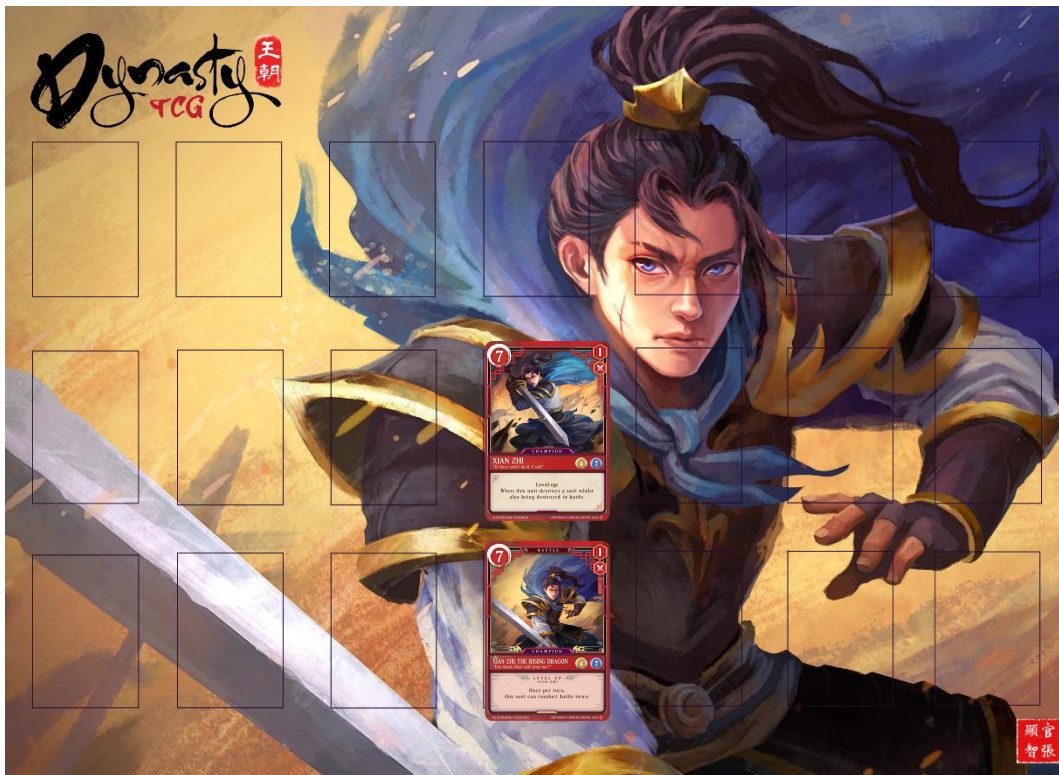
Leading

The unit that is closest to your opponent "a" row

Supporting

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.



**B3 Is the leading unit and C3 is the supporting 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 **4 champion** cards are allowed
- Each deck may only have a maximum of 7 7+ cost units per deck.

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.

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 (To be updated)

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.

Play the game on table top simulator now!

Tabletop Simulator > Workshop > hinch6687's Workshop

Dynasty TCG Official Mod

★★★★★
Not enough ratings

Description Discussions 0 Comments 0 Change Notes Item Stats



Type: **Game**
Game Category: **Card Games**
Complexity: **Low Complexity**
Number of Players: **2**
Play Time: **30 minutes**
Assets: **Dice, Cards**
Language: **English**

File Size 86.274 KB
Posted 30 Nov @ 10:06pm
Updated 1 Dec @ 12:02pm
[2 Change Notes \(view\)](#)

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FOR MORE INFORMATION, PLEASE CONTACT A HINCHI IN THE MAIN DYNASTY DISCORD

<https://discord.gg/fJTEZuQT29>

