**Guardian Realms TCG - Rulebook**

**Deck Composition**

* **Total Cards**: A deck consists of **25 cards**.
* **Card Types**: There are four card types: **Effects, Equipment, Field,** and **Guardians**.
* **Rarity Limits**:
  + **Common**: Unlimited, with multiple of the same card allowed.
  + **Uncommon**: Up to 5 per type, with multiple of the same card allowed up to 2.
  + **Rare**: Up to 3 per type
  + **Epic**: Up to 1 per type
  + **Legendary**: Limited to 1 card in the entire deck, regardless of type.
* **Duplication Rules**: Rare or higher quality cards are **unique** (no duplicates allowed).
* **Guardian Requirement**: Each deck must include at least **10 Guardians**.

**Game Setup**

* **Required Equipment**: A **standard 6-sided die** and a **coin**.
* **Initiative**: Flip a coin to determine which player starts the game.

**Points and Resource Management**

1. **DZ Points**:
   * Players earn **1 DZ Point** per round, accumulating up to a maximum of **10 DZ Points**.
   * DZ Points **refresh** fully at the start of each round.
   * **Usage**: Spend DZ Points on basic attacks, abilities and effects.
   * **Basic Attack Cost**: 1 DZ Point unless otherwise specified.
2. **Summon Points (SP)**:
   * Both players start with **1 SP**.
   * SP regenerates by **1 per round** until it reaches a maximum of **10 SP**.
   * SP is used to summon Guardians, with newly summoned Guardians entering with **1 round of Exhausted** unless stated otherwise.

**Base Occupation and Guardian Swapping**

* Players have **Outposts (50 HP)** and a **Stronghold (100 HP)** combined referred to as Bases.
* Each Base can hold **one Effect, one Equipment, and one Guardian card**.
* When an Outpost is destroyed, the player whose Outpost was destroyed cannot summon Guardians to that lane. The lane remains open for summoning by the opposing player.
* If a Guardian is in a lane when its Outpost is destroyed, the Guardian remains in play until discarded, and it cannot be swapped to another lane.
* **Swapping Guardians**:
  + Two fielded allied Guardians may swap lanes at the cost of 1 DZ Point.
  + Swapping is the equivalent of one basic action.
  + A Guardian that has chosen to swap lanes is penalized, and cannot use a basic attack or ability in the same turn, unless otherwise stated. Similarly, a Guardian cannot swap lanes if it has already attacked or used an ability during that turn, unless otherwise stated.
  + Exhausted Guardians cannot be swapped until they recover.

**Card Summoning and Lane Rules**

* **Lane Occupation**: Summoning a card to an already occupied lane sends the existing card to the **Discard Pile**.
* **Effects & Equipment Cards**:
  + **Effects** are single use and discarded when used.
  + **Equipment** is discarded when its Guardian is defeated.
  + **Equipment** cards with limited uses are discarded once all uses are depleted.

**Guardian Classes**

1. **Rush**: Can attack or use abilities immediately after summoning.
2. **Sneak**: Enters the field with **Stealth**.
3. **Tank**: Acts as the primary target for adjacent enemies.

**Combat Mechanics**

* **Attack Range**: Guardians may target visible enemy Guardians in their own or adjacent lanes unless otherwise specified. Visibility refers to a target that is not in stealth, and in either the same, or adjacent lanes.
* **Attack and Ability Usage**:
  + Each fielded Guardian is limited to **1 basic ATK** per turn. Using a basic ATK prevents that Guardian from using any abilities during the same turn.
  + Abilities can be used if sufficient DZ Points are available, but only **one ability** per turn for each fielded Guardian.
* **Defeated and Discarded**:
  + **Defeated:** Refers to a card being removed from play due to its hit points reaching zero, being targeted and destroyed by a game effect, or when its specific conditions of defeat are met.
  + **Discarded:** Refers to a card being moved from the hand or field to the Discard Pile, excluding being defeated. This occurs due to card effects, reaching hand limit, or the end of their utility like for used-up Equipment cards.
* **Return to Hand:** Cards with effects that return a fielded card to a player’s hand cannot target “Clone”, “Copy” or “Guardian Summoned” cards.
* **Sacrifices/Infusions:** An action performed when all applicable cards are in play. Generally involves discarding a card to summon (via sacrifice) or improve (via infusion) another card.

**Turn Structure**

1. **Initial Draw**:
   * Draw **3 cards** at the start of the game.
   * Players may **mulligan** (redraw) once at the start of the game.
   * The first player starts with **1 DZ Point**; the second player starts with **2 DZ Points**.
2. **Ongoing Draws**:
   * Draw **1 card** at the start of each round.
   * **Hand Limit**: 8 cards; additional draws with a full hand send the drawn card to the Discard Pile.
   * **Empty Deck Penalty**: Running out of deck cards inflicts **1 damage to each Base**, doubling with each round or forced draw.
3. **Field Cards**: Remain on the board throughout its duration unless otherwise specified.

**Victory Condition**

* **Game End**: The game ends when a player’s Stronghold is destroyed.

**Status & Environmental Effects – Debuffs**



1. **Paralyzed**:
   * When paralyzed, Guardians cannot move or perform attacks for up to **5 rounds**. After the 5th round, the Guardian is no longer paralyzed.
   * **Resist Check**: When a paralyzed Guardian attempts to take an action – Such as swapping lanes, performing a basic attack or using an ability – roll a 4 or higher to remove paralysis before the action is made.
   * **Failing a Check**: Results in the Guardian forfeiting their action for the round.
   * **Non-stacking**.
   * **May only apply to Guardians**.



1. **Burned**:
   * Inflicts **5 HP damage** at the end of the inflicted players turn.
   * **Stacks up to 3 times**.
   * **May only apply to Guardians**.
2. **Exhausted**:
   * Guardians cannot move or perform attacks for for **1 to 3 rounds**.
   * All Guardians excluding Rush cards are inflicted with a 1 turn exhaustion upon summon.
   * **Duration**: When inflicted with Exhaustion outside of the summon exhaustion, roll a die:
     + 1–4: 1 turn
     + 5: 2 turns
     + 6: 3 turns
   * **Non-stacking**.
   * **May only apply to Guardians**.
3. **Confusion**:
   * Using DZ Points while Confused requires a **Resist Check** (even = remove confusion).
   * Failed checks (odds = fail) result in **5 self-damage**, forfeiting their action and maintaining confusion.
   * **Non-stacking**.
   * **May only apply to Guardians**.
4. **Poison**:
   * Deals **1 HP damage** initially, doubling each turn.
   * Non-stacking.
   * **May only apply to Guardians**.

**Special Conditions - Buffs**

* **Shield**:

Negates all incoming damage; broken only by taking damage.

* **Stealth**:

Guardian cannot be targeted; Stealth breaks upon using a Basic Attack, using an Ability, by taking damage, or by swapping a Guardian using Stealth to a different lane.

* **Fury**:

Allows **two Basic Attacks/Actions** per round.

* **Immunity/Invincible**:

Immunity completely nullifies the negative status the Immunity is allocated to. Invincibility nullifies all damage and makes the Guardian impossible to target.

**Special Conditions – Tokens**

* **Wall**:
  + A field construct with **3 tiers**:
    - Tier 1: 10 HP
    - Tier 2: 20 HP
    - Tier 3: 30 HP
  + Absorbs damage in its lane until destroyed.
  + A wall is placed in a wall zone. There is one wall zone per lane.
  + A wall **cannot be reconstructed** in a lane once destroyed, unless a card or ability otherwise specifies.
* **Clone**:

Exact replicas of an original card summoned, due to an effect, passive or ability.

* **Copy**:

Replicas of an original card, but lack features such as class, or have reduced stats.

* **Guardian Summons**:

Cards specifically summoned via a Guardian’s ability or passive that are completely different from the original summoning card.

* HP Link:

Two or more characters share a combined health pool. Damage or healing affects this total health, rather than individual characters. The link lasts until a specific condition, like the defeat or discard of a linked character, breaks it. If the shared health drops to zero, all linked characters are defeated simultaneously.