

Sceptre Rules

Deck Construction:

When constructing your deck, you are limited in the number of copies you may have of each specific/unique card. A specific/unique card is defined as having the same card name and Origin.

Card Copy Limits:

Units (Champions & Squires) → 3 per specific unit.

Actions → 3 per specific card.

Arenas → 3 per specific card.

Exteriors → 1 per specific card.

Equipment → 3 per specific card.

Traps → 3 per specific card.

Gates → Unlimited.

Coins → 6 Gold, 8 Silver, Unlimited Copper.

Game Rules:

1. Collect all 5 Blood Cards to win the game. You collect a Blood Card every time you kill an opponent's Champion. You do *not* collect a Blood Card for killing a Squire.
2. You cannot have negative HP, DEF, SKL, or SPD. The lowest amount possible is zero. HP = Hit Points. DEF = Defense. SKL = Skill. SPD = Speed.
3. A player's deck consists of 70 cards.
4. The "arena" is the "field of play". (*Not* to be confused with "Arena" cards.) Cards in the arena are the cards "in play".

5. **Game Setup:**

To start the game, each player shuffles their decks and draws 7 cards to their hands.

6. Without looking at them, each player draws 5 cards and places them face down to the side of the arena. These are the “Blood Cards”.
7. You must always have a Champion in the “combat” position (referred to as being in combat, or simply “in-combat”). If at any point in the game a player cannot place a Champion into combat, ***that player loses***. You can place up to 5 Champions in the arena at a time (one in combat, and up to 4 in the garrison).
8. If you cannot play a Champion, reshuffle and redraw your hand. *After* the 3rd “dead hand,” your opponent may draw a Blood Card before the match begins. (If this happens to both players, then both players may draw Blood Cards.) Each successive “dead hand” following the 3rd awards another Blood Card for your opponent. If you are unable to play a Champion after seven (7) attempts, you lose the game.
9. Roll a die to determine who goes first. Whichever player goes first *cannot* attack on their first turn. They may perform any other action that turn. (See below for details on “Turn Order”).
10. Champions played into your garrison are placed face down. When attaching Squires onto face down Champions, the Squires may also be placed face down. Once a Champion is revealed, any attached cards are revealed as well, and are flipped face up and remain face up until they leave the arena. Any new cards placed on the face-up Champion must also be placed face-up. “Reveal” means to show your opponent a card or cards (per the text of the card) so that your opponent may review the card(s). You must permit a reasonable amount of time for your opponent to review the card(s) before moving on to your next move.
11. Champions are revealed when any action or effect would require looking at the relevant stats or card text for the Champion, such as

when being attacked, using a Champion Ability, or proving the costs and Origins match. An in-combat Champion's Ability may passively provide a benefit based on your garrisoned Champions. You may choose to utilize this benefit, which would then require you to flip any relevant Champions and attached cards face-up. You may also choose to keep your garrison hidden, but then you would not gain the Ability's benefit. In general, face-down Champions are revealed when they are interacted with by an effect. In that same way, if a Squire's effect is used in the garrison, then that Squire must be revealed and remain face-up until it is removed from the arena. However, revealing a Squire in this way does not cause the attached Champion to also be revealed. (See below details for "Squires".)

12. The garrison can hold up to 4 Champions. Units in the garrison can be interacted with, such as attaching Coins to them, attaching Equipment, attaching Squires, using Action Cards on them, or even being attacked. Garrisoned units cannot attack, however, they can use their "Ability" if the Ability is a "Garrison" ability, as denoted beside the Ability name on the card. Abilities used in the garrison *can* be used during the opponent's turn if the Ability allows it.
13. Traps are placed face down when played. Traps are revealed when triggered per the card text (see below for details on Trap cards).
14. Placing your initial in-combat Champion does not count as "entering combat" for purposes of Champion Abilities or other card effects.
15. After the first turn, a Champion can only be placed into combat from the garrison, *not* your hand.
16. You can place as many Squires in the arena as you'd like per turn. The arena includes the 2 Champions currently in combat, each player's garrison, each player's Trap cards, and each player's Gates/Exterior cards.
17. You can attach 1 Coin card per turn to a single Champion. Coin cards must be revealed when played. Champions require a certain number of

attached Coins to use their attacks. Coin cards include Gold, Silver, and Copper. Some effects allow for the “additional” placement of Coins. Additional Coins can be played on a different Champion than the Champion you placed the one-per-turn Coin on (unless explicitly stated otherwise in the card text).

18. Any time you must/may attach or discard a Coin for an attack or effect, you may choose to “overpay” for an attack, effect, etc. Gold can be used to pay for Gold, Silver, or Copper costs. Silver can be used to pay for Silver or Copper costs. Copper can only be used to pay for Copper costs. Ex: You may attach a Silver or Gold to pay for an attack that costs one Copper. Moreover, you may take a lower Coin “consolation” during an effect. Ex: If a card allows you to search your deck for a Gold and there are no Golds in your deck, you may select a Silver or Copper instead. (You may do this unless the card explicitly states otherwise.)
19. Cards you place in your “discard pile” are revealed prior to discarding them. This means your opponent may review the card before it is placed into the discard pile. This allows your opponent to confirm that you discarded the requisite card(s). At any time, you may search through your own discard pile, though you may *not* search through your opponent’s discard pile.
20. If a card uses the term “must,” it is required that the stated action or effect take place. If a card uses the term “may,” it is the player’s choice whether or not the stated action or effect takes place.
21. **Effect cards**, whether single-use or persistent, include Action cards, Equipment cards, Trap cards, Arena cards, and Exterior cards. (See below for details on each type.) Effects can either target a specific Champion or Squire (Battle conditions, “opposing Champion” effects), Champions in your or your opponent’s combat position (referred to as “in-combat” Champions), all of your or your opponent’s Champions and/or Squires (certain Exterior cards), or all Champions and/or Squires in the arena (yours and your opponent’s, generally Arena cards). The term “opposing Champion” refers to

targeting the specific Champion that is currently in the combat position (currently in-combat). Effects applied to the opposing Champion are specific to *that* Champion and only affect that particular Champion. For example, if an effect states the opposing Champion's DEF is reduced by 2, and your opponent retreats for a new Champion, the new Champion's DEF is *not* also reduced by 2, since the effect was specific to the other Champion.

This differs from effects that are applied to your or your opponent's "in-combat" Champions, as such effects apply to any Champion that is in-combat during the effect (or would enter combat at the time of the effect triggering) and are not specific to a single Champion.

*Think of this as affecting the combat ***position***, and any Champ that is currently in, or would enter, the position. For example, "Your opponent's in-combat Champions lose -3 SKL until the end of your opponent's next turn." This would affect your opponent's current in-combat Champion, but even if that Champion moves to the garrison via some other effect, the new Champion entering combat would also be affected by the SKL reduction. Any effect that states "all your Champions", "all your opponent's Champions", or "all Champions in the arena" affects both in-combat Champions and garrisoned Champions simultaneously for either you, your opponent, or both you and your opponent respectively.

22. **Action cards** create an effect when played per the description on the card. Generally, Action card effects are unit-specific, and remain in play next to the Champion or Squire they are affecting until the effect expires per the text on the Action card. If you play an Action with an Origin-specific requirement on a garrisoned unit, you must reveal the unit to prove the Origins match. Once the Action card effect expires, discard the Action card. Other Action cards may affect a number of Champions or units simultaneously, such as in-combat Champions (yours and/or your opponents') or all Champions or units in the arena. For such Action cards, place the Action card next to your discard pile until the effect expires, then discard it. Some Action cards have a Coin cost associated with them shown on the card face (separate from any costs that may be explained per the card text). You must pay the Coin

cost before playing the Action card by discarding the required Coin card(s). The cost for these Action cards is paid only once when playing the card. You can play as many Action cards as you'd like per turn.

23. **Equipment cards** are attached to Champions (referred to as “equipping” to the Champion). While equipped, they provide a persistent passive effect, or allow for an active effect to be used. Equipment cards have Coin costs associated with them shown on the card face. You must pay the Coin cost of the Equipment before attaching the Equipment to a Champion by discarding the required Coin card(s). As such, you must reveal the Equipment card when you play it, to confirm the correct cost is paid. If the Equipment card has an Origin-specific requirement, you must also reveal the Champion you are equipping it to. The cost for each Equipment is paid only once when playing the card. You can only attach an Equipment card to a Squire if the card text allows it, but it provides no bonuses to the Squire or attached Champion while equipped on the Squire.
24. Equipment can be either for the Head, Body, or Arms, and only one Equipment can be equipped per slot. As such, a Champion can only be equipped with a maximum of 3 pieces of Equipment in total. You may replace a current piece of Equipment with a new piece of Equipment. When doing so, you must discard the current piece of Equipment. You must still pay the cost for the replacement Equipment. You can play as many Equipment cards as you would like per turn. *The cost to play an Equipment card does **not** count as your 1 Coin attachment on a Unit per turn.*
25. **Trap cards** create an effect when triggered, or activated. The triggering event is described on each Trap card. Trap cards are placed face down. You may have up to 3 Trap cards in play at a time. You may play as many Trap cards as you'd like per turn, up to the limit. You may replace an existing Trap with a new Trap. When doing so, discard the old Trap without triggering its effect, and place the new Trap face down in its place. Trap card triggers may occur on your turn **or** on your opponent's turn. You must reveal the Trap card when it is

triggered. Once a Trap card is triggered, it is discarded after taking effect unless stated otherwise. If more than one Trap card is triggered simultaneously, resolve each Trap card separately (in order from left to right from the perspective of their player). **It is each player's responsibility to keep track of their own Trap cards. If a player misses a trigger, then that Trap card is discarded without the effect coming into play.*

26. **Arena cards** (not to be confused with the “arena”) create persistent passive effects that affect ***all*** Units in the arena (in-combat and the garrison) for both you ***and*** your opponent while they remain in play. Arena cards are played face-up on the side of the arena. Only a single Arena card can be active in play for both players. When a second Arena card is played, by either you or your opponent, the previous Arena card is discarded into the discard pile of whichever player had originally played that card. You can play as many Arena cards as you'd like per turn.

27. **Exterior cards** create an effect when played per the description on the card. All Exterior cards persist indefinitely, except when stated otherwise per the card text. Exterior cards that do ***not*** persist indefinitely, meaning they are either single-use or persist over only a few turns, remain in play until the effect expires per the text on the Exterior card. Exterior cards that modify Champion stats affect all of your Champions in the arena (in-combat and the garrison) unless stated otherwise. Exterior cards must be attached to a Gate card to be played (see below for details about Gate cards). You may replace your current Exterior card with another Exterior card. When replacing an Exterior card, the previous Exterior card must be discarded and the new Exterior card is then placed on the Gate. Some Exterior cards have a Coin cost associated with them shown on the card face (separate from any costs that may be explained per the card text). You must pay the Coin cost before playing the Exterior card by discarding the required Coin card(s). The cost for these Exterior cards is paid only once when playing the card. You can play as many Exterior cards as you'd like per turn. **If a player's Gate is destroyed, the Exterior card remains in the arena, but becomes inactive. If/When that player*

plays another Gate, the effects of the Exterior reactivate (resume) from the point when it became inactive.

28. **Gate cards** are played on the side of the arena and provide no effects by themselves. A Gate card must be played before you can play an Exterior card. You may only have one Gate in play. You may play as many Gates as you'd like per turn. (For example, if a Gate is destroyed the same turn you play it, you may play another Gate that turn.)

29. If a player runs out of cards in their deck, they do **not** automatically lose the game. They may continue to play with the cards in their hand. In the event where both players have no decks, and the cards in their hands and the arena do not allow either player to attack, then the game is in a stalemate and is considered a draw.

30. **Combat:**

You must first announce **which** attack you are using and which of your opponent's Champions (or Squires, if permitted) you are attacking. You must have the requisite "cost" of Coins and Squires attached to the Champion to use their attack. Then you must roll a die to determine if the attack will be successful or miss. This is known as the **attack roll**. Take the result on the die and add or subtract any applicable roll bonuses and reductions to it. If this result is higher than the opponent's Champion's DEF (after applying DEF bonuses and reductions), the attack "breaks through" (is successful) and the opponent's Champion receives the damage (subtract the damage after applying bonuses and reductions from Champion's HP). If the attack is successful, you may then roll for any effect associated with the attack, per the attack text, and from any effect applied to the attack from any other source, such as from an Action Card, Equipment, etc. (Ex: *Roll a die. If 16+, discard an Equipment card attached to the opposing Champion.*) Remember, these are separate rolls from the original attack roll, and each effect roll is rolled separately. If the attack is a "multiple" attack, sum the damage from all rolls first to determine the total damage (damage is **not** dealt in multiple instances). If an attack is not able to deal damage, such as a

non-damaging attack or when failing all rolls with a multiple attack, then the attack does **not** benefit from sources of increased damage.

If the attack roll is equal or lower to the DEF, the attack misses (fails). *If the attack misses, any corresponding Battle Conditions or other effects to be applied by the attack also fail.* Reducing a Champion's HP to 0 awards you a Blood Card. Regardless of the result, **attacking ends your turn** and you cannot play any more cards. All attacks require an attack roll unless explicitly stated not to require a roll in the attack description, or per some other active card effect. Such attacks always break through, though if another card effect states it negates the effects of an attack, the attack may have no effect.

31. If each player's in-combat Champion simultaneously dies during a turn, then the player whose turn is next must place their next in-combat Champion first. Ex: If your Champion's attack kills an opponent's Champion, but then your Champion simultaneously dies from self-damage or another effect, your opponent would have to place their next Champion first. The *attacking* Champion's damage hits before taking the self-damage/effect damage in the turn order, awarding the Blood Card to the attacking player first. In the case where both players have exactly one Blood Card remaining, the attacking player would win the game.

32. Self-damage cannot be increased or reduced by any effect.

33. Champions:

All Champions have two (2) attacks and also have an "Ability." The first (top) attack of Infantry Champions does not require an attached Squire to be used. All Infantry Champions require at least one (1) Squire to be attached for their second (bottom) attack. All Cavalry Champions require at least one (1) Squire for their first attack and two (2) Squires for their second attack. Therefore, Cavalry cannot attack *at all* if no Squire is attached.

34. Some Champion Abilities provide passive bonuses/effects, while others must be used or activated. Abilities are labeled with "Combat",

“Garrison”, or “Any”. If the Ability is a “Combat” ability, then it can only be actively used (or gain the passive benefit from) when in-combat (or moving to or out of combat). If the Ability is a “Garrison” ability, it can only be used (or provide the passive benefit) when in the garrison. “Any” abilities can be used in either the garrison or in-combat. You can use as many Champion Abilities as you’d like per turn *before* your attack. Most active Abilities can only be used once per turn, but if not stated can be used repeatedly if the Ability’s conditions are met. Champion Abilities do not have any cost associated with them, and can be used freely per the Ability’s text description. When activating a Champion’s Ability or gaining the benefit from a passive Ability, you must announce the Ability. If you wish to use a garrisoned Champion’s “Garrison” or “Any” Ability, you must reveal the Champion and keep it revealed until it is discarded or returned to your hand.

35. If an attack allows you to damage an opponent’s garrisoned unit, your opponent must reveal that unit to show its HP and DEF for the attack roll calculation. *If the damage per the card text does not require an attack roll, then your opponent does not need to reveal the card.*

36. Squires:

Squires can be attached to Champions to enable their attacks. Each Squire also provides two (2) passive bonuses to the Champion they’re attached to. (See below for details on Squires.) One is an “innate” bonus (always provided when attached). The second is a “matching Origin” bonus, which ONLY affects Champions that share the same Origin as the Squire. Any Squire can be attached to any Champion; however the Champion will not gain the benefit of the matching bonus if the Origins are not the same. Bonuses are only applied to the attached Champion. *You **cannot** freely move Squires between Champions.*

37. You can only have a maximum of two (2) Squires attached to a Champion at a time. Three is too many and five is right out.

38. Squires **cannot** be placed into the arena by themselves.

39. Killing a Squire does *not* award a Blood Card.
40. Squires cannot be affected by additional attack effects, such as Battle Conditions (but will still receive the damage and bonus damage of the attack).
41. Squires themselves cannot retreat but will remain attached to a retreating Champion. (See below for details on retreating).
42. You may replace a Squire in the arena with a Squire from your hand. When doing so, you must first discard the previous Squire, then attach the new Squire on the Champion.
43. When a Squire moves to a new Champion (when its current Champion is killed or when another effect allows the Squire to move), that Squire's effects are immediately applied to the new Champion (and removed from the old).
44. If a Champion with one or two Squires attached is killed (while in combat *or* in the garrison), you may move either or both Squires to a new ***garrisoned*** Champion(s) in any way you like provided that you do not exceed the maximum limit of two Squires per Champion. Squires cannot be moved from a killed garrisoned Champion onto the current in-combat Champion. If no Champion in the garrison has an open slot for a Squire, you must discard the Squire(s). If the in-combat Champion is killed, move the Squire(s) ***first*** before placing a new Champion into combat.
45. When a Champion is killed while in combat, you must select one of your garrisoned Champions to fill its place. You ***cannot*** play a Champion from your hand at this time. If you cannot place a Champion into combat, ***you lose the game***.
46. **Battle Conditions:**
Certain attacks provide the added benefit of applying a "Battle Condition" to the opposing Champion. How to apply the Condition is

explained in the text of the attack. Some card effects may also allow for a Champion's attacks to apply a Battle Condition. Each effect is rolled for separately when the Champion attacks.

47. Battle Conditions are:

“**Bleeding**” → Bleeding Champions take 10 damage when they attack. Additionally, they take 20 damage when *successfully* retreating to the garrison (take the damage first, then the Bleeding is cured from being garrisoned). The Champion does *not* take the 20 damage if another non-retreat effect allows them to move to the garrison. The Bleeding Champion does not take any damage if they do not attack or retreat. Bleeding damage cannot be increased or reduced by any effect.

“**Dazed**” → Roll a die between turns for each Champion in the arena that is Dazed. If 10-, the Champion cannot take *any action* that turn. While Dazed, the Champion's Ability is disabled. If you roll an 11+, that Champion is cured of Daze.

“**Splintered**” → The Champion's DEF (*after* applying DEF bonuses and reductions) is cut in half (rounded up) when Splintered. (For example: A Champion with a base DEF of 5 and bonus DEF of 2 will have 4 DEF when Splintered.)

“**Disarmed**” → A Disarmed Champion cannot attack. When Disarming an opponent's Champion on your turn, it is cured of Disarm at the end of your opponent's next turn. In the case where *your* own Champion is Disarmed on your turn, it is cured at the end of your turn (which means you cannot attack that turn). (A Disarmed Champion can still retreat to the garrison and use their Ability.)

48. Ways to “*cure*” (remove) Battle Conditions are: Retreating or moving (via an effect) the Champion to the garrison, using a card or effect that cures Battle Conditions, removing the Champion from the arena, or rolling a die to cure the Battle Condition (Battle Condition specific).

49. Retreating to the Garrison:

Retreating refers to the action of moving your in-combat Champion to an open garrison position. All Squires, Equipment, Coins, and Action cards remain attached and move to the garrison with the retreating Champion. You cannot retreat if your garrison is full. First, the player announces that their Champion is retreating. Once announced, you must make at least one “retreat attempt”. Then each player rolls a die and adds the number shown to the SPD of their in-combat Champion (after applying SPD bonuses and reductions). This is known as the “retreat roll” of the “retreat attempt.” A retreat attempt is the sequence of retreat rolls until the Champion successfully retreats, is killed, or the player chooses not to roll again for the retreat this turn. If the sum of the roll and SPD for the Champion attempting to retreat is higher, then the retreat is successful and that player must place a new Champion into combat from their garrison (*not* their hand). If the opponent’s sum is higher, then the retreat attempt fails and the Champion attempting to retreat takes 10 damage. Your Champion *can* be killed by this damage. **Increase the failed retreat damage by 10 for each failed retreat roll *per* retreat attempt.** (Failed retreat damage cannot be increased or reduced by any other effect.)

For example, if a single Champion fails to garrison three times in a row, that Champion takes 60 damage total (10 + 20 + 30). If they are then successful, and you attempt to retreat your new Champion and fail once more, that new Champion would take 10 damage (not 40 damage), since it is a new retreat attempt. If you are then successful, and your first Champion is brought back in and attempts to retreat again and fails, this would be a new retreat attempt, and that Champion would take 10 damage (which would be 70 damage total against that Champion for the turn). If the roll and calculation is a tie, you both must re-roll until there is no tie. Ties do not count as a failed retreat roll. You can attempt to retreat as many times as you like per turn.

A Squire may be sacrificed to guarantee a successful retreat. Choose one Squire attached to the retreating Champion and discard it. In this

case, you do not need to roll and the retreat is successful. You may choose to do this at any point during the attempt or at the start of the retreat attempt before making any rolls. Retreating in this way still counts as a “retreat attempt” and any effects triggered by retreating still occur.

50. The turn “change over” or “**between turns**” occurs at the time after one player has attacked and before the other player has drawn a card.

Turn Order

1. Draw a card.
2. Trigger any effects that state to do so at the “start of turn”.
3. Pre-Attack Turn Activities - Do any of the following actions in *any* order:
 - A. Attach your once-per-turn Coin card from your hand onto one of your Champions.
 - B. Place any number of Champions from your hand into your garrison.
 - C. Attach any number of Squires from your hand onto your Champions.
 - D. Play any number of each of the following cards: Action cards, Arena cards, Equipment cards, Gates, Exterior cards, and Trap cards.
 - E. Retreat your in-combat Champion to the garrison.
 - F. Use Champion Abilities.
4. Combat: Attack Order Resolution:
 - A. Announce which attack you intend to use from your in-combat Champion. (*Make sure you have the requisite Coins and Squires necessary to use the attack.*)
 - B. Roll the die to see if your attack “breaks through” the opposing Champion’s, opponent’s garrisoned Champion’s, or Squire’s (if applicable) DEF. Apply any attack roll bonuses and reductions.
 - C. If the attack “breaks through,” then apply the damage from the attack to the opposing Champion. (If the attack is a “multiple” attack, you need to conduct those rolls to determine the total damage, if any.) Apply any damage bonuses and reductions to the total damage of the attack.

- D. If applicable, apply any effects from the attack, which will appear after the attack's name. (Ex: *Roll a die, if 11+, Bleed the opposing Champion.*)
 - E. If there are any active card effects that apply when successfully attacking, roll for those effects here.
5. If you kill one of your opponent's Champions, draw a Blood Card. Your opponent may move any Squires from the killed Champion onto available garrisoned Champions, or discard them if they choose or if their Champions already have the maximum number of Squires attached to them. Then your opponent must replace the killed Champion with a new Champion from the garrison. Any effects that trigger on a Champion's death occur ***before*** Squires are moved, but ***after*** drawing a Blood Card. If your Champion dies, your opponent draws a Blood Card and you must do the same listed above.
 6. Then end your turn and trigger any effects that state to do so at the "end of turn".