EPIC

Trading Card Game

Quick Start Rules

(These rules are for veteran TCG players, first time TCG players see the Basic Rules.)

Deck size for draft or sealed pack: minimum 30 cards.

Starting hand size: 5   Starting score (Mojo): 30

If your Mojo is 0 or less you lose immediately.

If you have no cards left in your deck you win the game.

Mulligan rule: Put any number of cards on the bottom of your deck and draw that number of cards. Lose 1 Mojo for each card drawn in this way. Mulliganing starts with the player going first and each player may only mulligan once.

Playing A Card

When you play a card, announce all targets and pay all costs, then put it "on the line". Cards on the line resolve last-in-first-out. When something on the line resolves, players get a chance to add more things to the line.

Cost To Play A Card

At the start of each player's turn, each player gains an action (▽). Unspent actions go away at the end of the turn.

If a card has ▽ in the upper left hand corner, it costs your action to play.

If a card has ∞ in the upper left hand corner, it is free to play.

When You Can Play A Card

The icon in the upper right hand corner of the card tells you when you can play a card (the card's speed).

⚒ (Build): Can only be played in your Build Step. Can only be played when "the line" is empty.

⧖ (Paced): Can only be played in your Pre-Battle and Build Steps. Can only be played when "the line" is empty.

▷ (Fast): Can be played anytime.

⚒⚒, ⧖⧖, ▷▷ (Instantaneous): Same as single symbol but resolves immediately. No one may respond, and whoever played the card retains priority.

The Turn

Turns are broken into 5 steps.

Prepare Step: The active player prepares (turns right side up) all his champions and objects, then draws a card. No one may play cards or abilities during this step.

Pre-Battle Step: The active player may play ⧗ cards and abilities. Any player may play ▷ cards and abilities.

Battle Step: Any player may play ▷ cards and abilities. The active player may make any number of single or group attacks (see Battle below).

Build Step: The active player may play ⧗ and ⚒ cards and abilities. Any player may play ▷ cards and abilities.

End Step: Any player may play ▷ cards and abilities. At the end of this step the active player discards down to 10 cards and all players prepare (turn right side up) all flipped (upside-down) champions and objects. All damage is removed from champions, and "until end of turn" effects go away.

Note: The very first turn of the game starts in the Build Step. On your turn you are the active player, and are the first to gain priority. When a player has priority they may add as many things as they like to the line, then priority passes to the player to their left.

Battle

Each Battle Step, do the following:

1) Players may play ▷ cards and abilities.

2) The active player may end his Battle Step or choose a champion or a group of champions to attack. Expend (turn sideways) all attacking champions. Only prepared champions may attack. All champions must attack a single player.

3) Players may play ▷ cards and abilities.

4) The defending player may choose a champion or group of champions to block the attack. Flip (turn upside-down) all blocking champions. Only prepared champions may block. In order to block, a champion must be capable of blocking at least one member of the attacking group.

5) Players may play ▷ cards and abilities.

6) Champions with range deal damage.

Note: Champions deal damage equal to their offence. If a champion is blocking or being blocked by multiple champions, it may deal all its damage to one or split its damage up in any way. If a champion takes damage equal to or greater than its defense, it is broken. Champions that were not blocked deal damage to the defending player.

7) Champions without range deal damage.

8) That attack ends. Go back to #1 and start over. The active player may continue this process any number of times.

Note: Champions may attack and use abilities the turn they come into play. Only prepared champions and objects may use abilities with ⤺ or ⤼ in their cost.

Keywords

⬑ (**Expend**)	To turn a right-side up card sideways.
⩕ (**Flip**)	To turn a right-side up card upside down.
Prepare	To turn a card right-side up.
Break	Put in controller's discard pile. If a champion takes damage equal to its defense, it is broken.
Banish	Put on the bottom of owner's deck.
Stop	Take a card out of "the line" and put it into the discard pile. It does not resolve.
✦ (**Offence**)	How much damage a champion deals in combat.
⬟ (**Defense**)	How much damage it takes to break a champion.
Deadly	One or more deadly damage will break a champion.
Airborne	Attackers with airborne may only be blocked by defenders with airborne or range.
Range	May block airborne attackers and deals damage first.
Breakthrough	An attacker with breakthrough deals damage to defending player equal to its ✦ – blockers total ⬟
"X" Ward	Can't be damaged, broken, banished, blocked, or otherwise effected by things of type "X". Example: "Evil Ward".
Reveal	Show all players a card from your hand.
Alignment	A card's morality. Alignments are: Good (gold color cards), Evil (purple), Wild (green) and Unaligned (light blue). Alignment has no game effect on its own, but may be referenced. Example: Banish target non-good champion .
Origin	How a card came to be. Origins are Magical (lightning background), Natural (scales background) and Constructed (gears background). Origin has no game effect on its own, but may be referenced.
Type	What a card is. There are three card types in Epic: Champions, Objects, and Events. Champions are heroes or monsters that stay in play and fight for you. Objects are things or places. Objects stay in play and usually have abilities. Events are a thing happening (like an earthquake or an assassination). Events do what they say, then go to your discard pile.

Free Demo Deck Instructions

Simply download the PDF, print and cut out the cards. Use different color card sleeves for each deck. Use some of your spare cards in the sleeves to give the correct weight.