

Rules for Goblins and Gunslingers TCG

Game Setup

1. Health Points (HP):

Each player starts with **30 HP**.

2. Deck Composition:

- Each player's deck consists of **52 cards total**, including creatures, spells, artifacts, and events.
- Each player also has **2 unique Deputy cards** set aside. Deputies start outside the deck and may only be summoned through specific effects or conditions.

3. Starting Hand:

Each player draws **7 cards** at the start of the game.

4. Mana Pool and Gold Pool:

- **Mana Pool:** Starts at 1 on Turn 1 and increases by **+1 per turn** (Turn 2 = 2 mana, Turn 3 = 3 mana, etc.). Mana replenishes fully at the start of each turn. There is **no maximum mana pool**.
 - **Gold Pool:** Starts at 1 and replenishes by **+1 per turn**. Players can also gain **+1 gold for each instance of damage dealt to the opponent**. There is **no maximum gold pool**.
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Board Layout

1. Two High Rise Lanes (Left and Right):

- **Purpose:** These lanes are dedicated exclusively to creatures with the **High Rise** ability or creatures that specifically state they can occupy a High Rise lane in their card text.
- **Rules for High Rise Lanes:**
 - Each player has **one High Rise lane on the left and one on the right**.
 - Only **one creature** may occupy each High Rise lane.
 - **High Rise Ability:** Creatures placed in High Rise lanes automatically gain the **High Rise** ability:
 - **High Rise:** Cannot be targeted by single-target spells, abilities, or attacks unless the effect applies to the entire board (e.g., "deal damage to all creatures").
 - **High Rise Restrictions:**
 - **High Rise creatures cannot attack the opposing player directly.** They can only attack:
 - Other **High Rise** creatures.
 - **Middle Lane** creatures.
- Some cards may grant the **High Rise** ability temporarily or permanently.

2. Five Middle Lanes:

- These lanes are for standard creature placement.
- Creatures placed here can:
 - Attack creatures in the **same lane** or directly in front of them.
 - Defend against attackers.

- **Cover Tokens:** Players may generate **0/1 Cover Tokens** during gameplay to protect creatures in these lanes.
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Turn Structure

Each turn is divided into **4 phases**:

1. Draw Phase:

- Draw 1 card from your deck at the start of your turn.
- If your deck is empty and you cannot draw, you lose the game.

2. Resource Phase:

- **Replenish Mana:** Restore your mana based on the current turn (e.g., Turn 3 = 3 mana).
- **Replenish Gold:** Gain **1 gold** plus any bonus gold earned from effects or damage dealt on your previous turn.

3. Action Phase:

Spend your mana and gold to:

- **Summon Creatures:**
 - Place eligible creatures in:
 - **High Rise Lanes (Left and Right):** For creatures with the **High Rise** ability.
 - **Middle Lanes (5 Slots):** For standard combat and defensive positioning.
- **Generate Cover Tokens:**
 - Specific cards or abilities allow players to summon **0/1 Cover Tokens** in the Middle Lanes to block incoming attacks.
 - **Cover Tokens:**
 - Block attacks directed at creatures behind them.
 - Can be bypassed by creatures with **Flying** or **Overshot**.
- **Attack:**
 - Middle Lane creatures can attack creatures directly in front of them or the opponent.
 - High Rise creatures can attack other High Rise creatures or creatures in the Middle Lanes. **They cannot attack the opponent directly.**

4. End Phase:

- Resolve any lingering effects, such as **Last Stand** (Deathrattle) abilities or end-of-turn triggers.
 - Pass the turn to your opponent.
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Gold and Mana Mechanics

1. **Mana:**
 - Replenishes each turn based on the current turn number (e.g., Turn 5 = 5 mana).
 - There is **no maximum mana pool**.
 2. **Gold:**
 - Replenishes by **+1 per turn**.
 - Gain **+1 gold for each instance of damage dealt to the opponent**.
 - There is **no maximum gold pool**.
 3. **Gold Uses:**
 - Some cards require a **Gold Cost** in addition to mana.
 - Gold can also be used to:
 - Activate special abilities.
 - Summon Deputies.
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High Rise Mechanics

1. **High Rise Ability:**
 - Creatures placed in High Rise lanes automatically gain the **High Rise** ability.
 2. **High Rise Rules:**
 - High Rise creatures cannot be targeted by single-target effects or attacks unless the ability affects the entire board (e.g., "deal damage to all creatures").
 - **High Rise creatures cannot attack the opposing player directly.** They can only attack:
 - Other **High Rise creatures**.
 - Creatures in the **Middle Lane**.
 3. **Limited Slots:**
 - Each player may only have **1 creature in each High Rise lane** at a time (1 on the left, 1 on the right).
 4. **Special Cards:**
 - Some cards can grant the **High Rise** ability temporarily or permanently to creatures in the Middle Lanes.
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Cover Token Mechanics

1. Cover Tokens are **not placed automatically** at the start of the game.
 2. Players must generate **0/1 Cover Tokens** through specific card effects or abilities during gameplay.
 3. Cover Tokens block attacks directed at creatures behind them in the same lane.
 4. **Flying:** Creatures with **Flying** can bypass Cover Tokens entirely.
 5. **Overshot:** Allows creatures to deal excess damage past the Cover Token to the card behind or to the defending player if the lane is empty.
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Deputy Cards

1. **Unique Cards:** Deputies are special cards that start outside the deck and may only be summoned through specific effects or conditions.
 2. **Limited Presence:** Only **1 Deputy** may be on the field per player at a time.
 3. **Game-Changing Abilities:** Deputies typically have powerful effects or abilities that can turn the tide of the game.
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Winning the Game

You win if:

1. Your opponent's health is reduced to **0**.
2. Your opponent cannot draw a card during their **Draw Phase**.