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Basic Rule Set

Player Card Selection

If your deck contains more than one player card, in the case of Form Shift, select the player card you will start with and place the other into your deck and shuffle it.

Initiative

Each player rolls 1D10, the winner uses the location from their deck. While the loser is granted first turn, their location is the first card placed in their discard pile.

Starting draw

At the beginning of the game, each player draws 6 cards. This cannot be altered by any actions and is part of the Initiative setup.

Stages

There are several stages that occur during your turn and they occur in the following order:

- ❖ Refresh Stage
The Refresh stage occurs when it is your turn to play. It comes before all other actions. This is when your power pools refresh and when you must pay any costs needed for your turn.
- ❖ Strategy Stage
The strategy stage is when you draw your next card from your deck and plan your actions.
- ❖ Battle Stage

This is the final stage and when combat occurs when you attack another player. Once the Battle Stage has finished, your turn ends.

Player Cards

Player cards are the main character cards in the game. Each player has 1 player card to be used at one time; it is the character they are playing as and is laid onto the battlefield before any other actions are made by either player. Note: Some decks may contain more than a single player card, but only one can be played at a time.

Each player card is made of the following statistics:

- ❖ Alignment
- ❖ Hit Points
- ❖ Defense
- ❖ Power
- ❖ Cool down
- ❖ Magic, Technical, and Natural Power Pools
- ❖ Abilities (If any)

Alignments

There are 2 Alignments, Good and Evil. Player cards and ally cards can be mixed and matched in any given way. However, if your alignments are different, there can be...unforeseen consequences. Every 4 turns the ally attempts to attack the player, this attack is done during your upkeep. You must roll 1D10, if you roll a 3 or under, you are damaged for the amount equal to the ally's greatest power pool.

Power Pools

There are 3 different power pool types: Magic, Technical, and Natural. Power pools are used for augments, abilities, and equipment.

Example: If you have 3 in your magic power pool and use a magic ability card with a magic cost of 2, you will have 1 magic point left in your magic power pool. Once the pools are exhausted, you must wait until your next turn for it to refresh. Each player card has their own power pools that they favor; some have more in one area than others.

Power pools refresh during your upkeep, before any other action is taken, including upkeep costs.

Attributes

There are 4 different attributes: Power, Defense, Hit points, and Cool down. Each is explained below:

❖ Defense

Each player card has a Defense attribute. This defense attribute must first be overcome before any damage can be done to the player. The Defense attribute absorbs the amount of damage that the opponent deals to you and will regenerate upon your next

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turn. If the defense is overcome with an attack, the remaining amount of damage is subtracted from your hit points.

❖ Power

Each player card has a Power attribute. This power attribute is used to deal damage to an opposing player. The amount of power can be increased through augments which are played before attacking. The default power attribute is 1D10, which is rolled when performing an attack by the player card. Some player cards have bonuses to this.

❖ Hit points

Each player card has a set amount of hit points. This is your player card's life line and it can be reduced in a variety of ways. However, be careful, if it is reduced to zero, you lose the match.

❖ Cool down

All player cards and ally cards will have a cool down counter displayed on the top right corner along with a number. This number is used when a player or ally uses their active ability and represents the amount of rounds it will take before the active ability can be used again.

Allies

Each ally is made up of the following:

- ❖ Alignment
- ❖ Hit Points
- ❖ Magic, Technical, and Natural Power Pools
- ❖ Special Abilities (If any)

Allies cannot directly attack targets unless specified. However, they have their own magic, technical, and natural power pools that can be used. But instead of being used separately, they are used in combination with the player's own power pools.

Example: Ammon has Mano as an ally. Ammon has a magic pool of 4, Mano has a magic pool of 2, combined, Ammon now has a magic pool of 6.

Ally passive abilities also pass on their bonuses to the player. So if an ally has a +1 regeneration per round, the player now has that passive ability. Allies themselves do not use these passive abilities also. However, they can use their active abilities if they have them to further assist the player.

You may only have 1 ally in play at any given time. To call upon another ally forces your current ally to be dismissed to the discard pile. Dismissing an ally must be done at the beginning of your turn. Calling an ally must be done at the beginning of your turn. Once called, their power pools and abilities are inaccessible until your next turn.

Card Types

There are 4 card types beyond Player and Allies: Equipment, Abilities, Augments, and Infringe.

Each of these card types perform different actions which can manipulate the battlefield or damage the opponent.

1. **Equipment:** Some equipment can be added to players or even allies, augmenting their power pools or special abilities. Some equipment works as a way to debilitate your opponent. Equipment cards can only be played during your Strategy Stage. Any abilities played by equipment are treated as standard Ability cards.
2. **Abilities:** These cards are special abilities that the player can use. They can be used at any time during a match. Once used, they are discarded into your discard pile.
3. **Augment:** Augments are used to increase specific stats such as power, defense, or power pools. They are played before attacking any other card during your turn. The effect of the augment lasts only for 1 turn, so use them wisely! Once used, they are discarded into your discard pile.
4. **Infringe:** Infringe cards are the fastest cards within Dimensional Devastation. They can be played at any time, and when used at the same time as abilities, their effects occur before an ability cards. Once used, they are discarded into your discard pile.

Status Effects

There are different status effects that some characters have that can be used against their opponents. These status effects have different uses at different times and can be extremely devastating to your opponent. These status effects can also affect allies and can resist them the same way a player card can.

- ❖ **Stun:** You cannot use abilities or augments during the next round. Allies affected by this also cannot use their abilities until the next round.
- ❖ **Poison:** You take 3 damage per round for 2 rounds.
- ❖ **Weaken:** -3 to Power Attribute for 2 turns
- ❖ **Soften:** -3 to Defense Attribute for 2 turns
- ❖ **Magic/Technical/Natural Curse:** -2 to the specific power pool for 2 turns.

Resisting Status Effects: To resist, you must roll 1D10, if you roll a 7 or higher, you resist the attempt and it has no effect.

Definitions

❖ Turn

A turn is when it is your turn to play your augments, equipment, when your upkeep occurs and when you can attack.

❖ Round

A round is the culmination of when all players have taken their turn.

❖ Reshuffling

Anytime you adjust your deck, whether to find a card, or insert a card back into your deck, you must reshuffle the deck.

❖ Discard

Anytime you must discard a card, it must be placed into a separate discard pile. The cards in this pile cannot be used and must remain in the discard pile until the end of the match or specifically called upon by a different card.

❖ Unique Cards

Some cards are unique to individual characters, meaning that they cannot be used by any other player card. For example “Ammon Equipment” means that only Ammon can use that particular equipment and no other player card can use it.

❖ Targeting and blocking

Any card with an hp count may be targeted by the opposing player. If the card has an hp count, it can be attacked by players directly during the Battle Stage or by abilities at any time, as long as the opponent calls the target before attacking. Opposite to that, any card with an hp count may block any incoming attack that is a direct attack against another card. Cards that are permanents without hp counts such as equipment, cannot be attacked in this manner and require specific cards to be affected.

Example: Ammon has a Lililth werewolf token currently in play. Kockren attacks Ammon with his plasma cannon. Ammon may block the damage with the werewolf token and all damage from the attack is done to the token instead.

❖ Species

Players, allies, and tokens are assigned a species. Because of this, they are assigned specific skills and bonuses (Pre-assigned) that assist the players better in battle. But be careful! There are some cards out there that can have a devastating effect on a specific species!

❖ Form Shift

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Some player cards will have an ability assigned to it called "Form Shift". This allows the player to have two separate player cards of that specific character, the second of which is shuffled into your deck. Upon drawing the second player card, you can activate the Form Shift skill on your current card and swap out the two player cards and reshuffle your old player card back into your deck, free of charge! However, you cannot perform any other action or use any power pools until your next turn and your HP stays at its current level, Form Shift cannot be used to heal you. Form Shift must be played during your Refresh Stage.

❖ Tokens

Tokens are temporary "creatures" that are summoned into the battle by either players or abilities. These generally serve as blockers so that your player card does not take damage from an attack. Tokens cannot normally attack targets on their own, unless specified by the ability that summoned them.

❖ Active Abilities

These abilities are generally on Player and Ally cards and may be activated as any Ability card can, which means they can be used at any time (Infringe cards are still quicker however).

❖ Passive Abilities

These abilities are pre-added to the player or ally cards and no further addition of the statistics are needed unless a card specifies whether or not to increase or decrease a passive ability.

Sample Turn

- Your Refresh Stage begins.
 - All power pools are refreshed.
 - All upkeeps are performed and all status effects are counted.
 - Cooldown count is reduced by 1.
 - All automatic regenerations are performed.
 - You may play ability cards.
 - You may play infringe cards.

- Your Strategy stage begins.
 - Draw your next card.
 - You may play augment cards.
 - You may play equipment cards.
 - You may play ability cards.
 - You may use any active abilities on player or allies.
 - Declare cooldowns.
 - You may play infringe cards.

- Your Battle Stage begins.
 - Choose your targets for attacking.
 - Declare attacks, wait for opponent to defend.
 - You may play ability cards.
 - You may play infringe cards.
 - Your turn is complete.