

DARK LEGACY SIMPLE RULES

1. Every player's deck has to have at least 50 playable cards.
2. You are only allowed three of a single card in your deck (i.e. 3 x fireballs, 3 x zombies, 3 x holy Grenades).
3. Cards that have been used or destroyed will be placed off to the right side of the player mat, called the Boneyard, unless it is permanently removed from the game.
4. Permanent enhancements will be played as directed. (i.e. Poison Blade, adrenaline boost, etc)
5. You will need at least one d20
6. You will need a playing mat.
7. You will need a way to keep track of you life points.
8. Skill levels are determined by witch faction you chose and how many skill points you have with that faction.
9. If a creature or Hero has received 20 poison counters they are destroyed.
10. There is no limit to the amount of cards you can have in your hand durring the game.
11. If you run out of cards and deck out, the game is automatically over.
12. The abilities on cards that are currently in play can be used on any turn.
13. If a card states that it has first strike, then that card deals damage before its defender or blocker.

The Evolution System for battle:

1. Before the battle begins, players must decide who is going first.

2. At the beginning of every battle each player draws five cards.
3. Each player is now allowed to place one card on the equip side of the mat. This card has to cost 0 and the player has to have the correct skill level to put that card down.
4. There is no damage permitted for the first round in battle, meaning that no one can attack or cast spells that deal damage until it is the first person's turn again.
5. The player that is going first must begin the battle by drawing a card. (At the beginning of every turn players will draw a card.)
6. In order to cast any of the player's cards they must roll the d20. There is only one roll per turn, unless there is a card in play that allows for another roll. The number that you roll will be the number of casting points you have to cast cards from your hand.
7. In order to cast spells you have to have a high enough SKILL LEVEL (SL) and have enough CASTING POINTS (CP).
8. The player can then cast any number of cards as long as they have the proper SL and CP.
9. If the opponent has the ability to counter the spell they can do so after the card is cast

This process will be the same for every player until it is the player's turn that started the battle.

Now begins the second round.

At the beginning of the player's turn they must draw a card and then decide whether to attack or cast and use the cards abilities to help you win the battle

If the player decides to cast then the following rules apply.

1. In order to cast any of the player's cards they must roll the d20. There is only one roll per turn, unless a card is in play that allows for another roll. The number that you roll will be the number of casting points you have to cast cards from your hand.

2. In order to cast spells you have to have a high enough SKILL LEVEL (SL) and have enough CASTING POINTS (CP).
3. The player can then cast any number of cards as long as they have the proper SL and CP.
4. There is no storage of rolled points unless there is a card in play that allows for such a thing. (i.e. Storage Chamber)
5. If the opponent has the ability to counter the spell they can do so after the card is cast.
6. If you have cast a card that doesn't use all the casting points that you rolled, those points will stay with you until your next turn.
7. All summoned creatures can't attack until your next turn.
8. The battle is over when the Hero and all of his/her army have been destroyed.
9. If the hero has been destroyed the army can go on to win the battle with out its Hero, but no magic cards can be casted.

If the player decides to attack then the following rules apply:

1. Draw a card then determine who in your army is going to attack. (you can attack if as many creatures as you like as well as your hero)
2. Your opponent will then decide who will be blocking which attacking creature.
3. Roll a d20 to see if you hit
4. Here is the breakdown of the numbers you can roll
5. 1-3
your attacker has made a fatal error and now the blocker has the ability to counter attack and does its full damage. Your creature can not block.
6. 4-8
Your attacker missed. No damage on either side will be dealt.

7. 9-17

Your attacker hit its target. Now it is attack points verses defense points Example: You attack with a 3/4 and your opponent blocks with a 3/3. Your creature destroys your opponents and it still has one defensive point left until the beginning of your next turn.

8. 18-19

Your attacker delivers a direct hit and you deal damage to the blocker but the blocker can't deal damage back.

9. 20

Your attacker delivers a perfect hit and you get +5 to your attack, and the blocker can't deal damage back.

10. This one only pertains to the HERO.

If your hero is using a ranged weapon, IE: crossbow, all the rules are the same except for the first one.

1-3

Your weapon has now malfunctioned and will not work for two turns. No damage from either army will be dealt.

11. This will be done for each attacking creature or Hero.

12. If the opposing player doesn't have sufficient forces to block all of the attacking creatures, the Hero has to block each creature one at a time.

13. All damage that is inflicted to the Hero will first go to the destruction of that Heroes' armor, and once the armor has been destroyed all damage will affect the Heroes' life points.

Charging Field

Players may put any card, within their faction or subsection, on this field face down. This card is now charging. This field is to be used for cards that are above of your skill level.

You may place cards that are in your skill range, but that would defeat the purpose of charging the card. In order to cast the card that you put on the charging field, it must charge for the difference of your skill level and the skill level required to cast

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FOR EXAMPLE:

- You are currently a level 10 chaos spell caster.
- You want to cast a card that requires you to be a level 17 chaos spell caster.
- So you place the card on the charging field.
- This card must charge for 7 turns before you can cast this card.
- Once you have waited the 7 turns, you are now able cast this card by paying the casting cost.