

Phaktionz-Rules

PHAKTIONZ-RULES

Mustafif Khan

Chapter 1

Formats

In any format (unless specified):

- A player can only have 4 copies of a single card unless specified any exception
- A player must start with 5 cards in their hand
- A player may have a side-deck of 12 cards
- A player's turn has the following phases:
 1. Draw Phase (Player draws a card from their deck)
 2. Main Phase (Can place summons or cast invocations)
 3. Combat Phase (Battle using your summons)
 4. Final Cast (Can only cast invocations)
 5. End Phase (Ends turn)

Standard

- This format is the most common format that is played, and considered the default playing style.
- A Deck must contain 50 cards
- A Deck must contain Summons belonging to only one Faction.

Chapter 2

Card-Types

In Phaktionz, there are two cards with their own types with them. One being *Summons* (the units), and *Invocations*(the sorcery/weapons/etc.). These two cards have their own types that are discussed below:

Summons

1. Striker: A striker summon can battle any opponent's summon, but not the opponent directly.
2. Tech: A tech summon can only battle in it's column, and to the opponent directly.

Invocations

1. Regular: This type of invocation can only be casted on your turn
2. Counter: This type of invocation can be casted on any turn.
3. Weapon: This type of invocations is attached (put under) a summon on the Battlefield.
4. Realm: This type of invocation remains on the battlefield providing conditional/continuous abilities.

Chapter 3

Terms

Keywords:

Summons: Units that battle in the battlefield

Invocations: Sorcery that may be cast to gain benefit

Abled: The position in which a unit may battle

Disabled: The position in which a unit is unable to battle (this is done with your Summon being sideways)

Demote: To have a summon leave the battlefield

Exile: To remove from play a summon

Tiers: Represents the rank of a summon, Tier 1 being the lowest and 4 the highest

DMG: The amount of cards a summon can deal an opponent to lose

Fizzle: To stop an opponent's play

Conditions:

L/x: Limit x per turn

Lx: Limit x per match

Chapter 4

Game-Mechanics

- When a Summon battles it becomes disabled (turned sideways)
- To place a Tier 2 or higher summon, you must demote Tiers total to the Summon's Tier.
 - For example, a Tier 2 may be placed by demoting a Tier 2 or 2 Tier 1s.
- At the start of the game, after the turn order is chosen, both players may mulligan any cards in their hand once.
- If a card's ability were to break one of these rules, the card's ability takes precedence.
- When battling, a Player takes DMG equal to the difference between the Summons.
- If a Summon that battles has less DMG than the opposing, no DMG is dealt.
- If a Summon that battles has more DMG than the opposing, the Opponent takes the difference, and the Summon is demoted (except if it's Tier 3+).

Chapter 5

Creation-Pile

Creation Pile is a pile located in the middle between your Deck and Deck Out Pile. It's basic function is that cards in it may be added to your hand if they satisfy the Card's Create condition.

- **Limit:** 10
- Abilities that include *CP* refer to Creation Pile
- The goal of Creation Pile is to have a last resort to yourself
- CP Cards are identified with CP in the top left along where Tier or Invocation type is located.

Chapter 6

Promote

Promote brings forth two new Tiers, 0 and 4. A Tier 0/4 Summon has **limit of 1**.

Tier 0

Tier 0's are Summons that are placed and have a realm invocation ability, as well as having these attributes:

- Tier: 0
- DMG: 0
- Type: T/S
- Promote: Yes
- All Tier 0's may not be battled, and treated as a Realm Invocation

Promote: To Promote a Tier 0, is to flip it to it's other side where it resides as Tier 4, and is placed at the Tier 3 location. To Promote, the player must satisfy a Promote condition that is described on the Card. If you control Summons on the Battlefield and choose to Promote, the Summons will be demoted.

Tier 4

Tier 4's are usually a win condition card and are built to not stay on the field for long. While you control a Tier 4 you cannot have any other

Summons on the Battlefield. As well as that, they have the following attributes:

- Tier: 4
- DMG: 7/8
- Type: T/S
- All Tier 4's cannot be demoted in Battle nor be demoted by any abilities
- At the end of each End Phase the player takes Damage equal to it's DMG
 - Refusal to pay will result in it being exiled