

火炎放射器

FLAMETHROWERS TCG OFFICIAL RULES

Each player must have a deck containing 40 cards, to begin the game each player draws 5 cards from their deck. The main objective is to wipe out your opponents squad and destroy their ship.

DRAW // PLACING CARDS

- At the beginning of every turn the player draws one card from their deck.
- The player can only play one flame rank 1 or 2 SQUAD cards from their hand, and may place up to three SUPPORT cards on the field. You are only allowed to use SUPPORT cards that are placed on your side of the field during your turn unless the SUPPORT card has a specific effect allowing you to do otherwise.

ATTACKING

- All newly placed SQUAD cards must wait a turn before they are allowed to attack unless they have a special ability that allows them to attack immediately or the player uses a SUPPORT card that allows an immediate attack.
- SQUAD cards are only allowed to attack once per turn, the COST for the attack is subtracted from the SQUAD card's ENERGY stat and the DAMAGE is inflicted on the target, reducing the target's HEALTH stat.

EXCHANGING

- To get higher flame ranked cards into your squad you have to do an equal exchange of lower flame ranked SQUAD cards. For example, to bring in a flame rank 3 SQUAD card, you have to exchange three flame rank 1 cards or a flame rank 1 and a flame rank 2. You are only allowed one exchange per turn and the SQUAD cards you exchanged to get the higher ranked card are then placed in your DEFEATED deck.
The newly brought in high rank SQUAD card also must wait a turn before they're allowed to attack

TRANSFORMATIONS

- Some SQUAD cards have transformations you can activate at the beginning of your turn, but cannot be activated the same turn the base form was added to the squad. These are the rules for transformations...
- The base form SQUAD card must have at least half their energy and health left to transform.
- The base form SQUAD card must be from the same time period as the transformation card. For example, FlameThrower Glory from the "Universe Tournament Arc" cannot transform into his alpha mode or hyper mode from the "Welko Arc" and vice versa.
- If you meet both of these requirements and have a viable transformation card in your hand you can place the transformation card on top of the base form card without any type of exchange necessary, and the stats of the transformation card become that SQUAD card's new stats. *When the transformed SQUAD card loses half of their health they revert back to their base form and the base form cards retains the same stats it had prior to transforming, the transformation card is then place in the DEFEATED deck*
- You are allowed to use transformation cards as normal SQUAD cards but in that case you must do an equal exchange to bring them into your squad.

SUPPORT CARDS

- The player can only use support cards before they start attacking. Once your first attack is declared you are no longer able to use support cards that turn.

SPECIAL RULES - KAMI

- Kami or “God” SQUAD cards are extremely powerful and because of that a player is only allowed to have one at a time on their side of the field, unless the card has a special ability/effect or a support card allows you to have more.

SPECIAL RULES - FIELD CARDS

- FIELD cards affect the entire field, both players gain the benefits from FIELD cards, and only one can be placed at a time. If your opponent places a FIELD card you are always able to replace it with your own but you must wait until your turn to do so.

HOW TO WIN

- Your main objective is to wipe out your opponent’s squad which will leave their ship open to a direct attack, if you destroy your opponent’s ship and they have no other squad left on the field... YOU WIN!!!

SHIP HEALTH

- Each player’s ship starts with 100,000 health. It’s up to the players if the starting ship health is higher or lower than 100,000.

SPECIAL RULES - DESTROYING A SHIP

- Just because your ship is destroyed that doesn't mean all hope is lost, if you still have SQUAD cards on the field you can still use them to fight your opponent. When your ship is destroyed you just lose access to your deck, so when this happens you are no longer able to draw more cards, it's just your hand and what's left of your squad.

TAG TEAM CARDS

- TAG TEAM CARDS are placed in your "Extra Deck" which is allowed to have 10 cards. To bring a TAG TEAM card into your squad you must first have the two or more cards required to create the TAG TEAM card currently in your squad as well as a "Tag Team" SUPPORT card.
- Activate the "Tag Team" support card, discard the needed SQUAD cards to your defeated pile and bring in your TAG TEAM SQUAD card. *TAG TEAM cards can only be made with the SQUAD card characters that are featured on the TAG TEAM card*
- TAG TEAM cards do not have to wait a turn to attack as long as one of the members of the TAG TEAM was already allowed to attack.

TURN FORMAT

- **DRAW A CARD FROM YOUR DECK**
- **MAIN PHASE 1 - CARD PLACING**

PLACE SQUAD + SUPPORT CARDS + TRANSFORMATIONS

- **MAIN PHASE 2 - ACTIVATING SUPPORT CARDS**

ACTIVATE ANY PLACED SUPPORT CARDS

- **BATTLE PHASE**

SQUAD CARDS ARE ALLOWED TO ATTACK

- **END YOUR TURN**

REACTION CARDS

- REACTION CARDS ARE ACTIVATED ONLY DURING YOUR OPPONENT'S TURN

RULES FOR YOUR HAND/DECK

- YOU ARE ONLY ALLOWED TO HAVE 3 OF THE SAME CARD IN YOUR DECK UNLESS THE SPECIFIC CARD LIMITS YOU TO HAVING LESS.
- YOU ARE ONLY ALLOWED TO HAVE A MAX OF 10 CARDS IN YOUR HAND. IF YOUR NUMBER EXCEEDS 10, YOU MUST SEND ONE CARD TO YOUR DISCARD PILE.

**EXTRA
DECK**

DECK

SHIP

**DEFEATED
SQUAD
+
USED SUPPORT**

**5 SQUAD CARD SLOTS
3 SUPPORT CARD SLOTS**

1 FIELD CARD

FIELD

**5 SQUAD CARD SLOTS
3 SUPPORT CARD SLOTS**

**DEFEATED
SQUAD
+
USED SUPPORT**

SHIP

DECK

**EXTRA
DECK**

MULTIPLAYER RULES

3 PLAYER MODE

- All players start with their 40 card decks, each player is only allowed to place three SQUAD cards on the field and two SUPPORT cards. Only one FIELD card is allowed to be played at a time and it still effects all three player's respective fields until another field card replaces it.
- Players are allowed to attack however they wish, if you have two SQUAD cards on the field and wish to attack both opposing players you may do so.
Individual SQUAD cards are still only allowed to attack once per turn unless their ability or SUPPORT card allows them to do more
- Each player has their own ship with a base health of 100,000. If players wish to have higher or lower ship health they all must agree to a set health amount.

TEAM BATTLE

- All players start with their 40 card decks. Each team shares their respective side of the field, 6 SQUAD cards and 4 SUPPORT cards on each side of the field. Only one field card is allowed to be in play and effects the entire field for all players.
- Each team has their own ship with a base health of 250,000. If there are more than two players on each team the base health for both ships is 500,000.

BATTLE ROYALE (4 or more players, all against each other)

- All players start with their 40 card decks. Each player is only allowed 3 SQUAD cards and 2 SUPPORT cards on their part of the field. Only one FIELD card is allowed to be active and effects all players.
- Each player's ship health is 50,000 unless all players agree to it being more than the base amount.