

ROW TCG – Quick-Play Rules

Win the game

You win if your opponent would draw/discard from an empty deck (*Submit*) or has 20+ cards in their Graveyard (*Annihilate*).

Setup

- Deck: 60–100 cards, max 4 copies each. Shuffle.
 - Draw opening hand. Hand size = 7 (see *End of Turn*).
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Zones

- Battlefield: creatures, items, locations.
- Hand / Deck / Discard
- Graveyard: creatures only. (If a non-creature would go to Graveyard, it goes to Discard.)

Frontline / Backline

- Melee creatures go Frontline. Ranged go Backline.
 - You can't attack Backline Ranged while that player controls a Ready Melee (unless an effect says otherwise).
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Devotion

Pay costs using devotion of the same colour as the card/ability. No mixing colours unless a card says so.

Gain devotion

- Offer: Discard a card → gain 1 devotion of that card's colour.
 - Worship: Exhaust a creature → gain 1 devotion of that creature's colour.
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Turn

1. Ready: Ready all exhausted cards. Unspent devotion is lost. "Start of turn" triggers happen (you choose order).
2. Main: Play cards, attack, activate abilities, play reactions.
3. Resolve: "End of turn" effects happen (you choose order). Damage stays (doesn't clear automatically).
4. Normalise (End of Turn):
 - If you have exactly 7 cards: discard 1 then draw 1.
 - Then draw or discard to end with 7 cards in hand.

First-turn rule: On each player's first turn, their creatures can't attack unless an effect allows it.

Playing cards & timing

- **Creatures & Rituals:** only on your turn, and only when the stack is empty.
- **Interventions:** can be played on any turn, even while the stack isn't empty.
- **Attacks** are declared one at a time and go on the stack.

Combat

You declare an attacker and a target (creature, location, etc.). There is no blocking.

Targeting highlights

- **Creatures** are generally targetable unless prevented (e.g., Invisible).
- **Backline protection:** A Ready Melee protects Backline Ranged from being attacked.
- **Deck attacks:** If the opponent has no creatures, you may attack their deck: they discard top cards equal to the attacker's Attack.

Damage & armour

- **Mundane damage** is reduced by Armour.
- **Magical damage** ignores Armour.

Range interaction

- **Melee → Melee:** both deal damage equal to Attack (simultaneous).
- **Melee → Ranged:** only the Ranged takes damage.
- **Ranged → anything:** only the target takes damage.

Keyword micro-glossary (only the "table stakes")

- **Exhaust / Ready:** sideways / upright.
- **Berserk:** can only exhaust to attack; must attack if able.
- **Ephemeral:** if still in play at end of turn, return to owner's hand.
- **Regenerate (X):** end of your turn, heal X.
- **Terrifying:** non-Fearless can't attack it; while present (and not Invisible) prevents deck attacks.
- **Fearless:** can attack Terrifying.
- **Invisible:** can't be targeted; also doesn't "protect" (opponents can attack deck/backline as if it weren't there).
- **Longshot:** can attack Backline despite a Ready Melee protector.
- **Poison / Poisoned:** Poison applies Poisoned; Poisoned is destroyed at end of turn.
- **Immortal:** would die → shuffle into deck; owner discards top card.
- **Invulnerable:** can't be killed by damage (but can still be destroyed by effects).