



DUELYST

THE BOARD GAME

○ — < RULEBOOK > — ○

《CONTENTS》

1 Overview	3
2 Card Types	3
2.1 Units	4
2.2 Spells	4
2.3 Artifacts	4
2.4 Tiles	4
3 Game Zones	4
4 Starting a Game	6
5 Ending a Game	6
6 Turn Structure	6
7 Game Modes	7
7.1 Standard (2 player)	7
7.2 Crossroads (3-4 player)	9
7.3 Lightning (2-4 player)	9
7.4 Alliance (4 player — 2v2)	9
7.5 Gauntlet (2-4 player)	9
8 Tracking Stats	10
9 Randomness	10
10 Effect Ordering	10
11 Strategy Tips	12
11.1 Filtering	12
11.2 First Turn	12
11.3 Replacing	12
11.4 Blocking	12
12 Glossary	12
12.1 Terms	12
12.2 Keywords	15

1 **OVERVIEW**

In *Duelyst II: The Board Game*, you will play minion, spell, and artifact cards and command your units on a grid board to destroy your opponents' Generals while striving to keep yours alive.

As you read this rulebook, refer to the glossary (Section 12) for the definitions of unfamiliar terms.

2 **CARD TYPES**

There are four card types: unit, spell, artifact, and tile. Figure 1 shows the layout of the first three. All cards have a faction. See Figure 2 for the list of factions matched to their symbols.



Figure 1: Three types of cards, annotated.



Figure 2: The six factions (and neutral).

A card's rarity is defined by the color of its rarity symbol: white is common, blue is rare, pink is epic, orange is legendary, and green is General.

2.1 UNITS

A unit card has Attack and Health. It can either be a General or a minion. A minion might have a *tribe*, such as "Arcanyst" or "Dervish." A unit's "type" field will either say "General," "minion," or the name of a tribe; in the latter case, the unit is implicitly a minion, since Generals cannot have tribes.

A unit can be in one of four states: active, winded, exhausted, or stunned.

You must play a minion nearby an ally (if card text does not specify where to play it). Two units cannot occupy the same space. Units enter play exhausted.

A unit's Attack and Health cannot be lower than zero. When a unit's Health falls to zero, it is destroyed.

2.2 SPELLS

You must play a spell in your spell slot. When a spell is played, its abilities trigger. After the abilities have resolved, destroy the spell.

2.3 ARTIFACTS

An artifact card has a counter to keep track of its durability. When played, a slider should be affixed to the card pointing at the green (top) section of the counter to mark that the artifact starts with three durability.

You must play an artifact in one of your empty equipment slots. If all of your equipment slots are full, you must destroy one of your artifacts to make room for the new one.

An artifact's durability cannot exceed three, nor be lower than zero. When your General takes damage, all artifacts you control lose one durability. When an artifact's durability falls to zero, it is destroyed.

2.4 TILES

A tile card is square.

If you play a tile on a space that already has a tile, destroy the original tile. When a unit and tile occupy the same space, the tile goes underneath the unit.

3 **GAME ZONES**

Figure 3 shows the game zones that each player has, as well as a portion of the board. The zones are as follows:

- **Board** — The *board* is where players play minions and use them to do combat. Each player sits at a different end of the board and plays cards so that they are right-side up for them. This means that each player's units on the board face in a different direction.
- **Deck** — Your *deck* is where most of your cards come from. If your deck has no cards in it when you need to draw a card, your General takes two damage. Decks are face-down and cannot be looked through or reordered.

- **Equipment Slots** — You have three *equipment slots* where you play artifacts.
- **Graveyard** — Your *graveyard* is where your discarded/destroyed cards go. Any player can look through any graveyard at any time, but graveyards cannot be reordered.
- **Hand** — Your *hand* is where you usually play cards from. A hand cannot exceed six cards. If you have a full hand when you need to draw a card, you do not draw a card (this prevents the damage from an empty deck). If a card is put into your hand when your hand is full, you must discard that card. You can keep your hand hidden from other players but cannot conceal the number of cards it contains.
- **Mana Counter** — The *mana counter* is a card that lets you keep track of your mana (using a slider on the side that says “CUR”) and max mana (using a slider on the side that says “MAX”). Your mana (current or max) cannot exceed nine.
- **Spell Slot** — You have a *spell slot* where you play spells.
- **Tokens** — You can keep piles of *tokens* necessary for your deck beside you. For more on tokens, see the definition in Section 12.1. If you run out of tokens and need more, other cards or objects can be used in place of the missing token cards.

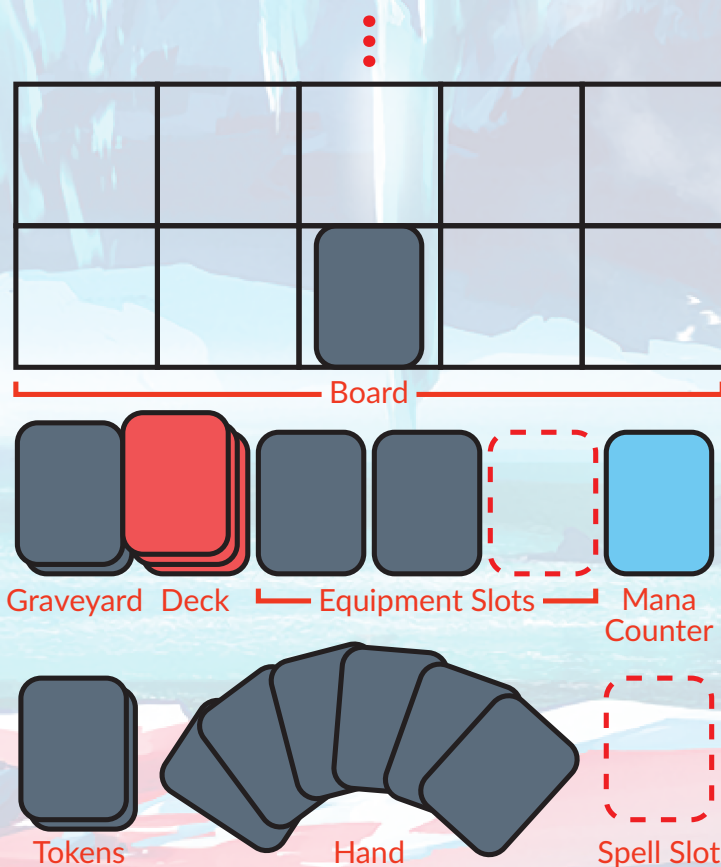


Figure 3: A player's game zones and part of the board.

4 **STARTING A GAME**

To start a game, do the following:

1. Decide on a game mode that supports the number of players you have (see Section 7).
2. Determine the order of players and the deck each player will use (if decks are mixed together and need to be rebuilt, refer to the included decklist cards that list the number of each card in each deck).
3. Assemble the board, position players, and set each player's mana and max mana according to the game mode.
4. Each player plays their General in the appropriate space and shuffles their deck.
5. Each player draws six cards and *filters*, as described below.
6. The first player starts their turn. Play proceeds clockwise.

Filter — Select three cards in your hand and shuffle them into your deck.

5 **ENDING A GAME**

There are three possible outcomes of a game:

- **Loss** — You lose when the game is stable and you no longer control a General. When you lose, you are no longer considered a player and all cards you control are removed from play.
- **Tie** — It is possible to tie if you lose at the same time as all remaining players.
- **Win** — You win when the game is stable and you are the only player or alliance left in the game. Your alliance wins when you or your teammate wins.

6 **TURN STRUCTURE**

You start your turn by taking a start turn action and end your turn by taking an end turn action. In between, you may take any number of other actions that are available to you.

The actions you can take on your turn are as follows:

- **Start your turn.** Activate all units you control. Unless it is your first turn, gain +1 max mana (remember that max mana cannot exceed nine), then set your mana equal to your max mana.
- **Move** an active unit you control. A unit can move up to two spaces. A unit can move to a space if there is a path without diagonals from the unit to that space that does not pass through any enemies and the length of the path is at most two (or however far the unit can move). This means that diagonal moves count as moving two spaces and that a unit can move through allies. (Remember that two units cannot occupy the same space.) See Figure 4 for an example. After a unit moves, it becomes winded; it cannot move again, but it can still attack.

- **Attack** a nearby enemy with an active or winded unit you control. Your unit deals damage equal to its Attack to the enemy unit and vice versa (the latter is called a *counterattack*). The attack and counterattack damage happen simultaneously. Exhaust your unit.
- **Replace** a card from your hand — put it on the bottom of your deck and draw a card. Only one card can be replaced per turn.
- **Play** a card from your hand by paying its mana cost (decrease your mana by that amount). You cannot play a card that costs more than your current mana.
- **End your turn.** Draw two cards (remember that the maximum hand size is six).
- **Other.** Some cards grant additional actions (e.g. Shade Stalker lets the player teleport it to a Shadow Creep).

After you take an action, the game becomes *unstable* until the action is resolved. An action can trigger the abilities of cards in play (and sometimes even cards in other zones, such as Blink) and those abilities (and any abilities they trigger, and so on) must be resolved before the action is resolved and the game becomes stable again. An action can only be taken once the game is stable. See Section 10 for details on how to resolve actions.

7 **GAME MODES**

The five different game modes are described below. In the board layout figures, blue circles show the starting positions of Mana Spring tiles, a blue diamond shows the starting position of the Roots of Eyos tile, arrows show the starting positions of Generals (and each player's orientation), green areas show each player's end zone, and the starting mana of each player is written under their name. Note that the tiles that start on the board are not controlled by any player and their orientation does not matter.

7.1 STANDARD (2 PLAYER)

The classic *Duelyst II* experience. See Figure 5 for the board layout.

	C	B		
		A	X	
		Y		
				Z

Figure 4: On this board, black letters represent allies and red letters represent enemies. The spaces that A can move to are highlighted in yellow. Note that X and Y are blocking A from getting to Z.

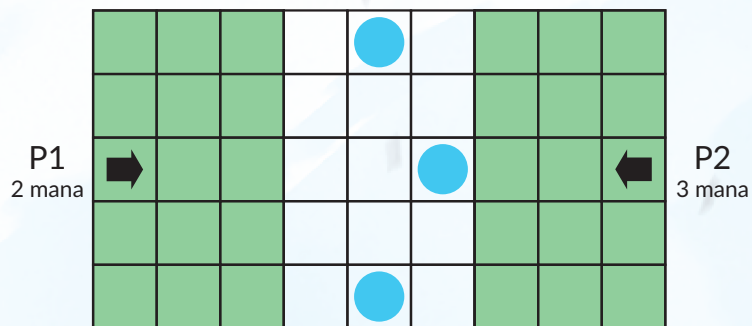


Figure 5: The Standard starting board layout.

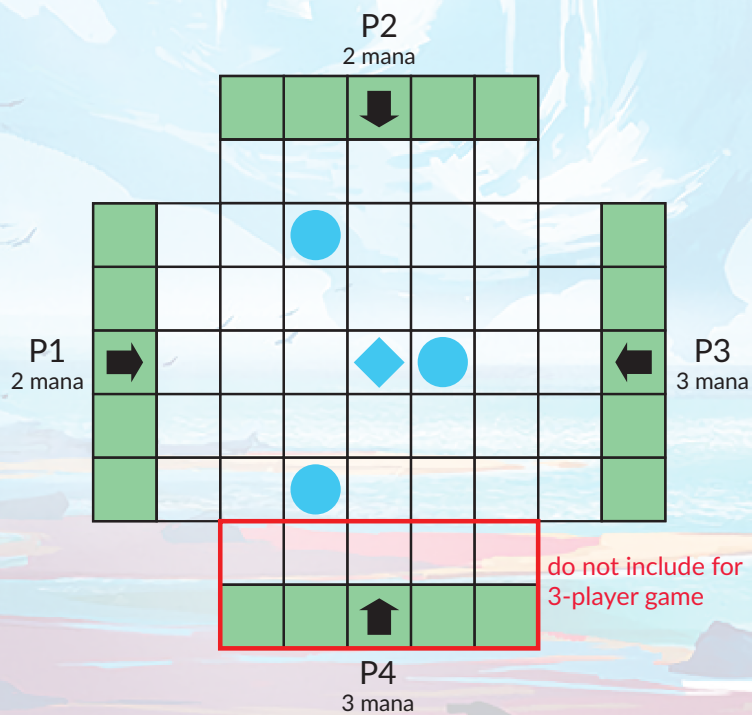


Figure 6: The Crossroads starting board layout.

7.2 CROSSROADS (3-4 PLAYER)

Play with an extended board, more players, and a unique tile to fight over. See Figure 6 for the board layout. Players can decide which side of the Roots of Eyos tile to play with.

7.3 LIGHTNING (2-4 PLAYER)

Play with a smaller board and start with more mana for lightning-fast games. See Figure 7 for the board layout.

7.4 ALLIANCE (4 PLAYER — 2V2)

Play in teams. Alliance can be played in combination with the Crossroads or Lightning game mode. Players sitting across from each other are in an alliance. P1's teammate has the same amount of starting mana as P1. P4's teammate has the same amount of starting mana as P4. Players in an alliance can reveal their hands to each other at any time.

7.5 GAUNTLET (2-4 PLAYER)

Play with a draft. Gauntlet can be played in combination with any of the above game modes. Players draft 27-card decks before starting to play. The drafting is done as follows:

1. You must have a 39-card deck for each player. Shuffle them all together into a face-down *card pool*. Draw from the top of the card pool to lay out a 3x3 grid of cards.
2. There are nine rounds of drafting (you can keep track using a mana counter). In each round, players take turns (in regular turn order) picking a row, column, or diagonal of (three) cards from the grid to add to their deck. Draw from the card pool to fill empty spaces in the grid.

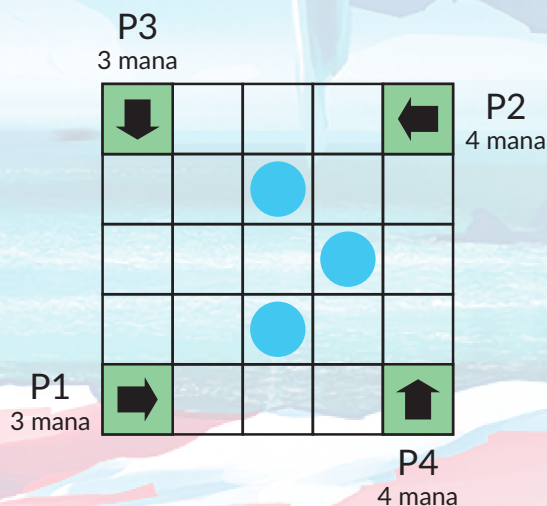


Figure 7: The Lightning starting board layout. Ignore P4 for a 3-player game and also ignore P3 for a 2-player game.

3. Set aside the remainder of the grid and card pool.

8 **⟨TRACKING STATS⟩**

A General's Health can be tracked by placing a twenty-sided die (d20) over the Health value on the card. Modified minion Attack and Health can be tracked by placing one or more six-sided dice (d6s) over the Attack and Health values on the card.

9 **⟨RANDOMNESS⟩**

Sometimes you will need to resolve a random event. Here is how to do so in different situations:

- **Choose a random player:** without looking, shuffle all players' decklist cards together and draw one.
- **Choose a random artifact:** roll a d6. A 1 or 2 means the leftmost equipment slot, a 3 or 4 means the middle one, and a 5 or 6 means the rightmost one. Reroll until you roll a slot that has an artifact in it.
- **Choose a random nearby space:** roll a d8. Refer to Figure 8 to determine which space the number means. Reroll until you roll a valid space.

Similar tricks can be used to resolve other random events. Some cards also require a coin (not included) to be flipped.

10 **⟨EFFECT ORDERING⟩**

When the abilities of several of a player's cards trigger at once, that player decides the order they will resolve in. When the abilities of multiple players' cards trigger at once, they resolve starting with the player whose turn it is and then going in turn order.

For example, if P1's General equipped with Morin-Khur attacks and kills P2's Reaper of the Nine Moons (see Figure 9), two abilities trigger at once: Reaper's ability and Morin-Khur's ability. Since it is P1's turn, Morin-Khur's ability resolves first, playing a Chrysalis with Reaper attached on that space. Reaper's ability is cancelled since it left play, and it would not do anything even if it were still in play since its space is occupied by the Chrysalis.

Note that a card ability can be interrupted by another card ability (even an opponent's).

1	2	3
4		5
6	7	8

Figure 8: The eight spaces nearby the center space.



Figure 9: Four cards.

For example, if P2 plays Soul Exchange to destroy P1's Veteran Silithar (see Figure 9), the destruction of the minion has to be resolved before moving on to the second half of Soul Exchange's ability, so the Chrysalis is played and P2 can no longer play a minion from their graveyard on that space.

11 **〈STRATEGY TIPS〉**

Below are some basic strategy tips for players not familiar with the game.

11.1 **FILTERING**

Filter out expensive cards or other cards that will not be useful in the first few turns of the game.

11.2 **FIRST TURN**

Move your General forward and play a minion close to or on a Mana Spring.

11.3 **REPLACING**

If you are going to replace, do it at the beginning of your turn unless there is a good reason to wait (such as triggering replace-related abilities). Replace expensive, useless, or duplicate cards, but keep in mind that (depending on your deck) you may never see the replaced card again during the game.

11.4 **BLOCKING**

As shown in Figure 4, blocking the movement of enemies by strategically placing your units can be used to protect valuable units, such as your General.

12 **〈GLOSSARY〉**

This section defines terms and keywords that are critical to understanding the rules and card abilities.

12.1 **TERMS**

The following terms are used throughout the rulebook and on cards.

- **Active/Activate** — An *active* unit can move or attack. *Activating* a unit makes it active.
- **Ally/Allied** — A card is considered *allied* to a player if it is controlled by them or by one of their teammates. *Ally* refers to an allied unit.
- **Attach(ed)** — Sometimes a card can be *attached* to another card in play. A card with other cards attached to it is called a *host*. An attached card is kept behind its host and its orientation matches that of its host. If the host is removed from play, its attached cards are put on top of their respective owners' graveyards.
- **Backwards** — See definition of **Forwards/Backwards**.
- **Base Health** — A unit's *base Health* is the Health value printed on the card.

- **Behind** — See definition of **In Front/Behind**.
- **Column** — See definition of **Row/Column**.
- **Control(ler)** — A player initially *controls* a card (and is considered its *controller*) when they play it, but card effects can cause control to change between players. Sometimes a player will be allowed to play a card *for* another player, in which case it is initially controlled by that other player. The orientation of a card matches its controller's orientation. Only cards in play can be controlled, so an attached card does not have a controller. A card's abilities are relative to its controller.
- **Corner** — A *corner* of the board is a space orthogonally adjacent to two edges.
- **Damage** — When X *damage* is dealt to a unit, its Health is decreased by X.
- **Destroy** — When a card is *destroyed*, it is put on top of its owner's graveyard.
- **Disappear** — When a card *disappears*, it is put on the bottom of its owner's deck.
- **Discard** — When a card in a player's hand is *discarded*, it is put on top of its owner's graveyard.
- **Enemy** — A card is considered *enemy* to a player if it is controlled by one of their opponents. "Enemy" not followed by a card type refers to an enemy unit.
- **End Zone** — A player's *end zone* is an area of the board close to them. The size of the end zone depends on the game mode. See Section 7 for more details.
- **Entity** — An *entity* is a unit or tile. Entities are the only cards that can be on the board.
- **Exhaust(ed)** — An *exhausted* unit cannot move or attack. Exhausted units are tilted slightly to the right. A unit is exhausted when played unless it has the Rush keyword.
- **Forwards/Backwards** — To move an entity *forwards* means to move it to a space in front of it. To move an entity *backwards* means to move it to a space behind it.
- **Hatch(ed)** — To *hatch* a unit means to trigger its Hatch keyword ability. After a Hatch ability triggers, the resulting unit is said to have just *hatched*.
- **Heal(ed)** — When a unit is *healed* for X, if its Health is lower than its base Health, its Health is increased by X or base Health minus Health, whichever is smaller. In other words, a unit cannot be healed beyond its base Health. When a unit is healed but does not gain any Health, it does not count as being healed.
- **Host** — See definition of **Attach(ed)**.
- **In Front/Behind** — Space/entity A is *in front* of entity B if A is at least one row above B (based on B's orientation). Space/entity A is *behind* entity B if A is at least one row below B (based on B's orientation). Space/entity A is *directly* in front/behind entity B if A is in front/behind, nearby, and in the same column as B (based on B's orientation).
- **In Play** — A card is *in play* if it is on the board, in an equipment slot, or in a spell slot and is not attached to another card.

- **Joined** — Two entities are *joined* if it is possible to trace an unbroken path between them using nearby entities of the same kind. What “kind” means depends on context (e.g. for the card Oblivion Obelysk, it means allies with the Gateway keyword). See Figure 10 for an example.
- **Nearby** — A space or entity is considered to be *nearby* another space or entity if they are orthogonally or diagonally adjacent. This means that a space can have up to eight nearby spaces. See Figure 10 for an example.
- **Opponent** — A player’s *opponent* is another player who is not in an alliance with them.
- **Own(er)** — A player *owns* a card (and is considered its *owner*) if that card originated in their deck or is their original General. Tokens do not have owners since they do not start in decks.
- **Provoked** — See definition of the Provoke keyword.
- **Row/Column** — *Rows* and *columns* of the board are defined relative to each player’s orientation. Players across from each other use the same definition of rows and columns, while players perpendicular to them use the opposite definition. When a card in play references a row or column, use the definition of its controller.
- **Space** — A *space* is one of the grid cells that makes up the board. A maximum of one unit (not counting attached units) and one tile may occupy the same space at the same time.
- **Stable** — The game is considered *stable* when an action is not in the process of being resolved.
- **Stun(ned)** — A *stunned* unit cannot move or attack and becomes exhausted instead of active when activated. Stunned units are tilted slightly to the left.
- **Target(ed)** — When a card lets a player choose what its ability will affect, the choice is called the *target* (and it has been *targeted*).
- **Teammate** — A player’s *teammate* is another player who is in an alliance with them.
- **Teleport** — A unit *teleports* when its position on the board changes without a move action being performed on it.
- **This** — A card’s abilities might use the word *this* as shorthand for “this card.”

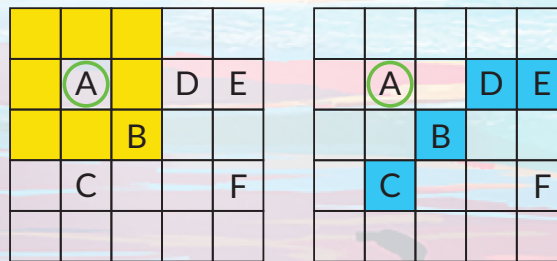


Figure 10: On these boards, each letter represents a unit of the same kind. Left: the spaces nearby A are highlighted in yellow. B is the only unit nearby A. Right: the units joined to unit A are highlighted in blue. F is not joined to A because it is not nearby any other unit.

- **Token** — A *token* card is one that does not start in a deck but can still be played through card effects. Tokens are double-sided and/or are missing a rarity symbol. When a token would enter a graveyard or a deck, instead return it to its own pile. Tokens cannot be replaced.
- **Transform** — When unit A *transforms* into unit B, A disappears and B is played in its place.
- **Unit** — A *unit* is a minion or a General. See Section 2.1 for more details.
- **Winded** — A *winded* unit can attack but not move.
- **+X/+Y** — +X/+Y stands for +X Attack and +Y Health. Unlike healing, increasing a unit's Health in this manner can cause its Health to exceed its base Health. Similarly, -X/-Y stands for -X Attack and -Y Health. Decreasing a unit's Health in this manner does not count as dealing damage to it. +X/-Y and -X/+Y are other possibilities.

12.2 KEYWORDS

Keywords are abilities that are reused across cards. They appear capitalized and bolded. Most keywords only apply to units; Timeless only applies to artifacts. The keywords are listed below.

- **Airdrop** — Can be played on any space.
- **Backstab X** — When attacking or counterattacking a unit directly behind it, this deals X extra damage. If attacking, it is not counterattacked.
- **Dying Wish: [effect]** — When this is destroyed, [effect].
- **Ephemeral** — At the end of your turn, this disappears.
- **Flying** — Can move to any space.
- **Frenzy** — When this attacks, it damages all nearby enemies. (It is only counterattacked by the unit it is attacking.)
- **Gateway** — At the start of your turn, play a Wind Dervish on a random nearby space.
- **Hatch: [unit]** — At the start of your turn, transform this into [unit]. Activate [unit].
- **Infiltrate: [effect]** — The first time this enters any opponent's end zone, [effect].
- **Opening Gambit: [effect]** — When this is played, [effect].
- **Provoke** — Nearby enemies are *provoked* (cannot move and can only attack units with Provoke).
- **Rebirth** — Dying Wish: Play a Chrysalis token with this card attached to it on this space.
- **Rush** — Is active when played.
- **Structure** — Cannot move or attack.
- **Timeless** — This artifact does not lose durability on your turn.
- **Veil** — Cannot be targeted by spells.
- **Zeal: [effect]** — While this is nearby your General, [effect].

