

It will be your final battle.

ARMAGEDDON

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What's the Object of the Game?

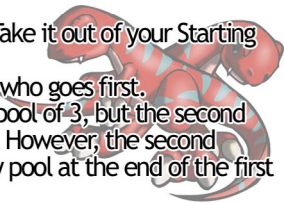
In Armageddon, the purpose of the game is to reduce your opponent's life deck to zero, before your opponent can reduce yours to zero. Your life deck holds all of your cards. Those cards can be removed from your deck in several ways, but the two most common ways are by receiving damage and drawing cards. When a player runs out of cards in their deck, they lose the moment they must draw a card and there are no cards to draw.

Set Up

You and your opponent will need the LackeyCCG software installed on your computer. See the Terry Tibke homepage for links to the software (<http://terrytibke.com>).

The software will come pre-loaded with what are called Pre-Constructed decks. These decks are built and ready to play. You may also build your own life deck, but you may want to try playing a few games first.

- 👤 Your hero starts the game in play. Take it out of your Starting tab, and place it face up in play.
- 🎲 Roll a die. The highest roll chooses who goes first. The first player starts with a draw pool of 3, but the second
- 👤 player starts with a draw pool of 4. However, the second player does not add 1 to their draw pool at the end of the first turn.



What are all these cards?

There are three primary types of cards in the Armageddon OCG.



Heroes

Rarity
Life Deck Level
Name

52

Turim Gliderance

Human - Knight - Good

Hero

62

Stab - Do 2 damage to a hero or enemy.

72

Recruit - Put a , Knight token into play.

92

Embolden - All Knights that attack this turn get +2 .

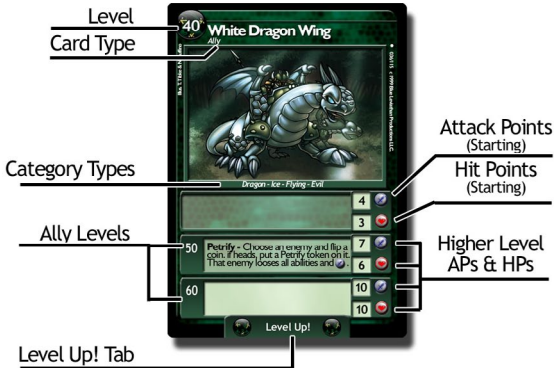
Hero Levels
Hero Actions

Faction Requirements

Heroes are different than other cards because you start the game with them in play. They also determine the size of deck you'll build. They do not count towards your life deck's total.



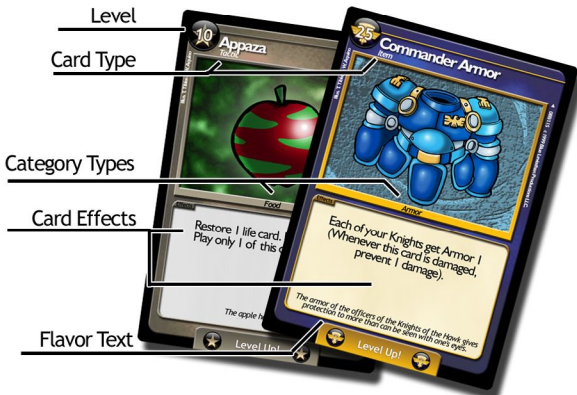
Allies



Allies can be used in two ways. You can play the card onto the field, or, you can level up other cards with them by placing them under that card. Allies are used to attack your opponent's allies (called enemies) and Hero. Some allies can only have a single copy in play at a time. Those are called Ally Characters, shown in its Card Type.



Items & Tactics



Item and **Tactic** Like allies, Item cards are played to the field and remain there. Tactic cards have an immediate effect, then are used up - *unless* the card has the Enhancement category type. Enhancement makes the tactic behave like an item and remain on the field of play. You may only have a single copy of an item or tactic in play at the same time, and only 1 of any Category Type (i.e. Armor, Weapon, Shield, Staff).

How do I play?

If you're ready to play, just follow the steps below!



Draw Cards

At the beginning of each turn, fill your hand with cards equal to your draw pool. You can choose to draw fewer cards, but no less than 1 card. Your draw pool is your maximum hand size. (See End Step for more info on the draw pool).



Play Allies, Tactics & Items

The number of cards in your hand determines your hand level. With 3 cards, your hand level is 30, 4 cards is 40, and so on. Playing items and tactics works somewhat differently than playing allies. See the following page for how they're different.



Playing Allies

When playing allies, there are three things to keep in mind.

- The ally you play must be less than or equal to your hand level.
- You can't play an ally lower than the level of an ally you just played.
- You must have at least one faction level up under your hero for the ally you want to play.

Example:

You have 3 cards in

your hand: a level 38 tactic, a level 20 ally, and a level 10 ally. Your hand level is 30.



If you play the level 10 card, Foot Soldiers, your hand level will become 20 (2 cards in your hand). Sand Rocketblade is a level 20, so you can now play him as well.

If you play Sand Rocketblade first though, you cannot play the Foot Soldiers. Their level 10 is less than Sand Rocketblade's level 20.

Playing Items and Tactics

Playing items and tactics are easier than playing allies, but there are still two rules.

- The item or tactic you play must be less than your hand level.
- You must have at least one faction level up under your hero for the item or tactic you want to play.

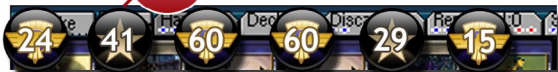
Example:

You have 6 cards in

your hand, all allies except for two level 60 tactics. Your hand level is 60 and your hero has leveled up with a Knights of the Hawk card, so you can play your level 60 Knights of the Hawk tactic.

You could only play one level 60 however, because if you play it, your hand level will become 50, preventing you from playing the other.

Hand: 6





Actions

The number on the card shows the minimum level your hero or ally must be to do that action, and the icons underneath show how many of each faction's cards you're required to have leveled up with in order to do the action.

Example:



To do the action shown above, your hero must be at least level 92, and have 1 or more Knights of the Hawk cards under your hero.

Unless the card states otherwise, actions can only be used once per turn.

Some actions happen when triggered by something such as leveling up, entering play, or burning a level. In these cases, you still have to meet the minimum level and faction requirements.





Attack


One at a time, each of your allies may attack once per turn.

An ally can attack an enemy (an opponent's ally) or your opponent's hero, and does damage equal to its .

1 Damage



Damaging an Enemy

Whenever an enemy takes damage, that damage stays on the enemy until the end of the turn. Once an enemy takes damage equal to or higher than its , the enemy is destroyed.

Example: Tim has a Dire Wolf in play that has 4 . Terry does 1 damage to it with his Foot Soldiers.

1+3 = 4 Damage



A defending enemy doesn't damage an attacking ally.

Example: Later that turn, Terry does 3 more damage to the Dire Wolf with his Boddith's Halfling Archers. The Dire Wolf is now destroyed.

Damaging a Hero

Whenever a hero is damaged, it loses life cards equal to the damage it received.

When you lose a life card, remove the top card of your deck and put it on the top of your discard pile. When you restore a life card, take a card from the bottom of your discard pile and put it on the bottom of your deck.

However, each ally in play prevents 1 damage each time your hero would be damaged. Those allies don't take damage.



Example: Tim has 2 Dark Knights in play when Terry's Dire Wolf attacks for 2 damage. Each Dark Knight prevents 1 damage, so Tim's hero takes 0 damage.



Example: Terry uses a tactic that would do 4 damage to Tim. His allies each prevent 1 damage, so Tim only takes 2 damage from Terry.



Level Up!

With any number of cards left in your hand, you may level up your hero and each of your allies once per turn.

To level up, slide the card underneath your ally or hero in play, leaving the Level Up! tab visible.

Benefits of Leveling Up

- Each card under your ally or hero, raises the card's level by 10.
- If you level up a hero, you may restore 2 life cards to your deck.
- If you level up an ally, you'll see they gain (Hit Points), (Attack Points), and new card abilities.
- Some actions say "Level up,..." which triggers the action each time the card levels up, as soon as you reach that level.



+10 Levels = Level 30

+10 Levels = Level 40

Example: *Goblin Wolf Riders* is now level 40, and has 7 and 8 . It also gains the ability, *Fierce*.





End Step

That's it! We've almost made it through a turn. At the end of your turn, one last thing to do.

- Add +1 to your draw pool. At the start of your next turn, you can draw cards until your hand contains that many cards.



How Do I Make a New Deck?

Because Armageddon is an Online Card Game (OCG), you have access to hundreds of cards with which to build your deck.

Deck sizes are based on the Hero you choose to use. Their starting level tells you exactly how many cards your deck will have. Some Heroes allow up to 60 cards, while others only allow 40, or somewhere in between.

Deck Construction

- You may have no more than four of any card (unless the card is an Ally Troop, in which case you may have any number).
- You may put any card faction in your deck, but you cannot have Good and Evil cards on the field at the same time, nor can you play cards of a faction without your Hero having at least one level up of that faction's level. The current factions are: Knights of the Hawk 🏹 Black Dragon Army 🐉 Rangers of Ys 🌟 and Dark Elf Raiders 🧛. In future sets, other factions will be added. Each is typically aligned with Good or Evil. Armageddon cards 🌟 can be used by anyone, and are considered factionless.
- Keep a good spread of ally, tactic, and item levels. And make sure you have enough allies to keep your hero safe and attack your opponent's hero. Start with about 2/3s of your deck as allies and tweak from there.

What if my opponent plays the same Ally Character as I have in play?

If this happens, the highest level version remains in play. If they are tied, Clash to see who's version remains in play.

What does 'burn a level mean'?

This means to remove a card from under the affected ally or hero, and put it in the discard pile. This usually allows you to play actions or effects.

Does damage from the Relentless action (and other damage effects like this) get prevented by enemies in play?

Yes. This damage still follows normal damage rules.

Does an action like Fearless, which states it can't be attacked by enemies level 40 or below, refer to the card's starting level, or do level ups count?

A card that has been leveled up actually has its starting level raised. So, if it's a level 37 that levels up to 47 for example, that card may attack an enemy with Fearless.

When a card gives me +1 to my draw pool, does it stay that way?

No, your draw pool returns to normal after the turn you've added additional cards to it.

What does "Clash" mean?

When a card says to Clash, it means you and your opponent compare levels from the top card of your deck. The higher level wins the Clash.

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