

AURORIA TRADING CARD GAME

Current Rulebook

Consolidated tabletop rules, keywords, card zones, deck construction, and multiplayer formats

CURRENT COMBAT EDITION

Includes the confirmed exhausted-target combat system, attack and block exhaustion, Structure blocking and persistent damage, removal of frontline death spillover, and exact Piercing resolution.

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Primary source: <https://auroria-tcg.com/Rules>

The live website rules were consolidated with the combat rulings confirmed for this edition.

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Rule topics appear in the same major groupings used by the live Auroria TCG Rules page.

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Rules at a Glance

This page is a quick reference. The full rules that follow control if a summary and detailed rule ever appear to differ.

Opening hand	Draw 7. One free mercy mulligan; each additional mulligan costs 1 card.
Turn start	Ready all exhausted cards controlled by the turn player before the Draw Phase.
Turn order	Draw -> Energy -> Main -> Battle -> End.
Creature attacks	A creature must be ready to attack; declaring the attack exhausts it.
Creature targets	Any creature chosen as an attack target must already be exhausted. Leaders are always attackable.
Leader attacks	Leaders do not exhaust and may normally attack once per turn. Creature targets must be exhausted.
Blocking	A normal blocker must be ready and exhausts when declared. Exhausted creatures cannot block unless an effect permits it.
Structure	May block while exhausted; exhausts on declaration, immediately readies, and retains marked damage across turns.
Damage	Damage clears from non-Structure creatures during each End Phase.
Influence	Creature destruction causes no automatic Influence loss.
Piercing	Excess power beyond the target's remaining current-line power reduces the defending player's Influence.
Dual Attack	After the first attack resolves, ready the creature. After the second, it remains exhausted and moves to the Backline.
Deck	51-61 cards including exactly 1 leader; up to 4 copies of each non-leader card, with basic Energy exempt.
Aura zones	Each player has 5 Aura Spell zones.

Basics

Opening hands, victory conditions, deck-out, and Influence.

Game Start

Each player draws 7 cards and receives one free mercy mulligan.

- Each player draws 7 cards to form their opening hand.
- Each player may keep any number of cards, shuffle the rest back into their deck, and draw back to 7. This is the mercy mulligan - it is free.
- Each mulligan after the mercy mulligan costs 1 card (you draw back to 7 minus 1 per additional mulligan).
- After mulligans are complete, the game begins.

Win Conditions

Win by reducing your opponent's Influence to 0 or by having them start their Draw Phase with 0 cards in deck.

- You win if your opponent's leader influence reaches 0 or less.
- You win if your opponent starts their Draw Phase with 0 cards in deck.
- Some cards may introduce additional win conditions - refer to individual card text.

Deck Out

A player loses at the start of their Draw Phase if they have 0 cards in deck. Skipping the draw does not prevent this loss.

- At the start of a player's Draw Phase, check whether that player has any cards in their deck.
- If that player has 0 cards in deck, that player loses.
- The player loses even if they choose not to draw.
- Choosing to skip the draw does not protect a player from losing to deck-out.
- Deck-out is one of the main ways to win or lose the game.

Influence

Influence is the leader-based value players lose from attacks, Piercing, and card effects. Creature destruction does not create automatic Influence loss.

- A player's starting Influence is determined by their leader card.
- Leader cards show power and Influence - the number on the right is the leader's Influence.
- A player may exceed their leader's starting Influence if a card effect grants additional Influence.
- A player loses if their Influence is reduced to 0 or less.
- When an unblocked attack hits a leader, that player loses Influence equal to the attacker's current power.
- Destroying a frontline or backline creature in battle does not cause automatic Influence loss, regardless of the power difference.

- Piercing and card effects may still cause Influence loss when their requirements are met.
- Leaders occupy a separate zone and can always be attacked. Other cards may block for leaders when legally able.

Turn Structure

Start-of-turn readiness, phases, mirrored action windows, and Slow Mode.

Turn Phases

At the start of a player's turn, that player readies their exhausted cards. The turn then follows Draw -> Energy -> Main -> Battle -> End.

- At the start of your turn, ready all exhausted cards you control. This occurs before your Draw Phase.
- Turn order: Draw Phase -> Energy Phase -> Main Phase -> Battle Phase -> End Phase.
- Draw Phase: Check for deck-out, then draw one card from your deck.
- Energy Phase: You may play one Energy card from your hand face-down into your Energy Zone.
- Main Phase: Play creatures, spells, auras, and items, or use legal Activate effects.
- Battle Phase: Declare attacks with eligible creatures and your leader.
- End Phase: Clear temporary power changes and all damage from non-Structure creatures, reset per-turn attack and block usage, and pass the turn.
- Structures retain marked damage during the End Phase.

Draw Phase

At the start of your turn, draw one card. If your deck has 0 cards, you lose.

- All exhausted cards controlled by the turn player ready at the start of the turn, before the Draw Phase begins.
- At the start of each turn, draw one card from your deck.
- If your deck has 0 cards at the start of your Draw Phase, you lose - even if you choose not to draw.
- Some card effects allow additional draws; these resolve at the appropriate timing.

Energy Phase

Once per turn you may play one Energy card face-down into your Energy Zone.

- Once per turn during the Energy Phase, you may play one Energy card from your hand face-down into your Energy Zone.
- Only cards printed as Energy cards may be placed as Energy - this includes Empowered Energy cards. Other card types (creatures, spells, auras, items, counters) cannot be placed as Energy.
- Energy cards are exhausted (turned sideways) when used to pay a card's cost.
- Energy cards refresh (stand upright) at the start of your next turn.
- Potions are treated as Energy markers - see the Potions rule section.

Main Phase

During the Main Phase, play cards from your hand and use Activate effects.

- During the Main Phase you may play any number of cards from your hand as long as you can pay their Energy costs.

- Creatures are played onto your Frontline or Backline.
- Spells and Aura Spells are cast directly from your hand during the Main Phase.
- Counters are reactive cards - they are not played during your own Main Phase. Counters may only be played during a legal response window when the opponent takes an action you can respond to.
- Items may be played and equipped to a creature or leader, or placed under a leader depending on card text.
- Activate effects may be used once per turn unless stated otherwise.
- You may also manually move one creature once per turn during the Main Phase.

Battle Phase

Ready creatures and leaders may attack during the Battle Phase. A creature may be attacked only while it is exhausted.

- During the Battle Phase, you may declare attacks with eligible creatures and your leader.
- An attack targeting a creature is legal only if that target creature is exhausted. This restriction also applies when a leader attacks a creature.
- Leaders occupy a separate zone and can always be attacked, whether or not opposing creatures are ready.
- A creature must be ready to declare an attack unless a card effect explicitly says otherwise.
- Declaring an attack with a creature exhausts that creature immediately.
- Leaders do not exhaust when attacking. A leader may normally attack once per turn.
- Creatures that were played or summoned this turn cannot attack unless they have Quickness.
- Moving does not prevent attacking. A creature may attack during the same turn it moves if it is otherwise legal to attack.
- Each creature may normally attack once per turn. Dual Attack and other card effects may change this limit.
- After an attack is declared, the defending player may declare one legal blocker or decline to block.
- Combat resolves after the response and blocking windows close.
- After all attacks are resolved or the turn player passes, the Battle Phase ends.

Mirrored Action Windows

In normal Auroria TCG, the non-turn player receives matching action opportunities when the turn player takes certain actions.

- Auroria TCG normally uses Mirrored Action Windows.
- This means the non-turn player may receive an opportunity to take the same type of action after the turn player chooses to take that action.
- The turn player controls whether that window opens.
- Draw Phase: If the turn player draws, the non-turn player may also draw. If the turn player skips their draw, the non-turn player does not get to draw.
- Energy Phase: If the turn player places an Energy, the non-turn player may also place an Energy. If the turn player skips placing Energy, the non-turn player does not get to place Energy.

- Main Phase: If the turn player plays a creature, plays a spell, activates an Activate Main effect, or otherwise takes a Main Phase action, the non-turn player may receive a matching response/action window. If the turn player passes without taking a Main Phase action, the non-turn player does not get a free Main Phase action.
- Battle Phase: Only the turn player may declare attacks. The non-turn player does not get to attack during the turn player's Battle Phase. The non-turn player may still block, use Counters, or use legal battle-speed effects when the rules or card text allow.
- Important: The turn player may deny the non-turn player a mirrored opportunity by choosing not to take that action themselves.
- Example - If Player 1 draws, Player 2 may draw. If Player 1 skips draw, Player 2 cannot draw.
- Example - If Player 1 places Energy, Player 2 may place Energy. If Player 1 skips Energy, Player 2 cannot place Energy.
- Example - If Player 1 plays a creature during Main Phase, Player 2 may respond with a legal Main Phase action.
- Example - If Player 1 enters Battle Phase, Player 2 cannot attack, but may block or respond with legal Counters/effects.

Game Modes

Turn-structure options that modify the standard mirrored game.

Slow Mode

Slow Mode is an alternate way to play where the non-turn player does not receive mirrored action windows.

- Slow Mode is an optional alternate game mode that should be agreed on before the game begins.
- In Slow Mode, Auroria plays more like a traditional TCG. The turn player takes their turn normally, and the non-turn player does not receive mirrored Draw, Energy, or Main Phase action windows.
- In Slow Mode: the turn player draws during their Draw Phase - the non-turn player does not draw just because the turn player drew.
- In Slow Mode: the turn player places Energy during their Energy Phase - the non-turn player does not place Energy in response.
- In Slow Mode: the turn player takes Main Phase actions - the non-turn player does not get matching Main Phase actions.
- The non-turn player may still use legal Counters, blocks, or effects when the rules or card text allow - this applies in both normal and Slow Mode.
- Slow Mode is useful for: new players, tutorial-style games, players who want a more familiar TCG pace, and testing decks without the full mirrored-action system.
- Clarification: Normal Auroria TCG uses Mirrored Action Windows. Slow Mode is optional.

Combat

Power, lines, movement, attacks, blocking, damage, and Influence.

COMBAT REVISION

The rules in this section supersede older website wording that caused automatic Influence loss when a frontline creature was destroyed.

Power and Lines

A card's power depends on which line it occupies. 0-power cards placed in a line are destroyed.

- Every creature card has a Frontline power and a Backline power shown as Frontline ~ Backline (e.g., 5 ~ 0).
- A card with 5 ~ 0 has 5 power on the Frontline and 0 power on the Backline.
- If a card is placed or moved into a line where it has 0 power, it is destroyed immediately unless protected by a card effect.
- Power can be modified by spells, auras, items, and other card effects.
- Temporary power changes from spells or effects last until the End Phase.

Frontline and Backline

The board has two lines per side with different combat roles.

- Each player has a Frontline and a Backline, with 5 creature zones in each line.
- The Frontline is the normal attacking line: eligible creatures there may attack the opposing Leader or legal exhausted enemy creatures.
- The Backline is the normal defensive line: creatures there may normally block only attacks against their leader.
- Any exhausted creature can be attacked, whether it is in the Frontline or Backline, even if other Frontline creatures remain.
- Frontline creatures do not automatically block for other cards.
- Leaders occupy a separate zone and can always be attacked directly.

Moving Cards Between Lines

Cards may move between frontline and backline, and they may still attack the same turn they move if otherwise legal.

- During your Main Phase, you may manually move one of your creatures from one line to the other when timing allows.
- A creature may manually move only once per turn unless it is moved by a card effect.
- Moving a creature does not exhaust it and does not ready it.
- A creature can attack during the same turn it moves if it is otherwise legal to attack.
- Moving does not require Quickness for that creature to attack later that turn.

- If a creature moves into a line where it has 0 power, it is destroyed unless protected by an effect.
- If one or more cards would move to a full line, the target player must destroy enough cards on that line to make room for the moved cards.

Combat Resolution

Combat damage is simultaneous. Creature destruction causes no automatic Influence loss; only Piercing or a specific effect carries damage through.

- When combat begins, use each combatant's current power in its occupied line, including all active modifiers and existing marked damage.
- The attacker and defender deal their current combat power simultaneously.
- Mark the damage dealt to each creature. A creature is destroyed when its marked damage equals or exceeds its current power in that line.
- Under the basic comparison, the lower-power creature is destroyed and the higher-power creature survives with damage marked. Equal-power creatures destroy each other.
- Destroying a Frontline or Backline creature does not cause its controller to lose Influence from the power difference.
- Piercing may cause excess damage to reduce the defending player's Influence. Resolve Piercing using the Piercing rule.
- Damage marked on a non-Structure creature clears during each End Phase.
- Structures retain marked damage between turns and are destroyed once their marked damage equals or exceeds their current power.
- Creatures destroyed in combat trigger applicable On Death effects.

Blocking

A normal blocker must be ready. Declaring a block exhausts it. Structure is an explicit exception that can block repeatedly.

- When an attack is declared, the defending player may declare one legal blocker or decline to block.
- A normal creature must be ready to block. An exhausted creature cannot block unless its card text or a keyword explicitly permits it.
- Declaring a block exhausts the blocking creature immediately.
- Structure is an explicit exception: a Structure may block while exhausted when otherwise legal. It exhausts when declared as a blocker, then immediately readies after the block is declared.
- Backline creatures can normally block only attacks against their leader.
- Backline creatures cannot normally block attacks targeting creatures.
- Frontline creatures do not automatically block for other cards.
- A creature with Defender can block for Frontline and Backline creatures when legal.
- A Planted card cannot block.
- A non-Stealth creature cannot block a Stealth attacker.
- A non-Structure creature may normally block only once per turn unless a card effect says otherwise.

Leaders and Influence

Leaders start with influence equal to their printed value. Reaching 0 influence loses the game.

- Each player's leader starts with its printed Influence.
- When a leader is attacked and the attack is not blocked, that leader's controller loses Influence equal to the attacker's current power.
- Destroying a creature in battle does not cause automatic Influence loss.
- Piercing and card effects may reduce Influence when their requirements are met.
- A player whose leader reaches 0 or less Influence loses the game.
- Leaders occupy a separate zone and can always be attacked regardless of board state.
- Leaders do not exhaust when they attack and may normally attack once per turn.
- A leader may attack a creature only if that creature is exhausted.
- Items placed under a leader follow the Items Under Leaders rules.

Cards & Zones

The physical play areas and the rules governing persistent and one-time cards.

Card Zones

Cards occupy specific zones: Deck, Hand, Battlefield (Frontline/Backline), Energy Zone, and Graveyard.

- Deck: Your shuffled library. Draw from the top.
- Hand: Cards you hold privately.
- Frontline: 5 creature zones.
- Backline: 5 creature zones.
- Aura Zone: 5 Aura Spell zones. Each Aura occupies one available Aura Spell zone unless card text says otherwise.
- Energy Zone: Where Energy cards and Potions are placed and exhausted to pay costs.
- Graveyard: Cards sent here after being destroyed, used, or discarded. Cards in the graveyard are face-up.
- Leader Zone: A separate zone where your leader remains for the game.
- Planted cards are placed face-down on the battlefield and follow the Planted rules.

Aura Spell

Aura Spells create ongoing effects and remain on the field in the Aura Zone.

- Each player has 5 Aura Spell zones.
- An Aura Spell is played from hand into one available Aura Spell zone.
- Aura Spells create ongoing effects that last while the Aura remains on the field.
- Aura Spells can be destroyed by effects that target Auras or spell zones.
- Unlike one-time Spells, Aura Spells do not go to the graveyard when played - they persist.
- Multiple Aura Spells may be active at the same time, up to the available Aura Spell zones.
- Aura Spells may have passive effects, On Play effects, or Activate effects.

Damaging Spells

Damage to non-Structure creatures clears during each End Phase. Structures retain marked damage.

- Damage dealt by spells and creature effects is marked on the affected creature.
- A creature is destroyed when its marked damage equals or exceeds its current power in its occupied line.
- During each End Phase, remove all marked damage from non-Structure creatures.
- Structures retain marked damage during the End Phase.
- Temporary power bonuses and reductions expire during the End Phase unless an effect specifies another duration.
- Permanent power changes from equipped Items or Aura Spells persist while their source remains active.
- Damage to a leader reduces Influence and does not reset.

Enhanced Cards

A deck can only include 4 enhanced cards total.

- A deck can only consist of 4 enhanced cards of any type.
- Enhanced cards have different effects and can be used when their condition is met.
- Temporary enhancements expire at the End Phase.
- Permanent enhancements from items, auras, or on-play effects remain until the source is removed.

Items

Equipping, dropping, discovering, and destroying Items.

Item Cards

Items represent weapons, tools, treasures, and equipment that can equip to creatures or leaders.

- Item cards represent weapons, tools, treasures, and equipment.
- Items are not creatures unless their card text specifically states otherwise.
- Items may be played and equipped to a creature, to your leader, or placed under your leader depending on the card's text.
- Items cannot attack or block independently unless they become creatures via card effect.
- Items placed on the board occupy a battlefield slot.

Playing Items

Items are played during the Main Phase by paying their energy cost and equipping them as directed.

- Items are played during the Main Phase by paying their energy cost.
- Follow the card's text to determine where the item is placed: equip to a creature, equip to your leader, or place under your leader.
- An item can only be equipped to an eligible target as described on the card.
- Playing an item does not count as summoning a creature.

Equipped Items

Equipped items grant their bonuses only while attached to a creature or leader.

- An equipped item gives its effects only while it is attached to the target.
- When an equipped creature is destroyed, the item drops onto that battlefield slot.
- A dropped item does not give bonuses while dropped - see Dropped Items rules.
- An equipped item can be destroyed by item-destruction effects.

Dropped Items

When an equipped creature dies, its item drops to the battlefield slot. Dropped items give no bonuses.

- When an equipped creature is destroyed, the item it was carrying drops onto that creature's battlefield slot instead of going to the graveyard.
- Dropped items cannot attack, block, or be attacked.
- Dropped items do not give any bonuses while in dropped state.
- Only the original owner may Discover a dropped item unless a card effect specifically says otherwise.
- Leaders do not Discover dropped items unless a card effect allows it.
- Dropped items remain on the battlefield until Discovered or destroyed.

Discover

Discover allows a creature to pick up a dropped item and equip it.

- When a creature Discovers a dropped item, the item moves from the battlefield slot and equips to that creature.
- Only the original owner of an item may Discover it unless a card effect says otherwise.
- Leaders cannot Discover dropped items unless a card explicitly allows it.
- Discovering an item is not the same as playing an item - no energy cost is paid.
- A creature may only Discover an item in the same line or as specified by the card effect.

Destroying Items

Items can be destroyed by card effects that specifically target items.

- Items can be destroyed by card effects that specify item destruction.
- When an equipped item is destroyed, it goes to the graveyard.
- When a dropped item is destroyed, it goes to the graveyard.
- Items under a leader can also be destroyed by item-destruction effects.
- Destroying an item removes its effect immediately.

Items Under Leaders

Some items are placed under your leader and are not equipped. They use special rules.

- Some items specify they are placed under a leader rather than equipped.
- Items under a leader are not equipped unless the card text specifically says they are.
- Items under a leader cannot be Discovered.
- Items under a leader can be destroyed by item-destruction effects.
- Gold Coin is a specific example of an item placed under the leader - see the Gold Coin rule.

Gold Coin

Gold Coin is placed under the leader, is not equipped, and cannot be Discovered.

- Gold Coin is placed under your leader when played.
- Gold Coin is not equipped - it does not use the Equip rules.
- Gold Coin cannot be Discovered by creatures.
- Gold Coin can be destroyed by item-destruction effects.
- Gold Coin provides its effect while placed under the leader.

Items and Planted Cards

Planted cards cannot equip items and cannot Discover items.

- Planted cards cannot equip items.
- Planted cards cannot Discover dropped items.

- Attempting to equip or assign an item to a Planted card is not a legal action.

Items and Bloom

Bloom cards may use Planted cards as cost payment, but this does not involve items.

- Using Planted cards as Bloom payment is separate from item rules.
- Planted cards used as Bloom payment are sent to the graveyard.
- This interaction has no overlap with item equip or Discover rules.
- See the Bloom and Planted rule sections for full details.

Keywords & Terms

Rules meanings of recurring printed terms and keywords.

Quickness

Quickness lets a card attack the same turn it is played or summoned.

- Creatures normally cannot attack during the turn they are played or summoned.
- A creature with Quickness can attack during the turn it is played or summoned.
- Creatures can attack during the same turn they move. Quickness is not required after movement.
- Quickness does not grant additional attacks.
- Quickness does not ready an exhausted creature and does not remove the requirement that a creature attack target must be exhausted.
- Quickness does not remove other restrictions such as attack limits, paralysis, Planted status, Stealth, or target legality.

Ranger

Ranger allows a card to attack from the backline.

- A card with Ranger can attack while it is in the backline.
- Ranger does not allow a card to attack the same turn it is played unless it also has Quickness or another effect allows it.
- Ranger does not ignore Stealth, Planted, or other targeting restrictions.
- Ranger only changes where the card may attack from.
- Ranger does not remove the normal once-per-turn attack limit unless another effect says otherwise.

Defender

Defender allows a card to block attacks beyond normal blocking limits.

- Backline creatures can normally block only attacks against the leader.
- Frontline creatures do not block for other cards by default.
- A creature with Defender can block for Frontline and Backline creatures when legal.
- A normal Defender must be ready when declared as a blocker and exhausts when it blocks.
- Defender does not allow a Planted card to block.
- Defender does not bypass Stealth restrictions. A non-Stealth Defender cannot block a Stealth attacker.
- Defender does not allow a creature to block more than once per turn unless another effect or keyword, such as Structure, says otherwise.

Structure

Structures retain damage and may block repeatedly through their special exhaust-and-ready sequence.

- A Structure retains marked damage during the End Phase. Damage on a Structure persists between turns.

- A Structure is destroyed when its marked damage equals or exceeds its current power in its occupied line.
- Structure is an exception to the normal ready-only blocking rule and may block while exhausted when otherwise legal.
- When a Structure is declared as a blocker, it exhausts, then immediately readies after the block is declared.
- Because it immediately readies, a Structure may block additional legal attacks during the same turn.
- A Structure still follows all other blocking restrictions unless its card text says otherwise.

Stealth

Stealth protects a card from being attacked or blocked by cards without Stealth.

- A card with Stealth cannot be attacked by a card without Stealth.
- A card with Stealth cannot be blocked by a card without Stealth.
- A card with Stealth may still be affected by effects that do not require attack targeting, unless the card text says otherwise.
- A Stealth card can attack another Stealth card if the attack is otherwise legal.
- Stealth does not allow a card to attack the same turn it is played unless it also has Quickness or another effect allows it.

Swift

Swift moves a card after it attacks or blocks.

- After a Swift creature attacks and survives, it moves to the Backline.
- After a Swift creature blocks and survives, it moves to the Frontline.
- Swift does not give Quickness.
- Movement caused by Swift does not ready the creature.
- A creature moved by Swift must follow normal line-power and full-line movement rules.

Piercing

Piercing deals excess attack power through a creature's remaining power in its current line to the defending player's Influence.

- Piercing applies when an attack deals more damage than the targeted creature's remaining power in its occupied line.
- Remaining line power equals the target's current Frontline or Backline power, including active modifiers, minus damage already marked on that target.
- Piercing Influence loss equals the attacker's final combat power minus the target's remaining line power, to a minimum of 0.
- Piercing can carry damage through either a Frontline or Backline creature.
- Exactly lethal damage produces 0 Piercing damage. Nonlethal damage produces 0 Piercing damage.
- Piercing does not allow an illegal attack target. A creature target must still be exhausted and otherwise legal.

- Multiple instances of Piercing do not stack unless card text specifically says otherwise.

Dual Attack

Dual Attack permits two attacks. A creature readies after its first attack, then moves to the Backline after completing its second attack.

- A card may normally declare only 1 attack per turn unless an effect says otherwise.
- Dual Attack allows up to 2 attacks during the turn.
- A creature with Dual Attack exhausts when declaring its first attack, then immediately readies after that first attack fully resolves so it can declare its second attack.
- After the creature's second attack resolves, it remains exhausted and moves to the Backline if it survives and can legally occupy that line.
- A leader with Dual Attack may attack twice but remains in the Leader Zone and does not exhaust.
- Dual Attack does not allow a card to attack during the turn it is played unless it also has Quickness or another effect permits it.
- Dual Attack does not bypass the exhausted-target requirement, Stealth, Planted status, or other target restrictions.

On Death

On Death effects trigger when the card is destroyed on the field, before it enters the graveyard.

- On Death effects trigger when a card is destroyed on the field - in combat, by a spell, or by any removal effect.
- A card must be on the field of play for On Death to trigger.
- On Death effects resolve before the card moves to the graveyard.
- Multiple On Death effects from different cards resolve in stack order.
- A card discarded from hand does not count as On Death unless a card specifically says otherwise.

Discarded

Discarded effects trigger when the card is sent from hand to the graveyard by a discard effect.

- Discarded effects trigger when the card is sent from your hand to the graveyard via a discard effect.
- A card played normally is not discarded.
- A card destroyed on the battlefield is not discarded - it is destroyed.
- A card milled from the deck is not discarded unless a card effect specifically says it is.
- Discarded effects may trigger from your own effects or an opponent's forced discard.

Planted

A Planted card is a face-down card. Planted cards have strict restrictions on actions.

- When a card becomes Planted, it is placed face-down as a Planted card.
- Planted cards cannot attack.

- Planted cards cannot block.
- Planted cards cannot be targeted for attacks.
- Planted cards cannot equip items.
- Planted cards cannot Discover items.
- Planted cards become the same color as your leader.
- Planted card effects (On Death, etc.) happen after destruction but before the card is flipped face-down.
- Planted cards are not general Energy - only Bloom cards can use Planted cards as cost payment.
- Only cards with the Bloom keyword may use Planted cards as cost reduction or payment.
- When a Bloom card uses Planted cards as payment, those Planted cards are sent to the graveyard.

Bloom

Bloom allows a card to use Planted cards as cost payment or reduction.

- Only cards with the Bloom keyword can use Planted cards as cost reduction or payment.
- Planted cards are not general Energy - non-Bloom cards cannot use Planted cards to pay for anything.
- When a Bloom card uses Planted cards as payment, the used Planted cards are sent to the graveyard.
- Each Planted card used reduces the cost by 1. A Bloom card cannot reduce its cost below 0.
- Bloom payment is separate from Energy payment - you may use both Energy and Planted cards to pay a Bloom card's full cost.

Overgrowth

Overgrowth plants cards from the graveyard or expands the Planted board state.

- Overgrowth effects typically relate to planting additional cards from the graveyard.
- The number after Overgrowth tells how many cards are selected.
- Cards planted by Overgrowth become Planted cards.
- Planted cards created by Overgrowth can be used by Bloom cards.
- Overgrowth effects interact with Bloom and Planted card rules as described in their respective sections.

Potions

Potions are treated as Energy markers and are sent to the graveyard when used for payment.

- Potions are treated as Energy markers, not as creatures or spells.
- When a Potion card is played, it goes to the Energy Zone exhausted (turned sideways).
- A Potion in the Energy Zone can be used to pay a card's Energy cost.
- When a Potion is used to pay an Energy cost, it is sent to the graveyard instead of simply refreshing.
- This makes Potions a limited but immediately available Energy source.
- Potions are not placed as face-down Energy - they go into the Energy Zone in their Potion form.

On Play

On Play effects trigger when a card is successfully played from your hand to the battlefield.

- On Play effects trigger when the card is played directly from your hand.
- A card must be successfully summoned or played to trigger On Play.
- If a card is negated before it enters play, it was never successfully played - On Play does not trigger.
- On Play effects resolve immediately when the card enters the battlefield.
- On Play effects can be responded to by Counters.

Activate: Main

Activate: Main effects can be used once during your Main Phase each turn, or during legal mirrored windows.

- Activate: Main effects can be used once during your Main Phase, once per turn.
- Activate Main effects can also be activated during legal mirrored action windows on either player's turn.
- The non-turn player can only Activate Main in response to the turn player's legal Main Phase action.
- If the turn player does not open a Main Phase action window, the non-turn player does not receive a free Activate Main opportunity.
- Some Activate effects may have an energy or resource cost - pay it when activating.
- Activate effects may be responded to by Counters if they are spell-like in nature.
- Slow Mode removes mirrored Main Phase windows unless a card or Counter allows a response.

Counters and Spell Chains

Spell chains resolve last-in-first-out. Counters end the chain except for other Counter responses.

- When multiple spells and effects are chained together, they form a spell chain that resolves last-in-first-out (the last spell played resolves first).
- A Counter card played in response to a spell negates that spell and immediately ends the spell chain.
- After a Counter is played, only another Counter may be played in response - no other spells may be added to the chain.
- If a Counter is not responded to with another Counter, the Counter resolves, negating the targeted spell.
- Spell chains continue until no more responses are declared, then all effects resolve in reverse order.
- If a summon or card effect is negated by a Counter, that card is treated as never successfully played - On Play effects do not trigger.
- Counters can only be played during the opposing player's action - not during your own turn except in response to your opponent.

Rulings

General clarifications used when resolving unusual interactions.

Common Rulings and Clarifications

Frequently referenced rulings and clarifications for common game situations.

- Influence loss is permanent - it does not reset between turns.
- When a creature with 0 power is placed in a line, it is destroyed immediately (before any other effect triggers).
- A card cannot be targeted by the same destruction effect more than once in the same chain.
- Cards can only be in one zone at a time.
- If multiple On Death effects trigger simultaneously, the active player chooses the order they resolve.
- Protection effects do exactly what they say. If a card says a creature cannot be destroyed this turn, destruction effects do not destroy it during that turn.
- If a Planted card is destroyed after it is already planted, it goes to the graveyard as a Planted card object unless a card effect says otherwise.
- If you are unsure about a ruling not covered here, ask on the Auroria TCG Forum for clarification.
- An attack targeting a creature is illegal unless that target creature is exhausted, regardless of whether the attacker is a creature or leader.
- A normal exhausted creature cannot attack or block unless a card effect or keyword explicitly permits it.
- Leaders do not exhaust when attacking.
- Creature destruction causes no automatic Influence loss. Resolve Influence loss only from attacks against leaders, Piercing, or card effects.
- Damage clears from non-Structure creatures during each End Phase. Structures retain damage.

Deck Construction

Deck size, identity channels, copy limits, Energy, and side decks.

Deck Construction

A legal Auroria TCG deck contains 51 to 61 cards total, including the leader, with up to 4 copies of each non-leader card.

- A legal Auroria TCG deck contains 51 to 61 cards total, including the leader.
- You may include only 1 leader.
- You may include up to 4 copies of a non-leader card unless that card says otherwise.
- A deck may include a 10-card side deck for tournament best-of-3 matches.
- Your leader opens deck identity channels based on its color, race, and trait.
- Non-leader creatures are legal only if they match at least one of the leader's open identity channels.
- Your deck identity narrows by intersection: every non-leader creature in the deck must share at least one leader identity channel with every other non-leader creature.
- Example: a white Human Bandit leader can start as white, Human, or Bandit. Adding a non-white Human closes the white and Bandit channels, making the creature lineup Human-only.
- Example: adding a white non-Human non-Bandit creature closes the Human and Bandit channels, making the creature lineup mono-white.
- Example: adding a white Bandit keeps both the white and Bandit channels open.
- Spell-like cards and Energy must match the leader's color.
- Structure decks are pre-built starting points.
- The Set 1 structure decks are: The Traveling City (White), The Burning Valley (Red), Potion Spells (Blue), and Verdant Overgrowth (Green).
- Deck construction rules may be updated as new sets are released.
- Basic skill-less Energy cards are not limited by the normal 4-copy rule.
- Empowered Energy cards follow the normal maximum of 4 copies unless a card says otherwise.

Multiplayer Game Modes

These formats are taken from the Game Modes section of the live Rules page. GodFall remains identified as a future format.

Multiplayer Default Rule

Core Multiplayer Rule | 3+ players | Slow Mode by default. Unless a multiplayer mode says otherwise, multiplayer Auroria TCG uses Slow Mode.

- In multiplayer games, Slow Mode is the default turn structure unless the mode specifically says otherwise.
- In Slow Mode, non-turn players do not receive mirrored Draw, Energy, or Main Phase action windows.
- Non-turn players may still use legal Counters, blocks, and card effects when timing allows.
- This keeps multiplayer games from becoming too slow or chaotic.
- The main exception is Casual Chaos, which is designed to use normal Auroria mirrored action windows.

Casual Chaos

Official Casual Mode | 3 players | Normal Auroria / Mirrored Action Windows. A 3-player 1v1v1 free-for-all where chaos and politics are part of the game.

- Casual Chaos is a 3-player free-for-all mode.
- Each player has their own deck, leader, hand, field, Energy Zone, Graveyard, and Influence.
- Turn order moves clockwise.
- Only the turn player may declare attacks.
- The turn player may attack either opponent's legal cards or leader.
- Casual Chaos uses normal Auroria mirrored action windows.
- If the turn player draws, each non-turn player may draw in turn order.
- If the turn player skips draw, no non-turn player may draw.
- If the turn player places Energy, each non-turn player may place Energy in turn order.
- If the turn player skips Energy, no non-turn player may place Energy.
- If the turn player opens a Main Phase action window, each non-turn player may receive a matching response/action window in turn order.
- Non-turn players still cannot declare attacks.
- The game ends when only one player remains undefeated.

Alliance War

Official Team Mode | 4 players | Slow Mode. A 2v2 team mode where each team combines both leaders' Influence into one shared Influence pool.

- Alliance War is a 2v2 team mode.
- Each player has their own deck, leader, hand, field, Energy Zone, and Graveyard.
- Each team combines both leaders' Influence into one shared team Influence pool.

- Example: If one teammate has a 20 Influence leader and the other has a 15 Influence leader, that team starts with 35 Influence.
- Only the turn player may declare attacks.
- Alliance War uses Slow Mode.
- During an opponent's turn, players may only play legal Counters and non-Aura Spell cards when timing allows.
- Players cannot play creatures on an opponent's turn.
- Players cannot play Aura Spells on an opponent's turn.
- Players cannot declare attacks on an opponent's turn.
- When a team's shared Influence reaches 0, that team loses.

Kingdom War

Large Team Mode | 6 players | Slow Mode. A 3v3 mode where each team has one King and two Guards. Each player has their own Influence, and each King becomes exposed only after one of that King's own Guards falls.

- Kingdom War is a 3v3 team mode.
- Each team chooses one player to be the King. The other two players are Guards.
- The King sits in the middle position. The Guards sit on the left and right sides of the King.
- Each player has their own leader, deck, hand, field, Graveyard, and Influence.
- Each player has their own Influence. Kingdom War does not use a shared team Influence pool.
- The King uses normal creature zones.
- Each Guard has only 6 creature zones total: 3 Frontline zones and 3 Backline zones.
- The King starts the game with 4 Energy.
- The Guards may use their King's Energy to play cards.
- The King may play spells before a Guard falls.
- A King is protected while both of that King's Guards are still undefeated.
- A protected King cannot be attacked.
- A protected King cannot be targeted by enemy spells or enemy card effects.
- A King becomes exposed when one of that King's own Guards falls.
- Once a King is exposed, that King can be attacked for the rest of the match.
- Once a King is exposed, that King can be targeted by enemy spells and enemy card effects for the rest of the match.
- The King cannot play creatures until one of that King's own Guards falls.
- The King cannot declare attacks until one of that King's own Guards falls.
- After one of that King's own Guards falls, the King may play creatures and declare attacks.
- A King may attack enemy cards after that King becomes exposed/mobilized.
- A King cannot attack the opposing King directly unless the opposing King is exposed.

- A King may only target the enemy King with spells if the enemy King is exposed.
- A Guard falls when that Guard's Influence is reduced to 0.
- A team loses when its King is defeated.

GodFall

Future Raid Mode | Future Format players | Special Boss Rules. A future cooperative raid mode where players battle a Boss deck using special Boss cards.

- GodFall is a future cooperative raid mode.
- GodFall is not part of the current official ruleset.
- This mode will require special Boss cards and Boss decks.
- One player may control the Boss deck, or future rules may support an automated Boss system.
- Boss cards are separate from normal player decks.
- Coming later - battle gods, monsters, and legendary enemies with special Boss decks.

Source and Revision Record

The base rules and game-mode text were retrieved from <https://auroria-tcg.com/Rules> on August 9, 2026. The published website still contained older combat wording in several sections. Those passages were replaced in this PDF by the confirmed current rulings listed below.

Area	Current ruling used in this edition
Creature targets	All attacks targeting creatures require the target creature to be exhausted. Leaders remain always attackable.
Attack exhaustion	Creatures exhaust when declaring attacks; leaders do not exhaust.
Blocking	Normal blockers must be ready and exhaust on declaration. Exhausted creatures cannot block unless an effect permits it.
Structure	May block while exhausted, exhausts on declaration, immediately readies, and retains damage across turns.
Frontline death	No automatic Influence loss from creature destruction or the power difference.
Piercing	Excess beyond the target's remaining current-line power reduces the defending player's Influence.
Dual Attack	The creature readies after the first attack and moves to the Backline after its second attack.
Damage cleanup	Damage clears from non-Structure creatures during each End Phase.

When card text directly contradicts a general rule, follow the card text unless an official ruling specifically states otherwise.