

Bible Battles TCG Quick Rules for Advanced Strategy Card Gamers

Starter decks for tournament play are set at 60 cards.

With the exception of follower cards or unique cards, you can only have 3 of the same card in your deck.

Deal yourself 7 cards. Roll a die to see who goes first. Play continues clockwise until a player gains 60 wisdom. (No limit on set wisdom amount to win in non-tournament play)



Start of turn – Draw 1 card unless another card on the board directs otherwise.

Follower Cards provide the effort necessary to bring out other cards.

You can play one follower card on your turn (not during combat phase) unless another card allows you to lay down more than one follower on your turn.

You have to have food cards in play before you can lay down a Unique Person or Army card. If you do not have enough food before the draw phase of the start of your turn to support your Unique People or Armies, you must place any extra Army or Unique People cards into your discard pile from play (You choose which armies or unique people get fed and stay)

Beast Cards (Even if used for food) can be used to intercept an invading Army or Unique People.

If a card says “Unique”, you can only have one of that specific card in your deck. (i.e. King David)

Combat Phase – Declare your attacks at the same time (cannot split up combat phases during your turn)

Army or Unique People cannot attack the turn they are brought into play, but can be used to defend and use special abilities.

Damage stays on a card until it is totally out of combat at the beginning of the owner's turn or it is destroyed and placed into owner's discard pile.

Attackers choose which target they are attacking and the defending player chooses to take the attack or intercept (if possible) with another card. Damage from one card is not split up if the attack value is more than the defensive value of target. (Overkill damage is not counted) The attacker decides which card his damage goes to if there are multiple defenders. The defender decides where his damage goes to if there are multiple attackers. If a defender goes into a city or fortress, the city or fortress will take all damage first on that turn before the defenders can be attacked. (The garrison takes the brunt of the attack) The defenders can attack back on the turn the city is attacked (Turns into urban guerilla warfare). Defenders of a fortress cannot attack back unless they have the special ability to do so. (Archers, Spearmen, etc.)

Special abilities can be used at any time, even if the card is being attacked or used to defend.

Event cards can be played at any time.

Work out order of cards/special abilities played/used in reverse (A attacks B, but card C uses special ability to assassinate card A, so B never was attacked). All effort was still spent.

Some Unique People, Chariots and Calvary will catch defenders on foot if they are running into a city or fortress unless there is river between the attackers and the defenders.

You can move people and animals who are not in combat into and out of cities/fortresses during your turn, but Followers or other Unique People cannot use their effort to build if they are inside a city or fortress. (They can still be used to add to your wisdom)

You can attack another card on your turn if it is currently in combat with another defender. (Helpful for allies and no, you cannot put your armies into a friend's city)

End of Turn – Play any additional cards you choose.

Note – Enslaved Followers can use their effort the same turn they are captured.