

Gate Ruler Comprehensive Rules Appendix A: Rulers

Last updated: December 4th, 2023

1. A - Apprentice

Life: 12 ATK: 4 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: 50

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 2. Summon cap is unlimited.

In-Game Abilities: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

2. B - Berserker

Life: 12 ATK: 5 STK: 4

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 3

Maximum copies of a Legendary card: 1

Deck level cap: 120

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 1. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 1. Summon cap is unlimited.

In-Game Abilities: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

3. C - Centurion

Life: 12 ATK: 4 STK: 3

Deck Construction:

Deck size: 50

Maximum factions for units: Unlimited

Maximum factions for cards other than units: 1

Unit attribute requirement: Choose 1 attribute of your choice. All unit cards in your deck must have the chosen attribute. *(If a unit card does not have the attribute you chose, you cannot put it into your deck.)*

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: 50

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 2. Summon cap is unlimited.

In-Game Abilities: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

4. D - Dreadnaught

Life: 11 ATK: 4 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: 60

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 1. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 1. Summon cap is unlimited.

In-Game Abilities: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

■As this ruler attacks, you drive 1.

5. E - Explorer

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: 50

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 2. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 1. Summon cap is unlimited.

In-Game Abilities: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

■ Instant Action: 【Turn 1】. Drive 1. This ability can only be used during your opponent's turn.

6. F - Frenzy

Life: 11 ATK: 3 STK: 2

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 1

Maximum copies of a Legendary card: 1

Deck level cap: 30

CNT cap: 16

You cannot have any card with a negative level in your deck.

Zones: Attack zone: 4, Defense zone: 1, Set zone: 1. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 3. Summon cap is unlimited.

In-Game Abilities: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

8. H - Highlander

Life: 12 ATK: 4 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 3

Maximum copies of a card: 1

Legendary card cap: 3

Maximum copies of a Legendary card: 1

Deck level cap: 50

CNT cap: 20

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 2. Summon cap is unlimited.

In-Game Abilities: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

11. K - Knight

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: Unlimited

CNT cap: 16

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 4 cards.

Start of Turn: Ready 2 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

In-Game Abilities: None.

12. L - Legion

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 3

Maximum copies of a card: 1

Legendary card cap: 3

Maximum copies of a Legendary card: 1

Deck level cap: Unlimited

CNT cap: 20

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 3 cards.

Start of Turn: Ready 2 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

In-Game Abilities: None.

15. O - Overlord

Life: 11 ATK: 4 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: 60

CNT cap: 16

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 2

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 3 cards.

Start of Turn: Ready 3 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

In-Game Abilities:

- As you play a card, after determining the resource cost to be paid for that card, instead of performing that cost, you pay exactly 1 resource as the cost to play that card.
- Your resources can only be readied through resolving your **Start of Turn** actions. They cannot be readied by any other means.
- You cannot play events during your opponent's turn, except those that would be played through Counter (【CNT】) abilities or has **Forced Reveal**.

18. R - Raider

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: Unlimited

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 2

Setup: Draw 3 cards.

Start of Turn: Put the top 2 cards of your deck face down into your resource zone (*without looking at them*). If this is the very first turn of the game, put 1 less card into your resource zone instead. Draw 2 cards. Your summon cap is 2.

In-Game Abilities:

- Cards in your resource zone also count as resource cards.
- When exhausting 1 or more resources to pay for a cost, instead put an equal number of cards from your resource zone to the top of their owners' decks (*do not look at them or reveal them in the process*).
- When readying 1 or more resources, instead put an equal number of cards from the top of your deck into your resource zone face down (*without looking at them*).

19. S - Shuriken

Life: 10 ATK: 2 STK: 2

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 1

Maximum copies of a Legendary card: 1

Deck level cap: Unlimited

CNT cap: 16

Prepare 2 resource cards in addition to your deck.

Zones: Attack zone: 4, Defense zone: 0, Set zone: 2

Setup: Put 2 resource cards into your resource zone in a ready state. Draw 2 cards.

Start of Turn: Ready 2 resources in your resource zone. Draw 3 cards. Your summon cap is 3.

In-Game Abilities: None.

20. T - Trickster

Life: 14 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: Unlimited

CNT cap: 16

Prepare 2 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 2

Setup: Put 2 resource cards into your resource zone in a ready state. Draw 3 cards.

Start of Turn: Ready 2 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

In-Game Abilities:

■As this ruler attacks, deal 1 damage to you.

■When you have been dealt 2 or more combat damage, once that combat ends, you may discard 1 card of level 2 or less with 【CNT】 from your hand. If you do, use its 【CNT】 .

■When a card with 【CNT】 in your graveyard would be returned to your deck, instead remove it from the game.

21. U - United

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: 50

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3. You have no resource zone.

Setup: Draw 3 cards.

Start of Turn: Draw 2 cards. Your summon cap is 2. Your set cap is 2.

In-Game Abilities:

■As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

■When playing an event card, you can only play it from your set zone unless it is being played because of **Forced Reveal** or an effect.

■Your in-play level cap is 4 (*The total combined level of all allied units you have in play must remain equal to 4 or less*).

22. V - Vanquisher

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions for units: Unlimited

Maximum factions for cards other than units: 1

Unit attribute requirement: Choose 1 attribute of your choice. All unit cards in your deck must have the chosen attribute. (*If a unit card does not have the attribute you chose, you cannot put it into your deck.*)

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: Unlimited

CNT cap: 16

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 4 cards.

Start of Turn: Ready 2 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

In-Game Abilities: None.

23. W - Wizard

Life: 10 ATK: 2 STK: 2

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: Unlimited

CNT cap: 16

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 3 cards.

Start of Turn: Ready 2 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

In-Game Abilities: "Resource Channeling": At the end your turn, ready this card and 1 resource. During your opponent's turn, when you need to spend 1 or more resources, you may exhaust this card as though it was a resource card in your resource zone.

EX - I. Janken Junkie

Life: 11 ATK: 4 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 6 for cards that include "Rock-Paper-Scissors" in its card text, 4 for all other cards

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: 40

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 2. Summon cap is unlimited.

In-Game Abilities:

■As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

■**Turn 1:** When you play a round of Rock-Paper-Scissors with an opponent due to a card or an effect of an ability that you control, instead of using that round's result, you may "play another round of Rock-Paper-Scissors until a winner is determined and use its result in place of the previous one".

EX - II. Exvader

Life: 16 ATK: 0 STK: 0

Deck Construction:

Deck size: 50

Maximum factions: Unlimited

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: 60

CNT cap: 16

You can only include cards from the Exvader faction or cards with the {Betrayal or Desecrate} attributes in your deck.

Zones: Attack zone: 4, Defense zone: 0, Set zone: 2. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 3. Summon cap is unlimited.

In-Game Abilities:

■As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

■Your ruler cannot attack.

EX - III. Swole King

Life: 12 ATK: 5 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 3

Maximum copies of a card: 4

Legendary card cap: 2

Maximum copies of a Legendary card: 1

Deck level cap: Unlimited

CNT cap: 16

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 2 cards.

Start of Turn: Ready 2 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

In-Game Abilities:

■Your units lose all of their original text while in play.

World Master Alpha 2020

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: Unlimited

Maximum copies of a card: 4

Legendary card cap: 0

Maximum copies of a Legendary card: 0

Deck level cap: 40

CNT cap: 16

Your deck can only contain cards which have a collector number that starts with either "MD" or "2020" (*or any card that has the same name as a card that fulfills this restriction*).

For each faction, you may include up to 12 cards from that faction in your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3. You have no hand zone or resource zone.

Setup: None.

Start of Turn: Drive 2. Summon cap is unlimited.

In-Game Abilities: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

World Master Beta 2020

Life: 9 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: Unlimited

Maximum copies of a card: 4

Legendary card cap: 0

Maximum copies of a Legendary card: 0

Deck level cap: Unlimited

CNT cap: 16

Your deck can only contain cards which have a collector number that starts with either "MD" or "2020" (*or any card that has the same name as a card that fulfills this restriction*).

For each faction, you may include up to 12 cards from that faction in your deck.

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 2 cards.

Start of Turn: Ready 2 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

In-Game Abilities: None.

Gate Ruler Comprehensive Rules Appendix B: Geases

Last updated: March 25th, 2023

Oath of the Lone Banner

Target Ruler: 1. A - Apprentice

Rules Modifications:

-Maximum factions: 1

-Deck level cap: 55

Oath of the Undaunted Champion

Target Ruler: 11. K - Knight

Rules Modifications:

-CNT cap: 8

-Start of Turn: Ready 3 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

Oath of the Peerless Master

Target Ruler: 23. W - Wizard

Rules Modifications:

-Maximum factions: 1

-Life: 12

Oath of the Unstoppable Advance

Target Ruler: 4. D - Dreadnaught

Rules Modifications:

-Deck level cap: 50

Rules Additions:

-You cannot have any copies of 《Sludge Zombie》 in your deck.

-In-Game Abilities: ■As your ruler attacks, look at the top card of your deck. Return that card on the top or bottom of your deck.

Oath of the True King

Target Ruler: 15. O - Overlord

Rules Modifications:

-Deck level cap: 70

-Prepare 2 resource cards in addition to your deck.

-Setup: Put 2 resource cards into your resource zone in a ready state. Draw 3 cards.

-Start of Turn: Ready 2 resources in your resource zone. Draw 2 cards. Your summon cap is 2.

Oath of the Jester's Grin

Target Ruler: 20. T - Trickster

Rules Modifications:

-Life: 11

-In-Game Abilities:

■As this ruler attacks, deal 1 damage to you.

■When you have been dealt 2 or more combat damage, once that combat ends, you may discard 1 card of level 4 or less with 【CNT】 from your hand. If you do, use its 【CNT】.

■When a card with 【CNT】 in your graveyard would be returned to your deck, instead remove it from the game.