

# Gate Ruler Comprehensive Rules Appendix A: Rulers

Last updated: November, 2024

## **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: 100

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

**If you do not have any minus level cards in your deck, your deck level cap becomes 55 instead of 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

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

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).

## **7. G - Goliath**

Life: 10      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: 40

CNT cap: 16

Zones: Attack zone: 4 (2 front row and 2 back row), Defense zone: 1, 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).

■ You can only normal summon a unit into your front row once per turn.

## **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 5 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.

## **14. N - Nemesis**

Life: 11      ATK: 2      STK: 2

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 0

Maximum copies of a Legendary card: 0

Deck level cap: Unlimited

CNT cap: 16

Prepare 2 resource cards in addition to your deck.

Zones: Attack zone: 4 (2 front row and 2 back row), 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 3.

In-Game Abilities:

- After your attack phase, do a second main phase before going to the end phase.
- At the start of your second main phase, choose 1 of your resources and ready it.

## **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 **5** 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 4 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: 12      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 4 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", "2020", "2021", or "2022" (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", "2020", "2021", or "2022" (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

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## **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.

## **Oath of Reincarnation**

Target Ruler: Any ruler with 2 attack zones

Rules Modifications:

-Life: -1 to original total

Rules Additions:

-Attack Zone: +2 (2 back row)