

# 火炎放射器

FLAMETHROWERS TCG

## **BIG GAMBLE MODE**

OFFICIAL RULES

Each player must have a deck containing 50 cards, flip a coin to decide who takes the first turn then each player draws 6 cards from their deck.

Both players start with 1,000,000 ship health, each player is allowed to have a maximum of 6 squad cards and 4 support cards on their respective side of the field.

**\*The player who wins the coin toss and takes their turn first must still draw a card to start their turn\***

Each player is required to have their own set of dice. First player to clear the opposing player's field and destroy their ship wins.

## **PLACING SQUAD CARDS**

In BIG GAMBLE MODE, the player must roll a die to place a single squad card each turn, the rolled number on the die is the maximum ranked squad card you are allowed to place in your field this turn.

**\*For Example, if the player rolls a 5, they are allowed to place any rank five or lower squad card from their hand\***

If you want to place a higher ranked squad card (7 and higher) you must sacrifice 50,000 ship health to roll two dice instead of one.

**Unfortunately for the player it doesn't guarantee you'll be able to bring out a rank seven or higher since you can still roll a low number with two dice... but, that's the gamble!!!**

## **RULES THAT HAVEN'T CHANGED**

- ONLY ONE SQUAD CARD IS ALLOWED TO BE PLACED PER TURN
- SQUAD CARDS CANNOT ATTACK THE FIRST TURN THEY ENTER THE FIELD
- SUPPORT CARDS CANNOT BE ACTIVATED AFTER THE BATTLE PHASE
- ONLY ONE FIELD CARD CAN BE ACTIVE AT A TIME
- IF YOUR SQUAD CARD RUNS OUT OF ENERGY YOU THEN ARE ALLOWED TO START SUBTRACTING THE COST FOR THEIR ATTACKS FROM THEIR REMAINING HEALTH