General Information

Playing The Game

Duel Master Revival Project

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Attacking and Combat

The concept of attacking consist in first selecting a creature that will attack and then selecting a target, while combat focus more on how to solve a battle. We will also talk about some special abilities here because some of them are essential to the basic mechanics of the game. There is a list of standards abilities at the end of this tutorial.

When you start the battle phase, you must select creatures to attack. You can only select creatures which are untapped and that does not have summoning sickness. Then you can chose to either to attack your opponent or an opponent's creature. If you attack the player, you will break a shield. Shield breaking will be explained on the next tutorial page. Else you must select a creature to attack. You can ONLY attack TAPPED creatures. So an untapped creature is basically safe from your opponent's attack.

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August 15th, 2006

Last Update
November 22nd, 2009

When you attack with a creature, you tap it. This will prevent you from attacking twice with the same creature and it will make it vulnerable to your opponent's attack the following turn. If you attack a creature, you must resolve the combat (explained later). Then when the combat is done, you can select another creature to attack. This creature must also be a legal attacker. When all your creatures have attacked, your battle phase ends. Your creatures does not absolutely need to attack, so if attacking won't give you any advantage, you can simply leave your creatures untapped and end your turn. The only exception is if your creature has the special ability : "This creature must attack each turn".

There is some other special abilities like "This creature can attack untapped creature". It mean that the normal attacking restriction is ignored by this creature. Other creatures have the ability "This

creature can't attack". It mean that you will never be able to select it has an attacker. There are also two other variant : "This creature can't attack players" but it can attack creatures, and "This creature can't attack creatures" which mean it can only attack players.

Some creature has a special ability called "Blocker" which allows you to protect yourself from your opponent's attacks. When your opponent select an attacker and it's target (either yourself or one of your creatures), if you have and UNTAPPED blocker in play, you can use your blocker to protect your target. This mean that the blocker creature will be the new attacker's target and the original target will not be attacked. When you select your blocker, you tap it. Which mean that a blocker cannot block more than one creature in the same turn. Then the combat between the attacker and your blocker is resolved. Note that a tapped blocker can be attacked by other creatures since it is a tapped creature like any other.

There is also some special abilities regarding this rule. First some creature has the following ability : "This creature can't be blocked". This mean that when this creature attacks, whatever it's target, your opponent cannot use a blocker to protect the target. There are also other abilities like "Whenever this creature blocks, untap it after it battles". This mean that you can assign it as a blocker as many times as you want, as long that it survives.

Now that you know how to select your attackers and blockers, I'll explain how to resolve a combat. If you followed the steps above correctly, you will notice that combat can only occur be between 2 creatures. You cannot have a 2 vs 1, 3 vs 1, or a 2 vs 2 combat, it is always 1 vs 1. Each creature has a strength written at the bottom-left of your card. When 2 creature fight each other, the creature with the highest strength wins. The creature which had the lowest strength is removed from the

battle zone and put in the graveyard. It both creatures has the same strength, both creatures are placed in the graveyard. Simple!

Again, there are special abilities that should be important to explain here. Some cards has an ability called "power attacker +XXXX" where XXXX is a number. Sometime they write it like this "While attacking, this creature gain +1000 for each ...". This mean that when this creature is stronger when it is attacking. If a creature with a strength of 2000 has the ability "Power attacker +4000" it mean that the creature has a strength of 6000 when it attacks and a strength of 2000 when it get attacked. In other words, you simply add the power attacker value to the creature's strength when it attacks.

Some black creature has the "Slayers" ability. When this creature is engaged in a combat, the opponen't creature will die whatever the strength of the creature. This is because the slayer creature inject some sort of poison that will kill your opponent anyway. There is another ability written like this :"When this creature battles, destroy it after the battle". This mean that as soon that this creature is engaged in a combat, it will be put in the graveyard even if it wins. Note that attacking a player is NOT CONSIDERED HAS A BATTLE. So this creature will only die if it engages a battle with another creature.

Here are some combat examples :

Attacker	Defender	Result
4000	3000	Defender is destroyed
4000	4000	Both creatures are destroyed
2000 Power attacker +2000	3000	Defender is destroyed
3000	2000 Power attacker +2000	Defender is destroyed
1000 Slayer	8000	Both creatures are destroyed
5000 Destroy creature after battle	3000	Both creatures are destroyed

In this section, we have seen how to select attackers and resolve combat. On the next page, we will

see what happens when you attack a player and how you can win a game.

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