



TeenTitans CCG Tournament Options

Draft:

4 packs per player, draft cards from each pack with other players
25 card minimum deck size
Up to 3 copies of any one card
Up to 5 different Field Cards

Suggested Team Check Rule: Before play begins, name 2 Teams and those 2 Teams are considered to be on the same Team. Example: Player names Teen Titans and Slade's Army, those 2 teams are considered to be on the same team for all battles. Characters on both teams get all team bonuses (Ex: Slade's Headquarters Field Card: both Teen Titan and Slade's Army characters get bonus Field effect).

Choose 3 Fields equal to 10 Field Damage Points

Determine who goes first (rock, paper scissors; roll dice; flip coin; etc.)
First to gain 15 Victory Points or Capture all 3 of the opponent's Fields wins the game
Best 2 out of 3 wins the round

Sealed:

5 packs per player, construct deck from selected packs
25 card minimum deck size
Up to 5 different Field Cards

Suggested Team Check Rule: Before play begins, name 2 Teams and those 2 Teams are considered to be on the same Team.

Choose 3 Fields equal to 10 Field Damage Points

Determine who goes first (rock, paper scissors; roll dice; flip coin; etc.)
First to gain 15 Victory Points or Capture all 3 of the opponent's Fields wins the game
Best 2 out of 3 wins the round

Constructed:

50 card deck size
Up to 3 copies of any one card
Up to 5 different Field Cards

Choose 3 Fields equal to 10 Field Damage Points

Determine who goes first (rock, paper scissors; roll dice; flip coin; etc.)

First to gain 15 Victory Points or Capture all 3 of the opponent's Fields wins the game

Best 2 out of 3 wins the round