

Hands of War Battlefield

~Collectible Card Game~



Game Design Document



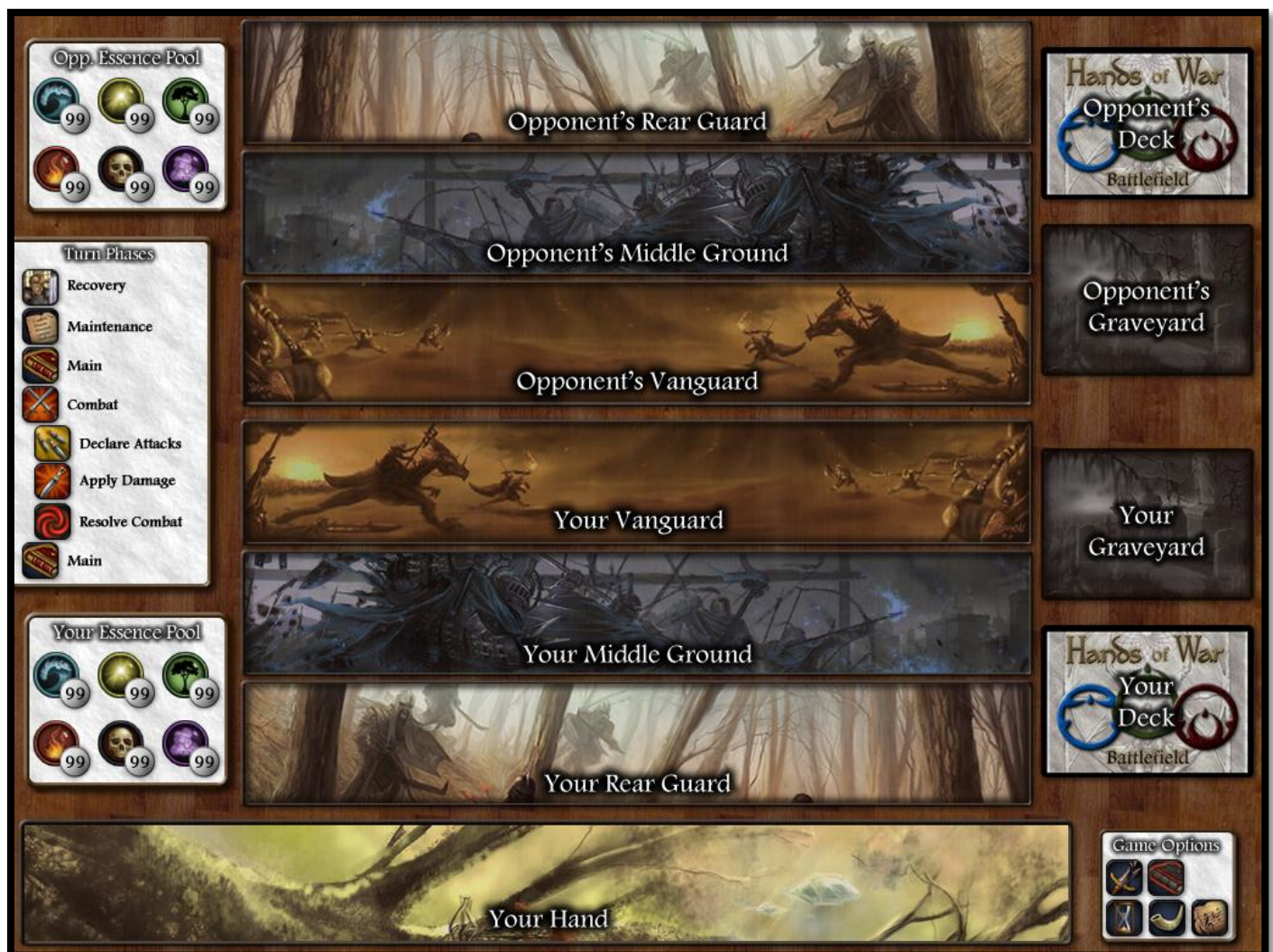
Game Overview

Hands of War Battlefield is a strategy, turn-based, collectable card game set in the world of Tempor and contains many of the champions and key characters from Hands of War 3 - Champions of Tempor.

In this game, the player assumes the role of a general competing against other generals (players and AI computers) in combat skirmishes. Players will utilize various spells, enchantments, and combat creatures to outwit and defeat their opponents. The object of each battle is to destroy your opponents Battle Standard (which is always placed in the Middle Ground). This can be accomplished by attacking the Standard with creatures you control or by casting with spells from your hand. Your opponent will be trying to destroy your Battle Standard, and the game ends as soon as one Standard is destroyed.

The Battlefield

The battlefield is made up of two identical parts where both you and your opponent will play your cards. You may only play cards on your side of the battlefield.



Card Types

There are four card types: Creatures, Spells, Enchantments, and Battle Standards. Each card behaves differently and serves a different function and purpose in the game.



Creatures

Creatures are the heart of an army. Any man, woman, beast, or being that can fight is classified as a creature. When creatures are cast, they are placed in the Vanguard, Middle Ground, or Rear Guard of your portion of the battlefield (your choice). Various strategic factors play into which of the three sections you should play any given character.

All creatures have three attributes (attack, health, and range), but some creatures may have additional, special abilities. Attack represents the amount of damage inflicted to other creatures when they fight, and health represents how close a creature is to death. Whenever a creature reaches zero or less health, they are removed from play and placed in their owner's graveyard. Range determines how far a creature can attack. For example, if a creature you control is in your Middle Ground and has a Range of three, they can attack any creature in your opponent's Vanguard or Middle Ground. Creature special abilities and combat will be covered in a later section.



Spells

Spells have single-use effects and are then placed in your Graveyard. There are a variety of spells that are used for different purposes. For example, some spells may temporarily (until end of turn) increase or decrease the attributes of a creature or grant a creature a special ability. Other spells may deal damage, force a creature to a different area of the battlefield, or restore health to a creature that was wounded.



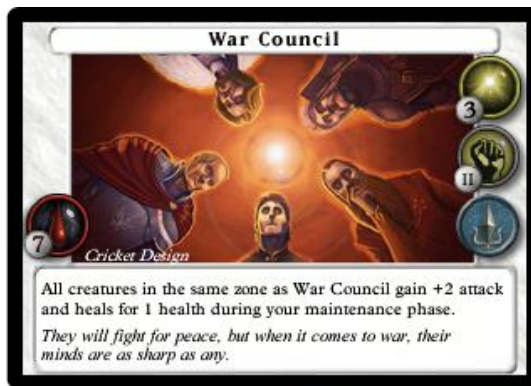


Enchantments

There are three types of Enchantments: Local Enchantments, Global Enchantment, and Bound Enchantments. Enchantments provide some sort of permanent effect and are placed in a combat zone just like creatures. They can establish rules (only two creatures can attack each turn), grant attribute bonuses (creatures you control gain +1 to attack), or provide some other effect.



Local Enchantments (yellow icon) affect only a single zone (Vanguard, Middle Ground, or Rear Guard) of the battlefield. Global Enchantments (green icon) affect all creatures you control (or sometimes all creatures on the battlefield), not just those limited to a specific zone. Bound Enchantments (red icon) are placed on an individual creature and grant a specific bonus or ability to the creature. Enchantments cannot attack, but may be attacked by opposing creatures. If an Enchantment's health reaches zero or lower, it is removed from play and placed in its owner's Graveyard. If a creature dies with a Bound Enchantment, both are placed in the Graveyard.



Battle Standard

Each deck contains one, and only one Battle Standard. Your Battle Standard is like an Enchantment that always starts the game in play and in your Middle Ground. All Battle Standards offer you a global benefit and also provide you with essence each turn. Essence is used to cast all of your spells, creatures, and enchantments.



Game Play

Each player's turn proceeds through a series of phases where the player can perform certain actions.



A player's turn starts during the **Recovery** phase where all of their creatures that are exhausted (turned sideways/used) are reset. When a creature attacks or uses certain abilities it becomes exhausted and cannot perform any other functions until it is reset.

During the **Maintenance** phase, a player draws one card from the top of their deck. Additionally, sometimes certain Enchantments or Creatures have effects that activate during a particular player's Maintenance phase.

During both **Main** phases (pre- and post-combat), players may cast spells, enchantments, or creatures. Creatures that are cast, enter the battlefield exhausted and cannot attack, move or use certain abilities until they are recovered at the beginning of your next turn. During the Main phases, players may also choose to move creatures that are already in play one battlefield zone in either direction as long as they stay on their side of the battlefield (e.g., a player may decide to move a creature from their Vanguard to their Middle Ground to move it out of range of an opponent's creature). Moving a creature causes it to become exhausted.

The **Combat** phase is divided into three sub-phases: **Declare Attackers**, **Apply Damage**, and **Resolve Combat**. Additionally, between each of the three phases, both players will be given the opportunity to cast spells.



When the **Combat** phase is entered, the **Declare Attackers** phase begins automatically. Here, the attacking player chooses which (if any) of his creatures will attack and the target of those attacks. Each creature may attack only a single permanent (creature or enchantment) that is within its range. Once attackers and their targets have been declared, both players will be given the opportunity to cast any spells or use any abilities from creature or enchantments that are in play. The defending player will be given first priority to cast spells, and priority will pass back and forth between the players until neither player wishes to cast anymore spells. Spells are resolved (their effects applied) in a last-in-first-out (LIFO) manner. Attacking causes creatures to become exhausted, and creatures that are already exhausted cannot attack.

During the **Apply Damage** phase of combat, the declared attacks are executed. If an attack has been rendered null through spells that were cast after **Declare Attackers**, then the attack does not take place. For example, let's say you choose to attack with a creature in your Vanguard that has a Range of 2, targeting an opponent's creature in their Middle Ground. After attackers have been declared, they cast a spell that allows them to move your attacking creature to your Middle Ground causing the zone distance between the two creatures to now be 3. Because this is outside of the range of your attacking creature, it renders the attack null, so it would not take place. After attacks are made, damage is applied where applicable and defending creatures and enchantments health values are updated. Note that permanents (creatures and enchantments) that have health values at zero or below are not removed from play at this point. After damage is applied, players are again given the opportunity to cast spells or use abilities. This is often when healing spell or abilities are used.

The final stage of combat is **Resolve Combat**. This is where any creature or enchantment that has a health value at or below zero is removed from play and placed into its owner's graveyard.

Essence and Casting Costs

All creatures, enchantment, and spells have casting costs. This refers to the amount of a particular essence that is required to cast the spell or put the creature/enchantment in play. Essence is primarily generated from your Battle Standard, but there are some cards that can also generate essence. Once essence is generated, it remains available for use until it is consumed through the casting of a spell, creature, enchantment, or by using an ability that requires essence. The type and quantity of essence required to cast a card is shown in the top right of the card.



Card Rarities

There are four types of card rarities in Hands of War Battlefield. The Roman numeral by the card type icon indicates the rarity of the card (as shown below.)



Factions and Mechanics

The Hands of War series has seen a number of factions form and dissolve over the years. In this installment, we will be focusing on six: The Alliance, The Shadow Runners, The Warders, The Blademasters, The Magicians, and the Keepers of the Red Sand. Each faction will span across exactly two of the Essence colors and will share a common mechanic among all the cards of the faction. The mechanic will match the beliefs of the faction, but how it manifests will be related to the Essence color and power of the actual card. In addition, each faction will also contain cards that synergize with the faction's mechanic to create incentive for building decks around a particular faction instead of simply trying to make a deck out of all the best cards in the game.

Each faction will have its own Battle Standard that generates its two Essence colors. Additionally, each faction has a champion and a captain. The champion of a faction will always have a first name, last name, and title, and it will be an epic level rarity. The captain will have a first name and title, and it will be a rare level rarity.

The Essence Colors

Everything that exists in Tempora and the surrounding nations – whether living, dead, or somewhere in between – is comprised of varying amounts of the six types of essence. From humans to spirits, to the spells and emotions that are prevalent in the land, everything both tangible and abstract is derived from the six base essences: Earth (Green), Fire (Red), Wind (Purple), Water (Blue), Life (White), and Death (Black). Though many would attempt to fit labels of morality or ethics on the essence types, none of the colors is inherently good or evil. Each sees the world in a different way and approach life according to that perspective.





Black - The Essence of Death

Black essence creates entities of conflict and war. They are focused on individualism and the sacrificing of others to achieve their own goals. Black will throw an ally under the bus at the first sign that doing so would be advantageous. Creatures made from black essence are unconcerned with morals or laws of men, and are not afraid to do what must be done. They believe that conflict is a catalyst for self-improvement. If you punched a black creature in the face, they would most likely respond by murdering you on the spot...along with any witnesses. If black was a government structure, they would be capitalist - embracing the natural ideas of competition and individualism in the marketplace. In a fight, black wins by doing whatever is necessary - which usually includes things that others are unwilling to do.



Blue - The Essence of Water

Blue essence creates entities of analysis and logic with a passion and thirst for knowledge. Blues outsmart their opponents by searching for secrets and piecing together information that others aren't able to. They are most comfortable in a slower-paced fight where they can control every aspect of a fight, and they tend to utilize spells and abilities over physical combat. If you punched a blue creature in the face, well... you probably wouldn't. A blue creature would know what you intended and would probably have your hands bound before you even attempted to raise your fist. If blue was a government structure they would rule with control and subtle espionage. In a fight, blue wins by knowing more information than their opponent.



Green - The Essence of Earth

Green essence creates entities of the earth and the natural world. They are focused on growth and believe nature should be allowed to take its course. Green prides itself on being the biggest dog in the fight, and their spells and creatures aim to quickly overwhelm opponents. If you punched a green creature in the face, you better have friends with you because you're going to have quite a fight on your hands. If green were a government structure, their rule would be very laze-faire – trusting in the natural results of a regulation-free society. Green does not interfere or micro-manage and is okay with ideas of natural selection and survival of the fittest. In a fight, green wins by going bigger and faster than their opponent.



Purple - The Essence of Wind

Purple essence creates entities of illusion and misdirection. They are focused on evasion, trickery, and coercion through the bending of reality. Creatures made from purple essence rely on indirect attacks and the manipulation of the environment instead of natural strength. They will manipulate their enemies with fear or by convincing them that fighting is not what they really want to do. If you punched a purple creature in the face, you would likely see their body fall to the ground where it would disappear as the real enemy slipped a dagger in your back. If purple was a government structure, their rule would not be unlike the Matrix - hiding their true intentions behind layers of propaganda, illusion, and scare tactics. In a fight, purple will convince you that you're winning while they sneak in for the kill.



Red - The Essence of Fire

Red essence creates entities of emotion and action. They are focused on freedom and thrive in environments where they are unrestricted. Creations made from red essence act before thinking and respond out of emotion rather than logic. If you punched a red creature in the face, they would undoubtedly hit you back without thinking of the consequences. If red was a government structure, they would rule without laws in a constant state of chaos. Criminals would be convicted without due process on the whims and feelings of the officials - without regard to evidence or proof. Red cares much more about offense than defense. Their creatures are aggressive and reckless and their spells focus on direct damage. In a fight, red will attack fast and hard with the goal to kill you before you know what hits you.



White - The Essence of Life

White essence creates entities of peace and the preservation of life. It focuses on the ideas of community and protection. Creations made from white essence see the world and want to bring order to it. They create laws, churches, and military for the purpose of prosperity and safety. If you punched a white creature in the face, they would shrug off the blow and report the incident to a security official. If white was a government, they would be communist - attempting to achieve equality and a sense of community. White creatures are difficult to kill, and their spells and enchantments are built around healing, defense, strength in numbers, and placing restrictions on their enemies. In a fight, if white can make you play by their rules, they will win.

Generical Card Mechanics Themes

In order to establish a unique feel to playing decks made up of different Essence colors, game mechanics (effects or features of certain cards) are more likely to appear in the Essence colors that would most likely manifest the particular effect. For example, blue Essence cards (which focus on knowledge) are more likely to have card drawing effects.

Mechanic/Essence Color Breakdown :

White	Green	Red	Black	Purple	Blue
Small (low attack / health) creatures	Big (high attack / health) creatures	High attack, low health creatures	Sacrifice permanents to cast or activate a spell or ability	Clone (Make a copy of a creature that's already in play)	Card Drawing
Protective enchantments (negating / preventing damage)	Spells that make creatures bigger	Direct damage spells	Reduce the health of a permanent in exchange for using Essence or to gain an effect	Return a permanents to owner's hand	Negating the effects of opposing creatures or enchantments
Pacifying creatures	Generating more Essence or Essences of other colors	Discard cards from your hand to cast or activate a spell or ability	Destroying / killing creatures	Gain control of an opponent's creature	Exhausting opponent's creatures
Restoring Health (healing)	Returning creatures from the graveyard to your hand		Returning creatures from the graveyard to the battlefield	Forcing opponent to discard cards	Look at your opponent's hand
			Life drain	Moving creatures to different zones	

Special Abilities/Effects

Creatures can have any number of special abilities, though most have zero or one. Because abilities are a characteristic of the creature, and creatures are manifestations of the Essence colors, it is possible only for creatures of certain Essences to possess certain abilities – meaning Black creatures won't have Guard (a protective ability) and Blue creatures won't have Splatter (an aggressive ability). This does not mean that abilities are unique to a single color. It simply states that abilities are more likely to manifest in creatures that share similar personal traits/beliefs as those exhibited by the ability itself.

- **Guard** - (Activated) Force target attacking creature to target this permanent instead of its declared target
- **Overkill** - When this creature attacks, any damage dealt in excess of its target's health is dealt to that player's Battle Standard.
- **Spell Shield** - This creature cannot be the direct target of spells, abilities, or effects your opponent controls. Global effects that do not declare a specific target may still affect this permanent.
- **Stealth** – This creature cannot be the target of attacks and is immune to Guard.
- **Stalwart (X)** - If this creature is the target of an attack, it gains X maximum health until the end of turn and instantly heals for X.
- **Bloodlust (X)** - If this creature attacks another permanent, it gains X Attack until the end of turn.
- **Backlash** – If this creature is attacked and the attacker is within its range, this creature will deal damage to its attacker equal to its attack power. Damage is dealt at the same time.
- **Aggression** - This creature can attack and use engaging abilities the turn it comes into play.
- **Swiftness** – Moving battlefield zones does not cause this creature to become exhausted.
- **Splatter** - When this creature deals combat damage to a creature or enchantment, all other creatures or enchantments in the same zone as its target suffer half of that damage rounded down.
- **Heal** – (Activated) Restores life back to a permanent. You cannot heal past a permanent's maximum health.
- **Redirect** – (Activated) Until the end of turn, redirect all damage dealt to this permanent to another permanent you control.
- **Espionage** – Whenever this creature deals damage to an opposing player's Battle Standard, you may draw a card.

Ability/Essence Color Breakdown :

White	Green	Red	Black	Purple	Blue
Guard	Overkill	Backlash	Backlash	Spell Shield	Spell Shield
Stalwart	Swiftness	Bloodlust	Bloodlust	Stealth	Espionage
Backlash	Spell Shield	Aggression	Splatter	Redirect	
Heal	Backlash	Splatter	Redirect	Swiftness	



The Alliance

As the main governing body of Tempor, the Alliance stands for peace and justice, and fights to protect the citizens of Tempor from all threats foreign and domestic. Members of the Alliance are manifest primarily as life (white) essence but can also be found as water (blue) or earth (green) essence.

Guild Mechanic – Legion (If at least two other creatures are in the same zone as this card, this card gains XYZ)

The idea behind *Legion* is the belief of strength in numbers and working together that the Alliance embraces. Similar to a shield wall, creatures with *Legion* become more effective when they have at least two allies in the same zone (Vanguard, Middle Ground, or Rear Guard) as they are. Though most manifestations of *Legion* will increase the attributes of a creature, some may grant certain abilities that could be activated such as drawing cards or exhausting other creatures.

Sample Cards:





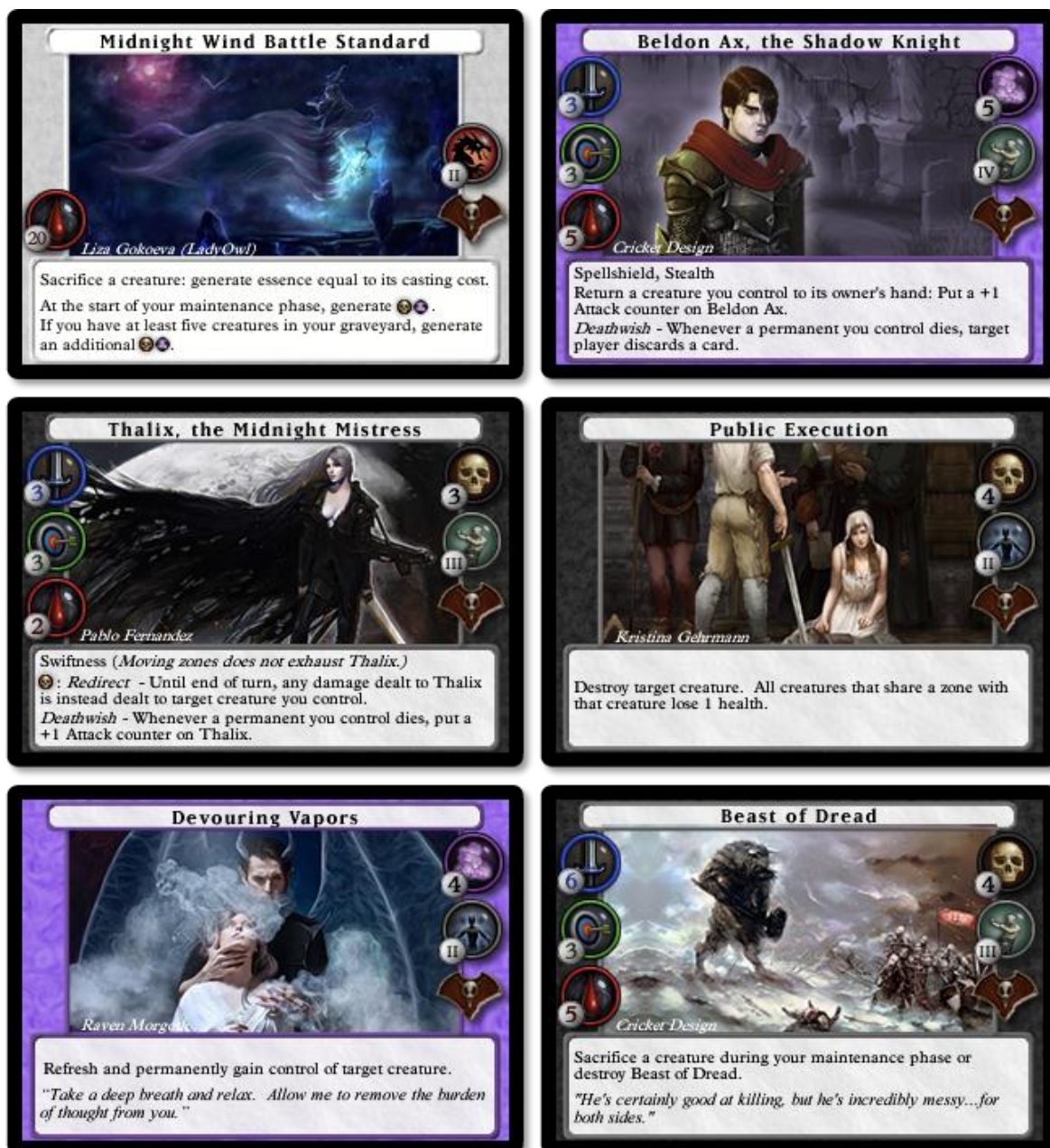
The Shadow Runners

The Shadow Runners believe that weakness and vulnerability originate from peaceful and passive living, and that it is only through war and conflict that advances in self and society are achieved. Members of the Shadow Runners are manifest primarily as death (black) essence but can also be found as air (purple) or fire (red) essence.

Guild Mechanic – *Deathwish* (Whenever a permanent you control dies, XYZ)

The idea behind *Deathwish* is the Shadow Runner belief that death is a means to a better end. Shadow Runners no qualms about killing members of their own faction, and have learned to profit from the deaths of those around them. Creatures with *Deathwish* will be able to perform special actions, abilities, or gain attribute bonuses whenever ally creatures, enchantments, or resources are killed or sacrificed.

Sample Cards:





The Blademasters

The Blademasters believe themselves to be the best melee fighters in the world, a belief that widely accepted. Big, strong, and fast, they focus on both the subtle art of swordplay and the devastating power of brute strength. Members of the Blademasters are manifest as either red (fire) or green (earth) essence.

Guild Mechanic – Challenge (Until end of turn, if target creatures dies and was damaged by this creature, XYZ)

The idea behind the *Challenge* mechanic surrounds the Blademaster's desired protocol for battle. In a giant melee, it is not uncommon for Blademasters to taunt or challenge individual enemies into solo combat. That is not to say that Blademasters will only fight one on one – that sort of honorable foolishness is reserved for life (white) essence creatures. Rather, they view calling out an opponent as a way to gain more glory on the battlefield.

Sample Cards:





The Warders

The Warders main beliefs surround the notions of peace, harmony, and clarity of mind. That is not to say that they shun conflict. Rather, Warders notion of peace is an inner peace, and they will fight to protect the natural harmony and growth that exists in the wild. Members of the Warders are manifest as either earth (green) or life (white) essence.

Guild Mechanic – Spirit Quest (Exhaust and place a Spirit counter on this creature at the start of your next maintenance phase.)

The idea behind *Spirit Quest* is the Warder belief that the key to unlocking an individual's potential is through self-reflection and meditation. Creatures with the *Spirit Quest* ability will gain bonuses or special abilities based upon the number of Spirit counters they possess.

Sample Cards:





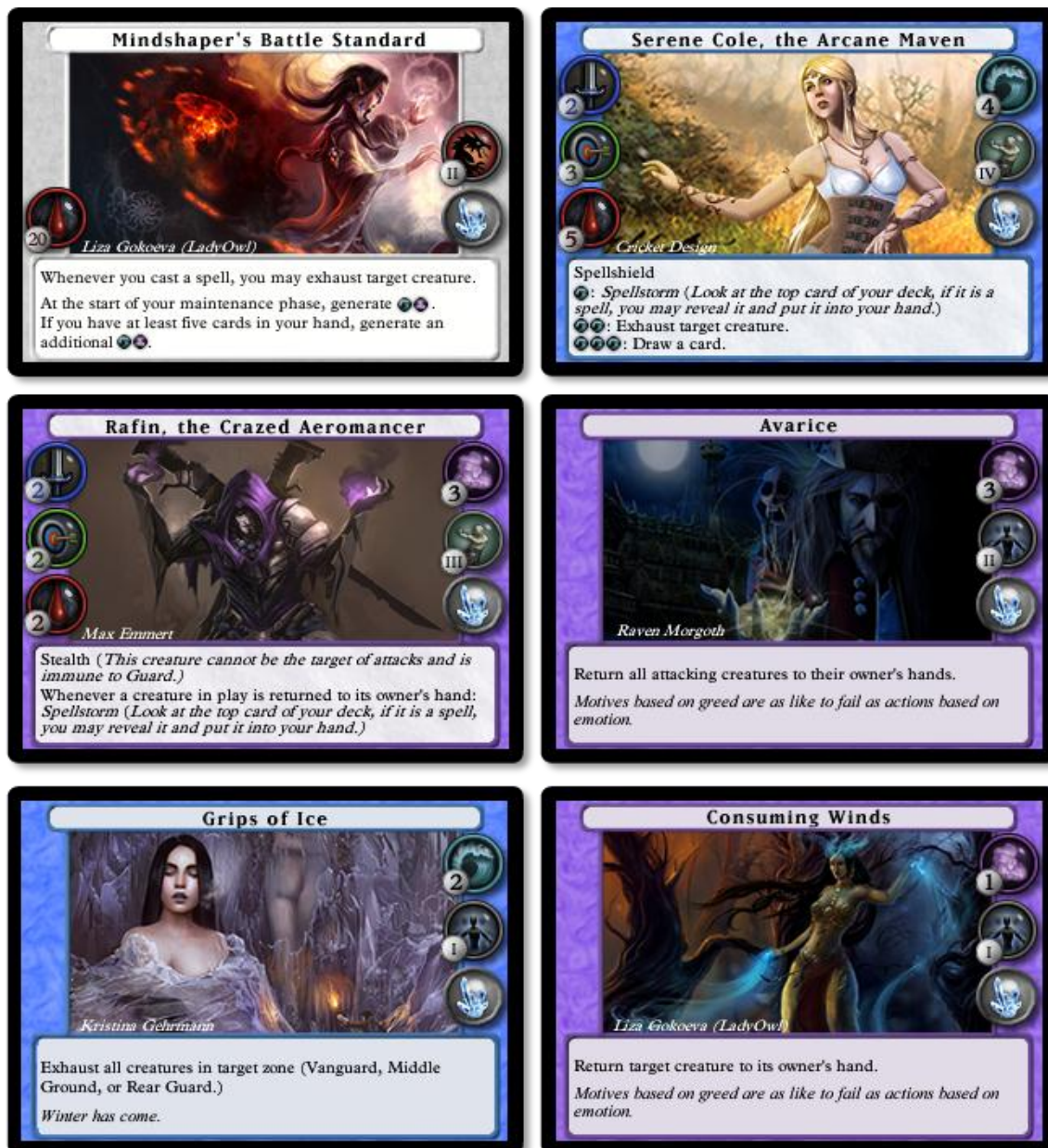
The Magicians

The Magicians believe that they are the most intelligent, skilled, and clever individuals in the world. They focus on the pursuit of knowledge and pride themselves on their aptitude with the arcane arts. Members of the Magicians faction are manifest as either water (blue) or air (purple) essence.

Guild Mechanic – *Spellstorm* (Look at the top card of your deck. If it is a spell, you may reveal it and put it into your hand).

The idea behind *Spellstorm* is the idea that the Magicians are the best spell casters in the world and are able to do things that other wizards are unable to do. Various cards will implement the *Spellstorm* mechanic in various ways, but the general idea is to gain access to more spells than your opponent.

Sample Cards:





The Keepers of the Red Sand

The Keepers are Believed to have originated from the members of the Blademasters, Warders, and Magicians who left Tempor. The Keepers of the Red Sand are elite fighters of Tempor's newly created gladiator pits. While many battle inside the pits, only the top echelon are members of the Keepers. Members of the Keepers of the Red Sand are manifest as either black (death) or red (fire) essence.

Guild Mechanic – *Glory* (Whenever this creature deals fatal damage to another creature, put a Glory counter on this creature.)

The idea behind the *Glory* mechanic surrounds the Keeper's notion of individual glory achieved through the slaying of their opponent. While it is similar to the Blademaster's *Challenge* mechanic, *Glory* works only when the attacking creature deals the killing blow, and the effects are not a one-time use. Creatures who achieve Glory counters will gain bonuses or special abilities based upon the number of Glory counters they possess.

Sample Cards:

