~Working Title~

The Miniatures Card Game.

Introduction

~Working Title~ is a game that combines miniature wargaming with a card game. The goal of the game is simple, reduce your opponent’s Health to 0. Apart from the card game aspect of making a deck of cards, playing them during your turn, etc, the players will use tactical movement and dice to determine the outcome of clashes.

What you need to play

In order to play, you will need a flat surface, like a table, to lay the game’s map on. The game map is divided in squares, called tiles, where models can move. So, the game uses a grid movement system. You will also need special six-sided dice that are color coded and offer different range of results, cards and miniatures supplied with the game as well as terrain elements.

In order to simplify things, we provide 2-dimensional maps and terrain, but it is absolutely possible, given enough space, to play the game on a 3-dimensional board, which will look much better to the eye.

Miniature Combat

Below you will find all the rules for playing out the miniatures aspect of the game. Note that miniatures are also referred to as as “models”.

Movement

When a model moves, it may be moved up to 2 tiles on the board horizontally or vertically. While moving, a model may not move through or end its move on top of tiles occupied by enemy models or impassable terrain. A model can freely move through friendly models, but may not end its move on a tile already occupied by another model.

Attacking

When a model performs and attack, first check what type of attack the model is making. There are two types of attacks: melee and ranged. Melee attacks can only target models on adjacent to the attacker tiles while ranged attacks can target any model on the board.

All models have a melee and a ranged attack value. This value indicates how many dice the model rolls on that attack, and of what type. For example, 2G means that the model rolls 2 green dice. A value of “-” means that the model cannot perform that type of attack.

When a model attacks, it rolls a number and type of dice as noted on the attack it performs (melee or ranged). Those dice have three possible results: [range], [hit] or [surge], sometimes mixed together. After rolling all dice, add each type of result together to determine the final score of each.

**Range** is applied to ranged attacks only and determines how far the model’s attack actually traveled. If the distance in tiles between the attacking model and its target is greater than the range result rolled (after modifications), the attack misses.

**Hit** is the number of times the target model has been hit by the attack and is translated to damage, after the target model rolls its defense dice.

**Surge** is used like a model-specific resource. The model may spend surge in order to perform certain abilities. Surge can be expended after the models involved roll their attack and defense dice and when the conditions on the surge action itself are met. Each surge ability can be used once per model attack or counter-attack.

Now, the target model must roll its defense dice. Models can either have black or white defense dice. Those dice have three possible results: [block], [evade] or [dodge].

**Block** determines how many hits are removed from the attacker’s hit results total. After removing hits, the remaining are dealt as damage to the model.

**Evade** determines how many surge results are removed from the attacker’s pool. After removing surges, the rest (if any) can be spent by the attacking model for abilities.

**Dodge** is very different. If a dodge result is rolled, the model ignores all hits dealt to it, cancels all surges rolled as well as any damage it would have taken and essentially completely saves the attack.

However, attacks are not always unopposed. When a model attacks an adjacent model, the target model **must** perform a counter-attack, targeting the attacking model. That counter-attack can only be a melee one and must be directed against the attacking model, regardless of attacking restrictions.

The same goes for ranged attacks. A model that is the target of a ranged attack **must** perform a ranged counter-attack against its attacker.

The only time when a model cannot counter-attack is when it is targeted for an attack while it possess no melee or ranged (whichever applies) attacks of its own.

When a model counter-attacks, simply repeat the attack procedure for itself, targeting its attacker.

Model actions

When called to act, a model may move once and then attack once, or attack once. After it does any of the actions above, it becomes exhausted.

Cover

Some terrain elements, such as a forest, offer cover. When a model in cover is attacked, it receives one block for free, in addition to the ones it rolls.

For a model to claim cover, it must be on a tile that has been classified as offering cover.

Removing models

When a model takes damage, reduce its HP by the amount of damage taken. When a model’s HP reach 0, it has been killed, is destroyed, and is removed from the game.

Big models

Some models have bigger bases than normal. Those models are classified as large and their base takes the space of four regular ones, or sometimes more.

Large models move in a slightly different way. While moving from tile to tile, the model must always have at least part of its base on a set of tiles (two, three, etc, whichever applies for its base size) it was previously on.

The hero

Each player takes control of a hero. That is their avatar on board. A hero has the exact same stats on its card as a minion. When making a deck, the player also chooses a hero. That hero is then placed automatically on the board as explained later, in Setting up a game.

Heroes fight as normal, but are the most important model a player has. Heroes also determine some game effects.

A hero is **not** a minion and is thus unaffected by effects that target and/or affect minions.

Card Game

Below you will find all the rules for playing out the card game aspect.

Card types

There are three card types: Minions, which represent models when played, Spells, which represent effects that take place and Equipment, which represents bonus effects and stats that may be applied to models.

Discard pile

Any time a card is used, it is sent to the discard pile, usually placed next to the player’s deck. The discard pile is public information and thus any both players can check their opponent’s discard pile any time they want. However, they cannot change the order the cards are placed there.

Minion cards are sent to the discard pile once their corresponding model on the board has been destroyed.

Removed pile

Some effects state that a card is “banished”. A card that is banished is sent to the removed pile, which is different from the discard pile but the same public information principle is applied.

Resources

A player has two types of resources: The cards in their deck and hand and their Mana. Players start with few mana and then progressively get more.

At the start of the game, each player has 0 mana. Then, at the beginning of each turn, the turn player gains one additional mana and also refreshes any mana previously spent. For example, at turn 1, the player has 1 mana and summons a minions that costs 1 mana. When it is their turn again, they gain +1 mana and refresh any mana spent, for a total of 2.

A player may have a maximum of 10 mana.

Playing a card

All cards have a mana cost. If a player has enough mana remaining, they can play that card, providing it does not have any other conditions. When the card is played, reduce the player’s mana by the amount specified on the card.

A player can play any number of cards per turn, providing that they have enough mana to do so.

After a card is player, either apply its effect if its a Spell or Equipment or summon the corresponding minions, as explained below.

Summoning a minion

When a player plays a minion card, that card represents a model that will be placed on the board. If order to summon a minion, you must do so by placing its model on an empty (by other models and impassable terrain) tile adjacent to either the player’s Hero or another friendly model.

When a minion is summoned, it becomes exhausted.

Exhausted minions

A minion that is exhausted may not attack or move, but can counter-attack if it gets the chance. A minion that is not exhausted is ready. A ready minion can act normally.

Spells

Some cards are classified as spells. Such cards have effects such as empowering minions or destroying them. A spell card can be activated during the player’s turn for the appropriate mana cost. Apply the effect of the card and then send it to the discard pile.

Equipment

Like spells, equipment cards can be activated during the player’s turn for the appropriate mana cost. Equipment cards are usually attached to a minion or hero after being played, giving them benefits. Place the equipment card next to or below the minion/hero card to indicate where they are attached to.

A minion can have up to one equipment card attached to it, while heroes can have up to two. Once attached, equipment cannot be removed voluntarily.

Equipment cards will have some limitations for how long or how much they can be used. Once those limitations are met, the equipment is destroyed and the card is sent to the discard pile.

Sequence of a Turn

Below you will find the full turn sequence. This represents the procedure a player follows in order to complete their turn. Follow the phases below in order.

**Draw phase:** The player increases and refreshes their mana, as explained above, and draw one card from their deck.

**Activation phase:** The player can activate their minions and play any cards they which and/or can from their hand. Activating minions and playing cards can be performed in any order and even mixed up.

**End phase:** The player ends their turn and their opponent’s turn begins.

Making a Deck, Drawing Cards and Hand Limit

When making a deck, a player must follow the guidelines below.

A player’s deck must have 30 cards, plus their hero. So, a deck has 30 minions, spells and equipment plus a hero card. There cannot be more than two copies of the same card in a deck.

When a player draws a card, they draw it from the top of their deck. If a player cannot draw a card because there are no more cards left in the deck, they instead deal 1 point of damage to their hero for each card they cannot draw.

A player can have a maximum of 10 cards in their hand. Any cards drawn or added to the player’s hand past that limit are immediately sent to the discard pile and the player’s hero takes 1 damage for each such card.

Setting up a Game

When playing a game, these are the steps the players must follow in order to set up the board.

Each player rolls a D20. The player that rolls the highest chooses if they want to go first or second. The player who goes first has the first game turn and draws 3 cards . The player who goes second draws 4 cards and gains an extra card, called “Mana” that is not included in their deck. That card has the effect of giving the player an extra mana for the turn it is played only.

After drawing their initial cards, both players may return any of them to the deck (except the “Mana” card). Shuffle the deck and draw the same number of cards as those returned to the deck. This is called “mulligan”.

Finally, place one hero on the central tile of the far left column and the other hero on the central tile of the far right column. Then, the player who goes first begins their turn.

Ending a Game

The game ends when a player’s hero has been destroyed. Simple as that!

Common Keywords

Below you will find some common keywords used on cards. These are used much too frequently to have their text on the card and are compiled here.

**Taunt:** Enemy models adjacent to this model cannot move and must attack it in melee, if able.

**Charge:** When summoned, this model does not become exhausted.

**Celerity:** This model may be activated twice per turn.

**Deadly:** If this model deals damage to a minion, the damaged minion is immediately destroyed, regardless of how much HP it has.

**Frenzy:** When attacking in melee, this model deals its damage to all enemy models adjacent to it. Only the main target of the attack can counter-attack but all targets roll for defense.

**Speed X:** The model can move a number of additional tiles equal to X.

**Flying:** The model can move over other models and across impassable terrain, but it cannot end its move on top of them.

**Disengage:** After attacking in melee this model may move, unless it has already moved during the turn. If this brings it out of range of its target, the target cannot counter-attack.

**On Summon…:** When this model is summoned, its special ability triggers.

**On Death…:** When this model is destroyed, its special ability triggers.

**Unique:** Only one copy of this card can be included in a deck.

**Secret:** The card is placed face-down next to the play area. When its conditions are met (usually an opponent’s action), the card activates and resolves.

**Blast** **X:** When attacking, all enemy models in the direction of the attack (in a straight line) and up to X tiles away suffer the attack’s damage. Each model hit rolls for defense separately. Only the main target and any ranged models hit can counter-attack.

**Pierce X:** The attack ignores a number of X Blocks rolled by the target.

Game Conditions

Below you will find all conditions a minion can be subject to.

**Empowered/Weakened**: Any minion that has its base stats (those written on its card) changed by a source other than damage is considered empowered (if the stats change is positive) or weakened (if the stats change is negative).

**Silenced:** Any minion that is silenced loses all special rules affecting it (positive and negative) as well as any keywords it has, except defining and/or race keywords, such as minion or chaos.

**Frozen:** A frozen minion cannot move or attack. After one turn, or if than minion is attacked, the freeze effect ends.

**Stunned:** A stunned minion cannot move, attack or counter-attack. After one turn, the stun effect ends.

**Banished:** A minion that is banished is immediately removed from the board and its corresponding card goes to the banished pile. A banished minion does not count as destroyed as as such effects that activate upon destruction do not activate.