# Core Gameplay

* You can have up to three cards on the field at a time. After you put a card on the field, it can attack an opponent card and it can be attacked by an opposing card.
* Only one card can attack per turn
* Cards can only attack others directly in front or adjacent
* Cards have two stats, HP (the number on the heart in the right) and Attack (the number on the sword in the left). When a card attacks another, the target’s HP is subtracted by the attacker’s Attack.
* If the target’s HP goes to 0 (or below 0), they die and get moved to the graveyard
* If the target survives the attack, you take damage equal to their attack
* You win by either killing all of the opponent’s cards or by getting a Valorous Victory (see Valor System)

# Passive abilities

* Vikings (Berserker)
  + Upon death you deal half damage to the attacker
    - Damage is rounded to nearest integer
* Knight (Lazarus Pit)
  + Heal per turn (20% of max. Can’t go above max)
    - Healing is rounded to nearest integer
* Samurai (Koyaku)
  + Stun the attacking card
    - The stunned card cannot attack and retaliation
    - Does not affect viking passive
* Legionaries (Phalanx)
  + Splash damage of 25% to adjacent enemies
    - Does not get retaliated by enemies damaged by the ability
    - Damage is rounded to nearest integer

# Valor System

* Valor
  + Killing an opponent's card gives you Valor equal to the sum of the target’s base health and attack
    - This includes retaliation kills
    - Valor is saved to the card
    - Valor cannot be gained through passive ability kills
* Reclaimed Valor:
  + Killing an opponent's card that already has Valor will reward the attacking card with Valor equivalent to ⅓ of the target’s current Valor in addition to the amount they would normally gain.
    - Rounded to nearest integer
* Valorous Victory:
  + If the total Valor held by the cards on your side of the field is equal or greater than 280 you win

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# Deck Building

* Point bank:
  + When you pick a card the total of its stats are subtracted from the bank
    - Max points 420
  + Unlimited copies of any card
    - Excluding face cards, which has a limit of 1

**Mana Costs**

* Starting amount: 5
* Gain the same amount of Mana as turn number
* Mana cost for attack as shown in card stats