Project Merc Caravan

# Plot

Each Player Controls

1. Deck-building system: Players can build and customize their decks with different types of cards, such as unit cards, resource cards, and event cards.
2. Combat mechanics: Players engage in turn-based battles against various enemies, using their decks to play cards and defeat opponents.
3. Permadeath: When a unit card is defeated in battle, it is permanently removed from the player's deck, making strategic choices about which units to include in the deck important.
4. Resource management: Players must manage their resources, such as food, water, and fuel, to keep the train running and their crew alive.
5. Train management: Players must also manage the train itself, making decisions about when to stop and scavenge for supplies, when to repair the train, and how to upgrade its components.
6. Crew management: Players must recruit and manage crew members with different abilities and specialties, such as medics, mechanics, and fighters.
7. Random events: The game includes random events that can either help or hinder the player, such as encountering friendly survivors, hostile raiders, or dangerous weather conditions.
8. Quest system: The game includes various quests and objectives that the player can complete for rewards, such as new cards, resources, or upgrades.