Construct & Combat

A strategy card game where you have to find the balance between war and construction

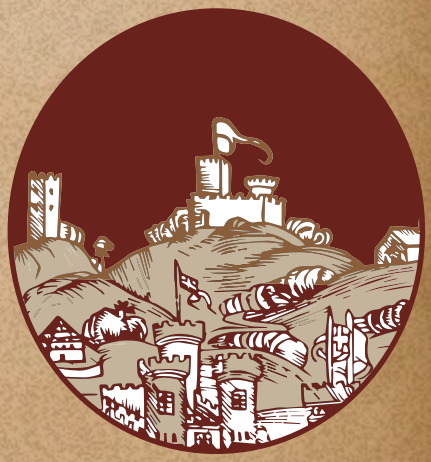
1-4 Players | 25-30 min | 12+ | PvE/PvP Co-op/Solo

Premise

A world ravaged by war. Players take the role as rulers of kingdoms, and as such need to put their peoples happiness first. How can you recover after the destruction of war, especially when there is one kingdom who relentlessly tries to tear the rest down?

The players need to protect their kingdoms, while balancing the cost of war and improving the infrastructure in their kingdoms in order to create happy citizens.

Can you become the ruler your kingdom needs?



Objective

Players accumulate Citizen Points, build infrastructure or defend themselves and attempt to accomplish secret missions while the enemy attacks each turn.

A game of war and creation that combines skill and luck.

Components

36	Construct cards
20	Secret mission cards
20	Enemy cards
33	Resource cards
4	Citizen point counters
1	Combat action sheet
4	Cheat card
1	Dice

Premise

A world ravaged by war.

Players take the role as rulers of kingdoms, and as such need to put their citizens happiness first. How can you recover after the destruction of war, especially when enemies relentlessly tries to tear your kingdom down?

The players need to protect their kingdoms, while balancing the cost of war and improving the infrastructure in order to create happy citizens.

Can you become the ruler your kingdom needs?

Components

20x enemy cards
33x resource cards
36x construct cards
20x secret mission cards
1 dice
1 combat action sheet
4 cheat cards
4 citizen point counters

Objective:

Win: If a player reaches the goal amount of *citizen points* of the game mode, the game is over and the points are calculated (if the game mode have *secret missions*, those points are calculated as well).

Lose: If the Enemy runs out of cards the game is over, and you lose.

PvE & PVP (2-4 players)
Playtime: Approximately **30-35** min
Win condition: **15 Citizen Points**
Enemy cards: **15**
Always draw 2 cards at the start of your turn (max on hands is 5)

Solo mode
Playtime: Approximately **15** min
Win condition: **25 Citizen Points**
Enemy cards: **10**
No combat actions or secret missions
Always draw 2 cards at the start of your turn (max on hands is 5)

Co-op (2 players)
Playtime: Approximately **20-25** min
Win condition: **20 Citizen Points**
Enemy cards: **10**
No combat actions or secret missions
Always draw 2 cards at the start of your turn (max on hands is 5)

Setup

Prepare the playing area by putting up 3-5 *construct* cards (decided by the number of players +1) in a market row in front of the *construct* deck.

This row is replenished at the start of every players turn, so you always have 3-5 cards to choose from. Shuffle the *resource* deck and deal 3 cards, and 1 secret *mission card* to each player.

PvP/PvE rules

How to play

1. Replenish the amount of *construct* cards on the market row (3-5 depending on the number of players). There should always be +1 card on the market than the number of players. The player draws 2 *construct* cards (max cards on hand is 5, not including the *secret misssion*).

   The player can then take one of the following actions:
   a. Purchase a *construct* card from the market row by paying it's cost stated on the card (by discarding cards in their hand). The player may buy multiple *construct* cards in one action.
   b. The player may also attack another player during its turn by paying the specified cost on the combat action sheet. In the combat sheet there is also a defend action the player can perform, if the enemy or another player attacks.
   c. Change the *secret mission* by drawing one from the deck.
   d. Draw 2 extra *resource* cards from the deck (if you have less than 5 *resource* cards in your hand).

2. When a *construct* card is purchased, it is placed face up in front of the player. Apply the points stated on the card, if there are any. You may use its special ability at the earliest next turn.

3. When every player has taken a turn, the enemy takes its turn. It pulls out an *enemy* card, and then the players use a 6 sided dice to see if that action takes place or not. 1-2 = miss, 3-6 = hit.
   a. The enemy attacks all of the of the players.
   b. The players can block the action with their *resource* cards, specified on the *combat action* sheet on the board, or suffer the consequences.

4. If a player gets to 15-25 *citizen* points (depending on how many players there are playing) the game is over and the points from the *secret missions* are calculated. If the enemy runs out of cards the game is over, and you lose.

Solo rules

How to play

Replenish the market row so that 2 *construct* cards are turned face up.
The player draws 2 *resource* cards.
The player can then take one of the following actions:

1. a. Take a *resource* card from the market row by paying it's cost (by discarding cards in their hand). You may buy multiple *resource* cards in one action.
   b. Draw 2 *resource* cards from the deck (if you have less than 5).

2. When a *resource* card is built, it is placed face up in front of the player. Apply the points stated on the card, if there are any. Next turn you may use its special ability.

3. After the player turn, the enemy takes its turn. It pulls out a *enemy* card, and then the player use a dice to see if that action takes place or not. 1-2 miss. 3-6 hit. The player can choose to block the action by paying it's cost with *resource* cards, or suffer the consequences.

4. If the player gets to **25 citizen points**, the game is over.
   If the enemy runs out of cards the game is over, and you lose.

Co-op rules

How to play

Replenish the market row so that 3 *construct* cards are turned face up.
The player draws 2 *construct* cards.
The player can then take one of the following actions:

1. a. Take a *resource* card from the market row by paying it's cost (by discarding cards in their hand). You may buy multiple *resource* cards in one action.
   b. Draw 2 *resource* cards from the deck (if you have less than 5 cards).

2. When a *resource* card is built, it is placed face up in front of the player. Apply the points stated on the card, if there are any. Next turn you may use its special ability.

3. After the players turns, the enemy takes its turn. It pulls out a *enemy* card, and then the player use a dice to see if that action takes place or not. 1-2 miss. 3-6 hit. The player can choose to block the action by paying it's cost with *resource* cards, or suffer the consequences.

4. Whenever a player gets to **15 citizen points**, the game is over, and you both win.
   If the enemy runs out of cards the game is over, and you both lose.

Reference notes

- If you run out of *construct* cards to draw, shuffle the discard pile.
- If you run out of *enemy* cards the game is over and you lose.
- If it's a draw, the one that completed the most *secret missions* wins.
- If you complete a *secret mission*, put the card face up in front of you and draw a new one from the deck. The points will be scored when the game is over.
- If you spend a card with more resources than you buy, that extra resource is lost.
- If you can't draw cards from the *resource* deck due to your hand limit, you don't draw any cards.
- If you are at 0 CP and get the prompt to remove more CP and if you can't block the attack, discard a *resource* card in your hand.

Construct cards x36

amount of resource to spend to buy from market

type of infrastructure

amount of Citizen Points gained

ability

Secret mission cards x20

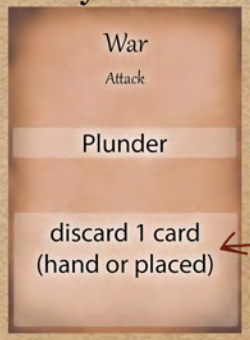
requirements

amount of Citizen Points gained

Resource cards x33

resource available to spend

Enemy cards x20



enemy attack action

Combat actions

combat action description

cost to perform combat action

Rules PvP

1. Player turn (see other side).
2. When a *construct* card is purchased it's placed face up in front of the player. Apply the points stated on the card, if there are any.
   Next turn you may use its special ability by discarding the card.
3. When every player has taken a turn, the enemy takes its turn. It pulls out an *enemy* card and the players use a 6 sided dice to check if it hits.
   1-2 = miss, 3-6 = hit.
   a. The enemy attacks all of the of the players
   b. The players can block the action by paying the cost of the block with the *resource* cards by discarding them, or suffer the consequences.
4. If a player gets to **15 citizen points** (CP) the game is over and the points from any compeleted *secret missions* are calculated.
   If the enemy runs out of cards the game is over, and you lose.

Notes
- If you run out of *construct* cards to draw, shuffle the discard pile.
- If you run out of *enemy* cards the game is over and you lose.
- If it's a draw, the one that completed the most *secret missions* wins.
- If you complete a *secret mission*, put the card face up in front of you, and draw a new one from the deck. The points will be scored when the game is over.
- If you are at 0 CP and get the prompt to remove more CP, discard a card instead.

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Turn order PvP

1. Draw 2 *resource* cards.
2. Always flip 3-5 new *construct* cards placed on the market row, face up.
   The amount is decided by the number of players +1 (eg 2 players = 3 *construct* cards).
3. Take one of the following actions:
   a. Buy a *construct* card from the market row.
   b. Pay to perform a *combat* action.
   c. Change the *secret mission* by drawing a new one from the deck.
   d. Draw 2 extra *resource* cards from the deck.
4. Use an already purchased *construct* card ability by discarding it (does not count as an action).

Remember:
- The *resource* card limit for your hand is 5 (*secret mission* not included).
- You buy cards by paying the cost (discarding *resource* cards on your hand).
- You may buy multiple *construct* cards on your turn.
- You may discard an already purchased *construct* card to use its ability any time during your turn (does not count as an action).
- You can use the *construct* card abilities at the earliest the turn after you purchased them.

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Combat actions

- 3 cost — Steal 1 card from another players hand
- 3 cost — Discard 2 cards from another players hand
- 4 cost — Steal 1 CP from another player
- 2 cost + 1 CP — Steal 2 cards from another players hand
- 2 cost + 1 CP — Destroy 1 placed building

Note: the attacker chooses the cards or buildings affected

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Note: the attacker chooses the cards or buildings affected

Defend action

4 cost

Pay any time to immediately defend against any attack

(either by the Enemy or another player)

Defend action

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Defend action

4 cost

Pay any time to immediately defend against any attack

(either by the Enemy or another player)

4 cost

Construct

Well

instantly gain:

+ 2 CP

discard this placed card to use ability:

buy a card
for
1 resource less

does not count as an action

4 cost

Construct

Well

instantly gain:

+ 2 CP

discard this placed card to use ability:

buy a card
for
1 resource less

does not count as an action

4 cost

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instantly gain:

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4 cost

Construct

Well

instantly gain:

+ 2 CP

discard this placed card to use ability:

buy a card
for
1 resource less

does not count as an action

4 cost

Construct

Carrier Pidgeon

instantly gain:

+ 1 CP

discard this placed card to use ability:

buy a card
for
2 resource less

does not count as an action

4 cost

Construct

Carrier Pidgeon

instantly gain:

+ 1 CP

discard this placed card to use ability:

buy a card
for
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Construct

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instantly gain:

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discard this placed card to use ability:

buy a card
for
2 resource less

does not count as an action

4 cost

Construct

Carrier Pidgeon

instantly gain:

+ 1 CP

discard this placed card to use ability:

buy a card
for
2 resource less

does not count as an action

5 cost

Construct

Road

instantly gain:

+ 2 CP

discard this placed card to use ability:

draw 2
extra cards

does not count as an action

5 cost

Construct

Road

instantly gain:

+ 2 CP

discard this placed card to use ability:

draw 2
extra cards

does not count as an action

5 cost

Construct

Road

instantly gain:

+ 2 CP

discard this placed card to use ability:

draw 2
extra cards

does not count as an action

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instantly gain:

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discard this placed card to use ability:

draw 2
extra cards

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5 cost

Construct

Road

instantly gain:

+ 2 CP

discard this placed card to use ability:

draw 2
extra cards

does not count as an action

5 cost

Construct

Road

instantly gain:

+ 2 CP

discard this placed card to use ability:

draw 2
extra cards

does not count as an action

5 cost

Construct

Bridge

instantly gain:

+ 2 CP

discard this placed card to use ability:

take 1
extra action

does not count as an action

5 cost

Construct

Bridge

instantly gain:

+ 2 CP

discard this placed card to use ability:

take 1
extra action

does not count as an action

5 cost

Construct

Bridge

instantly gain:

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discard this placed card to use ability:

take 1
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take 1
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5 cost

Construct

Bridge

instantly gain:

+ 2 CP

discard this placed card to use ability:

take 1
extra action

does not count as an action

6 cost

Construct

University

instantly gain:

+ 3 CP

discard this placed card to use ability:

buy a card
for
3 resource less

does not count as an action

6 cost

Construct

University

instantly gain:

+ 3 CP

discard this placed card to use ability:

buy a card
for
3 resource less

does not count as an action

6 cost

Construct

University

instantly gain:

+ 3 CP

discard this placed card to use ability:

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does not count as an action

6 cost

Construct

University

instantly gain:

+ 3 CP

discard this placed card to use ability:

buy a card
for
3 resource less

does not count as an action

6 cost

Construct

Port

instantly gain:

+ 3 CP

discard this placed card to use ability:

draw 3
extra cards

does not count as an action

6 cost

Construct

Port

instantly gain:

+ 3 CP

discard this placed card to use ability:

draw 3
extra cards

does not count as an action

6
cost
Construct
Port
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discard this placed card to use ability:
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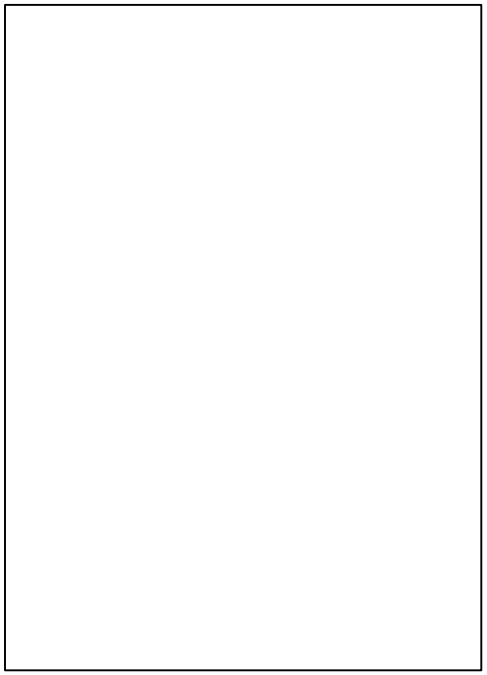

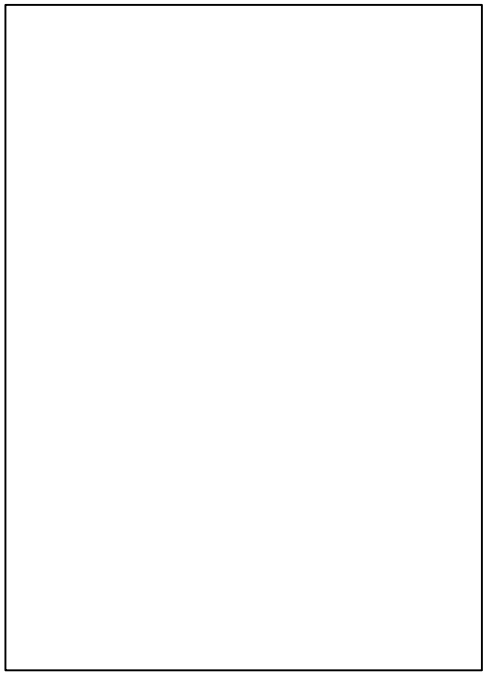

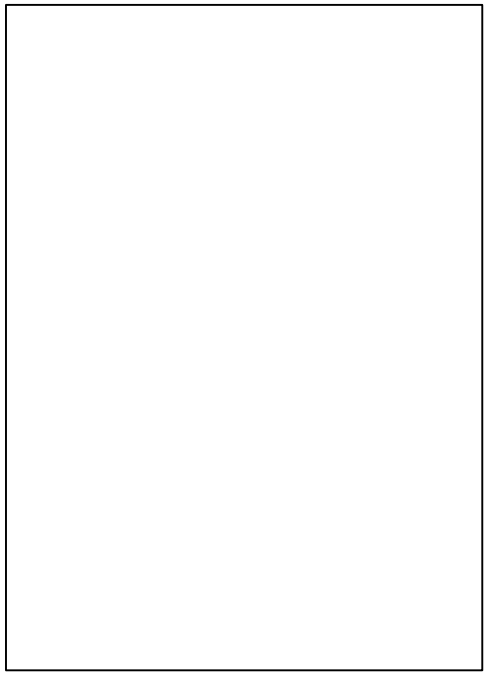

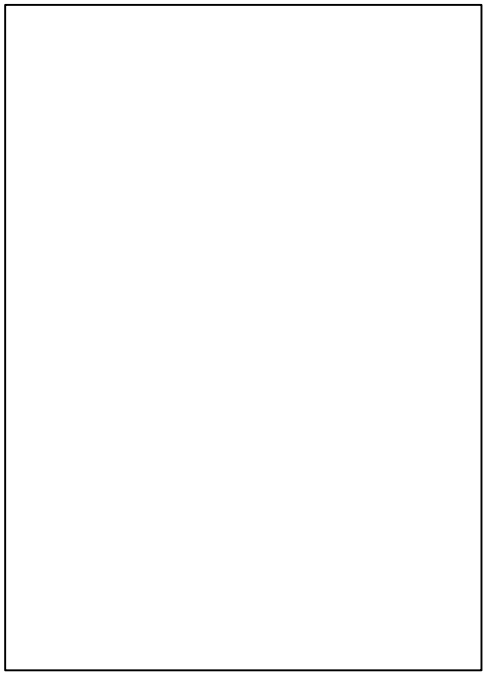

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War

Combat

discard 1 card (hand or placed)

War

Combat

discard 1 card (hand or placed)

War

Combat

discard 1 card (hand or placed)

War

Combat

discard hand and draw equal amount

War

Combat

discard hand and draw equal amount

War

Combat

discard hand and draw equal amount

War

Combat

discard 1 placed building

War

Combat

discard 1 placed building

War

Combat

discard 1
placed building

War

Combat

-1 CP

War

Combat

-1 CP

War

Combat

-1 CP

War

Combat

-1 CP

War

Combat

-2 CP

War

Combat

-2 CP

War

Combat

-2 CP

War

Combat

-2 CP

War

Combat

-3 CP

War

Combat

-3 CP

War

Combat

-3 CP

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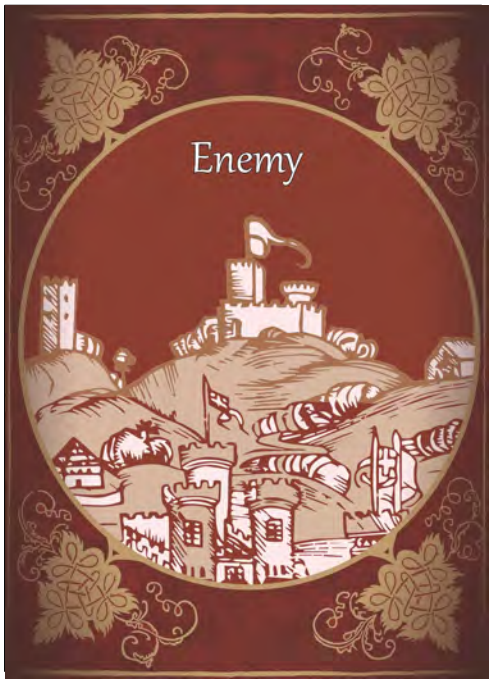

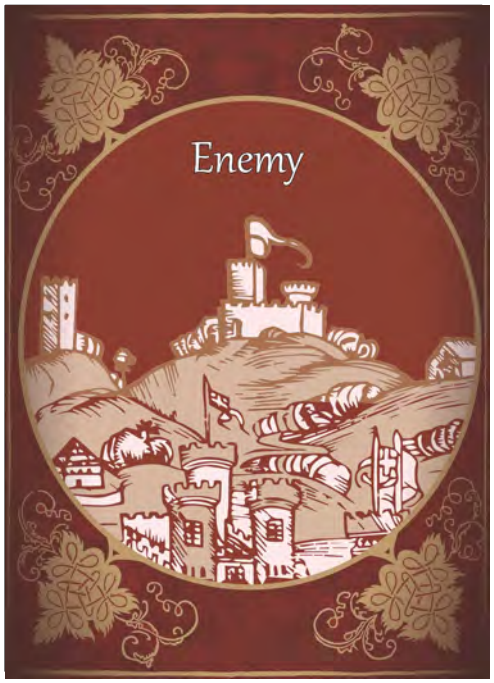

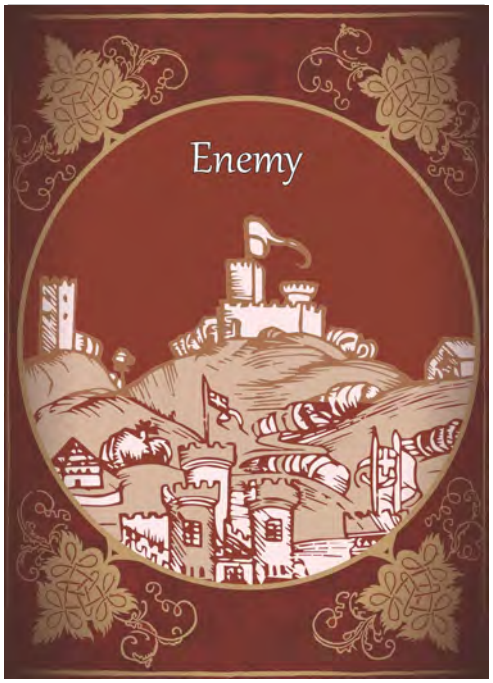

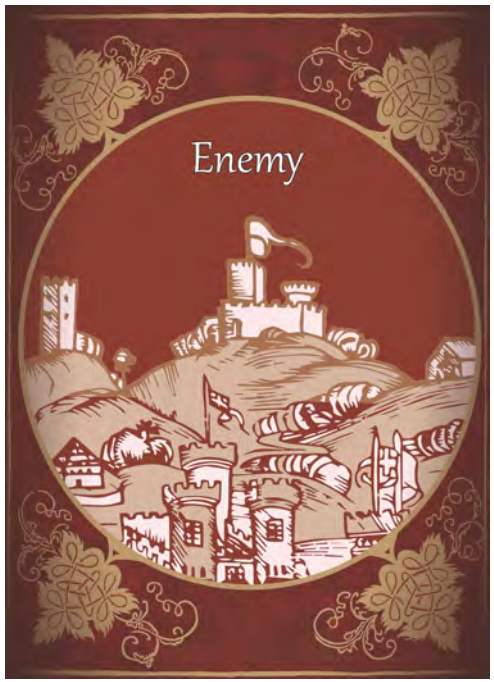

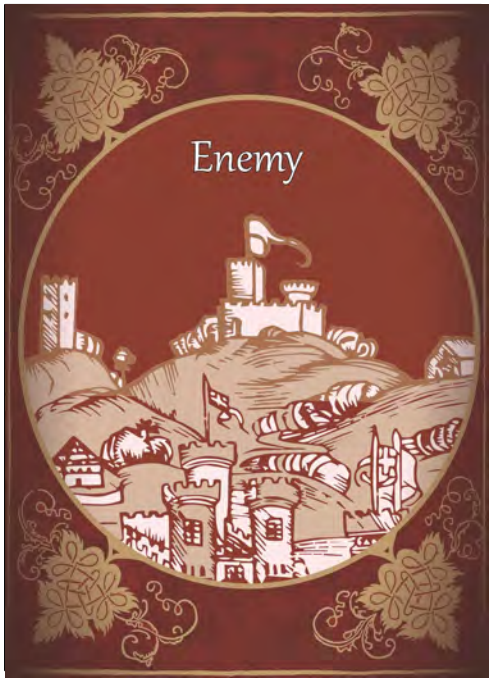

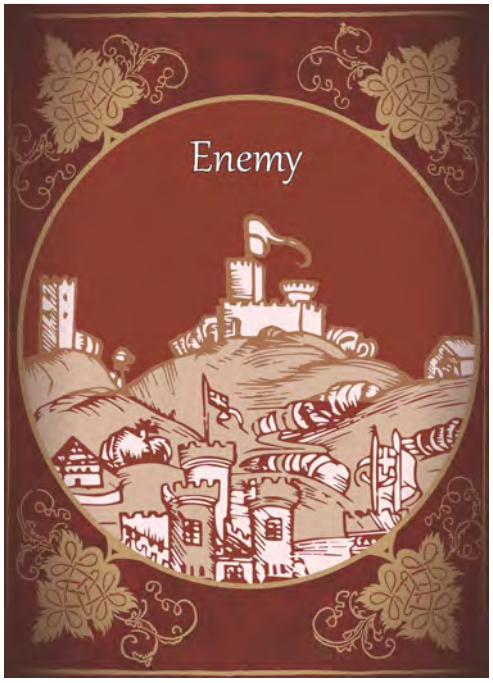

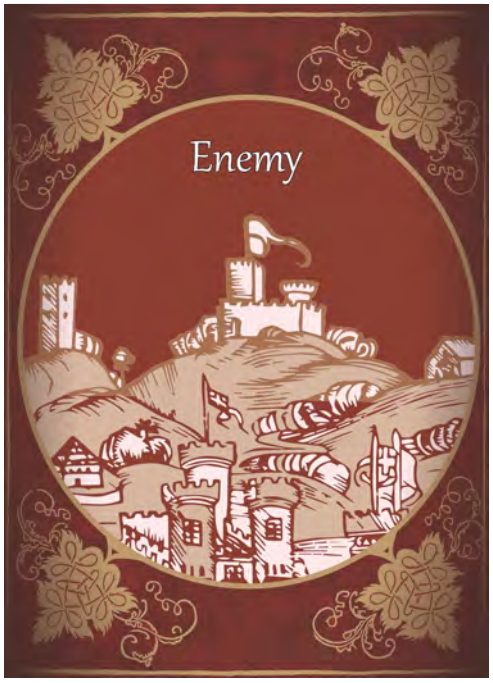

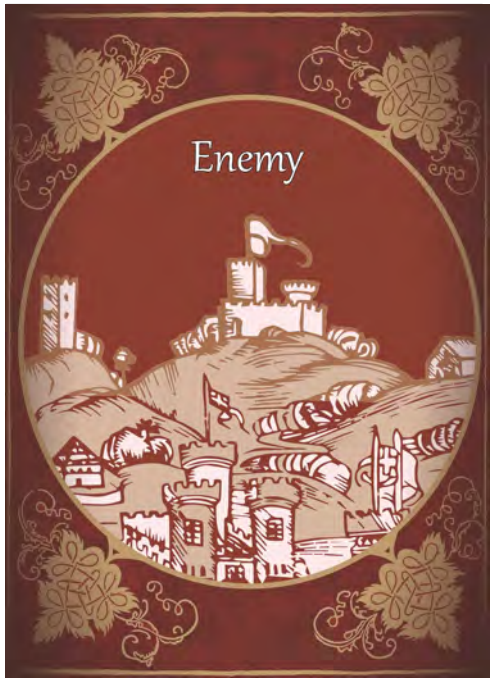

Secret mission

goal:

build 2 bridges

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

build 2 roads

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

build
1 port +
1 road

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

build
1 university +
1 bridge

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

build
1 port +
1 carrier pidgeon

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

build
1 university +
1 well

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

build
1 well +
1 carrier pidgeon

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

build
1 port +
1 bridge

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

build
1 well +
1 road

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

build
1 road +
1 bridge

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

place 4
buildings

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

place 4
buildings

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

steal 3 cards
from other
players

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

steal 3 cards
from other
players

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

steal 3 CP
from other
players

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

steal 3 CP
from other
players

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

steal 2 placed buildings from other players

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

steal 2 placed buildings from other players

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

defend yourself against 3 attacks

if complete when the game is over, gain:

+ 5 CP

Secret mission

goal:

defend yourself against 3 attacks

if complete when the game is over, gain:

+ 5 CP

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Resource
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