

# Game Overview

Claw & Order is a two-player strategy card game where each player uses a customizable deck of cards representing cat troops, vehicles, and battlefield gear.

A match consists of three battles. The first battle always takes place on a neutral battlefield with no effects. After each battle, if the battle was neutral, the losing player picks the battlefield for the next battle. If a battle was played on a non-neutral battlefield, the following battle goes back to neutral.

You win a battle by making your opponent have zero troops on the battlefield or no cards remaining in their deck. When that happens, the opponent loses the battle immediately.

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## Card Types

There are two types of cards: Troop Cards and Item Cards.

**Troop Cards** represent feline soldiers and may include Vehicles. Each Troop card has:

- Health
- Damage
- Breed
- Optional abilities
- Deployment Cost
- Tokens and damage (added during gameplay)

**Item Cards** come in three subtypes:

- **Equip Items:** Attach to a single troop and provide bonuses.
- **Team Buff Items:** Affect all of a player's troops or the battlefield.
- **One-Time Items:** Take effect when played, then are discarded.

Some cards may also have flavor text called **Lore**, which has no effect on gameplay. Damage and counters on cards stay there until the troop is destroyed or the battle ends.

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## Deck Construction

Each player must use a deck of exactly 27 cards.

In tournaments, decks must be verified by a tournament official.

You may have no more than one Commander card in your deck, but having a Commander is optional.

You cannot have more than 3 copies of the same card name unless a card specifically allows it.

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## Game Setup

At the start of each battle:

- Both players discard any remaining cards in their deck or hand from the previous battle.
- Both players reset their dollars to 0.
- Shuffle your full deck and draw 5 cards.

If your starting hand contains no Troop cards, shuffle it back into your deck and draw 5 new cards. Repeat until you draw at least one Troop card that costs \$5 or less, or until you've reshuffled your entire deck without success. If you go through your whole deck and still don't draw a Troop card, you immediately lose the match. If you succeed, shuffle any discarded cards back into your deck and continue.

Before the first turn, each player gains \$5 and may play any cards from their hand, excluding One-Time Items. You must pay the Deployment Cost for all cards played this way.

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## Turn Structure

Each turn happens in this order:

1. **Draw Phase:** Draw exactly one card from your deck. If your deck is empty, you skip drawing.
  2. **Play Phase:**
    - Gain dollars equal to the current turn number (turn 3 = \$3 gained).
    - Spend dollars to play cards.
    - Play as many cards as you want, as long as you can pay for them.
    - Rearrange pilots, equip items, and use any effects allowed during this phase.
  3. **Attack Phase:**
    - Each eligible troop on your Front Line can attack once.
    - You choose the order.
    - Troops can attack any opposing troop on the opponent's Front Line.
  4. **End Phase:** End your turn. Resolve any effects that happen "at end of turn."
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## Resource System (Dollars)

You gain dollars equal to the current turn number at the start of your Play Phase. This amount is cumulative and increases each turn.

You do not keep your dollars turn to turn, and they reset to \$0 at the start of your turn.

You spend dollars to play cards by paying each card's Deployment Cost.

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## Battlefield Zones

Each player has two zones for troops:

- **Back Line:** Troops enter here when deployed. Troops in the Back Line can't attack or be attacked unless a card says otherwise.
- **Front Line:** Troops here can attack and be attacked.

At the start of your turn, all your troops in the Back Line move to the Front Line. Troops controlled by another player do not move during this step.

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## Combat

Each troop can attack once per turn during your Attack Phase.

Troops can attack any enemy troop on the opponent's Front Line.

When a troop takes damage equal to or greater than its Health, it is immediately destroyed (discarded). Damage stays on troops between turns.

For example, if a troop has 3 Health and takes 3 total damage, it is destroyed.

When a troop is discarded, you must immediately discard a number of cards from the bottom of your deck equal to the Deployment Cost of the troop, minus \$1.

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## Vehicles

Vehicles are a subtype of Troop.

Vehicles can't attack or use abilities on their own. They need a pilot.

At the start of your Play Phase, you can choose any non-Vehicle troop in your Front Line to become a pilot for any Vehicle.

When piloting:

- The troop gives up its own attack for the turn.
- The troop loses all its abilities unless an ability specifically says it works while piloting.
- The pilot can't be targeted for attacks.

You can only assign a pilot at the start of your Play Phase.

If a piloted Vehicle is destroyed, the pilot is also destroyed. Trigger any effects that normally happen when the pilot is destroyed.

If the pilot dies or is removed, the Vehicle becomes inactive and can't attack or use abilities until a new pilot is assigned later.

Vehicles keep their Equip Items even when the pilot is destroyed.

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## Items

### Equip Items:

- Attach to a single troop and provide bonuses.
- A troop may have more than one Equip Item unless stated otherwise.  
If a troop is destroyed, all Equip Items on it are also destroyed.
- Once per turn, during your Play Phase, you may remove an Equip Item from a troop and return it to your hand.  
An Equip Item cannot be reattached to any troop during the same turn it was removed.
- Equip Items cannot be directly targeted by effects unless the effect says otherwise.

### One-Time Items:

- Can only be played during your Play Phase unless a card says otherwise.
- Discard them immediately after use.

### Team Buff Items:

- Affect all of your troops unless stated otherwise.
  - Stay in effect until removed by a game effect or rule.
  - Team Buffs affect Vehicles, even if the Vehicle is inactive.
  - You can only have one Team Buff item with the same name in play at a time.
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## Victory Conditions

A player loses a battle if, at the end of their turn:

- They have no troops on the battlefield (Front Line or Back Line), or

- They have no cards remaining in their deck.

A player can still lose even if they have troops in hand, as long as their battlefield and deck are both empty.

The first player to win two battles wins the match.

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## Battlefield Rules

The first battle of the match is played on a neutral battlefield with no effects.

After each battle:

- If the last battle was neutral, the losing player chooses the next battlefield from the available options.
- If the last battle was non-neutral, the next battle is neutral.

Valid battlefields include:

- Official Claw & Order battlefields (published by the game creators).
- Tournament-provided battlefield cards (custom or official).
- The Neutral Battlefield (no effects).

Players may agree on a battlefield verbally or use a physical battlefield card.

Each battlefield has effects that last for the entire battle.

Effects may apply to both players or only to the losing player from the previous battle, depending on the battlefield.

Battlefield effects cannot:

- Change turn structure (example: "Players take two turns in a row").
- Create infinite loops (example: "Gain \$1 whenever you spend \$1").
- Prevent players from playing cards (example: "Opponent cannot deploy troops").

In tournaments, players must reveal their chosen battlefield card before shuffling decks for the next battle.

If no battlefield card is available, the battle takes place on the neutral battlefield.

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## Keywords (Glossary)

**Ability:** A mechanic written on a card. Abilities may be passive or activated.

**Attack:** When a troop deals damage during the Attack Phase to an enemy troop on the Front Line.

**Back Line:** Zone where deployed troops start. Troops here cannot attack or be attacked unless allowed by a card effect.

**Battle:** A single round of gameplay. Three battles make up a full match.

**Breed:** A card trait showing the type of cat (e.g., Shorthair, Longhair). Breed has no gameplay effect by itself but may be referenced by other cards.

**Cat:** Any non-vehicle troop with the breed Shorthair or Longhair.

**Commander:** A unique Troop card of which only one may be included in a deck. Commanders are optional and not revealed unless played.

**Damage:** Numeric value dealt by troops during attacks. Damage stays on troops between turns. When damage equals or exceeds a troop's Health, the troop is discarded.

**Deploy:** To play a troop onto the battlefield. Troops always enter the Back Line.

**Deployment Cost:** The dollar cost to play a card.

**Discard:** To remove a card from play and place it in the discard pile. Discarded cards can't be retrieved unless a card says otherwise.

**Destroy:** Same as Discard.

**Draw:** Move the top card of the deck into your hand.

**Equip Item:** An Item that attaches to a troop to provide a passive effect.

**Flying:** Troops with Flying cannot be attacked except by cards with Flying or Reach.

**Front Line:** The battlefield zone where troops can attack and be attacked.

**Friendly:** A troop is friendly if it's on the same team as you.

**Health:** The amount of damage a troop can take before being discarded.

**Item:** A non-troop card. Includes Equip Items, Team Buffs, and One-Time Items.

**Kill:** A troop is killed if it's discarded due to taking damage equal to or greater than its Health.

**Lore:** Flavor text with no gameplay effect.

**Match:** A series of three battles. First to win two battles wins the match.

**Observer:** Cards with this ability stay in the Back Line and are not required to move to the Front Line.

**Pilot:** A troop currently controlling a Vehicle. The pilot forfeits its attack and abilities while piloting unless the ability says otherwise.

**Play:** To put a card into play by paying its Deployment Cost.

**Reach:** Allows a troop to attack Flying troops.

**Retreat:** Allows a troop to return to your hand during your Play Phase.

**Stealth:** Troops with Stealth deploy face down in the Back Line. Flip them face up when they move to the Front Line, use an ability, or when any game effect needs to reference the card's information.

**Team:** You and everything you control.

**Team Buff Item:** An item that affects all your troops.

**Troop:** A card representing a cat in combat, including Vehicles. Troops have Health, Damage, and possibly Abilities.

**Vehicle:** A troop subtype that must be piloted to attack or use abilities.

**Zone:** Any specific area of the battlefield, including Front Line, Back Line, Deck, Hand, and Discard Pile.