

# Deterministic Card Battle: Rules & Mechanics Guide (Editable Draft)

**Version:** 1.3 (Tribal Synergy Update)

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**Author:** Game Systems Design Team

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## Overview

Deterministic Card Battle is a **turn-based strategy card game** where two players summon units to a shared battlefield and compete to reduce the opponent's HP to zero.

The game emphasizes **resource management**, **strategic deployment**, and **predictable combat resolution** — there's no randomness once the cards are played.

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## Core Concepts

- **Players:** Two players, each start with 100 HP.
  - **Decks:** Each player uses a 20-card deck containing various unit types.
  - **Units:** Each card has attributes: HP (health), Attack (damage), Speed (attack order), and Cost (mana required to summon).
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## Game Constants

Constant	Value	Description
MAX_PLAYER_HP	100	Starting health for both players.
MAX_MANA	10	Maximum mana a player can have.
STARTING_MANA	3	Mana available at game start.
DECK_SIZE	20	Number of cards per deck.
FIELD_SIZE	5	Maximum number of active units per player.

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## Turn Structure

Each game consists of repeated turns until one player's HP reaches zero. Each turn has four phases:

1. **Deployment Phase** — Players summon units from the top of their deck using available mana until they do not have enough to play the next card (up to 5 on the field).
2. **Combat Preparation Phase** — Each unit's effective attack and speed are recalculated, including bonuses.
3. **Combat Phase** — Units with a higher speed attack first in order. If there's a tie, order is randomized slightly. Units defeated during combat are removed from the board immediately.
4. **Cleanup Phase** — Each player gains +1 mana.

## Targeting Logic

Strategy	Behavior
<b>Optimize Damage</b>	Attacks the target whose remaining HP is closest to the unit's attack damage.
<b>Kill Shot</b>	Prioritizes killing blows; attacks the highest HP enemy if no kill is possible.
<b>Target Mana</b>	Prioritizes the highest-cost enemy unit; if there is a tie, target the tied unit with the highest HP.

## Flavors (Unit Variants)

Each card can have a **flavor** modifier that adjusts its stats:

Flavor	Effect	Description
<b>Speedy</b>	+6 Speed	Acts faster each round.
<b>Hardy</b>	+21% HP	More survivable.
<b>Angry</b>	+20% Attack	Stronger offense.

## Unit Archetypes

Type	HP	Attack	Speed	Cost	Role
Goblin	30	15	35	1	Fast, cheap swarm attacker
Skeleton	75	30	15	2	Durable swarm defender

Type	HP	Attack	Speed	Cost	Role
Archer	90	44	30	4	Midrange sniper
Wizard	120	82	25	6	Heavy ranged damage dealer
Knight	244	127	20	8	Tanky, high-impact closer

## Tribal Synergy System (v1.3)

### Goblin — *Mob Mentality*

- Each Goblin's **Attack** increases when more Goblins are alive on the same side.
- Bonus: **+8% Attack per effective extra Goblin**, using a soft cap system.

#### Soft Cap Explanation:

- Full bonus for the first two extra Goblins (3 total Goblins).
- Any Goblins beyond that give only half benefit.
- Example: 4 Goblins = +24% Attack, 5 Goblins = +28% Attack.

**Applied:** Each combat round.

### Skeleton — *Bone Wall*

- Each Skeleton gains bonus **HP** when deployed, based on other Skeletons already alive.
- Bonus: **+20% HP per effective extra Skeleton**, also using the soft cap.

**Applied:** On deploy (not recalculated each turn).

- 1 Skeleton = 100% base HP
- 3 Skeletons = +40% HP for the third
- 4 Skeletons = +60% HP for the fourth



## Victory Conditions

A player wins if:

- The opponent's HP reaches 0, **or**
- The opponent has no deployable units or cards remaining.

If both players reach 0 HP simultaneously → **Draw**.