Code Name: Melee

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# Introduction

# How to Play

## Turn Order

In Melee, the turn order is not done like most games where one character takes a turn, goes through each phase, and then moves on the the next character. In this game the turn happens for every player at once and everyone moves through the sequences together. So for most phases everyone does things at the same time and all effects are simultaneous. When it matters ones initiative roll in the beginning of combat determines which effect happens first with a simple roll off being the tie breaker.

So as follows this is the phase order and how each turn works:

**Start phase:**   
This phase is a lot like the upkeep phase in MTG. At this phase you handle any counters or remove any spell effects that end at the beginning of your turn. The main thing that most characters will be doing this phase is handling stress and exhaustion. Characters can handle up to two stress without negative effects, but if they start in this phase with more then 2 stress, they remove 1 and then they are exhausted for the rest of the turn, meaning that all Maneuvers are automatically downgraded to a slow, and your initiative is move to the bottom for the turn (If multiple characters are exhausted, then they maintain there initiative among each other).

*In the future this number can change and might even scale with level or with different classes, but for now everyone gets 2 before the effects of exhaustion come into play.*

**Selection phase:**   
During this phase players pick which card they play and place it face down. Once all players have place a card faced down, the GM will announce what the NPCs will do. When this is done all players reveal and then next phase starts.

*I should mention here that it might be good for a GM to allow player to discuss stratagey here, especially for inexpirence players.*

**Fast Maneuver phase:**   
Any card with a fast icon (red mana) effects go off at this phase. Anyone can choose to delay their maneuver to the slow phase but this must done before any effect resolves, so it is important for the GM to ask the players if anyone wants to downgrade to the slow phase before starting the resolving of this phase.

Once that is done the all cards that are set to be resolved in the phase are resolved. Players can choose any valid target for there maneuvers. All card effects resolve simultaneously, meaning that no effect happening on the same phase can make another invalid. One exception for this is if another maneuvers effect directly states that it forces other maneuvers to fail, like the dodge maneuver.

*This may seem cumbersome and I believe at first it will be, but it allows for some interesting choices being made at the card selection phase. Also I think it will actually speed the rounds up as people get a hang of it. For this way all rolls that need to happen for an entire round happen at the same time. Then the GM just needs to make the outcomes of those rolls happen. Once people get the hang of it then it should actually be rather quick.*

Another exception to this rule is that cards with the interruptible trait will always fail if a successful attack was made against them even in the same phase. So in this way an interruptible is always trumped by a successful attack. Note, that this attack does not need to come from the same person that you are targeting; any successful attack made against you this turn will cancel interruptible abilities. If two successful interruptible attacks against each other then they both force each other to fail and no other effects occur (Imagine both characters about to make a successful attack on one another but they unintentionally just lock blades in the process). Also if an interruptible maneuver was completed and uninterruptible in this phase, then regardless of any attacks that occur in the slow phase the maneuver is complete.

Then in order of initiative any player who wishes to move now can move as they wish or they choose to wait until a certain trigger

Once all effects are resolved this phase is complete.

# Character Creation

# Classes

# Cards