

Tribes of War

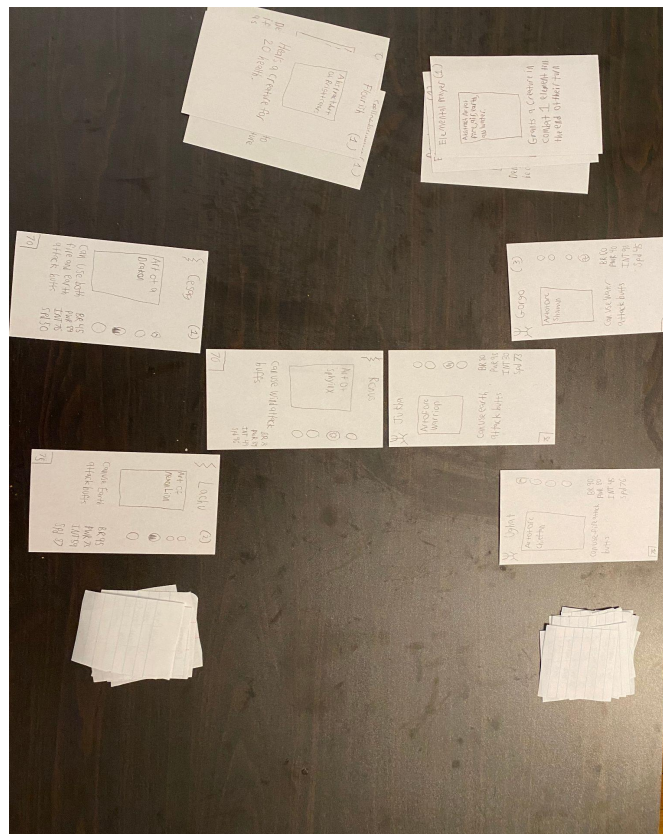
Tribes of War is a creature vs creature card game where the goal is to eliminate all of your opposing players' creatures. In order to do this we do a series of 1 versus 1 battles and move our creatures forward into the opposing players' spaces and take their creatures out 1 by 1. Let's get into the rules.

Rules

- Players get to place their tribe's creatures in any of the spots they so choose on their side of the field.
- To see who will initiate an attack, players will flip a coin to see who will be going first.
- The player that wins the coin toss will get to make the first attack move with their respective creature on the front side of the field.
- Players will draw 4 cards from their attack deck and do combat in 1 vs 1 formats.
- Combat goes back and forth so one player plays an attack card and the opposing one will play one back.
- Attack cards that are used are put to the bottom of the attack deck respectively
- Spell cards can be used as well to help either restore your creatures health, help kill opposing players, and much more.
- Spell cards can only be casted when your creatures have spell counters on any of them. For example if your in combat with a frontline creature but the backline creatures have spell counters they can still be used to help win the fight.
- When the first battle is over the winner of that fight can move their creatures up the board into their opposing players' spaces and can move their backline creatures up as well.

- Creatures that have won a battle but enter a new one with a different creature keep the same hp they lost when it was concluded.
- Spell counters do not regenerate after a battle once used it is gone.
- Spell cards can not be reused as well.
- Each player gets 3 spell cards.
- Attack cards have a multitude of ways to impact your game where cards can deal extra damage when matched with the creature's elemental proficiency or their stats are higher in a specific category.
- BR= Bravery PWR= Power INT= Intellect SPD= Speed
- Every creature has these baseline stats as well as an elemental proficiency.

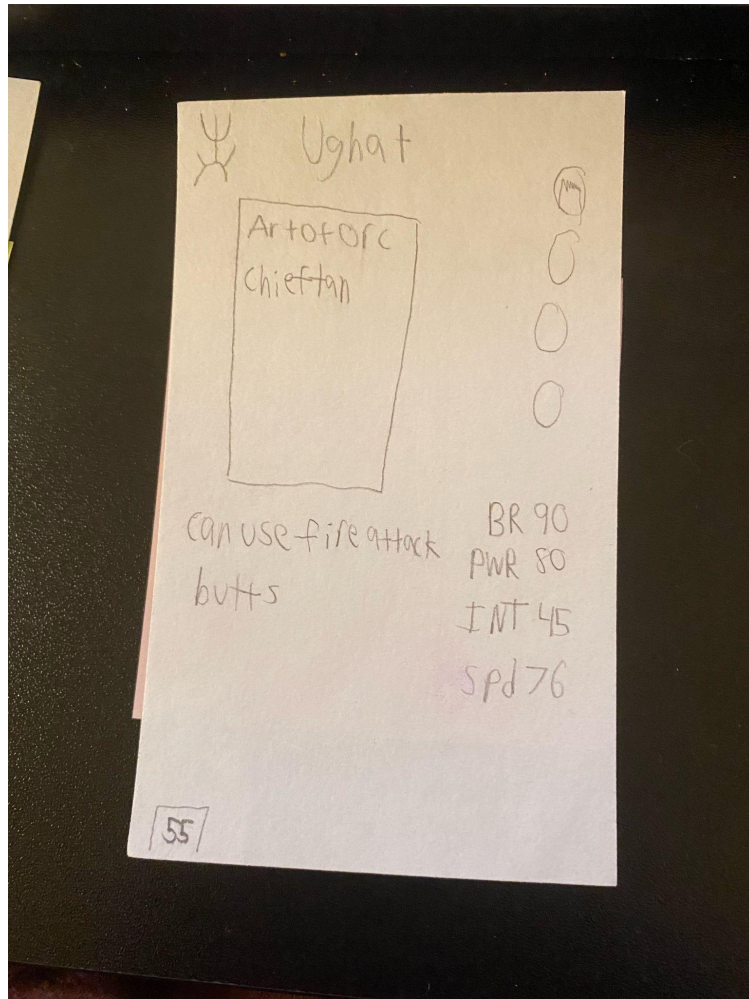
Iconography and Creature Placements



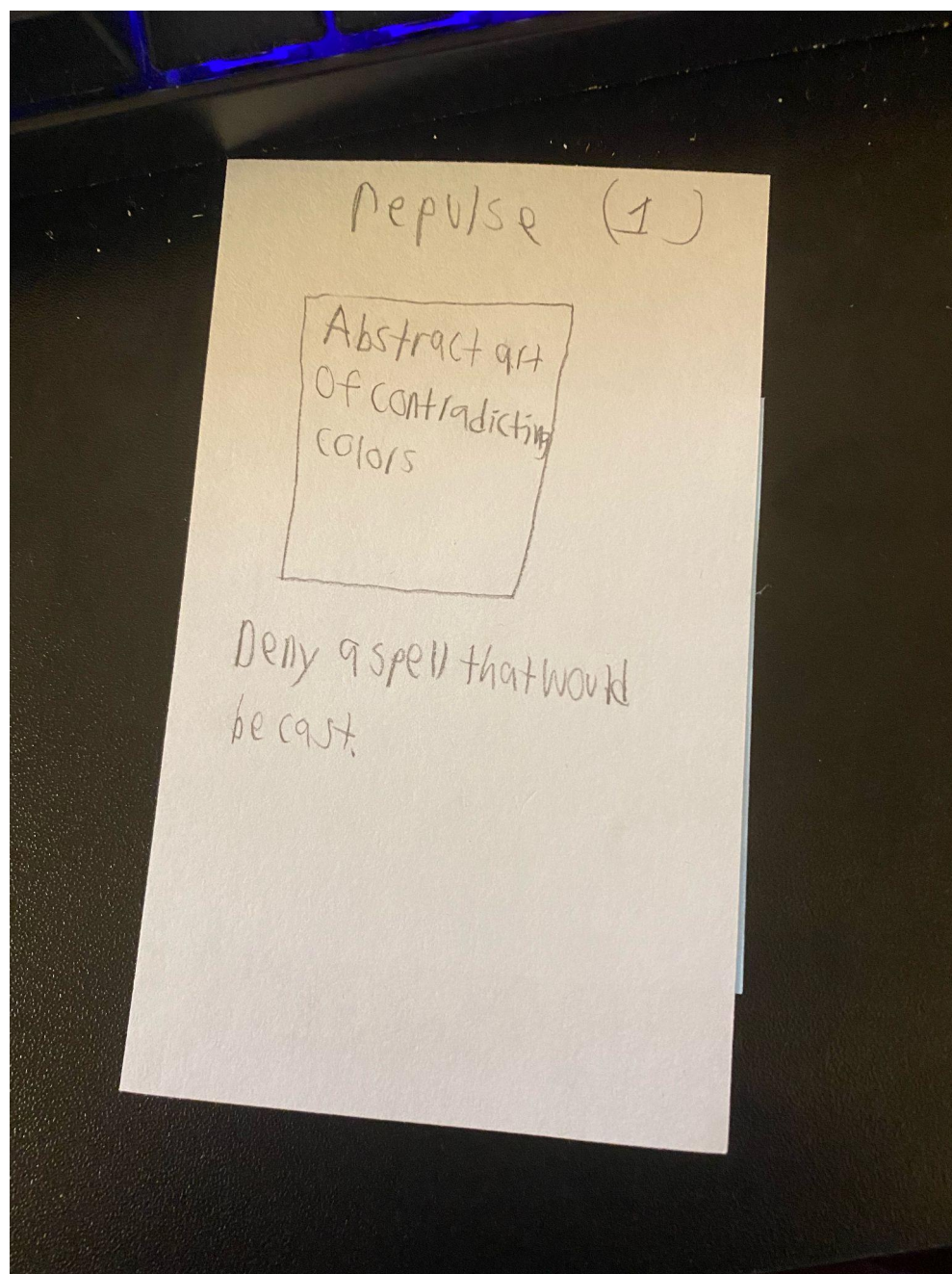
- Creature Cards can be placed like this where 1 creature card is in the front and 2 are in the back you can place which creatures go to which spots however if you

have a creature in the frontline that has a spell counter and dies remember you lose that spell counter permanently for the match.

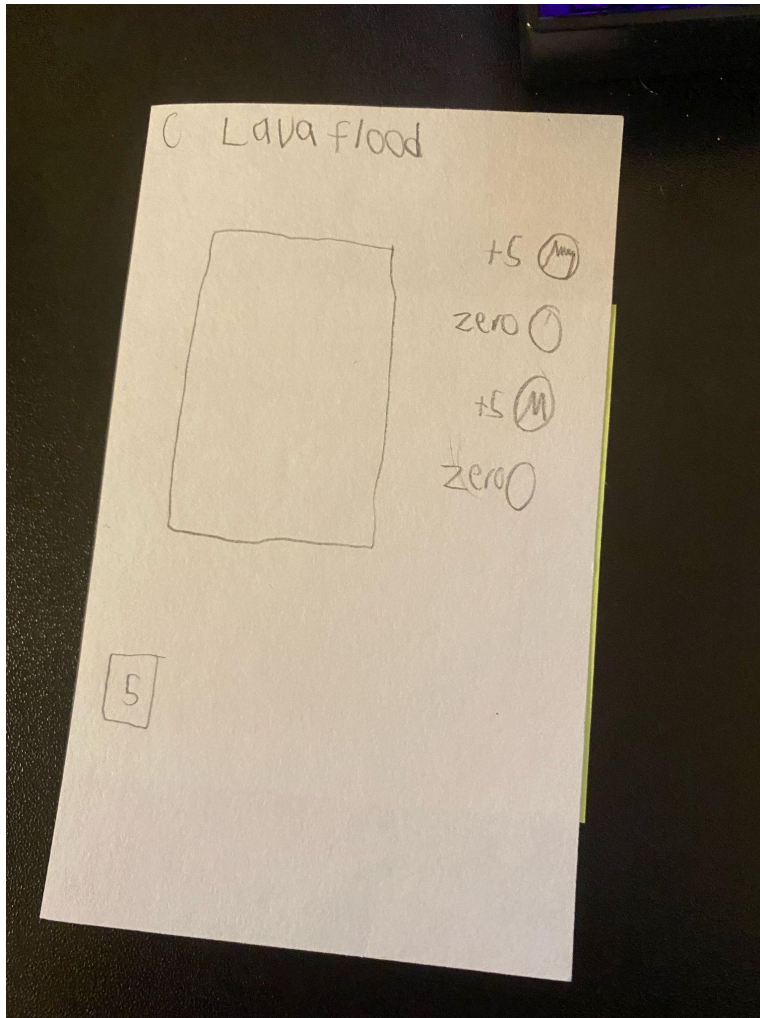
- In combat there is a magic spell phase before playing attack cards where either player can play a magic spell card.
- The icons on the top left of the cards indicate what kind of cards they are lightning bolt is the mythological tribe and the orcish looking symbol is the orc tribe. Circle is attack cards and spell cards have Parentheses.
- The circles on the right side of the cards indicate what proficiency your creature has to specific elements. Being fire at the top of the circles followed by wind, earth and water in that order.
- On the top right of creature cards you will see a parentheses with a number inside them that indicates how many spell counters it takes to cast that spell.
- Every type of card is marked with a color on the back to help players differentiate which cards are which cards that have pink on the back are creature cards, attack cards are green, and spell cards are blue.



This is a creature card with its stats and elements on the side as well as written down underneath the art part. And its hp is in the bottom left corner and tribe in the top left



This is a spell card with its cost being at the top right and its symbol being () as well as its effect written on the bottom of the card.



This is one of my attack cards that i have made a circle is the indicator of what kind of card it is and its base attack is in the bottom in that square as well as the elemental bonuses being in the top right of the card being showcased.