

# **Castle Wars Rulebook**

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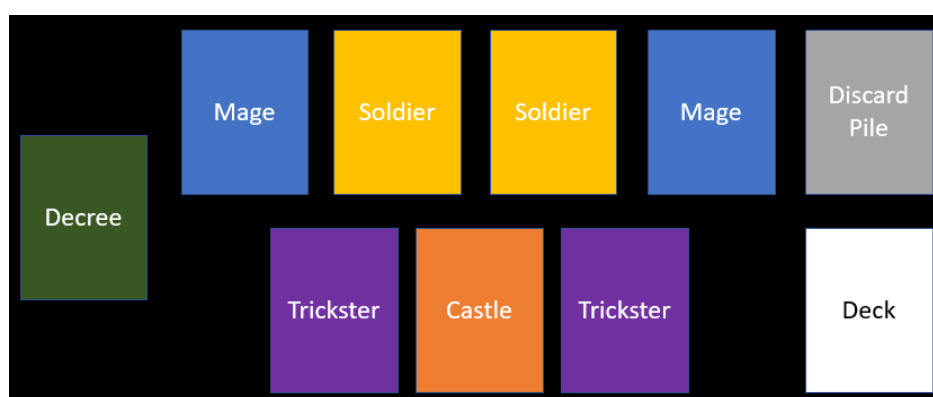
## **1 Aim of the Game**

The objective of Castle Wars is to reduce your enemy's castle health to 0 before your enemy can reduce your castle health to 0.

## **2 Deck**

1. A deck must contain exactly 50 cards.
2. Limit of 2 of any card, excluding decrees which have a limit of 1.
3. The castle is not included in the number of cards in the deck and is kept separate from the deck.

## **3 Gameboard**



### **On the Field**

- 2 Soldiers
- 2 Mages
- 2 Tricksters
- 1 Decree
- 1 Castle

## **4 How to play**

### **Beginning of a battle**

At the start of a battle, both players place their castles face down and roll to see who goes first and second. They then shuffle their decks and draw 6 cards. At this point, either player can call a mulligan where they shuffle their hand into their deck and draw 5 cards. Players may continue to do mulligans, drawing one less card each time.

### **Drawing**

At the start of each turn, you draw one card from the top of your deck unless it is the first turn, where no card is drawn.

If your deck has no more cards and are unable to draw then you lose the battle.

### **Shuffling**

Whenever a card requires you to search your deck, the deck must be shuffled afterwards.

After a shuffle, your enemy has the option to cut your deck.

### **Playing Cards From Hand**

Each turn, 1 soldier and 1 mage can be Playing and any number of tricksters can be played face down.

Some cards have a cost, which must be destroyed from the field in order to summon the card. Unless stated otherwise, card costs will apply for any card that is summoned by the ability of another card.

You cannot play from the hand or deck if there is no space on the board for your card, unless the cost of playing would make the required space.

### **Levelling up**

At any point during your turn, you can level up a mage on your field, except the turn the mage was summoned. Below level 3, mages are unable to declare an attack. You do not have to level up mage if you do not wish to.

### **Attacking**

From the second turn, you can attack at any point during your turn with eligible cards. An attack can be targeted at enemy mages, soldiers and castles. A castle can only be targeted if your enemy controls no soldiers, however soldiers and mages can be targeted at any time.

To attack, you first declare that you are attacking, then the enemy can activate any tricksters or abilities they have in response. If a response occurs, then the attack is treated as if it did not occur, the same card can attack again. If there is no response, your attack continues and can no longer be responded to, except by a card saying “when an attack”. The card with the higher attack wins, the lower gets destroyed. If both cards have equal attack, both get destroyed.

If an enemy castle is attacked, then it's health decreases by the attack of your card. Castles take no damage from battles between soldiers and mages.

### **End of match**

A battle ends either when one player's castle health reaches 0, or when a player is unable to draw another card.

## **5 Soldiers**

Soldiers act as your main form of attack and defence on the board.

1. Soldiers can have one or more *on play*, *in play*, or *field* abilities.
2. While you have a soldier in play, your castle cannot be attacked.
3. Soldier cards can be summoned once per turn, excluding when summoned by a different card's effect.
4. Each soldier can attack once per turn, at any point during your turn.

## **6 Mages**

Mages act as support that gain more powerful abilities over time.

1. Mages can have *On Lvl* or *In play* abilities.
2. They do not protect the castle from attacks.
3. When played they start at level 1.
4. Only level 3 mages can declare an attack.
5. You can level up all your mages once per turn, excluding the turn they were summoned.

## **7 Tricksters**

Tricksters are played face down and act to disrupt your enemy or support yourself.

1. Tricksters can only be played during your enemy's turn, unless their ability is *special*.
2. You can play as many tricksters as you want during each of your turns.
3. Tricksters can only be activated in response to an *action* by the enemy.
4. 2 Tricksters can be activated at the same time in response to 1 action, in which case the player decides the order of resolution.

## **8 Decrees**

Decrees are cards with a powerful multi-turn effect that destroy themselves at the end.

1. Decrees are not destroyed until they destroy themselves, except by enemy cards.
2. A max of 5 decrees can be in the deck, with only 1 of each decree.

## **9 Castles**

Castles represent your health, when your castle is destroyed you lose the battle.

1. Most castles have an ability that supports you.
2. Castle health varies between different castles - castles with stronger abilities tend to have less health.
3. Castles cannot be targeted by any card other than for an attack or damage-dealing ability.

## **10 Glossary**

**Ability** – The text given on mages or soldiers

**Action** - Anything done by a player - drawing, summoning, declaring an attack, etc.

**Ally** – You and your 2v2 partner.

**Cancel** – completely negate either an ability or attacks depending on what is specified.

**Enemy** – Your opponent(s)

**Field** - Ability that applies constantly while the card remains on the field.

**In Play** - Ability that can be activated once during each of your turns.

**On play** - Ability that activates as soon as a card is played.

**Stun** – A stunned soldier or mage cannot attack or use abilities until the end of the owner's turn.

**On Lvl** - The instant that a mage levels up, they must use the given ability.

**Special** - An ability that can activate during either player's turns (These have the same activation windows as Tricksters).