Kudurru Kings — Core Rulebook (v0.4)

Fantasy, no■dice, tactical card game • Two to four players • 36■card unique deck • Echoes of Eridu

Overview

Kudurru Kings is a competitive, skill-forward, turn■based card game for two to four players set in the Echoes of Eridu universe. Players command Characters, Pets, Relics, and Sites to outplay rivals, defeat Bosses and Enemies, and claim captured cards as prizes. There are no dice — outcomes are determined by resource management, card synergies, and tactical play.

Core Ideas

- 36■card unique deck; 6■card opening hand. (Test mode may allow all cards.)
- Three resources ("pools"): ■ Sinew (Physical), ✳■ Sigil (Arcana), ■ Oath (Command).
- Rarities: low, mid, high, rare, super (increasing power/armor and costs).
- Worlds (flavor & synergy): Mars (Sinew leaning), Earth (Sigil leaning), Moon (Oath/Sigil), Nibiru (balanced).
- Marks ■ are victory points; Heat ■ represents exhaustion/strain.
- Winner of a match may permanently claim ONE card they captured during play (campaign meta).

Iconography & Resources

■ Sinew	Physical exertion. Fuels Stone tests and brawlers.
✳■ Sigil	Arcane manipulation. Fuels Veil tests and magic.
■ Oath	Command & tactics. Fuels Oath tests and support.
■ Marks	Victory points. Earned by defeating foes and triggers.
■ Heat	Exhaustion/strain counters; clears at 1 per Upkeep.

Card Types

Character — Your main battlefield units. Can be supported by Pets/Relics. Have Power (■■) and Armor (■■).

Enemy — Hostile forces; often cheaper and aggressive. Defeating Enemies can generate ■ Marks.

Boss — Elite threats. High stats; defeating one yields 2 ■ Marks.

Pet — Attachable companions that buff a Character (e.g., +Armor, keywords).

Relic — Attachable items that grant abilities or economy (draw, discounts, triggers).

Site — Global locations that generate recurring benefits for their controller.

Card Anatomy

- Front: Cost pips (corners), World & Rarity chips, Art, Title, Type Strip (with ■■ / ■■).

- Back: Full rules text, Type/World/Rarity, exact Costs, Power and Armor, synergy hint.
- Costs are paid from pools: ■ Sinew, ✳■ Sigil, ■ Oath.

Setup

- Choose 2–4 players. Shuffle your personal 36■card deck (all unique).
- Draw 6 cards into your hand. (In test/sandbox you may choose any starting hand.)
- Randomly determine first player.
- Place Battlefield area in front of each player; keep Pools (resource counters), Capture pile, Discard, and Sites visible.

Turn Structure

- Upkeep: Ready your cards, lose temporary effects, gain 1 resource of your choice PLUS any Site income. Remove 1 ■ from each of your cards (minimum 0).
- Main: Play cards from hand by paying costs. You may attach 1 Pet and 1 Relic per Character (each). No hard action limit; you are constrained by resources and Heat.
- Battle: Choose 1 of your ready Characters to Engage. Pick a defending enemy Character. Resolve the Engagement (see below).
- End: Discard down to 9 cards. Advance turn to the next player.

Engagement (Combat) — No Dice

- 1) Declare Attacker and Defender.
- 2) Choose a Test Axis: Stone (Sinew), Veil (Sigil), or Oath (Oath).
- 3) Optional Support: Each side may add exactly one ready allied Character as a supporter (+½ ■■ rounded up). The supporter gains ■ +1.
- 4) Commit Resources: Each side may spend up to 2 resources from the chosen axis pool. Each resource adds +2 to Attack/Defense respectively.
- 5) Apply Synergies:
- • World leaning: Mars +1 per Sinew spent; Earth +1 per Sigil spent; Moon +1 per Oath or Sigil spent; Nibiru +1 on the first resource spent.
- • Relics/Pets/Sites apply their modifiers, prevention, or triggers.
- 6) Compute Scores:
- • Attack Score = (Attacker ■■) + axis boosts + supporter + modifiers.
- • Defense Score = (Defender ■■) + axis boosts + supporter + modifiers.
- 7) Resolution:
- • If Attack > Defense by 2+: Defender Defeated → move it to Attacker's Capture. Attacker earns ■ (normally 1; Boss = 2).

- • If Attack > Defense by 0–1: Defender Wounded → place ■ +1; if a card at 3 ■ is engaged again and loses, it is Defeated.
- • If Attack = Defense: Stalemate → both engaged units gain ■ +1.
- • If Attack < Defense: Attacker Wounded → ■ +1.
- 8) Aftermath: Exhaust all engaged cards (cannot attack again this round).

Heat & Readiness

- Cards with any ■ are considered taxed; some abilities require no ■ to activate.
- At Upkeep, remove 1 ■ from each of your cards.
- Certain effects can add or clear ■ beyond the usual flow.

Marks & Victory

- Earn ■ Marks by defeating notable foes: Enemy/Character (1), Boss (2), or via Site/Relic triggers.
- Short Game: First to 7 ■ wins; Standard: First to 10 ■ wins; Long (3–4 players): First to 12 ■ wins.
- If time is called, the highest ■ wins (ties: fewest total ■ on board, then most Sites, then sudden■death Engagement).
- Campaign Meta: The match winner may permanently claim exactly ONE card from their Capture pile (digital unlock or physical trade).

Deck Construction

- Deck size: exactly 36 unique cards. No duplicates.
- Hand size: 6 at start. Draw effects may exceed temporarily.
- Rarity progression: In a fresh profile, low/mid/high are allowed. Rare/super unlock from world exploration or match rewards.
- World identity: You may include any mix of worlds; synergies make monocolor or two■world decks more consistent.

Card Text Conventions

- Attach (X): Place under a Character; the Character is the bearer of X.
- Trigger words: "On play", "On entry", "On defeat", "At upkeep", "Action:"
- Ongoing effects use "While this is in play …".
- Keywords (examples): Guard (must be targeted first in its line), Sentinel (cannot attack, +2 ■■), Agile (cannot be supported against), Commander (+1 when supported).

Two to Four Players

- Turn order proceeds clockwise. Only the active player may advance phases.
- During your Battle, you may attack any one opponent (head■to■head presentation is recommended).

- Multi■defender interaction: If your target has no Characters, you cannot Engage them; attack a different opponent.

- Sites affect only their controller unless specified as "global".

- Team Variant (2v2): Partners sit opposite; you may support a partner's unit during their Engagement.

Tutorial Flow (First Match)

- 1) Upkeep: Gain 1 resource of your choice; remove ■.

- 2) Main: Play a Character and, if possible, attach a Pet or Relic. Prioritize establishing a Site early.

- 3) Battle: With your strongest ready Character, Engage an opposing Character. Choose Stone if you have ■ to spend; Veil if you want to leverage ☀■; Oath if you plan to out■buff with command tools.

- 4) End: If you have more than 9 cards in hand, discard down to 9. Pass turn.

- Repeat, watching resource flow and ■ pacing. Capture high■value targets to accelerate ■.

Design Levers (for balancing)

- Adjust resource■to■boost rate (default +2 per spent resource; tweak ±1).

- Change supporter rules (0, 1, or any number; different ■ costs).

- Rarity scaling brackets for ■■/■■ and cost ceilings per rarity.

- Site income rules (flat +1 vs. typed +1).

Appendix — Rarity Bands

- • low: ■■ 1–3, ■■ 0–1, total cost ~1–2

- • mid: ■■ 2–5, ■■ 1–2, total cost ~2–4

- • high: ■■ 4–7, ■■ 2–3, total cost ~3–5

- • rare: ■■ 6–9, ■■ 3–4, total cost ~4–6

- • super: ■■ 8–12, ■■ 4–6, total cost ~5–7

- World leaning shifts how the cost splits across ■/☀■/■.

PowerShell Note

PowerShell generator tip: use (Get-Random -InputObject (-1..1)) when you need a random -1, 0, or 1.