

Battle System:

Starting the Game + Turn Structure

At the start of the game the squad card deck and equipment deck are placed in the center of all the players. Each player takes turns drawing one card off the top of each deck until all players have 5 of each card type in their hand. Players then roll a 6-sided die to determine which player takes their turn first, with the remaining players taking their turns in a clockwise order around the table. In order, each player must take a turn and have the opportunity to play a card before any of the players can attack. At the beginning of a player's turn they draw one squad card and 3 equipment cards. After this, they can play one squad card, play 3 equipment cards, and then perform their attacks. If all of their cards have attacked already the player's turn ends, or if they do not wish to attack with all of their cards, they can simply say that they wish to end their turn.

Playfield

The playfield consists of three slots where players can play squads, each slot corresponding to a color (red, green, or blue).

Squad Card Stats

Each squad consists of three different types of soldiers (infantry, cavalry, and ranged), each corresponding to a different color (red, green, and blue). Players can keep track of the amount of remaining soldiers in a squad by using different colors of 6-sided dice. Also listed on each squad card is the card's attack abilities. Most squad cards have passive abilities, such as "gain +1 to each attack type", but others have a more active effect such as "draw 1 squad card", which can be used once per turn. Finally, every squad card has different effects that trigger when it is killed depending on which color slot the card was played in.

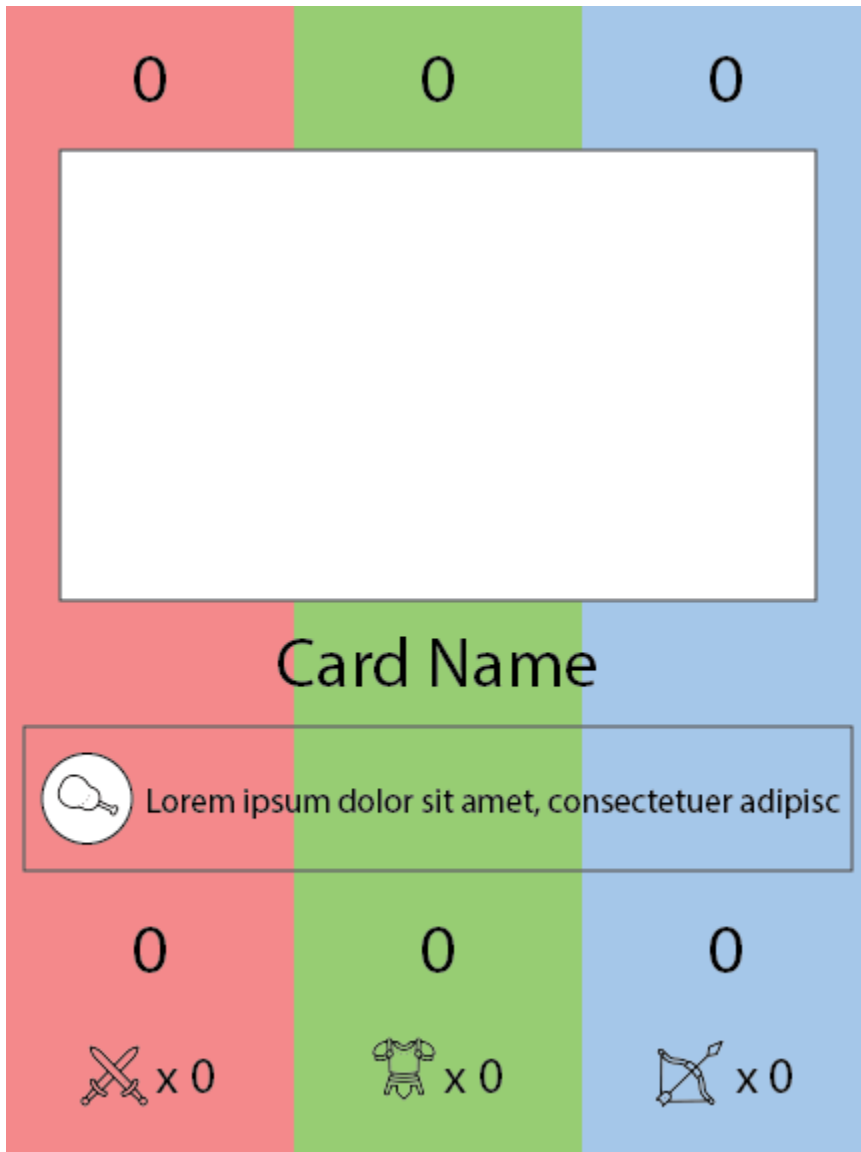
Attacking

Each squad can use one attack per turn. In order to attack, the player must declare which card they are using, which attack they are using, which card they are using the attack on, and which player owns that card. Each attack ability has a description that states which types of soldiers of the opposing squad are affected by the attack and how much damage will be dealt. When a card uses an attack, it becomes tapped and the player must turn it sideways. If a squad loses all soldiers of any type, it is destroyed and the attacking player receives a token of the corresponding color.

Winning the Game

To win the game, a player must acquire 3 tokens of each color.

Squad Card Layout



Economy

Equipment + Attack Cost

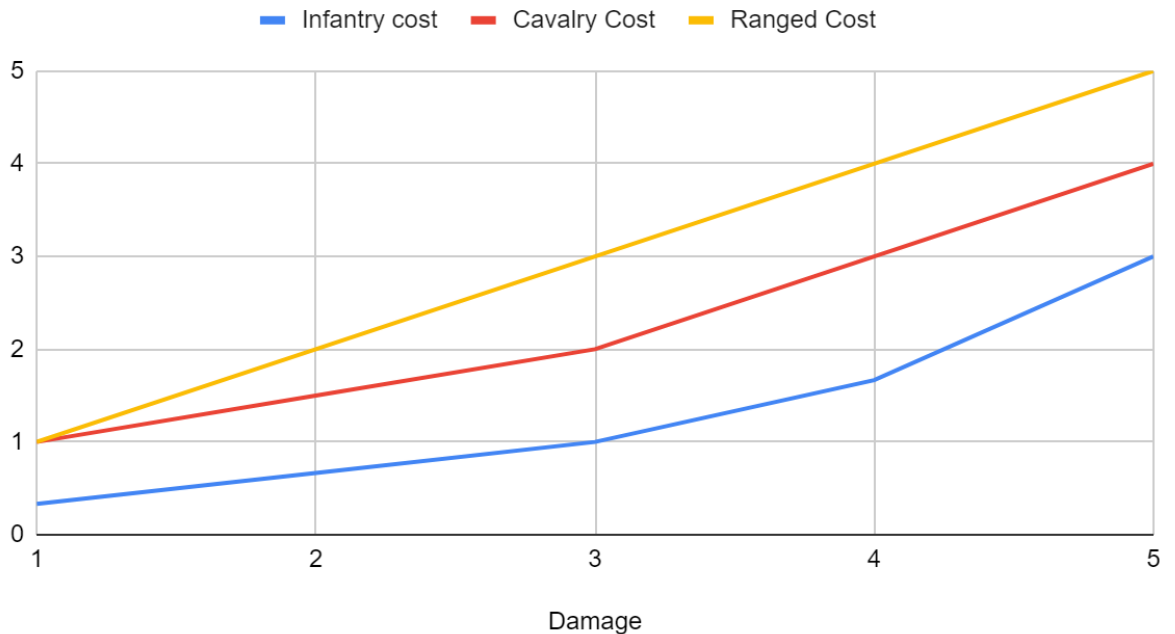
The equipment deck consists of 4 different types of equipment cards: weapons, armor, ammo, and food. In the equipment deck the ratio of weapons:armor:ammo:food should be 3:2:1:1. This is because the value of attacking the different soldier types is not equal, so the cost to attack each type also has to be different, for example generally there are more infantry in any given squad, so dealing a high amount of infantry damage is the least valuable. Although an attack may be able to hit all three types of soldiers, it will only

actually be able to attack a type if the attacking squad has the correct amount and type of equipment for that specific type. Weapons are required to hit infantry, armor is required to hit cavalry, and ammo is required to hit ranged soldiers. Food is special because when equipped it enables a squad to trigger the special effect on its attack ability, hence food is rarer than other types of equipment.

Power Curve

This curve shows how much attacking each type of soldier should be worth in terms of equipment cost. Equipment cost is divided by the ratio of that type of equipment compared to the other types of equipment in the deck to account for how often a player may draw that equipment type.

Infantry cost, Cavalry Cost and Ranged Cost



Target Audience

The intended target audience for this game is a group of friends that wants to play a card game, but some members of the group are inexperienced and do not want to learn anything too complicated. These types of players are primarily motivated by the social and strategic aspects of playing card games and do not desire a highly competitive experience.

This target audience involves players that are unfamiliar with card game conventions, so the information on the cards needs to be clear and readable. The amount of soldiers in a squad is found at the top of the card in order to keep it away from all of the information regarding the card's attack so that the player can clearly tell that it does not relate. After this comes the card's related image and name. These give context to what the card

does, so as the player reads the card, they can get some understanding of what the card's role is even before reading its effects. After this is the card effect, which is shown with a food equipment icon and is separated into its own box so that the player can see that it requires a different type of equipment and acts differently from the attack. Finally, the player will see the card's attack information, which comes after the effect so that the player does not simply attack and forget that the effect may be in play. A squad's amount of soldiers and attack types are color coded so that the player can tell at a glance what soldier type they will be losing or hitting. The types of equipment are also color coded, as they relate to a specific attack type.

The battle and effects systems are also as simplified as possible so that a new player can quickly pick up the game. Unlike games such as *Magic: the Gathering*, effects are not written with keywords that must be memorized or looked up. Instead, each card's effect is explicitly written on the card so that the player can simply read what happens when the effect is active. Battling is also much simpler than other card games because it only involves attacking and taking damage. Other card games have systems where attacks can be blocked, however, it is usually used as a way to protect something like life points. Life points are not present in this game because it is designed to be purely card based with all of the systems being represented by information that can be found on the actual cards, whereas including life points would involve a separate piece of information that is not contained within the cards themselves. Similarly, the decision to put a cost on attacking rather than on playing a card was made because it is contextualized by the actual cards needing that equipment rather than something like a mana which is a resource that is only used by the player.

Card Design

- Explosive Squad
 - This card was intended to have middling stats for health and damage, but it has a very strong ability to make up for it. If the squad's ability is active, it will instantly kill another squad as well, so opponents will not want to attack the explosive squad. At some point, if it has enough equipment on it, this card will become very powerful because it will be able to do medium damage, and eventually opponents will be forced to destroy it.
- Medic Squad
 - This card is intended to be a pure support, it does almost no damage and has medium health. Its ability allows the player to move two soldiers of any type to another card. Essentially, you can use it as a way to give your other cards more health, or give your opponent more health so that another opponent cannot easily get the token they want.
- Sandwich Squad
 - This card is intended to be a situationally powerful card. It's base health and damage are fairly low, but it can boost its damage with its ability if it is played in between two other squad cards. Since the original damage stats are low, they have a low cost, so if this ability is used properly, the player

can use much more powerful attacks for the same cost as a weak attack, saving them valuable resources.

- Supply Squad
 - Similar to the medic squad, this squad is intended specifically for support. It has the lowest attack and health stats in the game, but its ability prevents it from getting killed if the player has another squad in play. This ability also allows the player to play extra supplies every turn, which is extremely valuable, as it allows the player to possibly get extra damage.
- Spy Squad
 - This squad was designed to shake up the game. Its ability allows it to move soldiers from one squad to another, similar to the medic squad, but instead of using its own soldiers, it uses an opponent's. This can be used either to take away health from an opponent to make it easier for yourself to get a token, and add those soldiers to another squad to make it harder for an opponent to get a token. This effect can also be used to destroy a squad that is low on health, but the player is not awarded a token for doing so.
- Glass Cannon Squad
 - As the name suggests, this card was meant to be a "glass cannon". Very low health, but very high damage. This card is supposed to be able to do a lot of damage in a single hit, possibly even enough for the player to gain a token, but it's health is so low that it can only be used once or twice. Because its attacks are so strong, the cost is very high, so its ability allows the player to add an extra 2 equipment to it per turn.
- Tank Squad
 - Essentially the opposite of the glass cannon, this card has a high amount of health, but low damage. Its cost is low, but it should survive long enough to use those attacks for multiple turns. To make it even more effective, its ability adds +1 damage to each soldier type when attacking.
- Horseback Squad/Sniper Squad/Front Lines Squad
 - These three squads were all intended to be very effective with their particular soldier type (infantry/cavalry/ranged). They have high health and damage in their correlating types, and their stats for the other two soldier types are low. These cards essentially act as an easy way to get a specific token, as their abilities make the attack cost of their preferred soldier type equal to 1. This means that with just two equipment (1 food and 1 other type), they can deal a great amount of damage. This is also the reason why the other two health types are so low, to make them easier to destroy. They almost act like a type-specific glass cannon.