

Castle Wars

A 2-player war/skirmish game by Ryan Falzon

Playable with only a single deck of 54 playing cards!
(You may need 2 decks for epic games and some factions)

(This is version 3.1 of the game)

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The Setup

Separate the Black Cards from the Red cards into two Separate decks. Each Player selects a colour.

Then, Separate the Court Cards(J,Q,K,A) From the Numeric Cards(2,3,4,5,6,7,8,9,10).

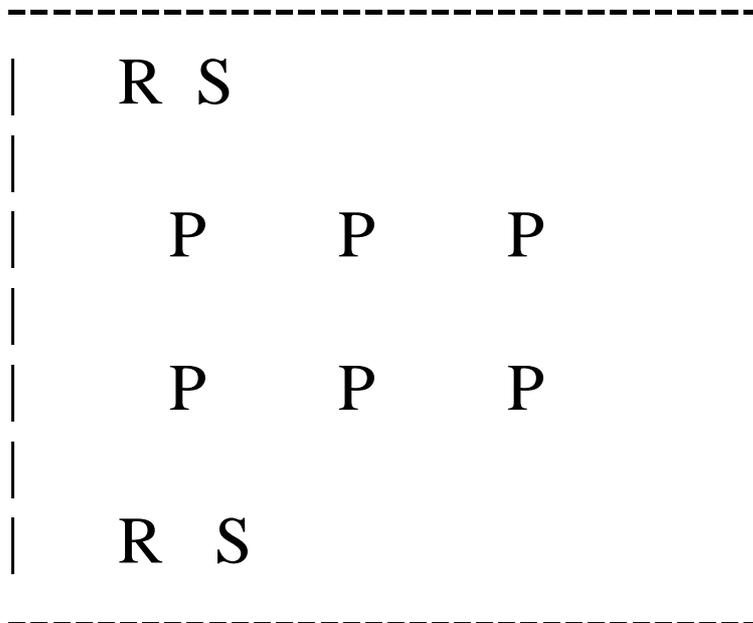
The Court Cards will be your **Resource Deck** While The Numeric Cards will be your **Soldier Deck**

Turn the Resource Deck at a 90 degree angle so you can tell which deck is which.

Then, each player draws 9 soldier cards from the top of the soldier deck and creates 3 piles of 3 cards each in front of him, all face down. You may look through these piles at any time, however you may not rearrange them. See Diagram Below

The Goal of the game is to destroy all of your opponent's Soldiers!

R – Resource Deck S – Soldier Deck P – Pile



Editor's Note. During the game, in addition to the piles shown, each player will have a hand of cards (concealed from the opponent) and two discard piles, one for resources and one for soldiers. The players' hands and the discard piles begin empty and discarded cards cannot be reused except through a special ability of a faction. There is no limit to the number of cards a player may hold in their hand ready for later use. JMM

The Turn

Decide on who is going to start first, (Dice Roll, Rock Paper Scissors, however you like).

Each Turn is Separated into 4 Phases. **Draw Phase, Attack Phase, Move Phase, Recruit Phase.**

Draw Phase:

Draw 2 cards. Either from the soldier deck or from the resource deck (or both). You can never draw more than 2 cards (this would ruin the balance). If you don't have any decks to draw from, tough luck! Do not draw anything. Do not use the discard pile.

Attack Phase:

Each Pile you have may attack only once. You may attack as much, or as little as you want as long as a pile never attacks twice. (So a maximum of 3 attacks by default)

There are two different methods of attack. Singular and Group. A Singular attack is attacking only with a single pile. To do this, Simply Flip the top Soldier card of your pile of choice face up, then flip any of the opponent's top Soldier cards. The Soldier with the Highest Number wins, and the losing card is discarded. In a Draw, both cards are discarded. **Its Important to note that discarded cards are never returned to the original deck.**

A Group Attack is the same as a Singular attack, only you attack one of the Opponent's Soldier cards with multiple Cards. This is good for taking out Strong cards (10s and 9s), but is risky. Add your attacking cards number and compare the total to the target card. If you fail a group attack, all cards that you used on that attack will be discarded, so be careful! Example. Attacking a face-down card with a 7 and a 2. After Revealing the face-down card, it is shown to be a 10. $7+2 = 9$ and $10 > 9$ so BOTH the 7 and the 2 are discarded. If the face-down card was a 9, then the 7, 2 and 9 would all be discarded. If it was an 8, then only the 8 would be discarded. Simple.

Once a card is flipped face up, it stays face up, even if other cards are stacked on top of it.

Move Phase:

In this Phase, you may move **ONLY THE TOP CARDS** of your piles in any way you want. You may switch them around, or stack them together in one pile. Cards which are face up must stay face up (You can stack on them though!) and Cards which are face down must stay face down.

Recruit Phase:

Take any soldier cards in your hand and place them face down in the top of any of your piles. In this phase, you can recruit as many soldiers as you have in your hand. (So, you can hoard soldiers and recruit them all at once).

And that is the end of a turn!

Destroying/Recreating Piles

If a pile runs out of soldiers, then that Pile is destroyed. A destroyed pile (Obviously) cannot attack, and the opponent will have one less attack next turn. Destroying all of your opponent's piles will win you the game!

However, During the move and recruit phase, you may move cards/Recruit soldiers into the empty pile, to recreate it. You CANNOT create new piles with this method, only restore destroyed ones.

Winning

The goal of the game is to destroy all of your opponent's soldiers. The moment that all of your opponent's piles are destroyed, you win and the game ends.

Resource Cards

Resource cards are special cards that can be used at **any time** (even directly before being attacked, or during your opponent's turn!). Here are their Effects.

Jack (The spy) - Reveals all of your opponents TOP cards, Flip your TOP cards face-down and move them (same as the move phase)

Queen (The leader) - All of your soldiers get +3 to their value until the end of the current turn (either your turn, or your opponent's turn, depending on when played).

King (The knight) - The knight acts as a soldier of a value of 10, but can be recruited at any time. Once Recruited, the knight will act the same as a soldier card, except when discarded, place it into the resource discard pile.

Ace (The artillery) - Discards any ONE soldier card instantly, irrespective of value. Continue the game normally after the soldier is discarded. This does not count as an attack during your attack phase. The Ace **DOES NOT** remove a Pile's ability to attack, but can be used directly before attack.

Example, If Player A is attacking me with Pile 1, I can play the Ace to destroy his top soldier, however, he can still attack with Pile 1, as he has not attacked with it yet, UNLESS the pile was completely destroyed.

Editor's Note. In order to use a resource you have to have it in your hand. When you want to use it you show it and when its effect is completed you discard it into your resource discard pile. So each resource card can be used only once during the game unless a faction ability allows the owner to retrieve it from the discard pile. Any resource cards that are recruited may be kept in the owner's hand for as long as the player wishes until ready to use them. JMM

Epic Game

An epic game is a longer version of the same game. To play an epic game, each player must have an entire deck of cards(52 cards). Separate the Numeric cards(Soldier cards) and Face cards(Resource cards) as before. The game is played exactly the same, however, players start with 3 piles holding 5 soldiers each (15 cards). When using more than 1 deck, it is recommended that the decks have different backs.

Factions!

Factions are a way to expand the game even further, add variety and more strategy to the game. Each Faction has a special ability. If you wish to play with Factions, Each player must simply Select a faction from the list below, and he will have that Ability.

It is recommended to play a couple of faction-less games before using factions! Not all factions have been tested against each other.

Undead – Every time the undead kill a soldier, be it while defending or attacking, add the dead soldier to either the top or bottom of your soldier deck.

Royal Kingdom – The Royal Kingdom Starts with 4 piles, with 2 soldiers each(8 soldiers total). In an epic game, The Royal Kingdom Starts with 4 piles, with 13 soldiers(One pile will be uneven, that's OK).

Dragon-Tamers – Shuffle a joker card(In an epic game, 2 joker cards) into your soldier deck. The joker card is your dragon, and acts as a regular soldier with a value of 20. The dragon will only obey the dragon tamers, if it comes into the hand of the opponent(Say, Via the undead's skill) the dragon will simply fly away and is discarded immediately.

Blood-Mages – At any time, Blood mages may discard 2 soldiers from any piles, and draw a resource card of their choosing(Either from their discard pile, or their resource deck).

Mages – Shuffle a joker card into your resource deck.(In an epic game, shuffle 2) This joker card can be used as any resource card. The joker card may also be used to reshuffle your discarded resource cards back into a new deck(then discard the joker card, in an epic game, the discarded joker card is **NOT** reshuffled back if you use the other joker card).

Seers – Before the beginning of the game, rearrange your soldier deck and resource deck in anyway you want. At the start of the game, you may look through either deck at any time, however, you may not rearrange it again.

Ninjas – At the end of every turn(Both yours, and your opponents) flip all of your soldiers face-down(Even soldiers which are not at the top).

Assassins – All Assassin soldiers have +2 to their value while its your turn, and -2 to their value while its your opponent's turn.

Berserkers – Berserkers get one extra attack each turn(I.E. One of their piles may attack twice).

Shape-Shifters – At any time, you may swap any soldier which is at the top of your piles with one from your hand, even after/while being attacked/attacking.

Mechas – During your turn, before attacking, you may “Mechanize”. To Mechanize, Flip all of your top cards face up, now, for that turn only, your soldiers will all take the value of your highest soldier from the top piles. Example: If I flip my soldiers face up, and I have a 3, 5 and 7, then for that turn, those three soldiers will all be of a value of 7.

Outcasts – During their turn, Outcasts may do all of their actions in any order, instead of Draw,Attack,Move,Recruit. (Example, They may Draw,Recruit,Move,Attack). They cannot repeat a phase twice.

Golems – Golem soldiers have -2 to their value while its your turn, and +2 to their value while its your opponent's turn.

Fateweavers – Whenever one of your soldiers dies, you may keep it and discard a different soldier from another pile instead.(You may only pick from the top cards). The discarded soldier would have died to save the other soldiers life, and still counts as a kill for other abilities(Example: Undead)

Infected – The infected may “Spread the plague” instead of attacking during their turn. To do this, rotate all of your opponent's top soldier cards 90 degrees. These soldiers are now infected. Infected soldiers are discarded whenever they attack or are attacked, irrelevant of value.

War-Mongers – The War-Mongers start with all of their soldiers already recruited(You may rearrange them in anyway you want, in 3 piles), but, they do not have a resource deck.