

Battles and Turns

- 1. Selection:** Start a battle by picking up to 3 units and 1 building.
- 2. Purchase:** Starting with the victor going clockwise, buy any chips or cards you wish to use in the battle. Place any spent gold in the pot.
- 3. Reveal:** Once everyone is ready, everyone reveals their cards at the same time and a battle begins.

For each turn in a battle, players may choose to do 1 of the following:

Attack

Play a weapon or event card

Purchase 1 chip or 1 card and add it to the battle

Use a card ability

The battle ends when there are no enemies left or a stalemate is reached.

Stalemates (The 13 Rule)

If players cannot attack each other for more than 5 rounds, or an attack has not been made in 5 rounds, or if players are abusing/farming, any player can vote to end the battle with a stalemate. If one of the players still in the game disagrees, roll a d20 once per round. If a 13 or higher is rolled the battle ends. All players get their cards back that are in play, but not their chips/upgrades. No one takes the pot or gets a victory point.

Buildings

Buildings are constructed outside of battle and give active and passive buffs depending on the faction. Passive buffs apply all the time in and out of battle. Active buffs only apply to friendly units when that building is sent into battle.

Building offense/defense: buildings have no offense or defense stats and cannot attack. When attacked, roll a d6 for defense, enemy rolls the die specified on their card. Bases use a d20 instead. Buildings can also crit for defense.

Buildings cannot be attacked until all remaining friendly units are gone. The only exception are the green faction's garrison buildings. Buildings cannot retreat unless the card specifies otherwise.

Store

Cards or chips can be purchased from the store either between battles in the purchasing round or on your turn in battle. Equipping items however requires an action in battle. Only 1 item can be equipped per action.

All chips cost 3 gold except the bank chip which costs 2 gold and victory chips which cost 50 gold.

Regular store cards (e.g. basic sword, basic shield, crit chance, dice upgrade, and writs) expire at the end of each battle, but can be bought beforehand for the current battle. Ultimate store cards can be kept.

Misc Rules:

- Players must announce what card is attacking what card specifically.
- In equal dice rolls, the attacker wins.
- Defending does not count as an action.
- Turns go clockwise in table order.
- Dice rolls on the floor do not count.
- You may not purchase wards for more than 3 turns in a row.

CONFLICT EPOCH



Win Conditions

- Be the last lord standing
- Be the last base standing
- Amass 10 victory points

Game Prep

Everyone rolls their d20. Lowest number gets to pick and go first. Pick a nation and a deck era.

Once everyone has picked, distribute starting gold.

Each person draws 5 cards from their deck. Players can pay 3 gold at any time to draw another card.

Game Layout

Hand: cards that have not been paid for; pay the unit price to add to your unit pool or directly to battle.

Unit Pool: cards paid for. Send them to battle for free.

City: all the buildings you have built.

Technologies: pay the unit price to play a tech from your hand. They are passive in all battles.

Battlefield: 3 unit spots and 1 building spot per player.

Pot: the center of the battlefield where round money goes.



Types of Cards

Special Units: are immutable and cannot be stolen or modified by other players in any way with certain exceptions.

Lord: must be played when you draw the last card of your deck; lords cannot retreat.

Grunt: can be played infinitely and dies if the lord dies.

Hero: can only be chosen by their card creator.

Units:

Infantry: may attack infantry

Vehicle: may attack vehicle, infantry

Aircraft: may attack aircraft, vehicle, infantry

Starcraft: may attack starcraft, aircraft, vehicle, infantry

Event: once used, roll an event check.

The check must exceed 5 to go into effect. If under a 5 is rolled, keep in play until the end of the battle; you can re-roll the event as your action until it succeeds.

Technology: in play permanently.

Weapon: equipped by unit cards, kept after the end of battle, destroyed or plundered when wielder dies.

Buildings:

Base: a faction's powerhouse building; uses a d20 for rolls.






Bank: a factions source of income per battle.

Lab: a factions way of deploying events, tech, and weapons.

Farm: a factions source of turn based income.

Barracks/Factory/Airfield/Starport: how a faction can create units

Card Stats

A		Attack: Add to dice rolls to determine offensive power.
D		Defense: Add to dice rolls to determine defensive power.
C		Cost: How much the unit costs to be added to the unit pool.
L		Luck: Determines the dice a unit or event uses.
T		Type: Infantry, Vehicle, Aircraft, Starcraft, Event, Tech, or Weapon.
Ab	Text	Ability: Special abilities cards have. ">" denotes it is a card action.

Chips

Offense:

Can attack any unit type.

Guard:

Intercepts attacks on a unit's allies.

Bank:

Gains 1 gold per turn.

Retreat:

Can be used on a unit to exit battle on your turn.

Ward:

Intercepts damage that would be done to a unit; can be broken through with critical and power attacks.

Bounty:

Bounty units gain 3 gold from the pot when they kill a unit.

Victory:

Used to count victory points (V), immune to cost changes.