

War of the Arcane Rule Book

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1. Introduction

Welcome to **War of the Arcane**, a thrilling card game that combines hidden strategies with dynamic turn-based mechanics. Two players go head-to-head, protecting their own **Mystic Stone** while striving to destroy their opponent's. Use a mix of **Unit**, **Spell**, and **Trap** cards to outwit your opponent and claim victory!

2. Game Components

Here's what you'll need to play:

- **Unit Cards:** Powerful creatures or soldiers with unique abilities, attack, and health stats.
 - **Spell Cards:** Instant magical effects that can turn the tide of battle.
 - **Trap Cards:** Hidden surprises that activate when attacked.
 - **Token cards:** Units that are summoned by card certain abilities.
 - **Mystic Stone Card:** The heart of your strategy, protect it at all costs!
 - **12mm D6 Dice:** Used to track damage and buffs.
 - **Battlefield Grid:** A 5 X 5 grid where the action unfolds.
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3. Game Setup

Step 1: Prepare the Battlefield

- Each player uses a 5 X 2 grid of cards to represent their territory, with a neutral 1 X 5 line of cards between them.
- Arrange the grids so they face each other clearly. (If not using a battle mat)

Step 2: Build Decks

- Each player builds a deck with the following composition:
 - 30 Unit Cards
 - 12 Spell Cards

- 5 Trap Cards
- 6 Token Cards
- 1 Mystic Stone Card
- Set aside the Mystic Stone and Token Cards, then shuffle the deck thoroughly.

Step 3: Draw Initial Hands

- Draw 9 cards from your shuffled deck, plus your Mystic Stone Card, to form your starting hand.
 - Spells must stay in your hand (they are not placed on the battlefield).
 - There is no hand size limit.

Step 4: Place Cards on the Battlefield

- Place up to 5 cards from your hand (Along with your Mystic Stone) onto your side of the grid. Cards can be placed **face down** or **face up**, except:
 - Traps and Mystic Stones must always be placed face down.
- Some Units gain special buffs when placed face up, and some face down.

Step 5: Determine First Player

- Decide who goes first through mutual agreement, a coin flip, or any other random method.

4. Turn Structure

Each turn has three phases:

1. Draw Phase

- Draw 1 card from your deck.
 - If you cannot draw a card, your Mystic Stone takes **3 damage** per turn.

2. Main Phase

You have **3 action points** to spend. Use them wisely! Here's how you can spend your points:

1. Place a Card (1 Action Point)

- Place a Unit or Trap card from your hand onto your side of the battlefield, either face down or face up (depending on the card, and/or your strategy).

2. Move a Card (1 Action Point)

- Move a card (face up or face down) to an adjacent space, including into enemy territory. Movement is omni-directional (any direction 1 space) unless otherwise specified.

3. Flip a Card (1 Action Point)

- Flip a face-down Unit card face up to activate its abilities. Some Units have unique effects when revealed.

4. **Attack** (1 Action Point)

- Use a face-up Unit card to attack an orthogonally (up,down,left,right) adjacent opponent's card (face up or face down). When an attack is declared, follow these steps:

a. Reveal the Defender:

- If the defending card is face down, it is revealed immediately.
- If it has an ability that triggers when revealed, resolve it now.
- If its ability deals additional damage pre-combat, resolve that damage in the order that it is dealt. (e.g., lightning knight's, lightning strike). If targeting a face down card, Please refer to the second and third bullet points in "**Post-Combat Abilities**" below for more information.

b. Trigger Card Abilities:

- If the attacking Unit has an ability that triggers upon attacking, resolve it first.
- If the defending Unit has a triggered ability (e.g., when attacked), resolve it next.

c. Resolve Combat Damage:

- Compare the attacking Unit's **Attack Value** to the defending Unit's **Health Value**:
 - The attacker deals damage to the defender equal to its Attack Value.
 - If the defender survives, it retaliates and deals damage to the attacker equal to its Attack Value.
 - If a card's Health Value is reduced to zero, it is destroyed and removed from the battlefield.

d. Post-Combat Abilities:

- After damage is dealt, any post-combat abilities are triggered and resolved. These abilities may include effects like healing, buffs, damage or token generation.
- If a face-down card is targeted by an ability (e.g., the Flame Warrior's "Burning Strike"), the targeted card is flipped face up and takes damage. If it survives, its ability is triggered and resolved immediately (if applicable). If it is destroyed, its ability does not trigger unless specifically stated to resolve upon destruction (e.g., the Golemancer's token effect).
- These abilities may cause chain reactions, this is part of WOTA's mechanics.

e. Aftermath:

- If the attacking Unit destroys the defending Unit, the attacker may:
 - Move into the space previously occupied by the defender.

OR

- Stay in its current position.

5. **Cast a Spell** (No Action Points)

- Play a Spell Card from your hand at any time during your turn or your opponent's, Spells can be used once per player turn.
- Follow the instructions on the card, then discard it.
- Spells can counter and/or chain to other spells, but only one counter spell may be played in response to an enemy spell.

3. **End Phase**

- Conclude your turn. Your opponent's turn begins.
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5. **Status Effects**

- **Poisoned:** Takes 1 damage per controlling player's turn for 3 turns, unless it is healed.
- **Frozen:** Cannot move until the controlling players next End Phase.
- **Burned:** Cannot defend until the controlling players next End Phase.
- **Shocked:** Cannot attack until the controlling players next End Phase.
- **Dazed:** Takes 1 damage if it attacks before the controlling players next End Phase.
- **Bleeding:** Takes 1 damage for every space it moves, until healed.
- **Petrified:** Cannot move or attack, until healed.

(Note: Spells and Traps may introduce additional unique status effects.)

6. **Card Keyword Effects**

- **First-Blood:** This Unit deals combat damage first, even when attacking a face-down defender. (If by some chance both cards have First blood, a coin is flipped, or a die rolled, each player picks heads or tails, or even/odd numbers on a die to declare the winner)
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7. **Winning the Game**

- Victory is achieved by destroying your opponent's Mystic Stone.