

# Mechanics

# BRIGANDS

A Card Game of Versing Mercenaries

Death is commonplace; nobody seems to understand why the world is enveloped in war, but they continue to fight in them. Fighting to survive, fighting for a god, fighting for honor, fighting to fight—it doesn't really matter, does it? Do you want to be consumed by cannibals? Do you want to be sacrificed by a cult? Do you want to be deemed a heretic for believing in the wrong god? Do you want to starve? No? Then fight.

*I'm not going to lie; I only added this because it's a requirement; I haven't made lore yet...*

## MECHANICS:



### Turn Structure:

On a player's first turn, they play three brigands and then draw nine cards from their equipment deck.

On a player's turn, there are 2 phases:

Draw Phase: A player draws a new equipment card and replaces one of the equipment cards on the table; if they are missing a card (e.g., they used a consumable last turn), they replace the missing card instead.

Action Phase: A player chooses to attack, use their brigand's ability, or use consumable equipment.

On some turns, buffs and debuffs may activate or wear off, which happens during the start of your turn.

### **Action Economy:**

On a player's turn, they can play one brigand unless specified otherwise (e.g., an ability that skips your turn).

After a player plays a brigand, the opponent then gets to do their turn. The order of combat does not change outside of abilities and buffs/debuffs. To choose who goes first at the start of the fight, players compare the overall speed of their Brigands.

### **Brigands:**

Brigands are the character cards—cards with basic stats and abilities that are made to be modified by the equipment cards. Brigands usually have 3 stats and an ability.

Health: The base life of a brigand.

Defense: A subtraction to incoming damage.

Attack: The base damage output.

Ability: A distinct action/effect of the card.

Speed: Determines who acts first.

The abilities and stats that a brigand starts with usually define a role that it's supposed to be played as; in the end, equipment determines role, but use the base as a guideline.

### **Equipment:**

Equipment cards act as modifiers to brigands. Each brigand can have 3 equipment cards.

Equipment cards also come in 3 varieties: offensive, defensive, and consumable.

Offensive: Bonus to abilities/attack.

Defensive: Bonus to defense/health.

Consumable: One-time buffs/abilities.

When a consumable is used, you move the card to the bottom of your equipment deck.

When you are missing a card, your next draw replaces the missing card.

### **Conditions:**

Conditions are usually effects of consumables or Brigands' abilities that buff/debuff themselves or the opponent. Conditions have a set period of effect (a number of turns described on the card).

Effects always end on the opponent's turn, no matter how many have passed.

### **Victory:**

To win, a player must have exhausted all 3 enemy brigands. If somehow both players lose at once (e.g., a powerful, self-death ability), the game is a draw, and players can choose to rematch.

# Card Ideas

## BRIGANDS:

Concepts for Brigand Cards.

Man-at-Arms: Can equip a 4th equipment card to this Brigand.

Captain: Every other turn, you get a free extra move with another Brigand.

Sellsword: You can attack twice in one turn, but the second attack does half damage.

Barbarian: When equipped with no defensive modifiers, gains boost HP equal to their attack score.

Mercenary: When an attack deals over 15 damage, you get to attack back at the opponent.

Housecarl: Until you use another Brigand, your defense score is doubled.

## EQUIPMENT:

Concepts for Equipment Cards.

Greatsword: Offensive; +5 attack.

Battle Cry: Offensive; for 2 turns, all brigands on your side double their base attack score.

Poisoned Blade: Offensive; attack deals 2 poison damage per turn for 5 turns (10 HP).

Battle Rage: Offensive; for every 5 total HP missing, you gain +2 attack.

Snare Trap: Consumable; restricts targetted Brigand's movement for 2 turns.

Dual Wield: Consumable; you can attack twice in one turn, but the second attack does half damage.

Stamina Potion: Consumable; you do +10 attack, -3 per defensive equipment on your brigand.

Crippling Blow: Consumable; double your base attack score, skip opponent's turn

Warhammer: Offensive; +8 attack, speed score is reduced by 5, and you cannot attack first.

Reckless Assault: Offensive; double your overall attack but deal 5 to yourself per turn.

Training: Offensive; +2 attack

Savage Attack: Consumable; double your overall attack, but you skip your next turn.

Firebomb: Consumable; deal 10 damage to all played brigands.

14: Consumable; sacrifice 5 HP to deal an extra 10 attack on your next turn.

15: Offensive; deal an extra +1 damage for every 5 health below max.

Tower Shield: Defensive; +5 defense.

Healing Potion: Consumable; +10 HP.

Invigorating Spice: Consumable; prevent incoming and end all current conditions for 2 turns.

Phalanx: Consumable; increase each Brigand's defense by +5 until next turn.

Riposte: Defensive; deal 3 attack back to the opponent after any attack.

Escape Rope: Consumable; until next turn, this brigand is safe from attacks.

Last Stand: Consumable; when killed, go back to 10 HP and attack.

Revive Ally: Consumable; bring a fallen ally from the dead with 10 HP.

Quick Step: Defensive; +5 speed.

Brace: Consumable; all Brigands double defense until your next turn