

Alethi Card Game

Objective: the game has two players (red and blue), your goal is to eliminate your enemy by capturing his king, capturing all of his cards in the battlefield, or after all cards are played, having more uncaptured cards than him.

Setup: each player has 12 cards. Two squires of each color start in the battlefield in front of each other (making a 2x2 square, with the squires from the same color adjacent to each other). The other 10 cards will be kept by the player, they will form his barracks.

Cards: each card has two stats, attack and health, and some of them have a special attribute. Each player has:

- 5 Squires (1 attack, 3 health)
- 2 Knights (2 attack, 5 health)
- 1 Tower (3 attack, 8 health)
- 1 Scout (1 attack, 3 health, this card can scout)
- 1 Soulcaster (1 attack, 3 health, this card can soulcast)
- 1 General (3 attack, 6 health, this card gives all adjacent allies +1 attack while uncaptured)
- 1 King (5 attack, 10 health, if this card is captured, you lose the game)

Turns: the players choose who will start (they can do it with a dice or giving a squire faced down to each player). Each turn consists of three phases:

- **Soulcasting:** This phase is only available if you have a soulcaster in the battlefield. You can soulcast by selecting an enemy card in the field and replacing it with one of your cards of the same kind. The king is immune to soulcasting, the enemy card will be discarded for the rest of the game and your card must be played from the barracks, not the

fields. You can skip this phase if you can't scout, or if you don't want to.

- **Throwing and Fighting:** This is the most important phase of the game, you can play a card from your barracks in any space adjacent to one of your played cards (diagonally is not considered adjacent). You have then to check all the cards on the field. When a card is adjacent to one or more enemy cards, and their attack value (the sum of all of them) is higher than its health value, the card automatically will be turned down, captured. The space of a captured card cannot be used by another card, ally or enemy, and the captured card cannot be recovered. The General can be very helpful in this phase, since he provides all adjacent allied cards with a bonus +1 attack. This phase can be only skipped if the player doesn't have any more cards in the barracks.
- **Scouting:** This phase is only available if you have a Scout in the field. You can move your scout to any legal space (adjacent to one of your played cards, not over a captured card) once per turn, and you can attack with him (and any support cards he needs) if you want to. You can skip this phase if you can't scout, or if you don't want to.

End of the game: the game ends when one of these conditions is fulfilled.

- All cards of a player in the battlefield are captured (the player that still has cards in the battlefield wins)
- The king of a player is captured (the player that captured it wins)
- If neither of the previous happens, the game continues until all cards from both players are on the field, and their barracks are empty. In this case, the player with most uncaptured cards wins.

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Based on Oathbringer from Brandon Sanderson