

# Alethi Card Game

## Expansion 1

The expansion 1 was created to intensify battles and to add a mythical factor to the alethi card game. It introduces 4 new cards, each of them with special stats that make them unique. Playing with this expansion is completely optional, and the game can still be enjoyed in its original form.

Cards: new cards introduced are:

- 2 Archers (1 attack, 3 health)
- 1 Catapult (1 attack, 2 health)
- 1 Semi-shard (2 attack, 5 health)
- 1 Shardbearer (5 attack, 8 health)

Archers and catapults can perform damage within a range. Archers can attack cards in a 2-card range (diagonally adjacent count as 2-range). Catapults can deal damage to every enemy card on the field, but they are very weak.

The shardbearer's special ability is to fill the place of a captured card. This is optional, but can only be performed if the shardbearer captures the enemy on his own. The card will be put on top of the captured enemy. Shardbearers are immune to soulcasting.

Semi-shards are immune to shardbearer's ability. However, they still can be killed by them, but their space in the field cannot be used.

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Based on Oathbringer from Brandon Sanderson