# Cosmere Strike Team

## Spoiler Warning!

Basic rules for this game contain spoilers for the books Final Empire and The Way Of Kings. Links and Extra content contain spoilers to other books within Brandon Sanderson's Cosmere. YOU HAVE BEEN WARNED!

## Legal Stuff

This game is not sponsored by any organizations or persons. This is an unofficial project based on the works of Brandon Sanderson and not in any way supported by him, Dragonsteel Entertainment or anyone else. If you actually read this part you must be a rusting lawyer.

## Basic Rules

## Materials

You will need at least 6-sided dice, and a few 8-sided dice and rarely some 4-sided and 10-sided. You need miniatures, a ruler and Character Cards. Links to printable character cards are found at the end.

## Objectives

Players choose a location, objective and a complication. Each Location has a list of objectives to choose from. Each Objective has a cost rating. The cost value is used to assemble your team. After choosing an objective, randomly select a complication.

## Declaration

Each player will declare the team they are bringing at once. Players may not make any changes to their team after revealing their characters. A team's total cost may not exceed the amount decided by the objective, but the total may be less than the objectives.

## Set up

Players set up terrain pieces and then characters as instructed by the objective.

# Game Play

**Who goes first:** The player with the most characters goes first, if tied then the player with the least points, if still tied then the defending player goes, and if there is no defending player roll to see who goes first.

**Turn:** On a player's turn activate one character and then pass to the next player, going clockwise.

**Round:** The round ends after all characters have been activated.

**Game End:** The game ends once eight rounds have passed, the objective has been completed, or only one side has characters in the game.

**Activation:** When you activate a character that character may make up to two actions. An action can be used to: Move The character up to their maximum Movement value, attack an opposing character, or use an Trait that requires the use of an action.

**Attack:** Have a character declare an attack against another. If the attacking character is touching the target it is a melee attack, otherwise it is a ranged attack. The Attacker then rolls the number under attack.

**Investiture**: Characters have a Investiture rating, this number goes down each time an trait that uses investiture. Traits marked with 💢 use stormlight.

**Traits:** Traits marked with this "➡️" symbol takes an action to use. Traits marked with this "💢" symbol takes Investiture to use equal to the number of the number of symbols shown.

# Locations

## Scadrial, Era 1

**Objectives:**

- Assignation (The defender wins if they kill their target, the attacker designs their target at setup. The defender gains 2 extra points)

- Theft (Defending player may place character anywhere except the attacking player's side of the map. Attacking player wins if they escape the map with the defined item) Attacker 14 pts, Defender 17 pts.
- Rescue

**Complications:**
- Ashfall (the gloom of the ashfall forces all characters to only take one action on their first activation)
- Mists (disadvantage on ranged attacks)

## Roshar

**Objectives:**
- Assignation (The defender wins if they kill their target, the attacker designs their target at setup. The defender gains 2 extra points)
- Plateau run (Place a neutral "crab thing" in the center. Players need to first kill it, then spend 2 actions to harvest the gemheart, and lastly escape of their side of the map)
- Border Dispute (Player controlling the center of the map at the end of the game wins)

**Complications:**
- Rain (+2 defense against fire)
- Highstorm (game ends in 5 rounds)

## Traits

⟨⟩⟨⟩**Atium:** +4/+4 Defense and +1 Attack until the start of this character's next activation

**Bloodlust:** After defeating an opponent gain +1/0 Attack until an activation goes by without

**Blood Maker:** Reduce Health by 1 until the next time this character is activated then gain 2 Health

➡⟨⟩**Coin Shoot:** Ranged Attack 2, Range 6"

➡**Command:** Give one of your actions to another character on your team.

⟨⟩⟨⟩**Copper Cloud:** After revealing, but before set up you may swap in or out Allomancers.

⟨⟩**Electrum Compound:** Ignore the effects of soothing and rioting

⟨⟩⟨⟩**Enhance Healing:** Regain 1 Health

⟨⟩**Enhance Speed:** Gain 2 Movement, or jump your full Movement

⟨⟩⟨⟩**Enhance Strength:** Gain +1/0 Attack and be able to move characters and move obstacles up to 4

⚔(**Deflect Metal:** Force an attack to be rerolled

**Disrespect:** Activates the "Rhythm of Vengeance" trait for Listeners

**X)**⚔(**Duralium:** Double the effect of an allomantic Trait. X = 2*Investiture cost

➡⚔()⚔(**"Fly":** Move up to 10 movement ignoring any obstacles.

⚔(**Gold Compound:** Regain 1 Health

**Impersonator:** May reveal this character as any other, then reveal true character on set up
💡 Reveal character as another character of equal point value to avoid suspicion.

**Kandra Code:** This character can not attack another character or be the VIP in an assignation

➡⚔()⚔(**Lash Up**: Target character gains one free action and then takes 5d6 fall damage.

⚔(**Lurcher:** As a reaction Cause a ranged attack target you instead

➡⚔()⚔()⚔(**Mass Sooth**: Cause the all enemies' next Attack to go down by one dice type.

➡**Medic**: Spend an action to heal an ally that is next to Kaladin by one health.

**Obsidian Weapon:** weapon doesn't contain metal

⚔(**Pewter Compound:** Gain +1/0 Attack.

**Protector:** If an attack against an ally has been declared and Kaladin hasn't been activated, he may

**Rebel:** After rolling a 6+ to attack a noble or other ruler add an extra hit.

**Regenerate:** At the beginning this character's activation regain 1 health

➡⚔(**Riot:** Cause a target's next Attack to go up by one dice type

**Rhythm of Vengeance:** gain an extra victory point for killing a character with Disrespect

⚔()⚔(**Seeker:** Cancel the effects of a Copper Cloud, and force the other player to reveal Allomancers

**Skimmer:** Do not take fall damage, gain the jump Trait and can not be pushed

➡⚔(**Sooth:** Cause a target character's next Attack to go down by one dice type.

**➡X⟩⟨ SoulCasting:** Eliminate a target character, X = double the point value of target.

**Super Strength:** Be able to move characters or obstacles up to 4 movement or resist being moved

**⟩⟨Tin Eye:** Reroll an Attack and ignore environmental effects

**Unnoticed:** if targeted by an attack you may force them to target another of your characters if possible.

# Links