

IMPERIUM CHRONICLES

COMBAT CARD GAME

Game Design & Artwork
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How to Play

Each game consists of two players. At the beginning of the game, the starting deck is shuffled and each player is dealt half of the cards.

Of the cards dealt, each player assembles a new deck of at least 30 cards. This becomes the player's **game deck**. The game deck is reshuffled prior to the start of the game.

Unused cards are removed from play and added to each player's respective **discard pile**. All cards in the discard pile are kept face up and can be viewed by the opposing player at any time.

Each game consists of players alternating between being the **Attacker** and the **Defender**. The winner of each round gets 1 point. Whoever gets 10 points first, wins the game. (Alternatively, the points necessary to win can be changed to 15, 20, etc.)

At the start of the game, each player randomly draws 7 cards from his or her game deck. This is the player's *hand* from which all cards are played.

At the end of each round, players draw cards from the top of their deck so the hand is again 7 cards.

If, after drawing new cards, the player's hand does not contain any Unit Cards (i.e.: only Attack and Defense Modifier Cards), the player must discard one card and begin drawing cards (discarding non-Unit Cards as they are drawn) until a Unit Card is drawn.

When a player's deck runs out of cards, he or she reshuffles the discard pile and that becomes the new game deck.

Multiple Starting Decks

If players are using more than one starting deck (including expansions), card tiers are used to see how many of each card players may include in their game deck (see *Unit Cards*).

Round Sequence

Step 1. The “Attacker” card is placed in front of the player who is the attacker for that round.

Step 2. The attacker puts down a Unit Card (attack value is used).

Step 3. The defender puts down a Unit Card (defense value is used).

Step 4. The attacker puts down an Attack Modifier Card, or passes (i.e., doesn't put down a mod card).

Step 5. The defender puts down a Defense Modifier Card, or passes (i.e., doesn't put down a mod card).

Steps 4 & 5 are repeated until both players have passed.

Step 6. If the attacker's total attack value is equal to or higher than the defender's total defense value, the attacker wins the round.

Step 7. If the defender's total defense value is greater than the attacker's total attack value, the defender wins.

Step 8. Whoever wins the round (attacker or defender) gets one point.

Step 9. All cards that were played (laid down) are discarded to each player's respective discard pile.

Step 10. At the start of the next round, the previous defender becomes the attacker and the previous attacker becomes the defender.

Unit Cards

The attacker & defender both play one **Unit Card** each round.

1. Tier

The tier determines how many of this card can be in a player's deck (i.e., Tier I = 1 card, Tier II = 2 cards, Tier III = 3 cards).

2. Attack Value

The attack value is used by the attacker for that round. If this value plus any attack modifiers is equal to or greater than the defender's total defense value, the attacker wins the round.



3. Defense Value

The defense value is used by the defender for that round. If this value plus any defense modifiers is greater than the attacker's total attack value, the defender wins the round.

4. Attack & Damage Type

The attack types (Melee or Ranged) and damage types (Blunt, Pierce, Slash, Energy, Kinetic, or Explosive) are used with modifiers (see *Modifier Cards*).

5. Unit Name & Faction

Each unit has a unique name and belongs to a particular faction. Lieutenant and Boss cards have a higher tier and greater attack/defense values than regular units.

Modifier Cards

Attack and Defense Modifier Cards are used to increase the attack and defense values during a round. Multiple Modifier Cards can be used each round.

Attack Modifier

These cards will increase the attack value. They must be used with the same damage type listed on the card.

Defense Modifier

These cards increase the defense value versus the type of attack or damage type of the attack.

