

FLAMES OF WAR

Game Overview

Flames of War is a 2-player competitive strategy board game focused on tactical combat. Gameplay in *Flames of War* is turn-based, with players taking turns to play **Cards** from their hands, after drawing them from their **Deck**, to cast powerful spells or summon deadly units to move and attack on the battlefield on their behalf. Players should assemble their **Deck** before the match begins. Each match is medium-paced, taking about 20 minutes to finish.

Objective of the Game

The winning objective of the game is to destroy your opponent's **King Castle** before he can do so to you.

Component Overview

- **Game Board:** a 10 × 20 square grid, with its width name by 1~10 and length named by A~T.
- **Deck:** assembled by players with 30 **Cards** beforehand.
- **Dices:** many 6-faced dices and 2 12-faced dices to represent remaining health of units.
- **Mana Tokens:** **Mana Token** is a resource that each player must utilize in order to play cards.
 - When a **Mana Token** is used, flip it over to indicate it is used.
 - At the beginning of the turn, the player flip over the **Mana Tokens** that he used in his last turn.
 - After the first turn, each player gains one **Mana Token** at the start of their turn up to a maximum of **nine Mana Tokens**.
- **Figures:** represents the units in the game. Can be divided into Large figures and small figures.
 - **Large Figures:** represents **Large Units**, taking up 4 grid on the game board.
 - **Small Figures:** represents **Small Units**, taking up 1 grid on the game board.

Cards

There are three types of cards: **Minion Cards**, **Building Cards** and **Spell Cards**. Played cards should be discarded into the **Discard Pile**.

Minion Cards

Playing **Minion Cards** would summon the minion to the battle field.

- Minions must be summoned to a vacant square adjacent to your existing **Unit (Minion or Building)**.
- Can not move nor attack on the same turn they are summoned.
- Die and eliminated when their **Power** reaches 0.
- Counter attack by default even if they are to die. But counter attack cannot take place if the attacker is out of range.
- A minion is considered **Exhausted** and can no longer move or attack until the next turn.
- A minion can only move horizontally or vertically. Moving diagonally counts as moving twice.
- A minion can attack all directions surrounding it.
- Minions can not move through enemies.
- These rules generally apply to ALL minions unless an **Ability** is present which may modify the actions of a minion.
- Following information are indicated on a minion card:
 - **Name:** The name of the minion.
 - **Size:** Indicates whether the minion is a **Large Unit** or a **Small Unit**.
 - **Cost:** The required mana cost to summon the minion.
 - **Power:** The initial HP as well as the attack damage of the minion. Notably, attack damage of a minion goes down with its HP when attacked.
 - **Range:** Indicates how far can the minion reach when attacking.
 - **Speed:** Indicates how far can the minion move in one turn.
 - **Ability:** Description of Ability of the minion.

Building Cards

Playing **Building Cards** would summon the building to the battle field.

- Buildings must be summoned to a vacant square adjacent to your existing **Unit**, and it can only be summoned to the player's side of the battle field.
- Buildings cannot move or attack.
- Die and eliminated when their **HP** reaches 0.
- Following information are indicated on a building card:
 - **Name:** The name of the building.
 - **Size:** Indicates whether the building is a **Large Unit** or a **Small Unit**.
 - **Cost:** The required mana cost to summon the building.
 - **HP:** The initial HP of the building.
 - **Ability:** Description of Ability of the building.

Spell Cards

Playing **Spell Cards** would immediately cast the spells, which are one-time effects. Following information are indicated on a spell card:

- **Name:** The name of the spell.
- **Cost:** The required mana cost to cast the spell.
- **Description:** The Description of the spell.

Playing the Game

Turn Overview

For both players, each turn contains three phases:

1. **Mana Gain Phase**
2. **Draw Phase**
3. **Action Phase**

After a player completes all three phases, his turn ends.

Mana Gain Phase

At the beginning of the turn, flip over the used **Mana Tokens**, and gain one new **Mana Token** if the total tokens haven't reached **nine** yet.

Draw Phase

In **Draw Phase**, simply Draw a card from the **Deck** into the hand without paying any **Mana**. If the **Deck** is empty, reshuffle and face down the **Discard Pile**, and it becomes the new **Deck**.

Action Phase

In **Action Phase**, player can choose to do the following:

- Discard one card into his **Discard Pile** and draw another card from the deck. This action can only take place once per turn, and does not require any **Mana**.
- Use one **Mana** and draw a new card. This action can only take place once per turn.
- Play a **Minion Card**, pay the required **Mana**, and summon the minion. **Minions** must be summoned to a vacant square adjacent to your existing **Unit**(**Minion** or **Building**). Can not move nor attack on the same turn they are summoned.
- Play a **Building Card**, pay the required **Mana**, and summon the building. **Buildings** must be summoned to a vacant square adjacent to your existing **Unit**, and it can only be summoned to the player's side of the battle field.
- Play a **Spell Card**, pay the required **Mana**, and cast the spell.
- Move a minion and perform an attack to a target within range..

Action Phase end when the player cannot or chooses not to perform more actions.

Game End

The game ends whenever one player destroys his opponent's **King Castle**, and thus obtaining his victory.

Appendix A: Card Details

Minion Cards

Name	Size	Cost	Power	Range	Speed	Ability
Soldier	Small	1	2	1	3	Assault
Archer	Small	1	1	3	2	
Sorcerer	Small	3	2	3	2	Fire Beam
Priest	Small	2	1	2	2	Heal
Knight	Small	4	4	1	5	
Werebear	Large	5	5	1	1	Splash
Werewolf	Small	5	4	1	3	Agile
Dragon	Large	7	6	3	3	

Building Cards

Name	Size	Cost	HP	Ability
King Castle	Large	N/A	12	Commander
Archer Tower	Large	4	5	Mount
Bunker	Small	1	2	
Fortress	Large	3	5	
Trebuchet	Large	8	4	Bombard
Sanctum	Small	3	2	Arcane
Haunting Castle	Large	4	6	Taunt

Spell Cards

Name	Cost	Description
Lightning	2	Deal 2 damage to any unit on the battle field.
Rejuvenate	3	Add 2 Power to any minion.
Teleport	4	Teleport any minion to any vacant location on the battle field.
Reconstruction	2	Move a friendly building for one grid if vacant.
Dispel	2	Remove all buffs or debuffs on one minion for one turn.

Appendix B: Abilities Details

Minion Abilities

- **Assault:** Deal double damage toward **Buildings**.
- **Fire Beam:** Sorcerer's attack pierce through units, damaging every unit(friendly or not) in the range of the attack.
- **Heal:** Add 1 Power to any one minion within range of 3 every turn.
- **Splash:** Werebear's attacks land on both the grids on the direction of the attack. If the attack lands on two units, only one of them can counter-attack, and the attacker gets to choose which one. If the attack lands on one unit, it deals 2 additional damage.
- **Agile:** Never gets counter-attacked.

Building Abilities

- **Commander:** Add 2 additional damage to every minion within range of 2.
- **Mount:** When an archer moves to the Archer Tower, it can be mounted into the tower. A mounted Archer Tower can attack twice as an archer each turn. Mounted archer cannot be unmounted. The mounted archer die with the tower.
- **Bombard:** Attack with damage of 5 and range of 5 every turn. Cannot counter-attack.
- **Arcane:** Give the player one additional Mana each turn.
- **Taunt:** Forces surrounding enemy units to attack.