

## **BATTLE GATE**

By Marc Wolff, 2015 [www.wolffgames.com](http://www.wolffgames.com)

A game where you create a deck of characters to represent your army and battle other players

For 2-4 players, ages 12+

To win a battle: Be the last player remaining after a combat phase

## **MAKING YOUR DECK**

Each player has 100 character points to spend on the cards in each of their decks (i.e. each deck is 100 points).

Decks can be anywhere from 17-100 cards but each player only uses one deck to play a game.

## **MAKING A CARD**

[You can write in pencil, pen, or any other medium you wish so long as it's clear what you've written on your cards. What you've written/drawn must also not push through or bleed to the back of the card and if it does then you must either use card covers with an opaque backing or transfer the information to a new card.]

Diagrams of the card components and game layout for players can be found on the back of this sheet.

It helps to waste fewer cards if you write out your deck on a piece of scrap paper beforehand. Also, if you're writing/drawing in pen it's good to let the ink dry first before you put the card with a deck so it doesn't smudge.

### **Name:**

Choose a name for your card. Any kind of name is fine and cards may also share names and/or include type identifiers. When you have decided on a name, write it in the long narrow box provided at the top of the card on the front (the side where you see "CLASS" and "PWR").

### **Classes:**

Choose one of the three classes below for your card. Classes do not cost character points and your deck does not have to include all three classes (but it probably should). When you have chosen a class for your card, write the name of the class in the "CLASS" box at the bottom of the card. All cards in your deck must have a (one) class.

### **Minion:**

May defend but not attack. At the end of your turn, during your recovery phase, for each minion you have in play you may return (any) one card from your discard pile to your hand. There is no maximum hand size.

### **Soldier:**

May attack and defend. At the beginning of your turn, during your draw phase, for each soldier you have in play you may draw one additional card beyond the first (e.g. if you have one soldier in play at the beginning of your turn then you may draw up to two cards during your draw phase).

### **Assassin:**

May attack but not defend. During your turn (including both fielding and combat phases), or on any other player's turn when you are defending, for each assassin you have in play you may play one additional card from your hand beyond the first. The total power of the cards you may play during a turn is equal to the number of cards in your hand immediately after the current player's draw phase. During your turn's fielding phase you may play assassins to the field just like soldiers and minions but you may also play them from your hand onto cards you have in play during any combat in which your cards are attacking or defending. Playing an assassin to an attacker or defender adds its power to that card (or cards if group of defenders) and multiple assassins may be played during the same combat on different cards and/or on the same card for a greater bonus. Assassins played during a combat phase are discarded at the end of that combat (i.e. power bonuses only last until the end of combat).

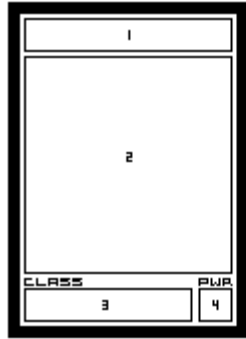
### **Power stat (PWR):**

Power is your card's combat ability and each point of power costs one character point. A card cannot have a power that is greater than 6 or less than 1. For how combat works, see the combat section. When you have chosen a power stat for your card, record the number in the "PWR" box in the bottom right-hand corner of the card.

### **To finish your card:**

The large box on the front of the card is for you to draw character art and/or write a description for your character.

*Rules continue on back...*



1. CHARACTER NAME
2. CHARACTER DESCRIPTION, PICTURE
3. CLASS      4. POWER



## HOW TO PLAY

To begin, each player shuffles their deck and then cuts it to reveal a bottom card. The player with the highest power revealed on their bottom card goes first. In the event of a tie all tied players shuffle and cut their decks again until there is a highest power (if no highest possible, players decide who goes first). Turns rotate to the player to your left.

### Turn phase 1, Draw phase:

At the beginning of their turn a player may draw a number of cards from the top of their deck to their hand up to the number of soldier cards they have in play +1 (i.e. you may draw fewer cards if you wish). There is no maximum hand size. The player who goes first draws 3 cards on their first turn, all other players draw 4 on their first turn.

### Turn phase 2, Fielding phase:

After the draw phase a player may play a number of cards from their hand to their play field up to the number of assassin cards they have in play +1, with a total power up to the number of cards they now have in their hand after drawing (i.e. you may field fewer cards if you wish). If it is a player's first turn they may only play 1 card to their play field (since they have no assassins,  $0+1=1$ ) up to a power of either 3 or 4 (3 for first player, 4 for others).

### Turn Phase 3, Combat phase:

After the fielding phase a player may assign ANY of their soldier and/or assassin cards in play to attack any other player. While each card may only attack one player per combat phase not all of a player's attacking cards must attack the same player (i.e. you may divide your forces any way you want to attack multiple players).

Each defending player may then assign any of their soldier and/or minion cards in play to defend. Defending cards may only defend against one attacking card each per combat phase (must be attacks directed at you) but multiple cards may be assigned to defend against the same attack and have their powers added together.

+ If a player can play assassins from their hand to boost their attack(s) or defense(s) they may do so at any time before the combat phase has ended (assassins played this way are discarded at the end of combat and count towards the total number and power of cards you have played this turn).

+ If the power of an attack and defense are equal then they are both defeated and both the attacking card and any cards defending against that attack are discarded.

+ If the power of an attack is greater than the power of a defense then the defense is defeated and any cards defending against that attack are discarded.

+ If the power of a defense is greater than the power of an attack then the attack is defeated and the attacking card is discarded.

+ At the end of the combat phase the defending player must discard a number of cards from the top of their deck equal to the total power of any attacks they did not defend against.

+ If a defending player has no more cards left in their deck to discard they must continue by discarding cards from their hand. If they have no cards left in their hand and no cards left in their deck that player is eliminated from the battle (i.e. they are out of the game; note: a player is only eliminated if they have to discard but are unable).

### Turn phase 4, Recovery phase:

After the combat phase a player may recover a number of cards of their choice from their discard pile to their hand up to the number of minions they have in play. After the recovery phase it is the next player's turn.

You win the battle if you are the last player remaining after a combat phase

HAVE FUN! -Marc Wolff