Warcaste TCG Comprehensive Rules

This comprehensive rules document is the ultimate authority for the Warcaste TCG competitive gameplay.
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1:Game Concepts

1a- Players

- Player
  - A player is one of the people playing the game of Warcaste.
  - The active player is the player whose turn it currently is.
  - An Opponent is the player a player is playing against.
- Skirmish
  - A “Skirmish” or two-player game of Warcaste is between two players.
    - In Skirmish games, each player has a 30-card deck
    - Are limited to a max of 2 copies of each variation of a card with the boost ability and 3 copies of a card without the boost ability.
    - Players start the game with 3 basic territories.
- Conquest
  - A “Conquest” game of Warcaste is a game of 3 or more players. (See 8d)
    - In Conquest, each player has a 50 card deck
    - Players start the game with a number of basic territories equal to the number of players.

- Decks
  - Players are required to have their own deck of authentic Warcaste cards and a way to track damage and command points throughout the game, usually dice.
    - In Constructed play, players bring their own deck they built themselves before the event.
    - In draft play, players build a deck at the event from official Warcaste booster packs. (See 8b)
- Constructed Play Sideboard
  - In constructed tournaments, players are allowed to bring a sideboard. A sideboard consists of up to 10 cards.
    - The cards must be compatible with the player’s doctrine
    - When combined with the deck, there cannot be more than 2 copies of each variation of a card with the boost mechanic or 3 copies of a card without the boost mechanic.
    - Sideboards cannot contain doctrine cards.

1b- Basic Game Play Rules

- Card Text
  - When the card text contradicts rules text, the card text overrules rules text for that specific game event.
  - When a card allows something to happen, and another card states that it cannot happen, the cannot effect overrules the can.
  - Any part of a card ability that is impossible to perform is ignored.
    - *For example, if a unit has “**Death:** Deal 2 damage to any target within the same zone as this unit.” and after it dies, there are no other targets within that zone, you would ignore this effect.*

1c- Starting the Game

- Selecting the first player
    - Players randomly decide who the first player will be. This can be done by rolling dice with the player with the highest roll going first, or by using other similar methods.
- Sideboarding
    - In competitive play, players will reveal their doctrine after determining who will play first.
    - Once doctrines are revealed, players are given 5 minutes to sideboard. During this time, they are allowed to switch cards from their deck with cards from their sideboard. Their deck must have 30 cards when sideboarding is done.
- Players then shuffle their Deck
- Drawing the opening hand
    - For a Skirmish game, players will draw an opening hand equal to the hand size of their doctrine (dictated in the upper left corner of the card) plus 3 additional cards.
    - A player can choose to “Mulligan” by shuffling all cards from their hand back into their deck, and drawing a new hand equal to their original hand size. Players can only mulligan once.
    - Players will then choose from their hand 3 cards to place face down as their basic territories in their territory slots. (See 4e)
    - For a Conquest Game, players will draw an opening hand equal to the hand size of their doctrine plus a number of cards equal to the number of players.
    - Players will then choose from their hand a number of cards equal to the number of players to place face down as their basic territories in their territory slots. (See 4e)
- The first player will then take their first turn.

1d- Ending the Game

- The game ends when a player’s last territory is destroyed (either by card ability or by taking or having damage placed on it).
    - Any effects that are still resolving are ignored, and the game ends.
- A player can concede at any time. This will end the game immediately, and the player who conceded will lose.
- Competitive Skirmish
    - Players will play a single game to determine a winner for a competitive match.
    - Players are given 1 hour to sideboard and complete a game.
    - If players are unable to complete a game in 1 hour, the game goes to sudden death.
- Sudden Death
    - Players each get 3 turns (starting turn 1 with the current player's turn) to deal damage or place damage counters on the opponent’s territories.
    - After the last player’s 3rd turn, the player who placed/dealt the most damage counters on their opponent’s territories during the sudden death turns wins the match. If both players score the same number of damage counters, it's a draw.
    - If a player’s last territory is destroyed during sudden death, the game ends immediately, and that player loses.

1e- cmd points

- cmd points (command points) are the main resource in Warcaste.
    - A player starts the game with 5 cmd points.
    - A player's cmd points will reset to 5 at the start of their turn.
        - If a player has more than 5 cmd points at the start of their turn, their cmd points still reset to 5.
- A card's Cost is located in the upper left corner, and is paid in cmd points.
    - To pay the card's cost, a player will lose a number of cmd points equal to the card's cost as they play the card.
    - Sometimes a card's Global ability will give an option to lessen the number of cmd points you pay for the card.
        - In this case, complete the card's play effect, then pay the cmd points.
            - *(For example: Oath of the War Born reads- "Global: Destroy any number of War Born units you control. This card costs 1 less for each unit destroyed this way." You would destroy the War Born units, causing the card to cost less for each unit destroyed. The player may choose what order to complete the rest of the card and any of the death effects of the units destroyed.)*
    - If a card costs more cmd points than a player has, but it has an option for the player to lessen the number of cmd points spent on it, and the player can perform the action required to lessen the cost to the point they can afford to play the card, the player may play the card and perform the actions required to lessen the cost as a single game event.
- Adding cmd points
    - Some cards can add to a player's cmd points. They will keep these cmd points until spent or until their next turn, unless otherwise stated by the card.
        - If a card adds to a player's cmd points until a certain phase in the game, when spending cmd points, the player must state which of the cmd points they are using.
            - *(For example: If a card gives 3 cmd points until the end of their main phase, and a player has 2 cmd points currently, if they go to play a 4 cost card, they must state which of the cmd points they are using from the 3 cmd points that disappear at the end of their main phase and 2 cmd points that act normally.)*
        - If a card adds cmd points that must be spent on a certain type of card, when a player spends cmd points, they must state what cmd points they are using.

1f- Cards

- Warcaste TCG cards are official cards produced for the Warcaste TCG.
- Card Owner
    - The owner of a card is the player whose deck the card started the game in, or, for doctrine type cards, who put the doctrine in play.
- Card Controller
    - The controller of a card is the player who played the card unless a card ability causes another player to gain control of that card.

1g- Drawing Cards

- How to draw a card
  - Players draw cards by placing the top card of their deck into their hand without revealing the card to their opponents.
- When cards are drawn
  - Players draw a card at the start of their turn. They draw an additional card if they control the open zone. (See 5a)
  - Players can also draw one or more cards because of card abilities or effects.
- Drawing multiple cards
  - When a player is instructed to draw multiple cards, the player will draw each card at the same time, and treat this action as a single game event (See 1k for game events).
  - When a player is instructed to draw an additional card (ie: when drawing at the beginning of their turn and an additional card for controlling the open zone), players treat each additional card drawn as a separate game event.
  - When drawing at the end of the turn for each card a player has boosted with, players draw each card as a single game event. (See 5g for boosting)

1h- Damage Counters

- Damage Counters are tokens that track the amount of damage a card has on it.

1i- Dealing Damage

- When to deal damage
  - Damage is dealt during attacks or when a card reads “deal damage”.
- How to deal damage:
  - Blocking Damage with DEF
    - When dealing damage to a unit or territory, the defending card subtracts its current DEF from the damage being dealt.
  - Lowering the Defending card’s DEF
    - The defending card gets -1 to its DEF until the next turn for each damage blocked this way. DEF resets at the beginning of the next turn. (See 5a.)
    - If a card has gained temporary DEF (for example: from a boost or ability), the temporary DEF is subtracted from first, before its base DEF.
  - Assigning damage counters
    - The remaining damage is dealt to the defending card's HP as damage counters. Place a number of damage counters equal to the amount of damage being dealt.
    - When attacking in a squad, if the squad’s damage is enough to place damage counters on the target, all units in the squad are considered to have dealt damage to the target.
    - After a card has damage counters placed on it (either by being dealt damage or by having damage counters placed on it), check the number of damage counters on it versus its HP stat. If it has damage counters equal to or greater than its HP stat, it is destroyed and sent to the discard.

1j- Placing Damage Counters

- When to place damage counters
    - Damage counters are placed when a card reads “place damage counters”.
    - Placing damage counters is not considered dealing damage.
- How to place damage counters
    - When placing damage counters, the target's DEF is ignored, and the damage counters are placed directly on the target card.
        - The target's DEF remains unaffected.
        - Placing damage counters will not trigger any effects that trigger on dealing damage or that trigger when damage is dealt.
        - After a card has damage counters placed on it, check the number of damage counters on it versus its HP stat. If it has damage counters equal to or greater than its HP stat, it is destroyed and sent to the discard.

1k- Damaged Cards

- A damaged card is a card with at least 1 damage counter on it.

1l- Game Events

- What are Game Events
    - Gameplay is broken down into Game Events. Every time there is a change in game state, a new Game Event occurs.
        - Game Events can include
            - Playing a card
            - Moving a unit
            - Attacking with a unit
            - Targeting a card
            - Intercepting a unit
            - Engaging a card
            - Drawing one or more cards
            - Discarding one or more cards
            - Triggering an ability
            - A card taking damage
            - A card dealing damage
    - All actions that are part of a single Game Event resolve completely before any triggers or responses occur.

2: Parts of a Card

2a- Name

- The name of a card is printed at the top middle of the card.
- Effects that refer to a card by name can mean any card of that name, no matter what boost that card has.

2b- cmd Cost

- The cmd Cost (Command Cost) is printed in the top left corner of the card.
- The cmd Cost represents what a player must pay in cmd points (Command points) to play the card.
- The cost of a card is equal to the cmd Cost.

2c- Hand

- The Hand is printed on the top left corner of the card
- The Hand is only on Doctrine Cards
- The Hand determines your starting hand size. (After doctrines are placed.)

2d- Art

- Art is printed in the top half of the card.
- Art has no effect on gameplay.

2e- Card Type Line

- The Card Type Line is printed sideways on the top left side of the card.
- Cards can have a Type and a Subtype.
    - The subtype is listed after the type, separated with a colon. (:)
    - If more than one subtype is listed after the type, the subtypes are separated with a slash. (/)
    - When a card refers to a subtype, it will read: a *"card subtype"* type *"card type"*. (For example- target a burn striker *(subtype)* type unit *(type)*.
- The Card Type determines what type of card the card is.
- There are five types of cards.
    - Doctrine
        - Doctrine will have a faction listed as a subtype. (For example- Doctrine: Karnage)
    - Unit
        - Units will have a subtype listed. (For example- Unit: Burn Striker)
        - Some units will have the subtype Warstar.
            - A player can only have one Warstar that they own in play at a time.

            - If a player has a Warstar type unit enter play while they control another Warstar type unit, destroy the new Warstar type unit.
            - If a player gains control of a Warstar type unit while they control another Warstar type unit, destroy the Warstar type unit they gained control of.
                - *(Placing a Warstar type unit under a card you control does not count as gaining control of that Warstar type unit.)*
    - Tactic
        - Tactics never have a subtype
    - Trap
        - Traps never have a subtype
    - Territory
        - Territories will have a subtype listed. (For example- Territory: Outpost)
        - Some territories will have the subtype Home World.
            - A player can only have one Home World type territory that they own in play at a time.
            - If a player has a Home World type territory enter play while they control another Home World type territory, destroy the new Home World type territory.
            - A player cannot play a Home World type territory while they control a Home World type territory.

2f- Boost

- Boost is found in the top right corner of some cards.
- Boost types
    - Bold
        - Gives a unit +X to its ATK Stat (See 2j) during an attack action.
    - Cunning
        - Gives a unit +X to its DEF Stat (See 2k) during an attack action.
    - Stalwart
        - Removes X damage counters (See 1h) from a unit after damage is dealt/placed during an attack action, but before checking to see if the unit would be destroyed by having the same or more damage counters than its HP.

2g- Attributes

- Attributes are found at the bottom right corner of the card, next to the Faction Symbol.
- There are five attribute types
    - Bombardment
    - Hospitable
    - Intelligence
    - Swarming
    - Targeting
- A Compatible card shares at least one or more attribute symbols with the card referencing “compatible card”.

2h- Faction Symbol

- The Faction Symbol is found to the right of the Attribute Symbols, at the bottom right of the card.
- There are four faction symbols
    - Corinth
    - Karnage
    - Psiker
    - Ramus
- A Friendly Faction card shares a Faction Symbol with the card referencing “Friendly Faction card”.

2i- Abilities

- Abilities are characteristics that cards can have that change the game state.
- There are six types of Abilities. Ability types will be shown in bold. On units and tactics, the ability type will be shown in parentheses after a bolded ability name.
  (ie: **Trade Goods (Engage):**)
    - Play
        - This ability triggers when a card enters play or is played from hand. (When it enters the battlefield if it's a unit or territory, or when its cost is paid for if it's a trap or tactic.)
    - Passive
        - This ability is always active when the card is in play. (On the battlefield)
    - Global
        - This ability is always active, no matter where the card is.
    - Death
        - This ability triggers when the card is sent to the discard from the battlefield.
    - Engage
        - This ability triggers when the card takes the engage action. (See 6a)
    - Trap
        - Cards with this ability can be played when the “bold” trigger event happens in-game. (See 3e)
- Abilities can be given to cards. (ie: Psionic Mastery grants “Psionic units you control gain until end of turn “**Engage:** Place 1 damage counter on target unit…”)
- An ability taking effect is a Game Event.
    - An ability resolving may create new game events and may trigger other abilities.
    - Each player will get a chance to play 1 trap card in response to the ability. (See 6c)
- Copying
    - When copying an ability, the effects of the ability are activated by the card copying the ability.
    - The card copying the ability becomes the originator of the ability.
    - When an ability is copied, any costs paid to activate that ability are not paid again unless the copying effect explicitly states otherwise.

2j- ATK

- ATK is found on the left side of the text box.
    - ATK is how much damage a unit or territory can deal when taking the attack action or when being attacked.
    - A card's ATK stat cannot go below 0.

2k- DEF

- DEF is found on the left side of the text box.
    - DEF is an amount of damage subtracted from the opposing card/cards damage before damage is dealt. DEF is dropped by 1 for every damage blocked this way until it resets at the beginning of the next turn.
    - A card's DEF stat cannot go below 0.

2l- HP

- HP is found on the left side of the text box.
    - HP is how much damage a unit or territory can take without being destroyed.
    - A card's HP stat cannot go below 0. A card can take more damage counters than it has HP. Damage counters do not change its base HP stat.

2m- Rarity

- Rarity is found at the bottom right of the art box.
- A card's rarity determines how hard a card is to find in a booster.
    - A White star is common
    - A Silver star is uncommon
    - A Gold star is Rare
    - A Red Star is Mythic

2n- Set Number

- The set number is found at the bottom of the card.

2o- Copyright

- The Copyright is found at the bottom of each card.
- It is the year in which the art was made.

3: Card Types

3a- Doctrine

- Doctrine are a special card type that start the game in play, in your home zone, outside of the deck. They do not count towards your 30 card count when deck building. A deck is limited to 1 doctrine.
- Doctrine will give you a Starting Hand Size in the upper left corner.

- Doctrine will have 1 or more abilities in their text box. A doctrine can use engage abilities the first turn onward (because they start the game in play.)
- A doctrine will have attributes and a faction symbol. All cards in your deck must share at least 1 attribute with your doctrine.
    - If a doctrine refers to a compatible card, it means any card that has at least 1 shared attribute.
    - If a doctrine refers to a friendly faction card, it means any card with the same faction symbol.

3b- Unit

- Units can be played during your main phase by paying cmd points equal to their cost. (See 2b).
    - When a unit is played, it is placed in your home zone under your control. (Unless a card ability says otherwise.)
- Units can take 4 actions during a turn cycle (your and your opponent's turn.)
    - Move
        - A unit can move from one zone to an adjacent zone.
            - A unit moves during your Battle Phase.
            - A unit cannot move on the turn it enters play.
    - Attack
        - A unit can attack, alone or in a squad with other units. (See 5d)
            - A unit attacks during your Battle Phase.
            - A unit can attack on the turn they enter play.
    - Intercept
        - During your opponent's turn, each time they attack, a single unit that has not taken the intercept action this turn cycle can intercept one of the attacking units, switching the target of the attack of the unit to the intercepting unit.
            - A unit intercepts during your opponent's Battle Phase.
    - Engaging
        - A unit can also take the Engage Action if they have an Engage ability. This can only be done during the main phase. When engaging, they perform the ability listed with the Engage. (ie: Burn Striker can **Engage:** place 2 damage on target territory within the same zone.)
        - A unit can only Engage during your Main Phase.
        - A unit cannot Engage the turn they enter play.
        - An Engaged unit cannot take any other actions
        - A unit can be made to Engage by other cards. When a unit is Engaged by another card, any Engage abilities it has are not activated.
        - If a unit is forced to take a non-Engage action during the main phase by an ability, it may still take the Engage action that turn.

3c- Territory

- Territories can be Territory cards or face-down cards in the Territory slots in your home zone. (See 4d)
- Territories can be played during your main phase by paying cmd points equal to their cost. (See 2b).

    - When a Territory is played, it replaces a Territory already in play.
        - Any damage counters on the Territory it's replacing are carried over to the new Territory.
    - When replacing a face-down basic Territory, the basic Territory is sent to your hand. The basic Territory is kept a secret.
    - When replacing a face-up Territory, the face-up Territory is destroyed and sent to the discard. (any Death abilities on the face-up Territory sent to your discard are activated.)
    - Any abilities affecting the Territory replaced by the new Territory are negated.
    - Any cards attached to the Territory replaced by the new Territory are destroyed.

- Engaging Territory
    - A Territory can take the Engage Action if it has an Engage ability. This can only be done during the main phase. When engaging, it performs the ability listed with the Engage.
    - Territories cannot Engage the turn they enter play.

3d- Tactic

- Tactics are played only during your main phase from your hand by paying its cost in cmd points.
- Tactics have a play ability. When played, this ability takes effect. Then the tactic is sent to the discard.
    - Tactics do not enter the battlefield when being played, they take effect and are sent directly to the discard, unless an ability says otherwise. (For example: Play: Attach this card to your doctrine.)
- Some Tactics have a global ability. This ability is always active, including when the tactic is being paid for. (ie. Oath of the War Born reads- **Global:** As you play this card, destroy any number of War Born type units. This Card costs 1 less for each unit destroyed this way.)

3e- Trap

- Traps have the Trap Ability. The Trap Ability will list in bold a trigger that must happen before the Trap is played.
    - A Trap card may be played only after its trigger occurs and after the triggering game event/step or ability fully resolves, before the game advances.
- A player can only play 1 Trap per trigger.
    - For example: If a player has two traps that trigger when a unit is attacked, they could only play one of the traps when a unit is attacked.
    - If a single game event causes multiple abilities to trigger, it is still considered one triggering event for Trap limits. If multiple separate game events occur, each is a separate trigger. (For example: if multiple units attack at the same time, this would cause one triggering event for traps. (Intercepting and the original attack are two separate events for triggering traps.))
- A Trap is played from hand by paying its cost in cmd points.
- When played, the Trap ability takes effect, then the Trap card is sent to the discard.
    - Traps do not enter the battlefield when being played unless an ability says otherwise. They take effect and are sent directly to the discard.

- If both players play a Trap card on the same trigger, the player whose turn it currently is has their Trap card take effect first.
- A trap's trigger is a game event or ability resolving, as defined in section 2i.

4: Zones

4a- General

- Zones are places where cards can be during gameplay.
- Public Information Zones are zones where players can see the faces of cards in the zone while playing.
    - Public Information Zones include
        - The Discard
        - The Battlefield
            - Broken down into the Home Zone, Open Zone, and Opponent's Home Zone.
- Private Information Zones are zones where one or more players are unable to see the face of the cards in the zone while playing.
    - Private Information Zones include
        - The Hand
            - The opponent cannot see the cards in your hand.
        - The Deck
            - All players are unable to see the cards in the Deck (unless a player is searching due to a card ability.)

4b- Deck

- All cards except the doctrine card start the game in their owners' Deck Zone, face down.
- Once the deck is randomized for the start of the game (See 1c) the deck order cannot be changed unless a card ability shuffles the deck.
- A player may count how many cards are left in any deck at any time.

4c- Hand

- When cards are drawn, they go to the player's Hand.
- Players may not look at an opponent's Hand.
- Players may rearrange their Hand at will.
- Players may count the cards in any Hand at any time.

4d- Discard

- The discard is where Territories and Units go when destroyed, and Tactics and Traps go when they finish resolving.
- The discard starts out empty.
- Players may look at any discard at any time.
- Players may rearrange their discard when looking at their own discard.

4e- Battlefield

- The Battlefield is separated into 3 zones.
    - Your Home Zone
        - This is where you play units.
        - The Home Zone has 3 (or more - see conquest game mode) Territory Slots.
            - Territories are placed in these Slots.
    - The Open Zone
        - This zone is between the two home zones.
            - If a player has the only units in the open zone at the start of their turn, they draw an additional card. (This counts as two separate cards drawn for their Draw Phase.)
    - The Opponent's Home Zone
        - This is where your opponent plays units.
        - Opponent's Territories are placed in their Territory Slots in their Home Zone

5: Turn Structure

5a- General

- Turns have 4 Phases. Draw Phase, Main Phase, Battle Phase, and End Phase.
- Phases end when both players pass priority.

5b- Draw Phase

- The Draw Phase is broken down into 7 Steps.
    - Start of turn Effects- Any start of turn effects happen at this step.
    - Draw a card- The active player draws a card for their turn. If they control the only units in the open zone, they draw an additional card.
    - Cmd point reset- The active player's cmd points reset to 5. (If they have more than 5 cmd points, their cmd points still reset to 5)
        - Cmd points stay in a player's cmd pool until this step or until spent.
    - Overcharge- The active player may flip their doctrine face down to gain an additional 5 cmd points.
        - Players may only Overcharge once per game.
        - While face down, their doctrine has no abilities.
        - Players may not Overcharge if their doctrine is already face down.
        - Players may not Overcharge on their first turn.
    - DEF Reset- All units, (The active player and their opponents) have their DEF reset to their DEF Stat.
        - If a card has its DEF Stat increased, it will reset to the increased number.
    - Reset Engaged Cards- All cards controlled by the active player that are engaged are returned to their non-engaged position. (See 6a)
    - Reset Overcharge- If the active player's doctrine was face down during their last turn, they turn their doctrine face up.

5c- Main Phase

- There are no steps in the Main Phase.
- The active player may play units, territories, and tactics during this phase.
- The active player may Engage territories and units that have not entered this turn during this phase.
- The active player may Engage their doctrine.
- Any player may play traps if the right game event takes place. (See 3e)

5d- Battle Phase

- During the battle phase, units the active player controls can take the move action and the attack action in any order and do not have to take those actions together. (ie a unit could move, then another unit could move, then both units could attack.)

  i- Moving
    - A unit can move from the zone it's in to an adjacent zone.
    - A unit can move past an opponent's units.
    - A unit can move forward towards the opponent's home zone or back towards the player's home zone.

  ii- Attacking
    - An attack begins when attackers are declared and ends after all damage and destruction checks are completed.
    - Attacking is broken down into 5 steps
      - Declare attackers
        - Units can attack alone or in groups called squads.
        - Units can attack other units, or territories in the same zone as them.
        - All units in the squad declare a single target for the attack. (Each unit in the squad targets separately, but must all declare the same target.)
        - A squad is made of one or more units.
          - A squad can have any number of units.
          - All units in a squad must be in the same zone.
          - When attacking in a squad, all units add their ATK together, then deal the result to the defending card.
          - The defending card selects 1 unit to deal damage back to before the Declare Boosts step.

      - Declare Interceptors
        - Once a target has been declared for an attack, the opponent may have up to 1 unit intercept 1 of the attacking units.
          - A unit does not target when intercepting a unit.
        - Intercepting a unit switches the target of the attack of that unit to the intercepting unit.
        - The attack on the intercepting unit is treated as a separate attack and is resolved first.

            - Players may boost for both the intercepting attack and the original attack.
    - Attack triggers for the Intercepting attack.
        - After interceptors are declared, players can trigger abilities that trigger when units attack for the intercepting attack.
            - This includes passive and trap abilities.
        - If no interceptors are declared, attack triggers can be triggered for the original attack.
    - After the interceptor attack is completed, the attack triggers can be triggered for the original attack.
    - Declare Boosts
        - After the defending unit has declared a target to deal damage back to, both players, starting with the attacking player, may boost a single card involved in the attack.
        - To boost, players reveal a card from their hand with a boost (Shown in the upper right-hand corner (see 2f)).
            - Players may boost units or territories.
            - The player selects a target from among the cards they control involved in the attack for their boost when the card is revealed.
        - When boosting ATK, the card gains the shown number to its ATK until the end of that combat.
        - When Boosting DEF, the card gains the shown number to its DEF until the end of that combat.
        - When Boosting HP, the card has a number of damage counters removed equal to the shown number after damage is dealt, but before checking to see if the card would be sent to the discard.
        - At the end of the attack, the card is placed off to the side until the End Phase. (see 5f)
    - Resolve Damage
        - Damage
            - After boosting, the attacking unit/units add their damage together.
            - The Defending card blocks an amount of damage equal to up to its DEF.
            - The remaining number is dealt as damage to the defending card.
            - Damage is kept track of with damage counters. (Any small item can work, such as dice or small coins.)
            - The defending card deals its damage minus its target's DEF as damage to its target.
            - Any changes to a card's ATK or DEF due to boosting are reset.
                - Damage is dealt to Boosted DEF first, then to the Card's base DEF: (If a card has a base DEF of 2 and is boosted for +1 DEF, then it takes 3 damage, it will take the damage to the +1 DEF, then the remainder to its base damage, leaving it at 1 DEF at the end of combat.)

            - Check to see if any cards are destroyed: See 6F
        - DEF
            - When a card's DEF is used to block damage, that card loses DEF equal to the amount blocked (up to 0 DEF) until it refreshes at the beginning of the turn. (See 5b)

iii- Intercepting

- On a player's opponent's turn, a unit they control may intercept an attacking unit.
- The unit must be in the same zone as the attack.
- Only one unit may intercept per attack.
- A unit may intercept for a unit or a territory.
- A unit may only intercept once per turn.
- Once intercepted, the target of the attacking unit is changed to the intercepting unit.

iv- Boosting

- See 5d - Attacking - Declare Boosts

5f- End Phase.

- At the end of the turn, any cards used to boost are sent in any order chosen by the controlling player to the bottom of their deck.
- For each card sent there, the player draws 1 card.
    - Cards drawn for boosting are drawn at the same time.
- Any end-of-turn effects now happen.
- The player passes the turn to the next player.

6: Abilities, and Effects

6a- Engaging

- Units, Territories, and Doctrines can take the Engage action if they have an Engage Ability.
- Cards can only engage while the player has priority and there are no abilities actively resolving.
    - Doctrines can Engage at the start of the game onward during the player's main phase.
    - Units and Territories can Engage the turn after they enter play onward during the players main phase.
    - Cards can only Engage during your main phase.
- When taking the Engage action, the card is turned sideways and becomes Engaged.
    - Once Engaged, a card cannot take any actions, including an Engage action, until your next turn.
    - At the beginning of your next turn, you return all Engaged cards to their non-Engaged position.
    - When taking the Engage action, the card performs the action listed under the Engage Ability.
        - When copying an engage action, the card copying the action will perform the copied action.

6b- Targeting

- Cards will often target other units or territories. To target a card, the card must match the description of the target. (ie: Target unit… the target must be a unit card.)
- Once targeted, anything in the ability that refers to the target refers to that card.
- A card referring to an "opponent's unit" refers to a unit controlled by an opponent.
    - A card referring to an "enemy unit in the same zone" refers to a unit controlled by an opponent.
- If a card can target any target, it can target a unit or a territory card.
- If a card refers to a target in the same zone, the target must be in the same zone as the card targeting it.
- Targets are chosen when the ability resolves. If a target changes zones or becomes illegal before resolution, it cannot be chosen. If all targets are illegal, the ability fails.
- If a card is destroyed while an ability is resolving, it leaves play immediately. Any abilities that have already triggered from that card will still resolve. Effects that are already resolving may reference the destroyed card using its last known information. The destroyed card cannot be targeted or affected by new effects unless an ability explicitly allows targeting cards in the discard.
- Cards can force other cards to target and deal/place damage.
    - The card that the target ability originates from does the targeting.
    - The forced cards are the cards that deal/place the damage.
        - ie: **Pack Tactics:** *each Hunter type unit you control may deal 1 damage to a target unit within the same zone as it.* **Pack Tactics** targets the units. The Hunter type units deal the damage.
- If a forced targeting ability would cause a card to target an illegal target, the ability fails and the card is not considered to have targeted.

6c- May vs Hard Abilities

- Abilities that include the word "may" are optional when triggered. (ie: Burn Striker Leader has **Play:** You *may* search your deck for a card named Burn Striker Grunt… the player may choose whether or not they search their deck.)
- A Hard Ability will not include the word may. It must be completed, if able, when triggered. (ie: War Born Destroyer has **Death:** Deal 2 damage to any target that was within the same zone. As long as there is another target in the same zone, you must deal 2 damage to that target, even if the only target is one of your own cards.)

6d- When you do… Effects

- When an ability states "Do effect X, when you do, effect Y happens, in order for effect Y to happen, X must be completed. (ie: Red Squadron Leader has **Engage:** Discard a card. *When you do,* search your deck for a Tri-wing unit… In order to search your deck, you must discard a card.)
    - If an ability requires you to discard a specific card type for effect X, and another card (ie Ramus the War Born) is causing you to discard at random, if the random card discarded does not match the specific type, then effect Y will not happen.

6e- Priority and Timing (See also 2i)

- Priority
    - Priority determines which player may take the next game action.
    - At the start of each phase, the active player gains priority.
    - After any game event or ability fully resolves, the active player gains priority again.
    - While a player has priority, they may:
        - Take one legal game action, or
        - Pass priority.
        - Players pass priority in clockwise order.
- Passing Priority and Advancing the Game
    - If all players pass priority in succession without taking any game actions, the game advances.
    - If priority is passed by all players during a phase, the game moves to the next step or phase.
    - If the active player passes priority twice in a row with no intervening game actions, the phase ends and the next phase begins, with the active player gaining priority.
- Responding to Game Events and Abilities
    - A player may only respond to a fully declared game event or ability, not to individual instructions within it.
    - Once a game event or ability begins resolving, no player may take actions until it fully resolves.
    - After the resolution of a game event or ability, players may respond before the game advances.
    - Examples of valid response windows include:
        - After attackers are declared
        - After an ability resolves
        - After damage is dealt or damage counters are placed
        - After a card enters or leaves play
- Triggers and Triggered Abilities
    - When a game event occurs, all abilities that trigger from that event are identified.
    - Triggered abilities do not resolve immediately.
    - Once the current game event finishes resolving:
        - The active player resolves all triggered abilities they control, in any order.
        - Then, in clockwise order, each player resolves all triggered abilities they control, in any order.
        - Each triggered ability resolves fully before the next triggered ability resolves.
- Multiple Triggers from the Same Event
    - If multiple abilities controlled by the same player trigger from the same game event, that player chooses the order in which they resolve.
    - If resolving one triggered ability causes new abilities to trigger:
        - The new abilities are added and resolved after the current ability finishes resolving.
        - The controlling player chooses the order for their newly triggered abilities.

        - Abilities resolve using the game state as it exists at the time of their resolution.
- Attack Triggers
    - Abilities and Traps that trigger on units attacking or being attacked trigger after interceptors are declared.
        - The original target of the attack and the intercepting unit are considered to be attacked for abilities and traps that target attacked cards.
- Traps
    - Trap cards may be played only after their listed trigger has occurred and before the game advances.
    - A player may play only one Trap per triggering event.
    - If multiple players wish to play a Trap from the same trigger:
        - The active player plays their Trap first.
        - Then, in clockwise order, other players may play a Trap from that same trigger.
        - Players may not play more than 1 trap to the same trigger.
- Targeting and Legality Checks
    - Targets for abilities and Trap cards are chosen when the ability resolves, unless explicitly stated otherwise.
    - If all targets for an ability are illegal when the ability resolves, the ability fails and has no effect.
    - If some, but not all, targets are illegal, the ability resolves as fully as possible using the remaining legal targets.
    - An ability that fails due to illegal targets is not considered to have affected those targets.
- Abilities Resolving After a Card Leaves Play
    - If an ability triggers from a game event, it will resolve even if the card that created the ability leaves play before the ability resolves.
        - The ability resolves using the game state as it exists at resolution.
    - If a mandatory sequence of actions would repeat indefinitely, the game immediately ends in a draw.
    - If a sequence includes optional actions, the controlling player must choose a different option or stop repeating the sequence.
    - Players may not intentionally repeat the same optional sequence of game actions without changing the game state.

6f- Damage

- Checking to see if a unit or territory is destroyed happens immediately whenever damage is dealt or counters are placed, except when an effect or boost explicitly delays destruction checks (such as Stalwart Boost).
- Death abilities that trigger during a combat will apply while any boost effects from that combat are active. (ie: if a unit is boosted for +2 DEF, and is targeted by a death ability that triggered during that combat, that deals 2 damage, the +2 DEF is calculated for the damage.)

7: Deck Building

7a- Deck Size

- A deck must have exactly 1 Doctrine.
- A deck must have Exactly 30 cards (not including the Doctrine of sideboard.)
- A deck can have up to 10 cards that are compatible with the Doctrine and follow the rest of the deck building rules as a sideboard.
    - You cannot include more than the allowed number of copies of a card across the side board and the deck.

7b- Compatibility

- All cards in your deck and sideboard must be compatible with your Doctrine. (Must share at least 1 attribute with your Doctrine.) (Faction Symbols are not used in deck building.)

7c- Maximum number of each card

- A deck can have 3 copies of each card without a boost.
- A deck may contain 2 copies of each card with a matching boost.
    - For example, you could run 2 copies of each Burn Striker Grunt with Bold Boost, Cunning Boost, and Stalwart Boost for a total of 6 copies of Burn Striker Grunt.

8: Different types of Play

8a- Skirmish Constructed

- Number of Players
    - 2
- Game Rules
    - It is played with the Base Game Rules.
- Sideboarding
    - Players reveal doctrines at the beginning of the game and are allowed to sideboard before the match.
- Winning the game
    - Players win the game by destroying all of their opponents' Territories.

8b- Skirmish Draft

- Players are given 3 booster packs and sit in a circle of up to 8 players.
    - Each player opens a booster pack and picks 1 card.
    - Players then pass the booster pack to the player on the right, picking a 1 card from the new pack.
    - Once the packs are empty, players open the second pack and repeat, passing to the left.

        - For the final pack, players pass to the right again.
    - Players build a 30 card deck out of the cards they opened. Decks can have any number of copies of a card. Cards do not need to follow the compatible rule.
    - Players can use any doctrine from the set they drafted. (if a doctrine is unavailable, players can look up a doctrine on their phone using warcaste.com/card-database)

8c- Conquest

- Number of Players
    - Play is designed for 3-5 players.
- Game Rules
    - In Conquest, each player has a 50 card deck, following the normal deck building rules.
        - Players do not use a sideboard in Conquest.
    - Players draw cards equal to their doctrine's hand size plus the total number of players playing.
    - Players place a number of territories equal to the number of players at the start of the game.
    - The first player does not skip their first Draw Phase.
    - If a player has a unit in the open zone, they draw an extra card at the beginning of their turn.
    - If a player controls the only units in the open zone at the beginning of their turn, they draw two additional cards instead of drawing an additional card. (Cards are drawn 1 at a time.)

- Winning the Game
    - Players win by destroying a territory belonging to each opponent.
    - Once a player destroys a territory belonging to a player, they can no longer take actions that would interact with a territory belonging with that player. If an ability, attack or game event would interact with a territory belonging to that player, the entire event is ignored.
    - If a player destroys their own territory, they can no longer upgrade their territories. They can still intercept and boost for their remaining territories and boost with territories from hand.

9: Game Terms

- **Play**
    - An ability that triggers when the card enters play if it's a territory or unit, or when it is played if it's a tactic.
- **Trap**
    - An ability that appears on tactic cards. Defines when the tactic can be played and what effect the tactic has when played.
- **Death**
    - An ability that triggers when the card is destroyed (sent to the discard.)
- **Passive**
    - An ability that is active when the card is on the battlefield.
- **Global**

    - An ability that is always active, no matter what zone the card is in.
- **Engage/Engaging**
    - An ability that takes effect when the card takes the engage action
    - A card action taken during the main phase by turning the card 90 degrees. This activates its Engage ability. (Only cards with an engage ability or cards being forced to engage by an ability can engage.)
- **Friendly Faction**
    - A card that shares a Faction icon.
- **Compatible**
    - A card that shares at least one Attribute icon.
- **Trigger**
    - An effect that activates automatically when a specific game event occurs, as defined in the card's ability text.
    - Some triggers do not require a player to choose to activate them - they happen when the stated condition is met.
    - Some triggers do require a player to choose to activate them - For example, triggers with “you may”, or trap cards that are optional to play from hand when triggered.

- **Copy**
    - Copy an ability- The original card that is performing the ability will perform that ability an additional time. (ie: A territory has ***Passive:*** *The first time each turn you play a specter type unit, you may copy one of its play abilities*. This would let the player have the specter type unit trigger its play ability twice.)
        - If a player copies an ability of a card in play, it will still perform that ability an additional time. *(Play abilities will trigger once, as if being played, if copied while a card is in play.)*
- **Card**
    - Any game piece that is a card.
- **Doctrine**
    - A doctrine card.
- **Unit**
    - A unit card.
- **Warstar**
    - A powerful type of unit. Limited to one in play per player at a time.
- **Tactic**
    - A tactic card
- **Trap**
    - A trap card.
- **Territory**
    - A territory card.
- **Basic Territory**
    - A face down card of any type acting as a territory.
- **Home World**
    - A powerful type of territory. Limited to one in play per player at a time.
- **Squad**

    - A group of units that are attacking a single target.
- **Boost**
        - When a unit is revealed to boost the stats of another card.
    - **Bold Boost**
        - **Attack Boost**
    - **Cunning Boost**
        - **DEF Boost**
    - **Stalwart Boost**
        - **HP Boost**
- **ATK**
    - A card's attack value.
    - **Base ATK**
        - A card’s written attack value.
- **DEF**
    - A card's defense value.
    - **Base DEF**
        - A card’s written defense value.
- **HP**
    - A card’s health value.
    - **Base HP**
        - A card’s written health value

- **Destroyed**
    - A card is destroyed when it has damage counters equal to or greater than its HP or when a card ability says "destroy".
- **Owner**
    - The owner of a card is the player whose deck the card started the game in, or for doctrine type cards, who put the doctrine in play.

- **Control/Controller**
    - The controller of a card is the player who played the card unless a card ability causes another player to gain control of that card.
- **In Play**
    - A card is in play if it is on the battlefield, under a player's control.
- **Place**
    - Taking a card and placing it in another zone.
- **Replace**
    - Placing a new territory into an occupied territory slot. (The previous territory is returned to hand if it's a face down basic territory or sent to the discard if it's a face up territory card.
- **Action**
    - Is something a card in play can do during the turn cycle. The four actions are Move, Attack, Intercept, and Engage.
        - Cards can move, attack and intercept during the turn cycle.
        - If a card takes the Engage action, it cannot take any other actions during the turn cycle.
- **Attack**
    - A unit action taken during the Battle Phase where one or more units declare an attack against a target.

- **Move**
    - A unit action taken during the Battle Phase, where a unit moves between two adjacent zones.
- **Intercept/Intercepting**
    - A unit action taken during the Battle Phase where a unit controlled by the defending player redirects an attack from an enemy unit to itself. A player can only declare one intercepting unit per attack.
- **Resolves/Resolution**
    - When a card's ability finishes its effect.
- **Zone**
    - **The battlefield is broken down into 3 zones:**
    - Home Zone
        - The zone closest to the player. Players play units to their home zone. Players place their territories in their home zone at the start of the game.
    - Open Zone
        - The zone in the middle.
    - Enemy Home Zone
        - Home zones that are controlled by a player's opponents.
    - Same Zone
        - Refers to anything in the same zone as the referencing card.
    - Adjacent Zone
        - Any zone connected to a zone. For example: The open zone is adjacent to a player's home zone.
- **Search**
    - To search a Deck, a player looks through the cards in their Deck for a card that matches the stated criteria.
    - If an effect instructs a player to search for a card, the player is not required to find a card unless the effect specifically states otherwise.
    - If a player finds a matching card, they reveal it unless the effect states otherwise.
    - After completing the search, the Deck is shuffled unless the effect states otherwise.
- **Shuffle**
    - To shuffle a Deck, a player randomizes the order of all cards in that Deck so that no player knows the position of any card.
    - After shuffling, the Deck is returned face down to its Deck Zone.
    - If multiple effects instruct a player to shuffle the same Deck during a single Game Event, the Deck is shuffled only after all instructions in that Game Event are completed.
- **Reveal**
    - To reveal a card, a player shows that card to all players for a sufficient amount of time for its identity to be verified.
    - Revealing a card does not change its zone unless the effect states otherwise.
    - After being revealed, the card returns to its previous hidden state unless the effect states otherwise.