

Castles



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Parts of a Card

Card name: The name of the card.

Faction: The faction is the archetype of units the card belongs to.

Card type: Determines if your card is a unit, a castle, a mystic, or equipment.

Expansion set: The symbol indicates which expansion/story the card comes from.



Rarity: Cards come in four rarity levels, common, uncommon, rare and unique. You may only include one copy of a unique card and 3 copies of a rare card in your grimoire.

Text box: This is where any of the card's keywords and special abilities will be recorded. It is accompanied by a quote from the story in which it appears.

Stats: This is where each cards stats are listed.

Card Stats



Mystic



Castle



Equipment



Unit

Mystic cards: Mystic cards are expended and sent to the sepulchre after their effects resolve.

Equipment cards: Equipment is destroyed and sent to the sepulchre if the equipped champion is slain.



Attack: Attack is used to determine how much damage will be dealt to a unit. The formula for determining damage is the unit's attack minus opposing unit's defence equals damage.



Defence: The creature defence determines how many points of attack the card can take before having to reduce health.



Health: Health determines how much damage a unit can take before it is removed from the board.



Magic cost: The amount of magic that must be sacrificed to invoke the card, or to send it from the field to the sepulchre. On castle cards this icon represents magic generation.

Turn Structure

Setting up:

At the beginning of the game set their castle down in their castle zone. Castles do not need to be invoked. Then shuffle and place your grimoires in the grimoire zone. With your board set flip a coin to determine who will be attacker. Player's begin the game with magic equal to their castle's magic cost.

Who goes first:

In Castle the attacker always goes first. The role of attacker switches to the other player after each round of combat. Each turn of Castles has three rounds: invoking, combat and replenishment.

Invoking:

The Invoking round is divided into two phases. First is the attackers invoking phase where the player who is currently the attacker invokes (plays) their cards to the field. When a player invokes a card they must reduce their magic by the unit's magic cost. If a unit's magic cost is greater than the player's available magic, the player cannot invoke the card.

At this time cards may be sent from the board to the sepulchre by paying their mana cost. An invoking player may also move their fielded units to an empty adjacent zone for no cost.

Once the attacker has finished invoking the defender invoking phase begins where the defender may invoke any cards they can afford.

Turn Structure

Combat

All combat occurs simultaneously. Combat resolution follows five steps.

1. Players will determine their champion's target. A player must target their opponent's champion. If a player's opponent has no champion they may target their opponents other units or castle.
2. Players will calculate their damage by subtracting the defence of champion's target from their champion's attack.
3. The target will then lose health equal to their opponent's damage.
4. If a player's damage is greater than the health of their opponent's champion, then their opponent's attack become equal to the excess damage for the purposes of damage calculation.
5. All combat steps of combat are repeated until neither player has any excess damage.

Replenishment

Once combat is complete both players gain magic until their total magic is equal to their castle's magic cost. Then players draw cards until they have a full hand (five cards.)

Victory

A player wins the game once he has reduced the health of his opponent's castle to zero.

Zone Types

The Champion Zone:

The head of your army's wedge. The unit placed here will battle the opponent's champion and attempt to break through their castle's defences. A unit in the champion zone may move into an empty unit zone during your invoking phase.

Unit Zones: These units are your champions supports and assists him with their abilities. They do not attack your opponents units our champions.

Equipment/Mystic Zones: This is wear you attach equipment cards to your champion and play mystic cards.

The Grimoire:

This is you from which you draw cards into your hand.

The Sepulchre:

This is were you put your slain units, expended mystics and destroyed equipment.

The Voidweb:

This zone is where you place any cards sent their by another cards effect. It is essentially a zone for cards removed from play. Be wary however, for nothing is ever truly gone.

The Realm:

These are cards that have an effect both boards. As of CastlesTCG Rule-set 1, there are no cards that can be played to the realm.

Sepulchre

Grimoire

Unit

Allytic/
Equipment

Champion

Castle

Unit

Allytic/
Equipment

Voidweb

Realm

