

T&B Rulebook

Version α 0.1

Game Elements

T&B is a 1v1 card game, using several interactive elements to facilitate gameplay. Competing players each start with a pool of 6 Life Points (LP), with actions taken during the game done with the ultimate aim to deplete the other's LP to 0.

Cards

Cards are used to deal damage to players by depleting their LP and also attack other cards. Cards have several inherent attributes that determine their performance in certain actions.

Health (*a*)

Health determines a card's capacity to take damage, measured in Health Points (HP). Attacks from other cards subtract from a card's total HP. When a card reaches 0 HP, it is removed from play.

Speed (*b*)

Speed determines the maximum amount of spaces a card can move when using the move action (see 'Move' under 'Card Actions' for details).

Damage (*c*)

Damage determines how much HP a card can subtract from each target within its Grid Shape when it Attacks (see 'Resolving Attacks' for details).

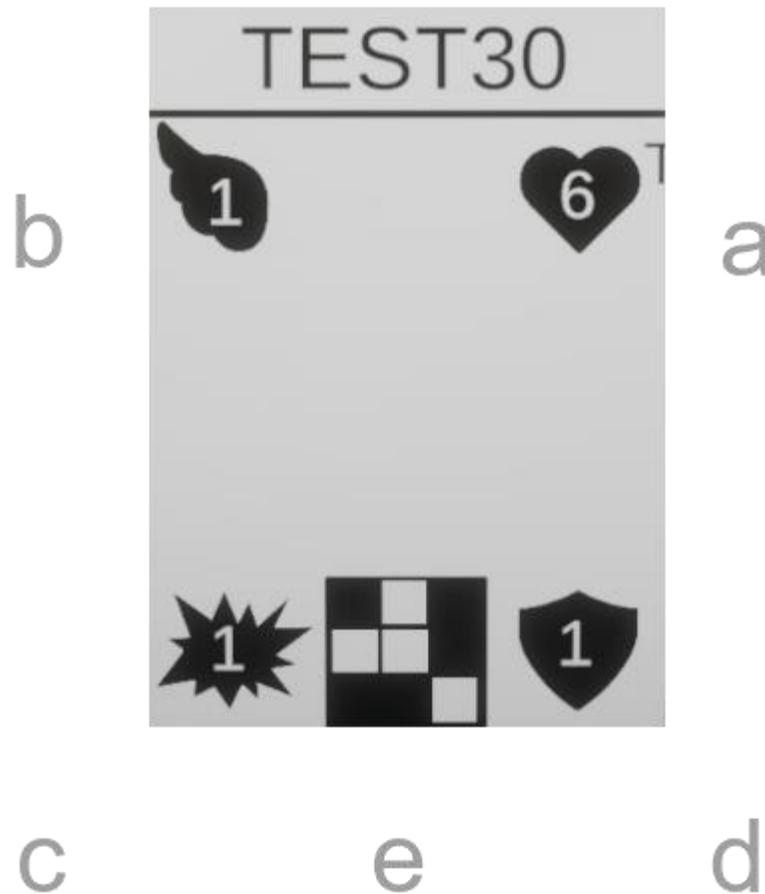
Defence (*d*)

Defence determines how much incoming damage a card can reduce from each space occupied by a card within its grid shape when it blocks (see 'Resolving Attacks' for details).

Grid Shape (*e*)

A card's grid shape shows what tiles it can Attack on the enemy's board or Block on their own board.

Card name



Deck

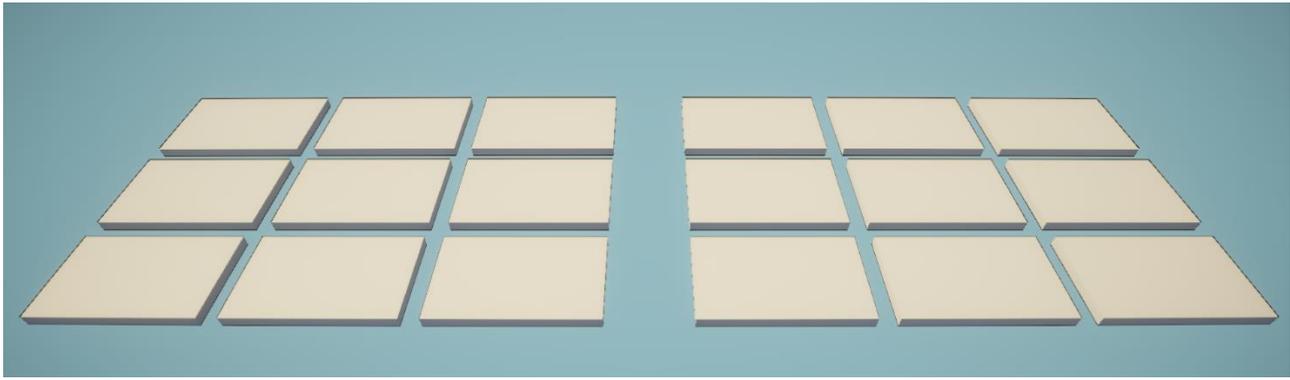
Each player starts the game with an 8-card deck with no duplicate cards. Players draw their first hand and subsequent cards from this deck. The order of the deck is obfuscated, with cards drawn being random.

Hand

A player's hand is the cards they currently have available to play on the board, with a 4-card maximum. The cards in a player's hand are only visible to them. Players add cards to their hand by drawing a card from their deck.

Board

Each player has a board to place their cards onto, each consisting of 9 spaces arranged in a 3x3 grid. There is a 4-card maximum for played cards on each board.



Gameplay

T&B games follow a turn-based format where two players compete against each other to reduce the other's Life Points (LP).

Round Structure

Players start with two randomly drawn cards in their hand (leaving 6 cards in their deck).

At the start of each round, players get 1 TP (unused TP is carried over into subsequent rounds). Players then perform Tactical Actions before their Card Actions.

A player cannot perform anymore Tactical Actions once they begin their Card Actions for the round.

Tactical Actions and card Move actions happen instantly. Attacks are telegraphed and their effects are calculated at the start of the next round (see 'Resolving Attacks' for details).

Rounds repeat until a player reaches 0 LP or doesn't have any cards in their deck, hand, or board.

Tactical Actions

Each of the following actions cost 1 TP to perform.

Draw

Players can take a card from their deck and put it into their hand. Cards drawn from the deck are random and players don't know what card they will get when they draw.

Play Card

Players can place a card anywhere on their board where there isn't already a card. Cards do not have any available Card Actions when first played, meaning they must wait until next round to Move, Block, or Attack (or spend 1 TP to perform a Card Action).

Card Actions

Each card on the board at the start of each turn has one free Card Action per turn. Newly played cards must wait until the next turn to take an action.

~~If a card's free action has been used, players can spend 1 TP to make a card take another action (cannot be the same action twice). This can be done as many times on as many cards as long as the player has sufficient TP.~~

~~This can also be used to take a Card Action from a newly placed cards that don't have a free action.~~

Move

Moving relocates a card to a different space on its board. Cards with a Speed stat greater than 0 can Move.

A card's Speed stat determines the maximum amount of spaces it can move per round. Cards can only move into adjacent spaces (no diagonal movement) that aren't already occupied by a friendly card.

Cards do not need to move the maximum amount of spaces each time they Move.

Block

Blocking reduces incoming Attack damage from enemy cards. Cards with a Defence stat greater than 0 can Block.

When performing a Block, players rotate the Blocking card's Grid Shape to cover their own board. The Blocking card's Defence stat is applied to all targeted tiles within the arranged Grid Shape (see 'Resolving Attacks' for details).

Attack

Attacking reduces the enemy player's LP or enemy cards' HP. Cards with a Damage stat greater than 0 can Attack.

When performing an Attack, players rotate the Attacking card's Grid Shape to cover the enemy's board. The Attacking card's Damage stat is applied to all targeted tiles within the arranged Grid Shape (see 'Resolving Attacks' for details).

Resolving Attacks

At the start of each round, effects from Attacks declared in the previous round are applied to each board.

Damage applied to each tile is calculated by subtracting any applied Block values from any applied Attack values (e.g. if a tile is being Attacked for 5 and Blocked for 3, the net damage applied will be 2).

Tiles with a greater Block value have no damage effects applied, but no other effects no matter how large the remainder.

Attacking Cards

Any cards on a tile receiving a net positive amount of damage has that amount taken away from their remaining HP.

If incoming damage is greater than the targeted card's remaining HP, the card is removed from play.

Attacking Empty Tiles

Any tile receiving any amount of net positive damage that doesn't have a card on it has 1 LP taken away from the Attacked player.