

Castle Combat Rules

2 OUTTA 3

You must win 2 "rounds" to send your Foe to the Dungeon. If you lose a round then turn card sideways. Whoever loses twice goes to the Dungeon. Reroll Ties!

EPIC BATTLE

Both players place all 3 cards from their hand face up on the Field of Battle. Whoever called Epic Battle can arrange the match ups as they wish and choose the order of battle.

TEAM UP

From your Hand play any cards that can TEAM UP with the warrior on the Field of Battle. They add all of their POWER scores but only roll ONE dice. You can have 2 or 3 Warriors versus your opponent's 1. If the single warrior wins the battle then ALL of the Teamed Up Warriors go to the Dungeon.

Team Ups can never add up to more than 7 including bonus.

SHAPE SHIFTING

Some Warriors can change into a Werewolf or other creatures. You must have ShapeShift Form Card in hand & play ON TOP of ShapeShifter. The Power Scores are NOT added together. Use top card's Power. If you lose then both cards go to Dungeon. If at any time during game you have an unplayable ShapeShift card it goes to Dungeon.

ME FIRST!

Some abilities are conflicting, whoever won the previous battle gets to use their Special Ability first. If you tied then roll until you get a winner to decide who's power is 1st.

VERSUS BONUS

Some Warriors receive a bonus versus certain types. Example, +1 vs Knights. +2 vs Legendary Foes. +1 vs Good Guys. Sometimes they add it to their roll. Sometimes to their Power.

THOU SHALL NOT STACK

You are not allowed to stack abilities during a TEAM UP. You can only choose ONE special ability from ONE card. example, 3 Fire Drakes teamed up do not stack their +1 vs Beasts to get +3. You are not allowed to Stack the same ability during an EPIC BATTLE such as -1 to your Foe's roll to become -2.

NEGATE ABILITIES

Some very powerful warriors can negate abilities if they roll a certain number. The only ability they can't negate is Rivalry and those that cannot be negated such as Elven magic.