

Combat
Alliance
History
Retelling
Division

Official
Mission
Briefing

OFFICIAL RULEBOOK
1.0

The Goal:

- Entertainment
- No political division
- No racism
- No bigotry
- Obey the rule of the game and proper game etiquette
- Be Inclusive
- Avoid previous mistakes of CGs (Such as Invoked Prejudice)

This is a sensitively topic game that will be 100% done without dehumanizing any culture.

We Promise:

- To find a happy medium between war history and entertainment. We will not be glorifying atrocities committed in the past.
- The game will be didactic when necessary on crimes against humanity. As such, direct references to Genocide will NOT be part of the game unless we are condemning and learning from it.

"Those who cannot remember the past are condemned to repeat it."

-George Santayana

Time has become a constant. Samurais find themselves in the 20th century. The Continental Army is in Medieval times. Julius Caesar has found himself at the Great Wall of China. A strange light has turned the world upside down where time has lost all meaning. And now everything happens, has happened, and will happen at the same time. What was the past, present, and future has now become one. One war spanning every possible outcome will be now retold in history. Make history now with C.A.H.R.D., The History Trading Card Game where you the player shall enlist great military leaders. Command Oda Nobunaga on D-Day. Assist George Washington using catapults. Choose The Roman Empire or the Han Dynasty? You make history.

"Time is an illusion"
- Albert Einstein

About the Game:

Create your own Deck

Create your army to do battle with opposing armies using your favorite officers. Every army will be unique, so experiment with different combinations of officers, items and tactics.

Battle with Famous Weapons and Tactics

Even if an officer doesn't have enough power, it may become more powerful with famous weapons and items throughout history. Ever wonder how would Julius Caesar would slay their enemy with the Serpent Spear of Zhang Fei? Or how would Nobunaga Oda would do with the Crescent Blade? Find your favorite items and unleash them on your foes!

Keeping It Simple...

Your mission, should you choose to accept it, is to defeat the enemy army by one of three ways:

1. Defeat the enemy commander.
2. Defeat three enemy lieutenants.
3. Destroy the opponent's grain.

Summary of the steps

Draw Step – At the start of your turn, draw a card from your main deck. You can draw a card on the first turn of the game, and +reveal your officers.

Recruitment Step – Recruit reserves at the rate of your army's combined charm (CHM) rating x1000. These reserves can be used to recruit additional officers and play items during the Strategy Step.

Strategy Step – Play Items, Tactics, and recruit officers to prepare for battle. You may also play Strategy cards provided conditions are met.

Battle Step – You may do battle with officers in this step (except on the first turn). The substeps will be explained in greater detail later, however here is the basics:

Declaration Step – You start by declaring that you are intended to enter battle, and appoint an attacking officer.

Vanguard Step – Your opponent must declare an attack target or allow the attack to go through to the grain. This target must not be the strategist of their army nor anyone who has attacked the previous turn.

Damage Step – If two officers battle, the WAR stat is compared. If the WAR stat shows a winner, then the defeated officer loses one point of damage. If grain is destroyed, multiply the result by 100 instead.

End Step – You end your turn on this step. Unless stated otherwise, if there is an active Item or Tactic that has yet to be resolved, it is considered resolved at this time.

Cards of CAHRD:

Officers – Officers provide the firepower of the army. They can come throughout history. You never know what you might use. Officers have a white background and usually carry a trait to use when in an important position of the army.

Items – Items always have a reserve cost, but can provide immediate effects. Items have a blue background.

Tactics – Counter cards. Must be set face down first, before activation. Tactics have a purple background.

Strategy – Grants passive effects that have requirements. Passive Effects are intended to be actionable by both players provided that the requirement for the strategy is met by both players. Strategy cards have a black card back, and brown background.

Getting Started: Things you need to command your forces

Deck (40 to 60 cards)

Assemble your deck using these rules:

- * The deck must consist of 40 to 60 cards.
- * The deck must consist of only Officers, Tactics and Items.
- * You are allowed only one copy of any officer, but up to three of any item or tactic.

Strategy cards follow special rules, which are addressed below.

Strategy Deck (0 to 10 cards)

Strategy cards are optional cards that can be played when certain conditions are met. Rules for strategy decks are:

- * You are allowed up to 10 cards in the Strategy deck.
- * These cards are NOT counted to the deck total.
- * You are allowed up to 1 copy of any strategy card.

Additional Items you may need:

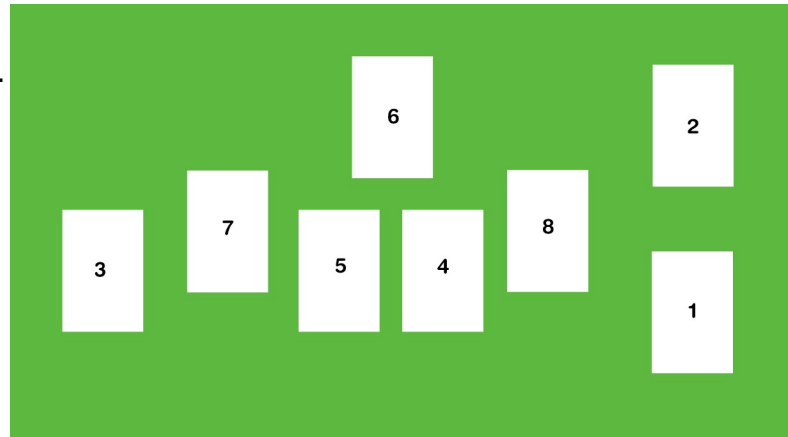
1. Coin – Some cards require a coin toss. If you play with these, have a coin ready.
2. Die – Just like the coin, some cards require a die roll. A 6-sided-die is required.
3. Counters – Markers are required to keep track of things, such as Stat adjustments, number of men, etc. You can use small objects as counters on face up cards.
4. Calculator – Men and Grain change quickly during battle. It's smart to use a calculator to keep track of the men as well as your grain.
5. Pen and Paper – In important battles, you should keep track of things using pen and paper. An example spreadsheet on how to keep track of things is enclosed if you want an example on how to do it.

"If the enemy is secure at all points, be prepared for him." - Sun Tzu

The Game Mat

The Game Mat helps bring order to your command during a battle. Different cards are placed in certain areas called Zones, and those zones will impact the battlefield.

Here is how each zone will impact the state of the game:



1 – The Deck Zone

Your deck is placed in this zone face-down. You draw from this space to add to your hand. If a card effect requires you to reveal something from this space, or look through it, shuffle it and put it back afterwards.

2 - The Discard Pile

When an officer is defeated, or an item, tactic or strategy card is used, it is sent to this space face-up. The contents of each player's discard pile are not public knowledge, but your opponent can only know the top card in the discard pile.

3 – The Strategy Deck

Place your strategy deck in this space. You can look at the cards in the strategy deck during the strategy step on your turn. During the game, strategy cards that have met the activation requirements are met may be played by flipping the card face-up in front of the deck. It's effects are activated at this time and may be used by both players provided that the conditions of the strategy are met by both players (referred hereafter as a passive effect). When a strategy that has a condition that is no longer met by the card's controller, or if a new strategy is played by the card's controller, the strategy is sent to the discard pile.

4 – The Commander Zone.

This is where you place the commander of the army. If your commander is defeated, the battle is lost.

5 – The Strategist Zone

This is where you place your strategist. Under no circumstances is the strategist allowed to be a target for an attack, nor is counted for Item and Tactics card limits.

6 – The Lieutenant Zone

This is where you place your lieutenants. You start with one lieutenant with the ability to recruit two more later.

7 – Tactics Zone

To the left of the Strategist is where you play your tactics. You are allowed enough tactics cards to serve the number of officers in play. For the purposes of this rule, the Strategist is not considered an officer in this calculation.

8 – Items Zone

To the right of the Commander is where you play your tactics. You are allowed enough tactics cards to serve the number of officers in play. For the purposes of this rule, the Strategist is not considered an officer in this calculation.

"It is not enough to win a war; it is more important to organize the peace." - Aristotle

Officer Card

How to Read

Every officer in CAHRD has four unique stats:

LDR – Leadership. This stat measures how effective the officer is at command.

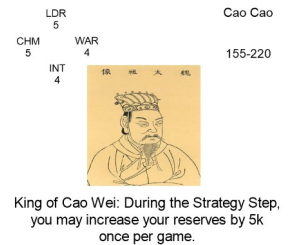
WAR – Battle power. This stat measures how effective the officer is at battle.

INT – Intelligence. This stat measures how effective the officer is at civil duties.

CHM – Charm. This is used to replenish reserves during each Recruitment Step.

And one unique trait. Traits can be used when the officer is in a position of authority in the army.

Recruitment Cost is to be paid when the officer in question is recruited as a lieutenant. You start the game with one lieutenant and you can recruit up to two more.

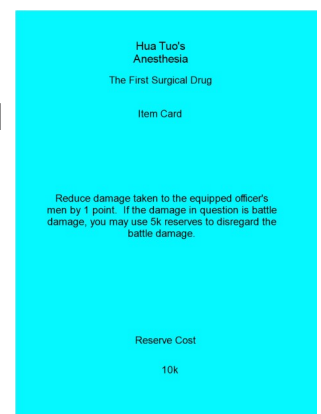


Men Under Command: 4 Points
Recruitment Cost: 25k

Item Card

How to Read

Item cards can provide immediate effects for the player playing the card. Each item does come with a reserve cost, which must be paid to activate the effect. Each Item can be set to be played later, provided that the reserve cost is paid when activating the item.

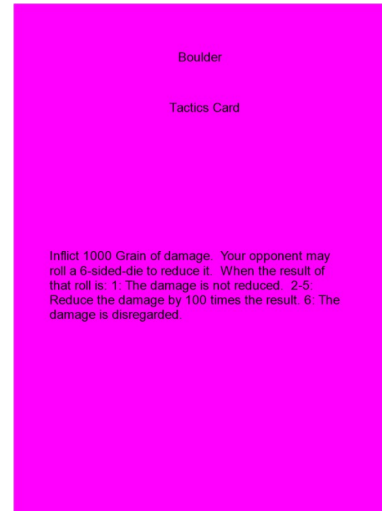


Tactics Card

How to read

Tactics can be played without a reserve cost, but must be played face-down to be activated later.

Tactics can disregard other card effects if timed properly.



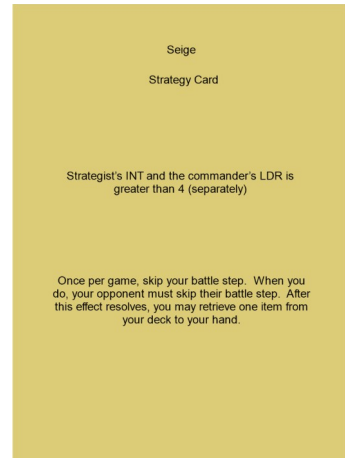
Strategy Cards

How to Read

Strategy cards, as opposed to Items and Tactics, provide what is known as “Passive Effects”. Passive effects is actionable by both players, as opposed to active effects, which Items and Tactics grant.

However, to activate a passive effect, the requirements for the effect must be met at the time of activation. And this applies to both players.

To play a strategy card, the player must play it in front of their strategy deck, which has a black back.



HOW TO PLAY! *Let the Battle Begin!*

"In all history, there is no instance of a country having benefited from prolonged warfare. Only one who knows the disastrous effects of a long war can realize the supreme importance of rapidity in bringing it to a close."- Sun Tzu

A single game is called a battle and a battle ends when one player meets a victory condition or the game ends in a draw. Battles are played in Sets of three called a War and the winner of two out of three Battles wins the War.

Winning the Battle

Each player starts with 4000 Grain. You win the battle if:

- 1 – You defeat the Enemy Commander
- 2 – You defeat three enemy Lieutenants
- 3 – You destroy the enemy Grain

Each victory condition will be explained in further detail below.

Defeat the enemy commander

The officer in the Commander Zone (See: The Game Mat) exercises complete control over the army. His survival is paramount to the battle's success. If, for any reason, this officer is defeated, defeat follows because you may NOT recruit another commander.

Defeat three Lieutenants

Defeating three lieutenants can be a daunting task, but the rewards can be great. As mentioned earlier, an officer is considered defeated if his Men Under Command number hits zero. If a lieutenant is defeated, a token indicating his defeat is rewarded to the player who defeated the officer.

Destroy the enemy Grain

Destroying the enemy Grain is the quickest way to victory, but outside of certain card effects, you can attack the Grain if the enemy allows you to. Attacking the Grain is governed by special rules, which will be discussed in how to conduct a battle.

Prepare for Battle

Before starting a Battle, follow these steps. Also, please have all of the extra items that your deck may need before you start.

1. Shuffle your deck. You may then have the opportunity to cut your opponent's deck.
2. After cutting, place the deck face-down in the proper zone. If you are using a strategy deck, please place it in the Strategy Deck Zone.
3. Both players draw 7 cards. This will form both a starting hand and your initial officer pool. If you fail to draw at least three officers, you must show your initial hand to your opponent and mulligan your entire hand. You may mulligan as many times as needed, but when you do, you **MUST** show your hand to the opponent each time to verify that you have failed to draw 3 officers.
4. Decide who is your Commander, Strategist and Lieutenant by placing the drawn officers in their respective zones.
5. Decide who goes first. If you are playing in a War, the loser of the previous battle will decide who goes first.

Turn Structure

A basic turn has these steps:

1. Draw Step
2. Recruitment Step
3. Strategy Step
4. Battle Step
 - (a) Declaration Step
 - (b) Vanguard Step
 - (c) Damage Step
5. End Step

Step 1: The Draw Step

This is the first step in any turn. The player whose turn it is (the initiative player), draws one card from the top of their deck. A player with no cards in their deck and is unable to draw automatically loses the battle. After you draw, if there are any Items or Tactics that impact the draw step, they can be played at this time.

If this is the first turn for a player, draw a card on this step, then reveal your officers.

Step 2: The Recruitment Step

Replenish men at the rate of your army's combined Charm (CHM) rating x1000. You must place them in the Reserves, a place where you can recruit officers, or play items or certain tactics. You may ONLY recruit officers during the Strategy Step. If there is anything that indicated that the officer has attacked the previous turn, that is undone here.

Step 3: Strategy Step

Play Items, set tactics or recruit officers to prepare for battle. If certain field conditions are met, you may play a strategy card that could impact the flow of the overall battle.

Step 4: The Battle Step

Do battle with your officers in this step. Each battle is conducted with the following substeps:

The Declaration Step: You may declare your intent to enter battle at this time and appoint an attacking officer. An indicator is placed on the officer at this time to indicate that the officer has attacked this turn. Under no circumstances is the Strategist allowed to participate in battle, except by card effect.

The Vanguard Step: Your opponent may declare one of three things to happen:

1. The attack is defended by a lieutenant or the commander of the army. This officer may not attack the previous turn to be eligible to be a defender.
2. The attack may go through to the grain.

The Damage Step: Damage is calculated using the following:

If there is a deciding winner between two officers, the losing officer must take one point of damage. You must place an indicator of damage received.

If Grain is targeted, the defending army loses grain in the amount of the attacking officer's base war x100.

Step 5: The End Step

The end of the turn is declared. If there are any outstanding active Items and Tactics that have yet to be resolved, they are considered resolved at this time unless the card in question's effect allows the effect to continue beyond the activation turn.

Other things you must know:

Attacking an Officer Directly

Under normal circumstances, the attacker is not allowed to attack a specific target on the field. However, there are limited number of cards that permit an attack on a specific officer or target without penalty.

Timings:

Every card in C.A.H.R.D. is governed by speed timing. Unless a card effect is instructing a player to take immediate action, which player can take action at any given time is governed by initiative. The Initiative player may activate Items, Tactics, Officer traits, or Strategies.

Rule: The types of effects that can be played can have different speeds of play, depending on the board state.

Rule: If the initiative player plays an effect, the opponent is always granted an opportunity to respond to the effect being played. IF the opponent DOES respond, the initiative player can respond back before the effect chain resolves.

Rule: Chains resolve in reverse order. So be mindful of effects that have low priority.

Timing Speeds:

The foundation of any chain begins with the following cards:

- Items
- Strategies
- Officer Traits

This part of the chain is the slowest, and resolves last in any chain.

First Response:

The first response always goes to the Non-initiative player. If there are more than two players playing in a single battle, each non-initiative player is allowed to respond to the initiative player clockwise from the target player. The response can be any of the following cards:

- Tactics
- Items/Officer Traits/Strategies that disregard effects

The Counter: After the opponent has the opportunity to respond, the initiative player will then have the final say/response. The only cards that are acceptable as a response to anything that the non-initiative players played is:

- Tactics that disregard effects.

Note: The Non-initiative players can also respond with Tactics that can disregard instead of items that disregard.

WHEN/IF/THEN statements:

When an if statement is mentioned in the card text, its effect **MUST** be activated at this time, regardless of the speed of the card that the statement is in.

Example: If an item states that if a condition is met, then you can apply the following effect.

Case examination: When an item has the following effect, "If card is sent to the discard pile due to a disregard card: you may draw one card from your deck."

This implies that if the card's main effect was disregarded and sent to the discard pile, you may draw one card from your deck.
you may draw one card from your deck.

Sometimes the word when is used on a printed card. In circumstances like this, it is interchangeable to if.

Glossary of Terms

Active Effects

(Applies to everything but a strategy card) Active effects are active the moment that the card activates their effects, and may not be actionable by both players.

Base Stats

The Base Stat is the number of each of the four stats (LDR, WAR, INT, and CHM) printed on the officer card. This does not include an increase in stats from any other card effect. (for further information, see Stats)

Battle/Battled

An officer "Battles" (and is battling) the moment it attacks or is declared a vanguard. This includes lieutenants attacking other lieutenants or the enemy commander. When a tactic, strategy or Item requires a battled officer, the attack has to reach past the Damage calculation portion of the battle to be considered "battled". If an attack stops before damage calculation, the officer did not battle, though an attack is still declared, and the officer may not battle again that turn.

Battle Damage

Battle Damage is damage inflicted to an officer by an attacking officer. This is different from damage from the effect of an officer trait, Items, Tactics or Strategies.

Cards on the Field

When "Cards on the Field" is written in Card Text, it means all cards on the field other than the deck, discard pile or Strategy Deck.

Damage

Damage is inflicted in a number of ways. Battle Damage, Effect Damage, etc. Typically, damage is inflicted by loss of Men, though sometimes damage can be inflicted to Grain.

Defeated

An officer is considered defeated the instant the Men Under Command number hits zero. The defeated officer is immediately sent to the discard pile and a token is rewarded to the Initiative player if the officer in question is a lieutenant.

Disregard

An activated card effect that can not use their effects is considered disregarded. A disregarded card effect does stop the card from activating.

Effects of Cards

The effect of a card is the special ability written on it, like the effect of an Item, Tactic, Officer Traits or Strategy cards. Costs that are needed to activate an ability are not a part of the effect, unless otherwise stated in the effect. The requirements to play a strategy card are also not an effect.

Excavate

When a card states to “excavate” cards from your deck, you **MUST** reveal those cards to both players. Then, before doing anything else, apply the instructions from the card effect that excavated them. Cards that are excavated are treated as being in the deck until instructed to send them elsewhere.

Passive Effects

(Applies to Strategy Cards) Passive Effects are always active and actionable by both players, provided that the requirements to activate the effect of the card is met by both players.

Pay a Cost

To pay a cost is an action required by a player in order to activate a card or other effects. Paying the Reserve cost for Items or Officers is an example of a cost. Other costs are discarding, paying additional reserves or even Grain. You **MUST** pay any costs before you can declare the activation of the Card's effect. Even if the activation is disregarded, you can not get a refund on the cost you paid.

Random

When a card effect states to choose a card randomly, any way is fine as long as it is fine with the other player and neither player has a way to know the card being selected.

Reveal

When a card states to reveal a card, show it to both players. You may have to reveal a face-down card, a card from your hand, or from the top of your deck. Revealing a card doesn't activate the card's effect. Normally, revealed cards are returned to their original position after being looked at by both players.

Search

Whenever an effect instructs you to search anything, you pick up the object in question as you search for the appropriate card. You must shuffle your deck any time you search it and allow the opponent the opportunity to cut it. You can not activate any effect that would search the deck if you do not have an appropriate target.

Sent to the Discard Pile

A card can be sent to the discard pile in a number of ways. Defeating officers, resolving the effects of Items, Tactics or Strategies.

Set

Playing a card face-down is considered Set. For officers, only the starting officers may be placed face-down for a limited time and each subsequent officer is placed face-up upon recruitment. Any card that is face-down is considered Set.

Shuffle

There is no rule on shuffling, but you may not look at or arrange the cards that you are shuffling.

Stats

Each of the four stats, LDR, WAR, INT and CHM, for each officer starts at a ranking between 1 to 5. Ranks 6 to 9 can only be achievable through card effects. S rank is considered 10 in regards to Card effects and in battle.

Items of Mass Destruction

There will come from time to time cards, when interacting with each other, would prove too powerful than the rules allow. This list will help maintain order in the chaos that is warfare. There are Three levels and two lists (one for long games and one for short games) maintained by the developers of the game. New Items of Mass Destruction will be maintained online (when we get a website up), but they will ALWAYS be announced first on our discord. Each change to the Items of Mass Destruction list would take effect on a date that would be no less than three days notice and no more than 2 weeks from the date of initial announcement.

Game Credits:

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Special Thanks:

The developers of the game wish to thank every person who has served in the military regardless of country. We honor your sacrifice by releasing this game to the masses.

We also thank all the beta testers who tested the game mechanics by this special thanks.

We also like to thank the developers of Tabletop Simulator, who provided an excellent resource for us to test our game.

