

EooT Card Game Rules (1/4)

The Objective.

The objective of EooT Card Game is to destroy your opponent's base. Each player has a base with 20 Health Points (HP) and 5 Defence (DEF). Attack your opponent's base, using the units you have on the battlefield.

Your Cards.

Each player has a deck of 32 cards. Your starter deck contains 16 unit and 16 gem cards. Don't mix your starter decks, yet. (Flip page over to see 'understanding unit cards' page (2/4))

Gem Cards are separated into 4 types, Upgrade: When played, these last until the start of your next turn. Action: & Economic: are one time effect cards, and Trap: cards can be played during your opponent's turn. Discard once used.

Coins, Gems & Cost.

You receive 5 coins and 5 gems at the start of each turn. You can save up coins and gems to purchase more expensive units and gem cards. There is no saved resource cap/limit.

Track your coins and gems with the dry erase card and pen.

Spend your coins and gems by placing units and gem cards onto the field. Each card has a coin or gem cost that you need to pay in order to place them.

Setting up your game.

(View 'the battlefield' page (3/4))

Once you have understood the layout of the battlefield, take your deck and shuffle the cards (shuffle well for the first time). Draw 7 cards from your deck. These 7 cards are Known as your 'hand'. You can reshuffle & redraw once.

You start with 5 coins and 5 gems. Choose who goes first, i.e flip a coin, going first isn't always an advantage as whoever goes first can not attack on their first turn.

View (EooT Card Game Rules (4/4)) to get started playing...

Understanding Unit Cards (2/4)

Unit cards can be identified by their name, being in the top left and a border around the image of the unit.

Unit Stats

MOV is Movement: how far a unit can move in a single turn.

DEF is Defence: how much DMG can be avoided by that unit.

HP is Health Points: this is how much DMG a unit can take.

RNG is the range: of this units attack.

Coin Cost: this is the cost to place this unit. Gem cards cost gems.



This is this units attack: It details the weapon and DMG stat.

This units Pike weapon deals 5 DMG. Units can only attack once per turn.

These [Tags] are this units Race and Class. A units race is always first i.e. [Human] and its class is second i.e. [Fighter]. These usually only affect some abilities and the occasional gem card

This is the units ability. Abilities are small passive bonuses that can be used to more effect when building decks and trading cards. You may want to ignore them in your first couple of games.

A note on 'Deck Building'. You will want to keep your decks as the come for the first few games. After please visit EooT.co.uk to learn about deck building, strategy & FAQs.

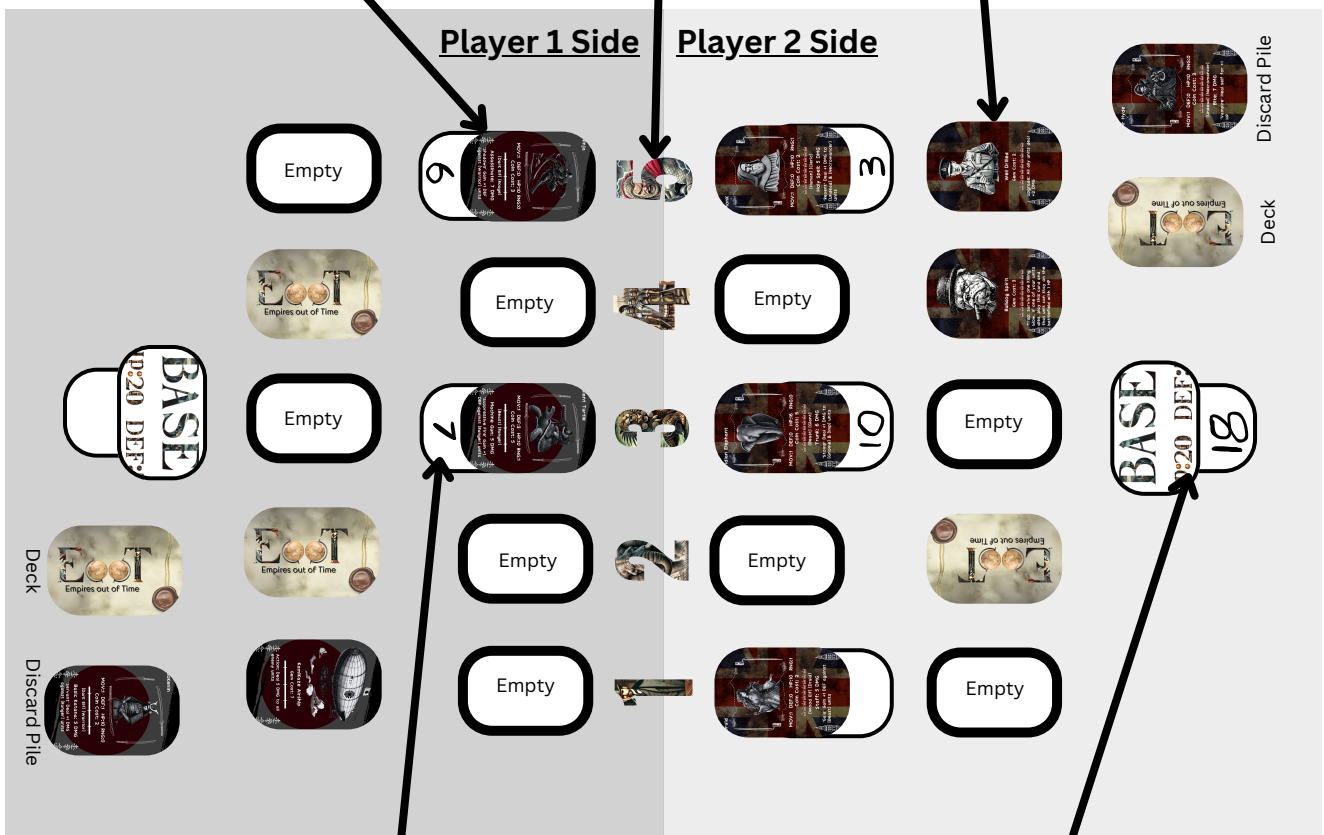
The Battlefield (3/4)

You will have five battlefield position cards, place them in order of 1-5 like shown.

Each player can have a maximum of five units and five gem cards on the field at a time.

Unit cards are placed behind one of the five positions. Only one unit from either side can be on the same position at a time.

Gem Cards are placed behind unit cards, either face up in use or face down to be used later



Health Point tracking.

Place Dry Erase Cards (The Plain White Cards) under your current units and track their HP by writing the new value with dry erase marker. Use the tack provided to attach your unit cards to the dry erase card, this helps keep the two together when moving your unit.

This is your base card, place it at the back. It has a HP of 20 and DEF of 5. Track its HP with a dry erase card like you would a unit.

EoOT Card Game Rules (4/4)

Turn Structure, Phase 1 & 2.

Phase 1, Drawing & Placing your cards. Draw your hand back to 7 cards at the start of your turn, then place the cards you want and can afford to play from your hand on the field.

Phase 2, Moving & Attacking. You can choose to attack first then move, or move then attack with your units. After you have attacked and moved with all the units you want to, end your turn.

Damage (DMG) & Defence (DEF).

Units can attack once per turn, and your units can only attack another unit within its range (RNG).

Attacking is a simple calculation, your unit's DMG - the defending units DEF = the amount of HP the defending unit loses.

So that is $DMG - DEF = HP \text{ Lost}$. Discard unit at 0 HP.

Range (RNG).

0 RNG (melee range) means that unit can only attack what is in front of them, i.e. a unit in position 5 with 0 RNG can only attack another unit in position 5.

1 RNG means that they can also attack units if they are 1 position over from them, i.e. a unit with 1 RNG in position 3 can attack opposing units in positions 2,3 & 4.

Moving (MOV).

Your units in EoOT can move side to side to get in RNG of other units. 1 MOV means that unit can move 1 position across. Units can move at the same time to swap positions.

Ending the game.

Your units can attack an opponent's base. If there is no opposing unit in front of them, however, if an opponent's unit is in movement range they can move in front of that unit to block the attack, taking the attack DMG themselves. Reduce your opponent's base to 0 HP to win, if you cant its a tie.

EoOT Card Game

Traditional Rules/Simplified

Start Simple

For your first couple of games you may want to avoid the unique EoOT mechanics such as Movement & Range.

Also ignore as instructed on 'understanding unit cards' page, a unit card's [Race] & [Class] tags as well as the units passive ability related to those tags.

So, all you need to focus on for unit cards is, their DEF, HP, DMG and coin cost.

Selling

To accompany the removal of some rules we would like to add one, selling your cards. You can sell each card in your hand for their respective coin or gem cost.

This allows you to benefit from cards that contain unique EoOT buffs such as RNG and MOV increases.

It also lets you even up the game by quickly affording better or more units. Selling is also classed as discarding and you can benefit from the gem card abilities that mention discarding cards.

EoOT Card Game

Traditional Rules FAQs

Discarding:

Discarding is simply the act of moving your unit or gem card to discard pile, this can include, a unit being killed, removing a unit to gain a space, using a instant effect gem card, etc.

Attacking:

Units can attack any position from any other position as RNG is not considered.

Defending Base:

To attack your opponents base, they must have no units on the field, you can not attack someone's base if they still have a unit on the field.

Playing/Placing:

Placing a card is when you put a gem card on the battlefield facedown, this can be a trap or other type of card. Playing a card is when you play it face up and it is then active that turn.

Running out of cards:

You only lose if your base HP hits 0, anything else and its a draw.

To learn more about the EoOT TCG and watch video tutorials.

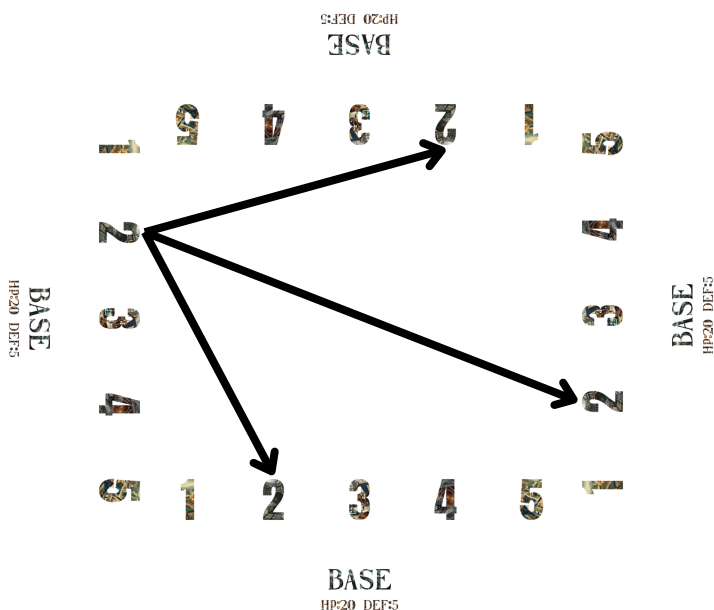
Visit EoOT.co.uk

EoOT 3-4 Player TCG Rules

Battlefield Changes

To play the card game with more than 2 people we need to adjust the battlefield slightly.

Each player will now have a set of position cards in front of them.



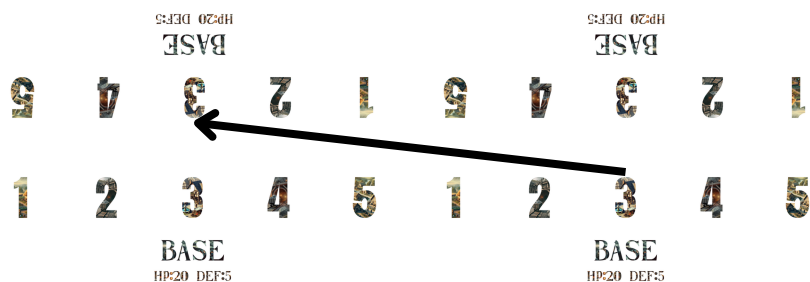
Free for All Layout
Attack any other players like if you were opposite.
Players take individual turns.

Game Changes

You can now choose which player a gem card effects gem cards that effect all, still effect all.

2v2

In team mode you take turns as a team, placing and attacking together, again attack either players positions.



EoOT Board Game Rules (1/2)

(Please read and learn the card game rules first)

The Board

The most obvious difference between the card and board game is the board. The EoOT board consists of 25 tiles.

9 Objective tiles you can capture and earn coins from.

4 Forest tiles, your units can not enter.

and 12 empty space tiles.

Arrows on the board show where your units can move to, one tile/one arrow distance equals 1 MOV.

Objectives

As you move your unit cards around the board, you can capture objective tiles. To capture an objective simply move your unit on to the tile, that objective is now yours and you will receive the income from it. You can now move your unit off the objective and it will remain yours until your opponent captures it.

Contested objectives are when you and your opponent's unit are both on the same tile. In this case no one earns the income.

Whoever's unit(s) remains on the objective after the other player's units move off or are destroyed, captures it as normal.

Income

You start the game with 10 coins and 10 gems, but only earn more of them from captured objectives.

You will receive the income from the objectives you control at the start of your turn. See objectives income in bottom corner.

Getting Started

You start the game at either the fort (2) objective or the castle (8). Place your base card behind this objective. Your base can only be attacked by a unit that is on your starting objective.

Turn over to continue...

EoOT Board Game Rules (2/2)

Similarities

Many rules are similar to the card game, such as 7 cards in your hand, 5 unit and 5 gem card limit on the field, base HP and DEF, DMG & DEF, ending the game and turn structure.

Differences

You can now move forward, back and diagonally. The same applies to range (RNG) 1 RNG means you can attack 1 tile over in any direction where as 0 RNG means you can only attack units on the same tile.

You can now have up to two units on the same tile from either player, thats four units in total on any one tile at a time.

There is no specific place to play gem cards, so place them in to the side of the middle of the board, wherever both players can see them. You can always use your placement numbered cards from your card deck to create a position for them.

Forest tile, these tiles block movement into or across them and also block line of sight for RNG attacks, for non artillery units.

Summary of the Game

Place your units on your starting objective either (2) or (8). Move them around the board to capture more objectives, try to defeat your opponent by destroying their units. Capture objectives to earn more coins and gems to buy more and better units.

To win the game you need your units to reach your opponent's starting objective i.e. where their base card is. From this objective your units can attack and destroy their base.

EooT Battle Board Rules

(Please read the board game rules first)

The Board

The battle board is designed for 3-4 players in mind. Instead of being able to move your cards like in a SKirmish map, you have to use the provided unit icons.

Playing a unit you will now place that units card near the board, and place the unit-card's icon token on the board instead.

SKirmish Changes

You can now have 10 units on the board at any one time.

Each player will start on a castle in one of the corners of the map, this is where they will first place their unit tokens when playing them.

To learn more about the EooT TCG & board games and watch video tutorials.

Visit EooT.co.uk