

Red Mittens

Core Rules and Gameplay

1. Objective

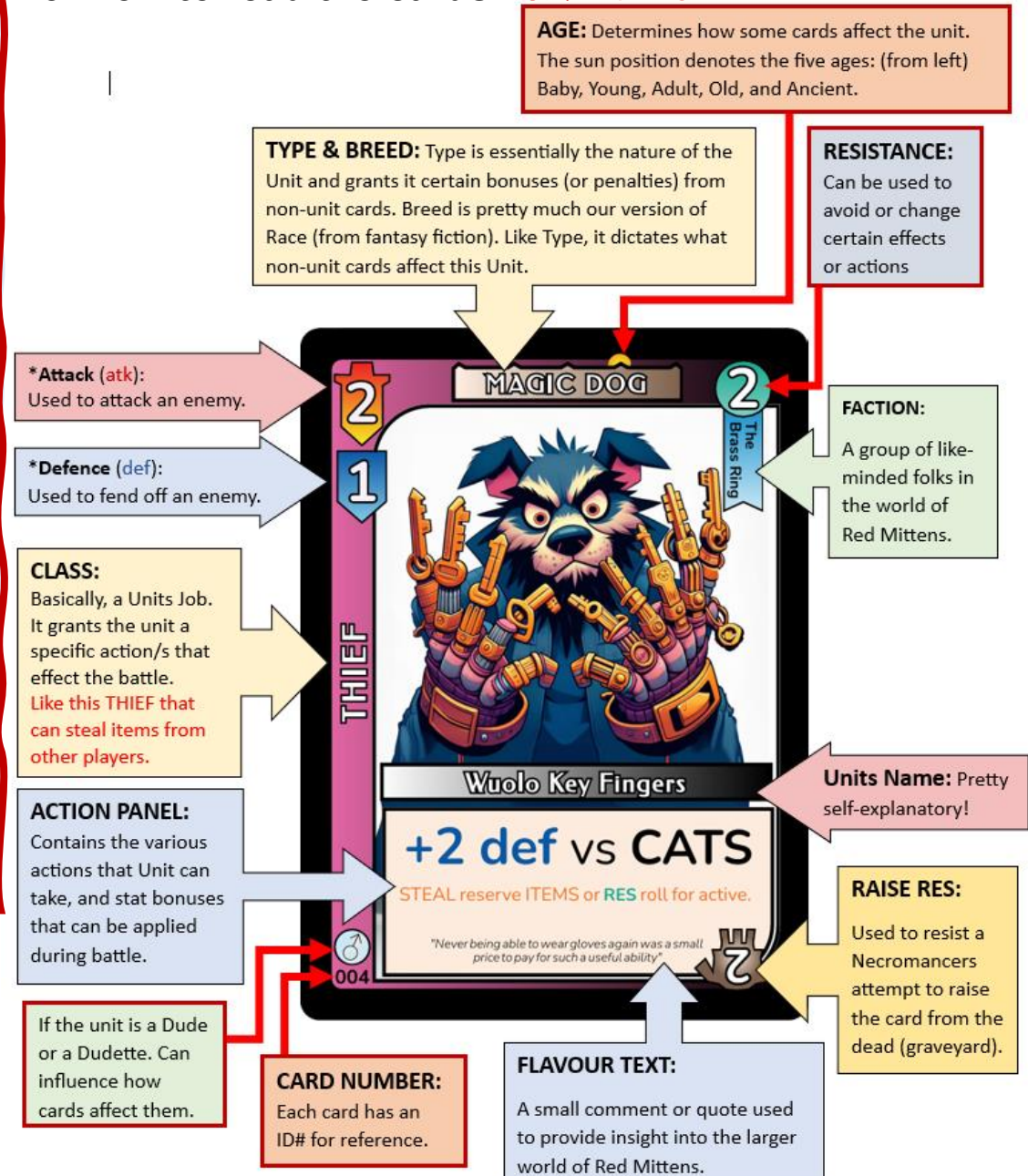
The goal of "Red Mittens" is to defeat your opponent by reducing their Life Points (**LP**) to zero. The primary way to achieve this is through UNIT combat.

2. Components

A "Red Mittens" introductory deck includes the following:

- 3 '**Core**' Decks of 20 cards each
 - UNITS
 - ITEMS
 - FIELDS
- The Coin of Fate
- Six-sided die (D6)
- Random die: (doubles as a D3)

3. How to read the cards: **UNITS**



Also 3. How to read the cards: **ITEMS** and **FIELDS**

Most of the elements of ITEM and FIELD cards remain the same as UNIT cards. The only notable exception is that their CLASS stands for 'classification' and while offering no special ability like UNIT classes, they can influence other aspects of the game. Any other additions are noted below.

DAY or NIGHT:

Cards from other CORE decks can be affected in various ways according to the time of day of a FIELD.

REALM:

Where in the world of 'Red Mitten' the field is located. Can influence how other cards effect this field.



ELEMENTAL RES (resistance):

This will be used in a future expansion, so while you can ignore it for now. Think of it as little sneak peak of what the future holds!

4. How to play the game: Setup

1. Shuffle each Core deck
2. Each player is dealt 10 UNIT cards and 10 ITEM cards (face down).
3. Place the FIELD deck in a central location (to one side).
4. Designate a GRAVEYARD for defeated UNITS and a DISCARD ZONE for discarded cards.
5. Each player starts with 20 Life Points (LP).
6. Each player draws 2 cards from their UNIT deck, ITEM deck, and the FIELD deck. These cards are kept in the player's HAND.
7. The top card from every UNIT deck, ITEM deck, and FIELD deck is flipped face-up. These cards are now ACTIVE.

4.1 Game Flow

One player flips the Coin of Fate, and the other player calls heads or tails to determine who goes first. Players alternate turns.

4.2 Turn Structure

Each turn consists of four phases:

1. DEPLOY PHASE
2. ACTION PHASE
3. ATTACK PHASE
4. END PHASE

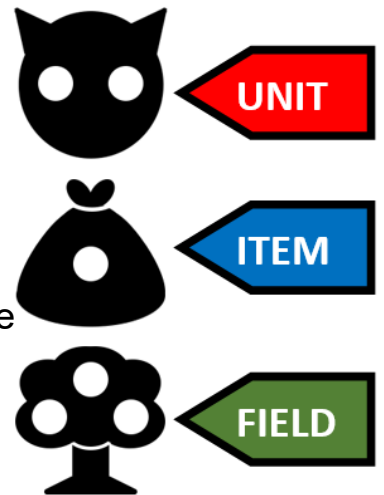
The Cardinal Rule:

By the end of the Phase the player must play at least one card, but no more than one card from each core deck: (UNIT, ITEM, and FIELD).



4.2.1 DEPLOY PHASE

1. A player can choose to play cards from their hand (following the Cardinal Rule) or roll the RANDOM DICE.
 - If the player chooses the RANDOM DICE and rolls a 1, 2, or 3, the player may draw that number of cards from **reserve** decks they have access to (UNIT, ITEM, or FIELD) and add them to their hand.
 - If the die rolls a UNIT, ITEM, or FIELD symbol, the player must **FLIP INTO PLAY** the top card of the corresponding deck, making it ACTIVE.
 - Any card flipped into play from the RANDOM DICE roll counts as the one playable card from that deck during this phase.
2. The player can play other cards from their hand, following The Cardinal Rule.



Note: The only time you MUST roll the RANDOM DICE is if there are no cards in your hand.

IMPORTANT!

Strawberries and Blackberries aren't actually berries. But a watermelon is.

MORE IMPORTANT!

If a card **flipped into play** states: **ON PLAY** in the action panel, that action must be done immediately.

4.2.2 ACTION PHASE

Unless stated otherwise all ACTIONS from cards you control MUST be completed.

1. Any action marked **PRIORITY** must be completed FIRST. After that, card actions may be completed in any order you please. If a card is DISCARDED due to its action, the revealed card (if any) becomes ACTIVE, and its action must also be completed.
2. Card actions are defined as any action that alters the state of the battlefield. Such as:
 - CLASS ABILITIES, (such as a THIEF stealing an enemy's ITEM).
 - Actions that modify a CLASS ABILITY.
 - Flipping a coin that initiates one of two options.
 - And many more!

Note: Certain actions may only be relevant during the ATTACK phase (like stat modifications or VS bonus') or the END phase, or when DEFENDING.

URNS and ROUNDS: A **TURN** is the period you are **ACTIVE** (i.e. completing these four phases). A **ROUND** is the period from the **START** of your turn until the **END** of your enemy's **TURN** (or turns if the match has more than two players).

4.2.3 ATTACK PHASE

Calculate any stat boosts from your ACTIVE cards (VS bonuses, FIELD, CLASS bonus, etc), and consider any card abilities that may alter the attack (e.g., ignoring VS BONUS, attack twice). Then you can:

ATTACK!: If the attacking UNIT's **atk** is higher than the defending UNIT's **def**, the defending UNIT is sent to the GRAVEYARD (unless stated otherwise). The enemy loses LP equal to how much your **atk** exceeds their **def**: e.g. **10 atk - 6 def = 4 LP** lost.

NOTE: If a UNIT has the "attack twice" ability, (or been granted by the ability by a card ACTION). The player can choose ONE of the following:

- Stack their attack (modified atk x 2) to do double damage (only if a single attack cannot defeat the enemy UNIT).
- If a single attack defeats the UNIT, they may attack the next enemy UNIT that becomes ACTIVE.

4.2.4 END PHASE

1. Calculate any LP gain or loss.

2. Resolve any END PHASE abilities.
3. DISCARD any cards, (if stated in the ACTION panel).

5. Classes

- **Healer:** You gain LP in various ways. Follow instructions in the cards ACTION panel.
- **Necromancer:** Can perform **one of two** actions during the ACTION PHASE:
 1. **Raise the Dead:** Units are raised from the dead to create a **HORDE**.



- Choose a UNIT from the GRAVEYARD and make a resistance (**RES**) roll, using the **D6**.
- If the number rolled is **higher** than the UNIT's **RAISE RES**, invert the UNIT and place it below the Necromancer (offset as shown to the left). This starts a **HORDE**.
- If the roll is equal to or **lower** than the UNIT's **RAISE RES**, invert the UNIT and add it to your hand. When the NECROMANCER uses **Raise the Dead** the following turn, you may add this unit to the HORDE without a RES roll.
- Raised UNITs controlled by a Necromancer grant the Necromancer a bonus to **atk** and/or **def** as stated on their card.

NOTE: You may add an UNDEAD-TYPE unit from your **hand** to the HORDE when you **Raise the Dead**, but **do not** invert it. If an UNDEAD type is raised from the graveyard it is treated as any other **raised** unit (unless otherwise stated on an ACTIVE card in play or on the unit itself).

- Defeating the NECROMANCER sends that unit to the GRAVEYARD and disbands the HORDE, but the raised units that remain become a MEAT WALL.
- MEAT WALLS act like extra defence, so any excess enemy **atk** is not converted into **LP** loss when the Necromancer is killed. The excess **atk** strikes the ACTIVE raised unit in the MEAT WALL.
- MEAT WALLS use their RAISE RES in place of def. Thus, if the incoming **atk** **equals or exceeds** the raised units RAISE RES it is destroyed, this can continue down the line until the excess **atk** is less than the RAISE RES (potentially defeating multiple MEAT WALL units if the **atk** is high enough.)
- MEAT WALLS cannot attack, so during your turn you may either leave them to absorb enemy attacks or place another unit on top to exploit the MEAT WALL further.

- Eventually a MEAT WALL will be destroyed and any excess **atk** received from the last raised units defeat will be converted into **LP** loss (like any other battle)
- When a RAISED unit in a MEAT WALL is defeated, it is sent to the DISCARD ZONE, **not** the Graveyard.

NOTE 1: If an UNDEAD unit is a member of the HORDE and becomes ACTIVE during the destruction of a 'Meat Wall' it will be used as normal (able to **atk** and **def**), going to the GRAVEYARD upon defeat. If the UNDEAD unit is also a NECROMANCER, they take control of any raised units below them starting a new HORDE under their control.

NOTE 2: Playing a NECROMANCER on top of a 'Meat Wall' reverts it back to a HORDE under the new unit's control (though this cannot be done if an UNDEAD unit is active, as they are not a part of the 'meat wall').

2. Sacrifice: **DISCARD** a raised UNIT (from your hand or the HORDE) and gain **LP** equal to the discarded unit's **RAISED RES**

RESISTANCE ROLLS:

Unless stated otherwise. To win a resistance roll you **MUST** roll a number **HIGHER** than the number in the TURQUOISE circle in the upper right corner of a card (or is it more aqua?)

Recruiter: Take (RECRUIT) the top card from either yours or an enemy's RESERVE UNIT deck and add it to your hand. Or attempt a RES roll to RECRUIT an enemy's ACTIVE unit.

Thief: Take (STEAL) the top card from an enemy's RESERVE ITEM deck and add it to your hand. Or attempt a RES roll to STEAL an enemy's ACTIVE item.

NOTE: If a card gives you the ability to RECRUIT or STEAL from ANY location you can take a card from the locations stated above, as well as an enemy's hand and the DISCARD zone (some conditions may apply, like winning a RES roll).

Extra notes on Classes:

- Items and Fields also have classes, but think of them as classifications, and are utilized by certain units for bonuses e.g. Unit gain +1 atk from WEAPONS etc.
- If a Unit card is granted additional classes, they receive ALL relevant stat bonuses from Items and Fields and have access to the ALL the abilities of each class. But can only utilize the abilities of ONE CLASS during the ACTION phase.

- You may see some Units with classes not covered in this document and printed in orange. These are subclasses without an ability, but they do receive bonuses from other cards (or will in the future!)

ENJOY THE CHAOS & CARNAGE!