

# WAR of SUPREMACY

## Rulebook





**2-5 Players • Ages 14+ • 30-60mins**

The world of Mahlor; filled with mythical races, breathtaking lands, amazing creatures and enchanting magic, is being torn apart. The gods, who were once, long ago working together in unity to bring the world together, are now competing and fighting with each other for world dominance. You, as one of the newer gods must strategically use your acquired creatures and spells to win territories. With enough territories won, you will be strong enough to lay claim over Mahlor, defeating your competition and becoming the one true power.

## OBJECTIVE OF THE GAME

War of Supremacy is a free-for-all, king-of-the-hill style card game in which all players are fighting over a central Territory. Each player will take turns casting spells and sending creatures from their hand in to attack, to try and defeat the current defending player. If they manage to win, they take control of the territory for themselves. If they can then defend against all other players, they will win the territory as a victory point, becoming one step closer to world supremacy and winning the game.

# CONTENTS



68 Spell Cards



164 Creature Cards



15 Territory Cards



x4

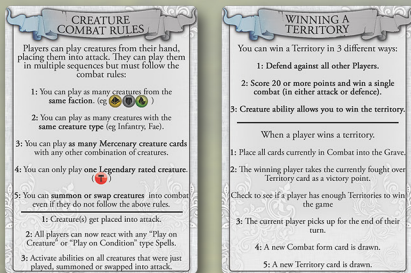
x3

x2

21 Combat Form Cards



56 Double Sided Tokens



10 Double Sided Reference Cards



1 Game Board



2 Dice



1 Defence Score Marker

# Set Up

Players will have a wide variety of cards to choose from in which they can play with. Choose the cards and factions you want to use. There is no restriction on the number of cards players can include or leave out in the final deck compositions. A few variations have been provided (see Variants on page 14-15), but you can also choose your own setup and rules.

## INTRODUCTORY Set Up

For the first game, or when teaching new players, it is recommended to use the following set up:

**1:** Use all Creature, Spell and Territory cards from the following four factions: Ancients, Arcane, Guard and Sylvan.



**2:** Add in all the following Mercenary spell cards: Boomerang, Counterspell and Switch.



**3:** Use only the following Combat Form Cards; Wild, Magic and Blade when fighting over your first territory.



## GENERAL Set Up

Once you have played and gotten used to the cards in the introductory game, use the following setup.

- 1:** Choose any four factions and use as many spell, creature and territory cards from those factions as you wish.
- 2:** Add as many mercenary creatures, spells and territories as you wish to use.
- 3:** Add all Combat Form Cards.
- 4:** Choose any variations you want to play with.

## STARTING A GAME

Once you have chosen which cards to use, War of Supremacy is quick and easy to set up:

**1:** Shuffle each card type (Creature, Spell, Territory and Combat Form) individually, creating a centralised deck of cards facedown. Place each deck on the respective location on the game board.

**2:** Make all tokens and dice accessible, as they will be used throughout the game.

**3:** Deal out five creature cards and three spell cards from their respective Decks to each player.

**4:** Every player rolls a die. The player with the highest roll goes first.

**5:** Turn the top Combat Form card face up.

**6:** Turn the top Territory card face up.

**7:** Place the Defense Marker cube on the 0 spot on the game board track. This is used to represent the current defensive score.

The game is then ready to start with the first player.



## CORE GAMEPLAY

Players take turns, using creatures from their hand to attack the opponent's creatures currently defending the Territory. If a player manages to defeat the defending creatures, they take control of the Territory, placing all their creatures used in the attack, into defence. That player will then become the defender in which all other players are trying to defeat.

If a player manages to defend against all opponents, they then win the Territory and take it as a victory point. Players can also win a Territory by building up enough score in their attack or defence to win the Territory outright before other players get a chance to attack.

To win the game, players must win a number of Territories based on the player count.

Number of Players	Territories to Win
2	3
3	3
4	2
5	2

If no player has won by the time either the creature or the spell deck run out of cards, the game will end (see Deck Runs out on Page 14).

# GET TO KNOW YOUR CARDS

## PLAYING CARDS

There are two types of playing cards in War of Supremacy: **Creatures** and **Spells**. Creatures are used for combat between players; attacking and defending for control of the territory. Spells are supporting cards, and can cause a wide range of effects. Both types of playing cards will have their own deck that all players will pick up from, as well as their own grave when cards get discarded, killed, used or sent to the grave.



## TERRITORY CARDS

**Territory** cards are what all players are fighting over. When a player wins a Territory, they take it as a victory point. With enough Victory Points, the player will win the game. While a Territory is being fought over, that Territory has a unique ability that will slightly change the gameplay.



## COMBAT FORM CARDS

**Combat Form** cards display the current score useable by the attacking and defending creatures in combat; either Wild, Magic or Blade (or combination thereof).



# COMBAT

## COMBAT FORM

Each creature has varying scores in three different combat forms; Wild, Magic and Blade. However, combat between players will only be fought using the active combat form card that has been turned over. For example, if Wild were the active combat form, Gorilla Berserker would have a score of 4.



Combat is determined by adding the scores of all creatures in the current combat form together. Whoever has the higher score between the Attacker and the Defender wins that combat.



Defending Creatures  
(score of 2)



Attacking Creature  
(score of 4)

The attacking creature Gorilla Berserker will win combat as 4 outscores the combined defensive total of 2.

## ATTACKING

Players, on their turn, can choose to start an attack by playing creatures from their hand down onto the table in front of them.

If an attacking player wins combat, they place all their creatures used in the attack into the defending position, taking control of the Territory. All previously defending creatures are sent to the Grave.

If the defending player wins combat, they will stay in control of the Territory. All attacking creatures will be sent to the Grave. The next player will then get a chance to attack the defending player.

**If scores are tied, the defending player will win.**

## DEFENDING

Once a player has taken control of a Territory, they want to defend it against all opponents, who are now attacking them. As the player is surrounded by opponents, they can't add creatures from their hand into defence. Players can however, defend using any available spells from their hand.

## MULTIPLE FORMS

Creatures will automatically use their highest score of all available combat forms (even if the combat form is changed). In the below example, players are in combat using Magic/Blade combat form. A player is attacking with Eagle Aramund and Ancient Soldier. Ancient Soldier uses the Blade score of 3 as it is the higher of the two values. Eagle Aramund however has a higher score in Magic and therefore will use that. The combat score the player will be using is 5.



## WINNING A TERRITORY

The combat between attacking and defending players continues until one player wins the Territory. Players can win a Territory in one of three ways:

**1: Defending against all other players:** If the current player is still in control and defending the Territory at the start of their turn.

**2: Winning a single Combat with 20 or more points:** A player can win a Territory if they win a single Combat against another player (while attacking or defending) with a score of 20 or more points.

If a player's defensive score increases above 20 outside of combat (example from an end of turn ability), they still must win the next combat to win the Territory.

**3: Card Ability:** Some cards will have abilities that allow you to win the Territory if a condition has been met.

When a player wins a Territory, the following occurs:

- 1:** Place all cards currently in Combat into the Grave.
- 2:** The winning player takes the currently fought over Territory card as a victory point and places it in front of them. The abilities of that Territory are removed for the rest of the game.  
**If a player has enough Territory cards in front of them to win the game, they are the victor and the game ends. Otherwise:**
- 3:** The current player picks up for the end of their turn.
- 4:** A new Combat form card is drawn and placed face up.
- 5:** A new Territory card is drawn and placed face up.
- 6:** It is the next player's turn. It does not matter who wins the Territory it will always be the next player's turn.





## PLAYER'S TURN

If a player is still in control of the Territory at the start of their turn, they will use their turn to take the Territory as a victory point. Once claimed, that player can pick up 2 cards from either deck and then their turn ends. Otherwise, there are six stages of a player's turn.

**1: Start of turn abilities:** All start of turn abilities on cards will be activated now. If there are multiple, it is the current player that decides the order.

**2: Combat:** The main phase of each player's turn is combat. Combat will always be between the current player (attacking) and the defending player. However, all players can play spells during this phase. There is no limit to the number of spells being played during the combat phase by any player. Players can also communicate throughout this phase and potentially get assistance from other players using spells.

All cards played must be given time to be potentially countered by other cards.

The following is the structure of an attack sequence. The current player can start this sequence as many times as they want by playing a creature or spell card. Any step can be skipped if no player wants to play cards.

- a:** The current player can play as many spells as they wish.
- b:** The current player can play as many creatures as they want, following the combat rules (see page #10).
- c:** All players now have a chance to respond with "Play on Creature" and potentially "Play on Condition" type spells.
- d:** Activate all abilities on creatures that have just been placed, summoned or swapped into combat that are still alive. The current player chooses the order to activate these.
- e:** All other players have a chance to play spells.

**The current player does not have to play any cards if they don't want to. If the current player does not play any cards, other players can still play spell cards.**

**3: Resolving Combat:** Combat will be resolved with either the Attacking Player or the Defending Player winning combat. If there is a tie in scores, the Defending Player will win.

If all the attacking creatures have collectively outscored all the defensive creatures in the current combat form, the attacking player wins combat. Place all previously defending creatures into the grave. Place the attacking creatures into the defending position in front of the Territory.

If the attacking creatures fail to collectively outscore the defense, then the defending player wins the combat. Place all attacking creatures used in the grave.

**If a player decides not to attack with any creatures, they still lose combat.**

**If there are no defending creatures or no defending player, the attacking player must still score 1 or more to win combat.**

Any abilities that occur when a creature has been defeated or if they win combat, are activated now.

**4: Winning a Territory:** If combat were to be resolved so that a player has won a Territory, the player takes the Territory as a victory point now.

**5: Drawing Cards:** If a player has ten or more cards in their hand, then they are not allowed to pick up any cards.

Otherwise, players pick up two cards from either the creature or spell deck or a combination of the two.

If a player did not play any cards (creatures or spells) during their combat phase, they are allowed to pick up an additional one card from either deck.

**6: End of Turn Abilities:** If any creatures have end of turn abilities, they are activated now. If there are multiple, it is the current player's turn that decides the order.

# CREATURE COMBAT RULES

On a player's turn, they can play creature cards from their hand into attack. Players place the attacking creatures down in front of them or in front of the defending creatures. Players can play creature cards from their hand all at once or in multiple sequences if they wish and are allowed.

**Reasons to play creatures in multiple sequences include: creature abilities, seeing enemy reactions and pushing your luck.**

There is no cost to playing Creatures (or spells), however, creatures can only be played from their hand as long as they follow the below combat rules:

**1:** A player can attack with any number of creatures from the **same faction**. This is indicated by the faction symbol and colour of the card.



**2:** A player can attack with any number of creatures with the **same Creature Type**.



**Creatures with multiple types are considered both types. However all creatures must match one type when played.**

**3: Mercenary Creatures** are not counted as any faction, do not have a faction symbol in the top left-hand corner, and are coloured white. You can play as many mercenary creatures as you want with any other combination of creatures (both before and after other creatures have been played).



**4: Legendary Rated Creatures** are really strong. You can only play one legendary rated creature from your hand.



**5:** Some cards allow you to **Summon** or **Swap** creatures that would not normally be allowed to be played from your hand. If a creature is added to combat in this way, you can continue to attack (or defend) with that creature. Be wary however, as you may not be allowed to play any more creatures if it breaks the above rules.

Any creatures summoned or swapped must also use their ability and will be played in the current sequence of attacking creatures.

## CREATURE SCORE MODIFIERS

Creature scores can be changed through spells or other creature abilities. When a score has been modified, use one of the tokens to show the modification value.



Creatures scores are modified even if it is not the active Combat Form and are permanent for the entirety of the creature being in play. This means, a creature may have a modifier that may not be in affect with the active combat form. However, if the combat form were to be switched so that the modifier is now being used, it will take effect immediately. Take note that the creature automatically uses the highest value out of all scores. If a creature has recieved a negative modifier and the combat form is switched so that that the creature has a score of 0 or less with their highest value, the creature is instantly killed. If there is no negative modifier on the creature, and the combat form changes so the creature has a score of 0, it will not die.

**Damage:** Damage reduces all three score values on a creature. You can use these tokens to display damage.



**Power:** Power sets creature's three combat values to the same value. You can use these tokens to display power.

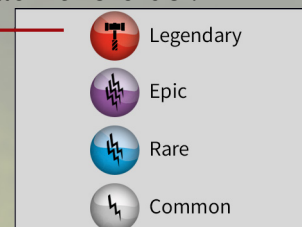


Power overrides any previously existing attack modifiers that may have been done and will also remove any cards that are attached to the creature.

## CREATURE RATING

Creatures have Ratings to show their power level. Rating will also depict the number of each creature there are in the deck. A creature's rating will be displayed in the top right corner of each creature.

Legendary is the strongest rated creature and goes down to Common, being the weakest. Some abilities will mention strongest rated. If they do, follow this order.



## CREATURE ABILITIES

Many creatures have abilities. These will generally help you, but could also hinder you. All of these abilities must be activated when the creature gets played, summoned or swapped into attack (not defence).

The exception to this, are abilities with bold text. These indicate that they activate at other times.

**While in Play:** Passive ability that occurs for the duration of the creature being in play (attacking or defending).

**While Attacking:** Passive ability that occurs only when this creature is attacking.

**While Defending:** Passive ability that occurs only when this creature is defending.

**Win Combat / Attack / Defence:** Activates during combat resolution if the creature wins combat.

**Lose Combat / Attack / Defence:** Activates during combat resolution if the creature loses combat.

**Start of Turn:** Activates at the beginning of a player's turn before combat starts.

**End of Turn:** Activates at the end of a player's turn after drawing cards.

If there are no viable targets for an ability, then the creature can still be played.

Creatures can be killed, moved to another game location, or have their abilities removed before the abilities are activated.

# Spells

## Spell Types

Spells are cards that assist the player. They have a wide variety of functions. Like creatures, spells have no cost to play them. The only restriction to being played is when you can play them.

**1: Play in Your Turn:** spells that can be played only on your turn.

The remainder of the spell types can be played in any players turn.

**2: Play in Any Turn:** spells that can be played in any players turn.

**3: Play on Creature:** spells that target creatures in combat directly. As mentioned in the “Player’s Turn” section (page 9), Play on Creature spells can be played as soon as a creature has been played in attack, but before the ability is activated. They can also be played once all abilities have finished.

**4: Play on Condition:** spells that can be played only when their condition has been met.

**5: Play Straight Away:** spells that must be played straight away, stopping current gameplay. Once the ability has been activated, gameplay resumes.

## Spells Played at the Same Time

If two players play spells at the same time. The play order will start with the current player and then move round in turn order until all have been resolved.

If a spell does not meet the condition to be played after the initial spell, the spell is still counted as being played but will go to the grave with no effect.

## Spell Countering

Some spells can counter another spells effect. When this occurs, the previous effect does not occur and that spell will go to the grave. An example of this is as follows.



Player 1 plays Sacrifice to the Gods targeting Player 2. Player 2 plays Boomerang as they do not want to be targeted by this spell and will now effect player 1. Player 3 sees Player 2 is currently winning the game, so they play Counterspell. This cancels player 2’s Boomerang. Sacrifice to the Gods continues and will target player 2.

## Spell Stacking

Spells can also be stacked on each other when the effect targets the same creature. An example of this is as follows.



Player 1 is Defending with Gorilla Berserker with the current Combat form being Wild. Player 2 uses Fire Blast and rolls a 5. This would normally kill Gorilla Berserker (with a -1 score). However, player 1 uses Forest Growth to add 4 Wild before the spell stack is complete. This gives Gorilla Berserker a score of 3 in Wild. As this did not kill Gorilla Berserker, the secondary effect of Fireblast does not activate.

# Key Words

**Attach:** Some spell cards will have the word attach. These will attach to a creature until they are killed or defeated in combat.

**Creature:** Some abilities will target a Creature. These abilities will target a creature in combat and may have certain restrictions (eg defending, attacking, Rare rated creature).

**Damage:** Damage reduces all three score values on a creature.

**Discard:** A card that gets sent to the Grave from a player's hand.

**Kill:** A creature that gets sent to the Grave from in combat.

**Played:** All cards that you use from your hand are played. Creatures can be played into attack. Spells can be played when allowed.

**Player:** Some abilities will reference a Player. These abilities will target the Player themselves, the cards in their hand or any Territories they may own. It will not target any creatures that they may have in combat. There are a few different types of Players.

**Player/All Players/Any Player** – All players in the game (including you)

**Other Player** – All players in the game (excluding you)

**Opponent** – All opponent players.

**Owner** – Players that own the specific card.

**Pick up:** Cards can be picked up from a specific location. If a card says to be picked up from the deck or grave, the player can choose either a spell or creature unless it specifies the card type.

**Power:** Power sets creature's three attack values to the same value. You can use these tokens to display power.

**Random:** Some effects will mention random (for example, discard a random card). If random is mentioned, place all cards that match the criteria face down. Another player will pick the card at random. If a card does not mention random and there are multiple potential options, it is the targeted player's choice.

**Summoned:** Creatures can be summoned into combat from card abilities. Summoned creatures can come from any other area, for example the deck, grave or even your own hand.

**Swapped:** A card can be swapped with another card. There must be an available target on both sides for the swap to occur. Creatures can be swapped in combat.

**Targeted:** Players and cards can be specifically targeted. This means that the ability is affecting them directly.

**Win Combat:** Some abilities allow creatures to win combat even if they do not outscore the opponent. Upon combat resolution, if this creature is still in combat then that player will win.

## Two Player Game

In a two-player game, winning a Territory is the same via these methods:

- **Winning a single Combat with 20 or more points**
- **Via Card Ability**

However, to win a territory **by Defending against all other players**, players must **defend for two turns instead of one**. Below is an example of how a Territory would be won in this way.

- 1:** Player one outscores and wins the combat, placing their creatures into defence. They pick up and their turn ends.
- 2:** Player two can't outscore the defence. They pick up and their turn ends.
- 3:** Player one is already winning combat, so they choose not to start an attack against themselves. They pick up and their turn ends.
- 4:** Player two can't outscore the defence for the second time. They pick up and their turn ends.
- 5:** On Player one's turn they now win the Territory.

If a player is defending, they can choose to attack themselves if they wish. However, if they do and they defeat their own creatures, the other player has another two rounds to claim victory.

## Deck Runs Out

If no player has won the game by the time either the Spell or Creature deck run out of cards, the game will end. The winner is determined by the following order:

- 1:** The player with the most Territories will win.
- 2:** If multiple players are equal on the most territories won, and if any of those players are currently defending the Territory, they will win.
- 3:** If neither of the above occur, the player who was the first to win the current amount of Territories between the leading players will win.

## Variants

We want players to come up with their own variations on how to mix up the gameplay. Below are some suggestions for players to try. You can mix and match any of these variants together.

### Multiple Territories

In large games (four or more players), you can choose to set up a game with multiple Territories in play at the same time (you may need to place the second territory outside the game board). Each Territory will have their own unique Combat Form associated with them. Abilities on both Territories will both be in effect. However, if the ability specifically relates to combat, it does not carry over into the other.

Players can only attack one Territory in their turn. This means there will always be a different player defending each Territory. If a player wins one Territory, the other Territory will continue and will not restart. Only cards on the Territory that was just won are refreshed, and a new round started.

Players can use spells on any Player or Territory (even if they are not attacking or defending that Territory).

Add one to the number of territories needed to win the game.

### Team Game

Games can be played in equal teams of two verse two. If played this way, players on the same team must sit opposite each other.

Players must win the Territories individually with their own creatures. However, they will score Territories combined with their partner to win the game. In a two verse two match, the first team with a combined total of three territories is the winner.

Players on the same team can't add their own creatures to teammates attack or defence, however, they can assist with spells.

A player can attack their teammate if they wish. If they do, and they defeat their teammate, they become the new defending player.

## FIVE FACTIONS

Add a fifth faction to the game. This will make it slightly harder to make combinations of creatures and potentially make the game a little longer with more cards in each deck. However, there will be more creatures and spells to play with.

## STARTING WITH A LEGENDARY

Players can all start the game with a Legendary rated creature in their hand. Before the game begins, get all Legendary Creatures and randomly give one to each player. Shuffle the Remainder of Legendary Creatures into the creature deck. Then draw four creatures and three spells to each player. Then begin the game as per normal.

## EXTRA END OF TURN CARD PICK UP

If players want a little more control over what they draw, and know the cards well enough, it is recommended that you use this variation when drawing cards. All players in their turn pick up three cards instead of two. They then discard one of the cards they just picked up and send it to the grave. If the player did not play any cards during their turn, they keep all three cards they just picked up.

## NO FINISH IN SIGHT

Instead of finishing the game when either the Creature or Spell deck runs out, you can choose to keep playing until a player has won the correct amount of Territories. Choose this variant before the game starts.

If playing with this variant, and you need to draw from an empty deck:

Shuffle the grave, and form a new deck with all cards.

# FACTIONS



## The ANCIENTS



Masters of time and resources, the Ancients live in the harsh, burning deserts of Mahlor. Their main race, the Atan, are able to survive with the build-up of water in their bodies, able to last days without water and turning their skin a blue/purple colour. Coinciding in their society are the demigods, half human, half beast fae creatures that provide a variety of benefits and powers to the Atan. The Ancients don't like outsiders and luckily, not many dare to visit with the conditions making it hard to travel. The Ancient's strength lies in hand manipulation, able to draw more cards and resources to their aid, as well as targeting and removing enemy cards in their hand.



## The ARCANE



The Arcane are a society of Gnomes all about learning and knowledge. They use their understanding in the fields of magic and mechanics. While physically weak, their knowledge makes up for it; used to enhance everyday living and in war. Engineers and Mages hold equal footing in the Arcane society, both holding the power for future growth. The gnome's intelligence stems from runic powers infused in their system, and will glow when they cast magic. They are able to infuse their mechanical robots with the runes in the construction process, giving additional strength and powers. The Arcane's strength lies in their magic abilities, able to cast spells of devastating damage against their opponents.



## The ATLANS



Dwelling in the dark depths of the Oceans, the Atlans are a society of Merfolk and sea creatures. They worship the Moon, which grants them the power and force of the tides to use for their advantage. They do not like outsiders, and will often manipulate the ocean and tides to attack and sink ships. The Atlans are able to manipulate the battlefield with movement and change, disrupting and changing the Players, their resources and creatures in combat.



## The DREAD



The undead of this world, reborn. The Dread are the collective undying; reawoken to torment the living. They include skeletons, zombies, ghosts and many other terrifying things of the undead. How do you kill something that is undead? Good luck trying to stop them with all their grave mechanics and abilities.



## The GUARD



The race of man. Under the King's rule, the Guard live in naivety to the rest of the world, choosing to disbelieve in magic. The majority of people are farmers and merchants looking to appease the wealthy. In return, the King and Lords protect the common people, sending out knights to protect the lands. The Guard's strength lies in their defense and banding together against the common enemy. Once in defensive positioning, the Guard are difficult to defeat.



## The SYLVAN



Living in the lush forests of Mahlor is the Sylvan faction. Wood Elves are the core race and live harmoniously with the woodland creatures and treefolk. They care and are one with nature and hate anyone who destroys the environment and their home. The Sylvan are given power through the forest and nature, so they give back and protect it. The Sylvan have strength in numbers. They are able to swarm the battlefield and use casters that are able to summon additional creatures. They are strong in Wild combat form, so be prepared.