

Generals of Stampadia

Game version: 0.1 - Variants Lab version: 0.1

You can find manuals, FAQs, and more information about Generals Of Stampadia at <https://www.kesiev.com/stampadia-generals/learn.html>

WELCOME TO THE VARIANTS LAB!

This manual collects some Generals Of Stampadia **experimental game variants** you can play. Feel free to give it a shot and share your impressions. If a game mode listed here is fun enough it will be moved to the **Game Manual!**

2 PLAYERS: PRINTER PLAYER VS. GENERAL PLAYER

By: Preuk

2 PLAYERS CO-OP: PRINTER VS. 2 GENERAL PLAYERS

By: KesieV

A friendly voice echoes through the dungeon: "**Hold on! I'm coming!**". A fellow Stampadian adventurer joined the battle! Will you be able to coordinate and defeat the Sacred Printer?

This variant aims to allow 2 players to play Generals Of Stampadia cooperatively, applying a few changes to the basic rules. This game mode is not suited for the game Lite version so **the game's Full version is required.**

During the game **Setup**, instead of drawing 5 Unit Cards, each player draws 4 Unit Cards to form their starting hand.

At the beginning of the **Play Phase**, the players decide who the **First General** and the **Second General** is. The First General then performs a **single action** (Add a Unit card from its hand to the battlefield, lose 1 health to draw a Unit card, sacrifice 1 Unit, or declare the Play Phase end) and then passes the turn to the Second General. The two generals alternate turns until one of them declares the Play Phase ends.

During the **Recover Phase**, each player may draw up to 1 shield from the Shields Area.

During the game, both generals **share the same Life pool**. When a card effect or condition asks the player to draw or discard cards, the players may **split every single action of that effect or condition as they want**. That means that if an effect asks the player to discard 2 cards, both players may discard 1 card or one of them may discard 2 cards.

Event Cards. Event Cards can be still activated **anytime** by both players. The card effects and costs splitting rule applies to Event Cards too.