

FEUDING FARMERS

A deck-building game of pests, livestock, and bad neighbors

(working title)

Players: 2 · **Time:** ~30–45 min *Companion file:* **Card_Reference.md** lists every card's stats and abilities.

1. The Big Idea

Your animals aren't livestock — they're smugglers. Each one ferries **beetles** across the field to infest your opponent's farm. Build a sharper deck, raise a tougher herd, march them across the board, win the fights along the way, and dump beetles on the enemy's land.

You win the instant you have 10 of your beetles sitting on your opponent's farm.

Three kinds of cards:

- **Currency** (Copper / Silver / Gold) — coins you spend to buy.
- **Animals** (Card 1–26) — pieces you place on the board; they carry beetles and fight.
- **Actions** (the green-bordered cards) — load beetles, strip beetles, upgrade animals, draw cards, freeze enemies, and more.

2. Reading a Card

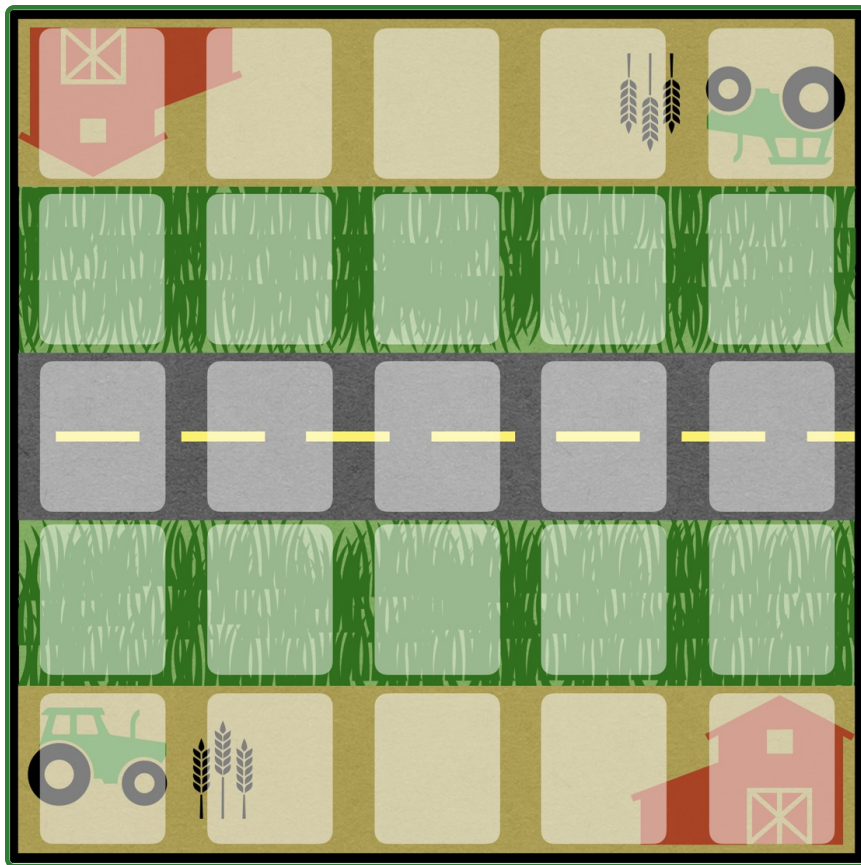
Numbers live in the colored corners, and **the color is the key:**

Corner	Means	On
● top-left	Attack — beetles knocked off an enemy in a fight	Animals
● top-right	Capacity — most beetles it can carry (also its toughness)	Animals
● bottom-right	Cost in coins	Every card
badge top-left	Coin value (Copper 1 / Silver 2 / Gold 3)	Currency & engine cards

A red side-bar (+Attack) or blue side-bar (+Capacity) marks an **upgrade** card that attaches to an animal.

3. The Board

A 5×5 grid. The top and bottom rows are the two **farms**; the middle is grass and a road.



The **farm rows** are top and bottom (the rows with barns, the tractor, and wheat). Between them are two **grass** rows and a central **road** row. You enter animals on the farm row nearest you and march them across to the *opponent's* farm row to score.

- Animals enter on **your** farm row and march **up** (toward the opponent's farm).
- "Up" always means *toward the enemy farm*, so the board is symmetric.
- Most animals move straight forward; a few move sideways or diagonally (see their abilities).

4. Setup

1. Put the board between you. Each player takes the farm row nearest them, and a distinct **beetle color** (e.g., brown tokens vs. blue tokens) so deposited beetles can be told apart.
2. **Beetle supply:** a shared pile of beetle tokens within reach.
3. **Currency stacks:** keep Copper, Silver, and Gold in three always-available stacks beside the board.
4. **The Market:** build the shared supply deck from **3 copies of each action card** (22 actions → 66 cards) and **1 copy of each animal** (26 cards) — **92 cards total**. Shuffle, then deal **5 face-up**. Whenever a card is bought, slide the row down and refill from the top so there are always 5 choices.
 - **Currency is separate:** Copper, Silver, and Gold sit in their own unlimited stacks; you can always buy them, they're never in the row.
 - **Animals are single-copy → scarce.** There's exactly one of each animal in the deck, so the Wolf, the Pig, the reusable Cat, etc. can each be bought **once, by one player**. When a juicy animal flips up, it's a race. Actions are plentiful (3 each); animals are a contested draft.
5. **Starting decks:** each player shuffles an identical 10-card deck:
 - **7× Copper**
 - **1× Squirrel** (Card 2 — Atk 1 / Cap 2, moves horizontally)
 - **1× Chicken** (Card 7 — Atk 2 / Cap 2)
 - **1× Duck** (Card 6 — Atk 2 / Cap 1)
6. Each player draws a **hand of 5**. Pick a starting player.

Print note: the Squirrel, Chicken, and Duck each appear in *both* starting decks **and** as the single supply copy — so a finished set needs 3 physical copies of those three (2 starters + 1 Market), and 1 of every other animal. The starting-deck copies are separate from the Market; buying the Market's lone Squirrel doesn't touch the ones in players' decks.

5. Your Turn

Five phases, in order. Phases 2–4 are optional.

1. **Move** — move your on-board animals; resolve any fights or deliveries.
2. **Action** — play **1** action card (more if a card grants *Action +X*).
3. **Buy** — play currency for coins, then buy **1** Market card (more if you have *Barter*). Refill the row.
4. **Place** — put **1** animal from hand onto your farm row (it enters empty).
5. **Cleanup** — discard your hand and everything you played; **draw 5**. Reshuffle your discard when the deck runs out.

Beginning-of-turn effects (Owl, Pig, Rider) trigger *before* the Move phase.

6. Moving & Loading

Movement

In the Move phase you may advance **each** of your animals, or **hold** any of them in place. Default movement is **1 space forward (up)**. Exceptions are printed on the animal:

- **Squirrel** — may move horizontally (sidestep into another column).
- **Turkey** — may *only* move diagonally-forward.
- **Rooster** — may swap places with one ally animal before moving.
- **Wolf (Aggressive)** — *must* charge: it moves any number of empty spaces forward to reach and fight an enemy in its column. You can't hold it back while an enemy is ahead.
- **Rat** — when placed, may enter anywhere on the field except the enemy farm (it still moves normally after).

You can't move into a space held by your **own** animal (blocked). Moving into a space held by an **enemy** animal triggers combat (§7) instead of moving.

Loading beetles

Animals arrive **empty**. You fill them with beetle cards during your Action phase — *Add 1/2/3 beetles* (Resource 8/9/10), capacity upgrades that come with beetles (Resource 3/4/5), or self-loading animals (Owl, Pig, Rider). You can never exceed an animal's Capacity (●).

This is the heart of the game: one action per turn and an auto-advancing herd means **arming a carrier costs you tempo**. Decide what's worth loading and what's just a cheap attacker.

7. Combat

Two enemy animals meet when one moves into the other's space (or the Wolf charges in). Resolve it **simultaneously**, unless someone *Attacks First*:

1. Each animal removes beetles from the other equal to its **Attack** (●). Excess is wasted.
2. Any animal now at **0 beetles retreats** to its owner's discard pile.
3. If both survive, they stay in adjacent spaces — a standoff. Neither passes; they'll clash again next time one is ordered forward.

Attacks First (Snake): it deals its damage *before* the enemy. If that empties the enemy, the enemy retreats and deals **no** damage back. (Two First-strikers cancel out → simultaneous.)

Empty animals are kamikazes. A 0-beetle animal still deals its Attack, then retreats (it was already at 0). Send a cheap empty animal up a lane purely to chip an enemy's cargo — it delivers nothing, but it trades.

Off-board attacks. The "Remove N beetles" action cards (Resource 11/12/13) and "Remove 1 from every opponent animal" (Resource 7) strip beetles **without** a fight. If they bring an animal to 0, it retreats. Use them to snipe a loaded carrier right

before it scores.

8. Delivering & Winning

When your animal advances into an empty space of the **opponent's farm row**, it immediately:

1. **Deposits all the beetles it carries** there (in your color) — these count toward your 10.
2. **Retreats** to your discard pile. (*The Cat*, Card 9, *instead returns to your farm — a reusable courier.*)

Beetles on a farm stay and **stack** as more carriers arrive.

First to 10 beetles on the opponent's farm wins — checked after every delivery.

Note the built-in tension: Capacity is both your delivery size *and* your survivability, so big haulers are juicy targets. You'll want fast little carriers, tanky haulers, and aggressive escorts all at once.

9. The Economy (Currency, Actions, Barter)

This layer plays like Dominion:

- **Coins** come from currency cards (Copper 1 / Silver 2 / Gold 3) and from engine cards with a coin badge. Unspent coins vanish at end of turn.
- **Buys:** you get **1 buy** per turn by default. **Barter +X** cards grant extra buys (Resource 20/21, etc.).
- **Actions:** you may play **1 action** per turn by default. **Action +X** cards let you chain more (Resource 16/18/19/22).
- **Draw X** cards refill your hand mid-turn so you have more to play and spend.
- **Engine cards** (Resource 16–22) carry a Copper/Silver coin badge *and* an effect — they double as money. Example: Resource 16 (cost 8) is worth 1 coin **and** gives Draw 1 / Action +1 / Barter +1.

Upgrades (attachments)

Red-bar and blue-bar cards (Resource 1–5) attach **permanently** to one of your on-board animals, raising its Attack or Capacity (capacity upgrades also load beetles immediately). Keep the upgrade card tucked under the animal's token; when that animal retreats, the upgrade goes to your discard with it.

Disruption — the Mustache Man (Resource 6)

"Just stares at you..." When you **buy** it, it goes straight into your **opponent's** discard pile, clogging their deck with a dead card. You're not buying it for yourself — you're buying it *at* them.

10. Quick Reference

Turn: Move → Action (1) → Buy (1) → Place animal (1) → Draw 5. **Corners:** ● Attack · ● Capacity · ● Cost. **Combat:** simultaneous; each removes beetles = Attack; anyone at 0 retreats. *Snake strikes first*. **Move:** 1 forward (hold allowed). Squirrel sideways · Turkey diagonal · Wolf must charge. **Load:** animals start empty; never exceed Capacity. **Deliver:** reach enemy farm → drop beetles → retreat (Cat recycles to your farm). **Win:** 10 of your beetles on the opponent's farm.

11. Designer's Notes — decisions & knobs

Things I committed to where your assets left a gap. Adjust freely.

1. **Animals enter empty; loading is the engine.** Confirmed by the whole add/remove/upgrade suite. (No more "enter full" variant.)
2. **Capacity = toughness.** One number for cargo and durability. Clean, but it means fully-loaded haulers are the easiest to kill — intended tension, but watch it in playtests.
3. **Currency lives in always-available stacks**, the Market is a refilling 5-card row of animals + actions. Your spec only described the 5-card row, so if you truly want *everything* (including Copper/Silver/Gold) in one shared deck, that works too but makes money unreliable — I'd advise against it.
4. **"Barter" = extra buys; the coin badge on engine cards = coins produced.** This is the reading that makes the

economy non-redundant. If "Barter" was meant to be coins, say so and I'll rebalance those cards.

5. **Upgrades attach permanently and travel with the animal** to the discard when it retreats. Alternative: upgrades stay in play / return to your deck separately — pick what you want for deck-thinning math.
6. **Farmhand (Card 26)** triggers its steal on placement, then is discarded (it's an action wearing an animal costume). I treated "turns around" as: the stolen animal keeps its beetles and now moves toward its *former* owner's farm, scoring for you.
7. **Beetle colors:** each player uses a distinct beetle token color so deposits on a shared farm are attributable. (That's likely what the blue chits are for.)

Open questions for the table

- **Single-copy animals are a strong design choice — lean into it.** Because each animal exists once in the Market, denial-buying (grabbing the Wolf so your opponent can't) is a real strategy, and a buried animal at the bottom of a 92-card deck may never appear. If you want key animals to be more reliable, you could seed a few always-visible "staple" animals; if you like the high-variance draft, leave it.
- **Mustache Man x3.** With 3 copies shuffled in, expect roughly three deck-clog attacks per game. That's probably fine, but if it feels oppressive, the easiest lever is dropping it to 1–2 copies rather than 3.
- **Is 10 beetles the right finish line?** With carriers delivering ~2–4 per trip and strip-cards knocking cargo off, 10 could run long. Try 8 if games drag.
- **Standoffs & blocked lanes.** Two survivors can deadlock a column. Squirrel/Turkey/Rooster movement and Freeze break ties, but you may want a "winner advances" rule.
- **Action vs. board balance.** The Dominion engine (Draw/Action/Barter) and the board race are two half-games bolted together. Watch whether one dominates — a pure engine with no animals can't score, but a combo turn that loads + delivers in one shot might be too swingy.

*Next, if useful: I can turn the vanilla Attack×Capacity grid into a tuned **cost formula** and flag any mispriced cards, draft **recommended Market copy-counts**, or lay this out as a printable 2-page rules insert using your card art.*

FEUDING FARMERS — Card Reference

Every card in the BattleCards set, with real stats pulled from the art.

Corner legend: ● top-left = **Attack** · ● top-right = **Capacity** · ● bottom-right = **Cost**. (Currency shows its coin value in the top-left badge instead of Attack.)

Supply counts: Market deck = **3× each action** (66) + **1× each animal** (26) = **92 cards**, shuffled, 5 face-up, refilling. Currency (Copper/Silver/Gold) = **unlimited** side stacks. Animals are single-copy, so each can only be bought once.

Currency (always-available stacks)

Card	Coin value	Cost	Notes
Copper	1	2	Starter money (you begin with 7)
Silver	2	3	
Gold	3	6	

Animals (Card1-Card26)

Attack = beetles removed from an enemy in combat. Capacity = max beetles it can carry (and how much it can take before it retreats). Animals enter play **empty**.

#	Animal	Atk	Cap	Cost	Ability
1	Rat	1	1	3	Can be placed anywhere on the field (not on the opponent's farm).
2	Squirrel ★	1	2	3	Can move horizontally.
3	Rabbit	1	3	2	—
4	Turkey	1	4	3	Can only move diagonally.
5	Sheep	1	5	4	—
6	Duck ★	2	1	1	—
7	Chicken ★	2	2	2	—
8	Goose	2	3	3	—
9	Cat (sitting)	2	4	6	Return to your farm after delivering beetles (instead of retreating to discard).
10	Donkey	2	5	5	—
11	Rooster	3	1	3	May switch places with any one ally animal before moving.
12	Cat	3	2	3	—
13	Owl	3	3	4	Add 1 beetle to this animal at the start of your turn (up to capacity).
14	Dachshund	3	4	5	—
15	Pig	3	5	8	Add 1 beetle to every animal you own at the start of your turn (up to capacity).
16	Fox	4	1	3	—
17	Goat	4	2	4	—
18	Dog	4	3	5	—
19	Cow	4	4	6	—
20	Horse	4	5	7	—
21	Snake	3	1	5	Attacks first (deals its damage before the enemy; if the enemy retreats it takes none back).
22	Hound	5	2	5	—
23	Wolf	5	3	7	Aggressive: must move up any number of spaces to engage an enemy animal in its path.

24	Ox	5	4	7	—
25	Rider	5	5	9	Gains 1 beetle for every ally animal on the field at the start of your turn (up to capacity).
26	Farmhand	0	1	5	Convinces a rival animal to switch sides — it stays put, turns around (now heads back toward its old owner's farm), and is now yours. This card is then discarded.

★ = in the standard starting deck.

The vanilla grid: ignore the special cards and you'll see a clean Attack×Capacity matrix (Atk 1–5 down, Cap 1–5 across). That's your balancing skeleton — every "plain" animal is one cell, and abilities are priced as a premium on top.

Actions & Upgrades (green-bordered "Resource" cards)

Beetle loaders (add beetles to your animal)

#	Effect	Cost
Resource8	Add 1 beetle to an animal ($\leq$ capacity).	2
Resource9	Add 2 beetles to an animal ($\leq$ capacity).	4
Resource10	Add 3 beetles to an animal ($\leq$ capacity).	6

Beetle strippers (remove beetles — combat without combat)

#	Effect	Cost
Resource11	Remove 1 beetle from an animal.	3
Resource12	Remove 2 beetles from an animal.	5
Resource13	Remove 3 beetles from an animal.	8
Resource7	Remove 1 beetle from every opponent animal.	3

Permanent upgrades (attach to one of your animals)

#	Effect	Cost
Resource1	● +1 Attack ("increase beetle removal by 1").	2
Resource2	● +2 Attack ("increase beetle removal by 2").	5
Resource3	● +1 Capacity, and add 1 beetle to that animal now.	2
Resource4	● +2 Capacity, and add 2 beetles to that animal now.	5
Resource5	● +3 Capacity, and add 3 beetles to that animal now.	8

Engine cards (the coin badge top-left = coins it makes when played)

#	Coins	Effect	Cost
Resource17	1	Draw 2.	4
Resource20	1	Barter +1 (extra buy).	3
Resource18	1	Draw 1, Action +2.	6
Resource19	1	Draw 2, Action +1.	6
Resource16	1	Draw 1, Action +1, Barter +1.	8
Resource21	2	Barter +2.	7
Resource22	2	Draw 3, Action +2.	9

Utility & disruption

#	Effect	Cost
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Resource15	Freeze one card — it doesn't move on its next move phase.	3
Resource14	Play 1 action card from your discard pile.	5
Resource6	"Just stares at you..." — when bought , goes straight into the opponent's discard pile to clog their deck. (A curse — buy it at your opponent.)	3

Tokens (Chits)

- **Beetle token** (Chit3 — brown with white beetle; ChitBack3 is the back). The beetles you load, fight over, and deposit.
- **Blue beetle tokens** (Chit1, Chit2): use these as a **second player's beetle color**. Because both players dump beetles onto each other's farms, you need to tell whose beetles are whose to count to 10 — give each player a distinct beetle color.