

Swordplay Arena™

By Dan Ridenhour



For those about to die... we salute you!

It's no longer important how you came to be here, only that you survive to fight another day. Heroes enter the arena in a fight to the death armed only with what they find there. Will you reign victorious this day?

Introduction

Greetings Hero, Prepare For Battle! Swordplay is an easy, fast paced card game of arena combat with medieval weapons. Choose your Hero and begin the fight for your life.

Components

The boxed edition of swordplay includes 60 Cards (57 combat cards, 2 Heroes, and 1 monster), Damage markers, rules, and a 10 sided die. Those using the PDF edition will need to print or supply their own game components.

Object of the Game

The object of the game is to defeat your opponent(s) by dealing enough damage to reduce their life to zero or less. When your Hero is the only one left in the game, you win!

The Cards

There are five types of cards in Swordplay: Arena: *Hero*, *Attack*, *Defense*, *Item* and *Monster* cards.

Hero Cards

Hero cards represent each players warrior during the game. A typical warrior begins play with 10 life, does 1 damage when they attack and has 2 hands for using items.

Attack Cards

Attacks are played during a players Attack phase to make an attack against an opponent. Most attacks specify the location they are striking against as High, Low, Left or Right. Some special attacks do not specify a location and have special rules on the card indicating how they are used.

Defense Cards

Defenses are played during the Attack phase in response to another players attack. Defenses specify the location they may be used to defend against as High, Low, Left or Right. The Dodge defense may counter any attack.

Item Cards

Item cards are played during a players Ready phase to ready the equipment for use. Items come in three varieties Weapons, Armor and Shields.

Weapons

Weapons require one or two hands to wield, increase the damage a Hero does when attacking and may have other special abilities listed on the weapon card.

Armor

A Hero may only have one Armor Item ready at a time. Armor absorbs damage from attacks made against its wearer. Once Armor has taken damage equal to its listed damage value its discarded.

Shields

Ready shields may be used at their wielders discretion to counter attacks made against them. Shields are damaged by each attack they counter and must be discarded after countering the number of attacks listed on the card.

Monster Cards

Monster cards represent a players opponents in solo play. See the solo rules for details.



Setup

1. Selecting Heroes

Each player selects a Hero card to use during the game.

2. Determining Who Goes First

Each player rolls a Die. The player who rolls highest goes first.

3. Shuffle The Combat Deck

Remove all unused Hero and Monster cards from the deck and shuffled the remaining cards.

4. Deal starting hands

Deal five cards to each player from the combat deck.

Playing The Game

Below are the rules for playing Swordplay: Arena with two or more players. If you are playing solo see the appropriate section at the end of these rules. A players turn is divided into four phases:

1. Discard Phase
2. Draw Phase
3. Ready Phase
4. Combat Phase

After you have completed all four phases, declare that your turn is over and the player to your left now takes their turn. Play passes clockwise until the game ends.

1. Discard

During this phase, you may discard one card from your hand.

2. Draw

During this phase, if you have less than five cards in your hand you must draw cards from the combat deck until you have five cards. If the combat deck runs out of cards simply reshuffle the discard pile to form a new combat deck.

3. Ready

During this phase, you may play a single Armor, Weapon or Shield Item card. Ready items remain in play until they are destroyed or discarded. Heroes may not make an attack on any turn in which they ready an Item due to the time it takes to ready.

Armor

Heroes may have one piece of armor ready at a time. If a player plays a new armor card any armor card that hero has in play is discarded.

Weapons & Shields

Heroes may have as many weapon or shield cards ready as they have hands free to wield them. All shields & weapons are listed as one handed, or two handed indicating how many hands they require to ready.

Dropping Items

Ready Armor, Weapon and Shield cards may be dropped at the beginning of the ready phase to allow room for new Items to be readied. Dropped Items are placed in the discard pile.

4. Combat

Players which did not play an Item card in their Ready phase may play a single Attack card during this phase to make an attack.

Making An Attack

An attack is made by playing an Attack card and declaring the target of your attack. For example playing an **Attack - High** card would result in a High Attack at your target.

Defending

The Target of an attack may play any appropriate defense card or use a ready shield to counter an attack made against them. For example a **Duck, Parry - High, Dodge**, or a **Ready Shield** may be used to counter a High Attack. Attacks which are countered score no damage on the target.

Determining Damage

To determine the damage inflicted by a successful attack add the Attackers base damage + Damage for ALL their ready weapons + any damage bonus for the attack card used.

Applying Damage

The Total damage as determined above is applied to the target of the attack. Unless otherwise stated in the card text, damage is first applied to the targets ready armor with any remaining damage applied against the targets life. If a heroes life reaches zero or less they have been defeated.

Winning The Game

The last hero standing wins.

Solo Play

Swordplay may be played solitaire by selecting a Monster card as your opponent and using the rules below for determining the monsters actions during the game.

The Monster Card

Monster cards represent a monster or other non-human opponent during the game. Each monster card lists that monsters Life, Base Damage, Armor and Defense Values for defending against High, Low, Left, Right and Dodge Only attacks.

Monster Defenses

Monsters defend against attacks by rolling a d10 and comparing the result to the appropriate defense number on the card. Rolling the defense number or higher results in a successful defense.

Monster Actions

Monsters draw a card from the combat deck each turn to determine what action they will take. Armor and Defense cards are discarded, Attack cards are played as an attack, Weapon cards are readied if the monster has hands to wield them and the weapon would improve the monsters abilities otherwise they are discarded.

Cooperative Solitaire

Multiple heroes may work together to defeat a monster. Heroes may not attack one another in cooperative play and the monster will randomly choose their target each turn using a die roll.

Realistic Parries (Optional)

Those wishing more realistic parry usage in their games may use this optional rule. Unarmed Heroes may only use parry defenses against attacks from unarmed opponents.

Support

Visit www.digital-alchemy.net/swordplay

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Credits

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