Warrior Duels Overview, Gameplay and Rules

Introduction

Warrior Duels is an immersive online trading card game that pits two legendary warriors from distinct historical factions against each other in a duel of skill, strength, and strategy. The current factions include Viking, Knight, Ninja, Samurai, Barbarian, Legionnaire, and Sword Master, each bringing unique fighting styles and tactics to the battlefield. A warrior begins with three core attributes: Stamina, Strength, and Speed set at various values.

Throughout each duel you will play attack, defense and tactical cards from your hand to outmaneuver your opponent, inflict damage, and reduce their warrior attributes to zero.

You can hold a maximum of 10 cards in your hand and your deck must contain at least 50 cards, with a maximum deck size of 60 cards. When you draw the last card in your deck you will be penalized 4 random warrior attributes and your discard pile will be reshuffled back into your draw deck….so use your card resources wisely.

Warrior Cards

Warriors are the foundation of the game. Each warrior begins the game with starting values for each of his/her warrior attributes. The initial values will vary between warriors depending on their faction and unique characteristics. Every warrior also has a unique ability that is either passive (automatically activated) or active (must be activated by the player).

Here are the components of a Warrior Card.

Starting Warrior Attribute Values

1. Stamina: Attacks to the Upper Body decrease this attribute
2. Strength: Attacks to the Torso decrease this attribute
3. Speed: Attacks to the Feet decrease this attribute
4. Name: Name of the Warrior
5. Faction: Faction of for the Warrior
6. Card Art: Art for this Warrior
7. Warrior Ability: Unique ability for this warrior
8. Rarity Icon: Represents the rarity of this card

Attack and Defense Cards

The primary way to deal damage to your opponent's warrior is by playing attack cards. Warrior Duels simulates combat between two warriors, therefore, each attack is directed at specific areas of your opponent's body affecting one or more warrior attributes. The human silhouette on the attack and defense cards depicts where the attack is targeted or where the defense card can prevent damage from an incoming attack.

The *Torso Right Attack* card shown below how the attack areas the attack is targeting.

To completely defend this attack, a player would use the *Torso Right Block* card. As you can see from the picture below the green areas of the card completely covers the red attack areas from the *Torso Right Attack*.

Shown below is a detailed description on the components on both an Attack and a Defense card. Each Faction may have specific attack or defense cards that only they can use.

1. Attack Icon: Depicts the body area primarily targeted by this attack
2. Attribute Requirements: Minimum warrior attribute values you must have to get the base damage of this card.
3. Damage: The unmodified base damage of this attack
4. Name: Card name
5. Card Art: Art for this card
6. Primary Target Area & Damage options: The primary target area for this attack, followed by damage options. The first number represents the base damage value if the minimum attribute requirements are met. If they are not, the damage defaults to the 2nd value.
7. Damage Allocation: Shows where the damage will be applied for this card across the stamina, strength and speed attributes
8. Quote: Battle quote

1. **Defense Icon**: Depicts the body area the block or dodge will defend against and prevent all damage
2. **Name**: Card name
3. **Card Art**: Art for this card
4. **Card Ability**: States if the defense is a block or a dodge and any abilities or restrictions for game play.

Dodge: Your next attack must be to the head or upper body.

Example: The Jump defense card has this restriction.

5. Quote: Battle quote

Partial Blocks

Attacks can also be partially blocked. If your opponent plays a *Chest Attack* card (shown below) and you only have an *Upper Body Left Bloc*k in your hand you can play that card to partially block the *Chest Attack* and prevent some of the damage. The amount of damage prevented is calculated by the game depending on the area covered by the partial block AND the incoming damage from the attack.
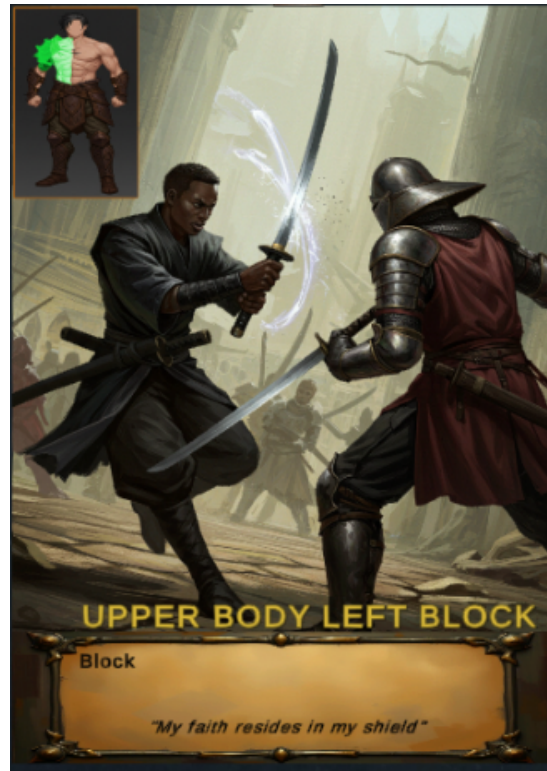
Damage Allocation

Damage allocation in Warrior Duels works slightly differently than most TCG's since it attempts to mimic combat damage a warrior would receive during the course of a duel. The human silhouette is separated into 4 areas: head, upper body, torso, and feet. Other than the head area, each area is directly related to a warrior attribute as follows:

| Upper Body = Stamina | Torso = Strength | Feet = Speed |

Let's take a look at the following 3 attack cards.

CHEST ATTACK
2 — Upper Body
"Practice DOES make perfect"

LEFT HAND ATTACK
1 — Torso
"Courage, above all things, is the first quality of a warrior"

RIGHT FOOT ATTACK
2 — Feet
"A warrior speaks with actions"

The *Chest Attack* does 2 damage if not blocked. This 2 damage will be applied to the warrior attribute Stamina since Upper Body attacks primarily target Stamina. The *Left Hand Attack* does 1 damage if not blocked and this 1 damage will be applied to the warrior attribute Strength since Torso attacks primary target Strength. The *Right Foot Attack* does 2 damage and if not blocked the 2 damage will be applied to the warrior attribute Speed since Leg attacks primarily target Speed.

Attacks that do 3+ damage

In the examples above each attack did 2 or less damage. When an attack breaks through an opponent's defense with 3 or more damage, the first 2 damage is applied to the primary target area as noted above. The remaining damage is allocated in increments of 1 to each additional warrior attribute working in descending order by body area and wrapping back to the Upper Body if applicable.

For example, a *Torso Attack* that hits with 4 damage will allocated the damage as follows:
- First 2 damage applied to Strength - primary body area targeted by the *Torso Attack*
- Next 1 damage applied to Speed
- Next 1 damage applied to Stamina

If there was 5 damage the next, and final damage points, would be allocated as follows:
- Next 1 damage applied to Strength

This allocation is followed for all attacks, except for head attacks.

Head Attacks

Head attacks target the primary body area a bit differently than all other attacks. A successful head attack will target the body area with the lowest warrior attribute value at the time the attack resolves.

Example

Opponent Warrior Attributes 6 (Stamina) 8 (Strength) 9 (Speed)

When the *Left Side Head Attack* resolves at the end of the turn, given the above warrior attribute values shown above, Stamina is the lowest so the *Left Side Head Attack* will target the Upper Body or Stamina as the primary area and then damage beyond 2 will be allocated following the method described above. The damage allocation amounts (blank in the above picture) will dynamically adjust based on the values of your opponent's warrior attributes.

Tactical Cards

There are 4 types of tactical cards:

Blast cards - typically do direct damage or force your opponent to discard cards

Maneuver cards - provide a slight advantage to the warrior playing the card

Supply cards - typically increase warrior attributes (heal) or provide card drawing

Venue cards - changes the conditions of the battlefield for one or both warriors

Tactical cards, along with Faction specific cards, will most likely form the backbone of your strategy. For example, Barbarians are known for attacking relentlessly with little regard for defenses. If you are playing an attack focused Barbarian deck the tactical cards in your deck should support this strategy and game play.

The picture below describes the components of a Tactical card.

How to Play Attack, Defense and Tactical Cards

Each turn, with the exception of the 1st player on turn 1, each player will have 2 combat actions and 1 tactical action to spend each turn. Most attack and defense cards cost 1 combat action to play. If the card requires more than 1 combat action it will be stated in the abilities section of the card. For example, *Torso Attack* ability states: This card requires 2 combat actions to play.

Each Tactical card costs 1 tactical action to be played. There are some tactical cards that will also require a combat action as a cost to be played. For example, the Legionnaire Supply Card *Last Hope* states "This card also cost 1 Combat Action to play.   Add +2 to any Warrior Attribute."

The game keeps track of how many combat and tactical actions you have spent each turn. You will see the following 2 numbers display at the bottom right of your game play screen so you can keep track your remaining Combat Actions (Red) and Tactical Actions (Blue). See A in the next section below for location of the Combat/Tactical actions on the game play screen.

Game Play Area

The picture below shows a duel in progress. Now let's take a closer look at your view of the player's screen and describe the various numbers and icons on it.

1   **Your Hand**: The cards you have in your hand.

2   **Board Cards**: Cards you have played on the board.

3   **Warrior Attributes**: Current value of your warrior attributes: Stamina (green), Strength (orange), Speed (yellow)

4   **Pending Damage**: Incoming damage from opponent's attack cards that have not been blocked.

5   **Avatar**: Your personal avatar

6   **History**: List of the cards you have played this turn

7   **Draw Card Button**: Button to draw one card at a time. The number represents the number of cards you may still draw.

8   **Warrior Icon/Button**: Show the Warrior you are playing. If your Warrior has an active ability, you press this Icon Button to activate it.

9   **End Turn Button**: Press to end your turn. NOTE: You must draw cards before you end your turn.

A   **Combat/Tactical Actions**: The red number is how many combat actions you have remaining to spend this turn. The blue number is how many tactical actions you have remaining to spend this turn.

B   **Damage Last Turn**: Represents the total attack damage you dealt last turn

C   **Turn Number and Timer**: Time left before your turn ends and the current Turn number

D   **Discard Button and Counter**: Press to Discard "dead cards" (see below) and counter

E   **Deck**: Hover over to show number of cards left in your deck and number of cards in your discard pile

Sequence of Play

Each turn is broken down into the following phases:
- Start of Turn
- Defense Phase
- Attack Phase
- Draw Phase
- End of Turn

There is a time limit for you to complete all the phases in your turn with the time remaining displayed by the timer (C in the above picture).

The game keeps track of which phase you are in and will move you through the phases of the turn based on the cards you play or the actions you take (e.g. drawing a card with the Draw Card button signals the start of the Draw phase).

Some cards require you to perform a specific action at the Start of your Turn such as discarding one or more specific cards. Once your turn begins the game will require you to perform this action.

You must play all defense cards before playing any attack cards. Once you play an attack card you will be prevented from playing any defense cards as playing an attack card signals you have entered the Attack Phase of the turn.
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You may play a tactical card anytime during your Defense or Attack phase.

Once you hit the Draw Card button and start to draw cards up to your maximum hand size you have ended the Attack phase and started the Draw phase and will be prevented from playing any more cards.

Pressing the End of Turn button, or when the timer expires, begins the End of Turn Phase. If the press the End Turn button before you draw up to your maximum hand size the game will remind you ONE time that you still have cards to draw. The next time you press the End Turn button your turn will end.

Note: When the timer expires the End of Turn phase begins and will prevent you from drawing any more cards.

Card Requirements

Some cards require your warrior's attributes to be at, or above, a specific number(s) in order either a) play the card or b) receive the maximum damage for the attack. Let's look at the Barbarian faction card - *Cave the Chest*

The card's ability states Attack 4/2: Lose 1 Strength. To play *Cave the Chest* with an attack value of 4 requires a minimum warrior attribute of 5 Strength to gain the higher attack value. Otherwise, if played when the warrior's Strength attribute is below 5 will result in an attack value of 2. Attack cards that do not meet the minimum warrior attributes will have a Yellow Glow around them when they appear in your hand.

Other cards, mainly Tactical Cards, cannot be played if the minimum warrior attribute requirements are not met. For example, *Instill Fear* below also requires 5 Strength to be played. If your warrior attributes do not meet the minimum values the card cannot be played.

How Do I Know What Cards I Can Play?

When it is your turn the cards in your hand will have a Green, Yellow, Red, or border around the card. A Green border means the card meets all requirements to play it (e.g. enough combat or tactical actions remaining and if applicable the minimum value for any required warrior attributes). A Yellow border means the card does NOT meet the minimum warrior attribute requirements, but can still be played but the card will default to the lower attack value. A Red border means the card does NOT meet the minimum warrior attributes and CANNOT be played. A card with no border means that you do not have enough remaining combat or tactical actions to play the card.

The cards will appear with the colored borders as shown in the picture below.
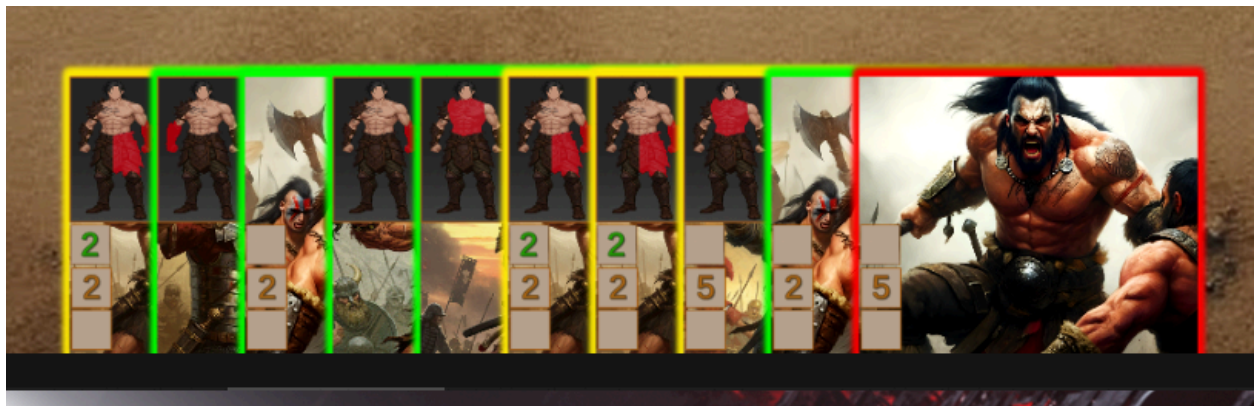
Yellow and Red bordered cards are considered "dead cards". Anytime during the game if your warrior attributes return to the minimum values required to play a "dead card" the border of that card will change to Yellow or Green.

What Happens to "Dead Cards"

Dead Cards are cards in your hand that have a Red or Yellow Glow around them indicating they cannot be played, or will default to the lower attack value (Yellow border cards), since they do not meet the minimum warrior attributes.

There are 2 options for Dead Cards. 1) Wait until you play a card that increases the required warrior attribute(s) to the minimum level or 2) Use the Dead Card Discard button to discard a Dead Card from your hand. A maximum of 1 Dead Card may be discarded each turn. However, for every 2 Dead Cards you discard you will be penalized 1 random warrior

attribute.The Dead Card Discard button will appear below your deck when it is your turn. The number to the right of the button keeps track of how many cards you have discarded using the Discard button. It will be a White 0 or a Yellow 1.
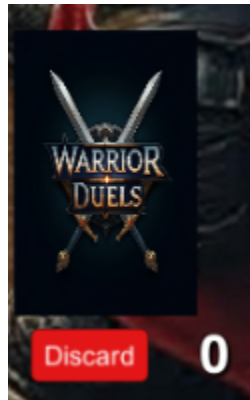
Playing Cards From Your Hand

Each turn you will play cards from your hand to attack, defend, and tactically try to gain advantage over your opponent. Here are the mechanics for playing each type of card.

Tactical Cards

Blast, Maneuver, Supply and Venue are tactical cards that can be played anytime during your Defense or Attack Phase. However, understanding the abilities on each card is critical to take advantage of their full potential. For example, Samurai Maneuver card *It's a Blur* has the ability "Your next attack this turn is unblockable". If you play that card after all of your attacks you won't gain the unblockable attribute as it is only for attacks played this turn.

Venue cards - Only 1 Venue card can be in play at any time by either player. Since Venue cards change the conditions of the battlefield they cannot be removed from play by another Venue card until they have been in play for 1 complete turn. For example, if you start Turn 3 and play the Legionnaire Venue Card *March to Victory*, your opponent cannot remove it by playing another Venue card when it is their turn on Turn 3. The only way to immediately

remove a Venue Card from play is by playing a card that has the ability "Remove a Venue from play" such as *Change of Scenery*.


After a Venue card has been in play for 1 complete turn, any player that plays another Venue card will automatically remove the current Venue card on the board from play.

Defense Cards

You can only play defense cards against incoming attacks. Therefore, if your opponent did not play an attack card during their turn you cannot play a defense card. **You also cannot play an invalid defense card.** This means every defense card played must cover some portion, or all, of the incoming attack.

Since there may be multiple opponent attacks on the board, once you play the defense card you must drag it to the attack you want to defend against. The picture below shows what this would look like on the screen.
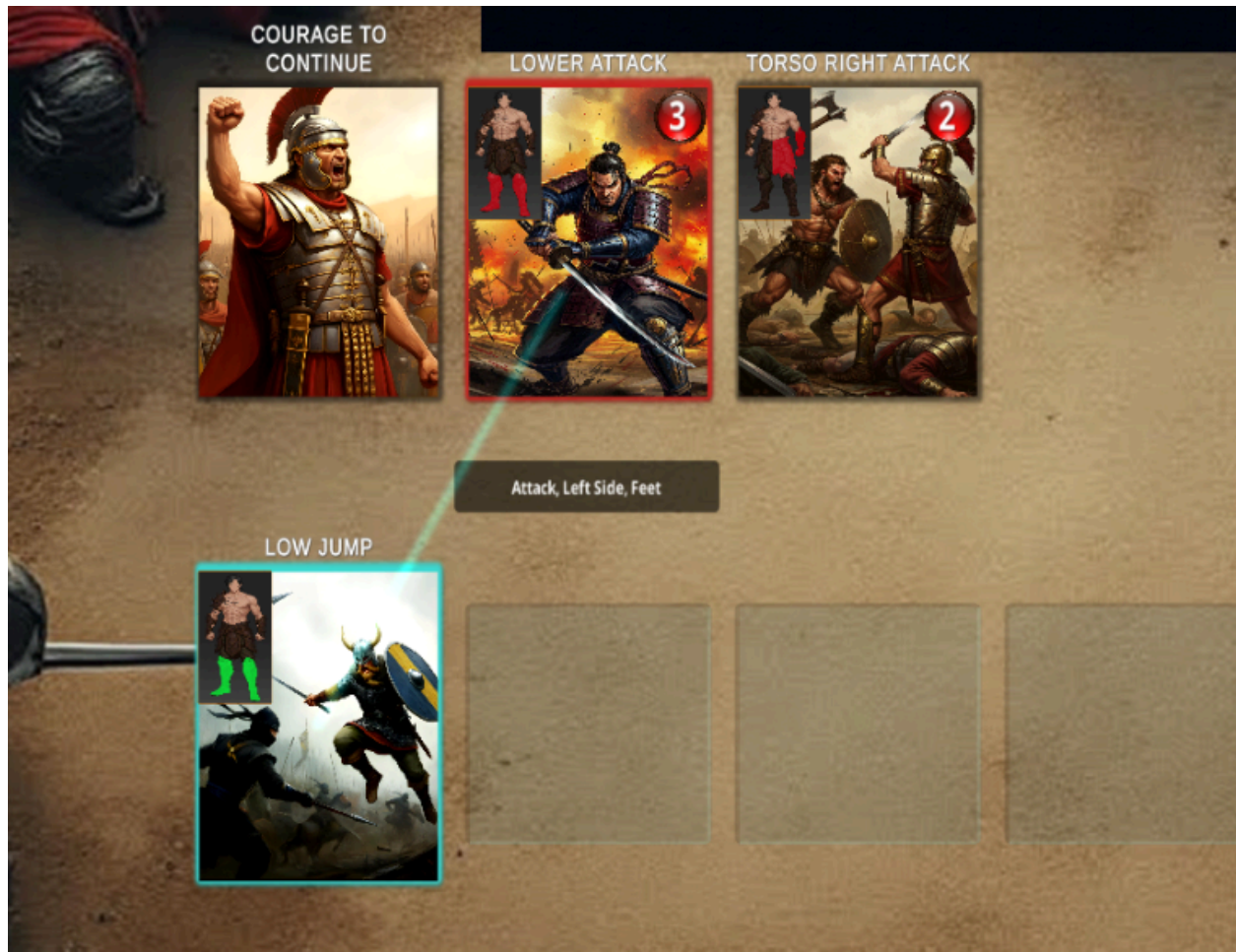
You must defend attacks in the order they were played and once you defend an attack you cannot go back and defend an attack before it in the attack chain. For example, in the picture above if the first attack you defend against is the *Torso Right Attack* you cannot try and block the *Lower Attack* after that block occurs.

A single defense card may block, or dodge, multiple attacks as long as you 1) it is a valid defense and 2) you defend them in the order the attacks were played as noted above.

Attack Cards

You may play as many attacks as you want during the Attack Phase as long as you have the Combat Action to play the cards. If you decided to forgo playing a defense card, you should normally have 2 Combat Actions entering into the Attack Phase. You can use both

of them to play 2 attacks. Also, there are a few cards in the game that will increase the number of Combat Actions you have and attacks that cost 0 Combat Actions.

You cannot play your 1st attack each turn to areas you just defended (Unless you are playing the Warrior Samurai Takeda Shingen who has the passive warrior ability "You may attack to areas you just defended"). So it is important to carefully plan your defense and attack strategy each turn.

When an attack card is played it will automatically attack your opponent's Warrior and register as an incoming attack value in their Incoming Warrior Attack indicators.

Winning the Game

The game is over the moment any player's warrior attributes are all reduced to zero. This can happen at any point during the game. For example, at the end of your turn if you failed to block all incoming attack damage and as a result all of your warrior's attributes are reduced to zero, you lose. Alternatively, if during your turn you play a tactical card that reduces your opponent's warrior attributes to all zero you win the game.

Advanced Concepts

Warrior Abilities

Each Warrior has a unique ability that is either passive or active. An active ability requires you to activate it using the Warrior Icon Button during your turn. For example, Alaric The Barbarian's ability states "Once per turn you may increase the damage of a random attack you made by +1." To activate this ability you would 1) play your attacks for the turn and 2) press the Warrior Icon Button. The game will then randomly choose an attack to increase the damage by +1

A passive ability is one that is active during your turn without you taking any action. For example, the Knight John Chandos' ability states "Attacks doing 3 or more damage inflict 1 less damage up to a maximum of 10 prevented damage per game." At the end of your turn any attack that has a damage value of 3 or more will be reduced by 1. This can occur a maximum of 10 times per turn.

John Chandos' warrior ability, along with a few others, have a counter associated with them. For example, you most likely would want to know how many attacks John Chandos has remaining that he can decrease. Similarly, the Ninja Fuji Nagato warrior ability states "For every 2 cards you voluntarily discard gain 1 Warrior Attribute of your choice per turn." Warrior abilities that require a counter will have a light blue number will appear under the Warrior's Icon as shown in the picture below.

Concealed Attacks

During the course of a duel you may be able to conceal one or more of your attacks from your opponent. This means your opponent will need to guess what the incoming attack is and play a defense against it. A concealed attack is represented by an attack card played face down. This is the only time in the game an "illegal" attack may be played since the defender does not know where the concealed attack is targeted. The picture below shows what a concealed attack looks like on the game board.
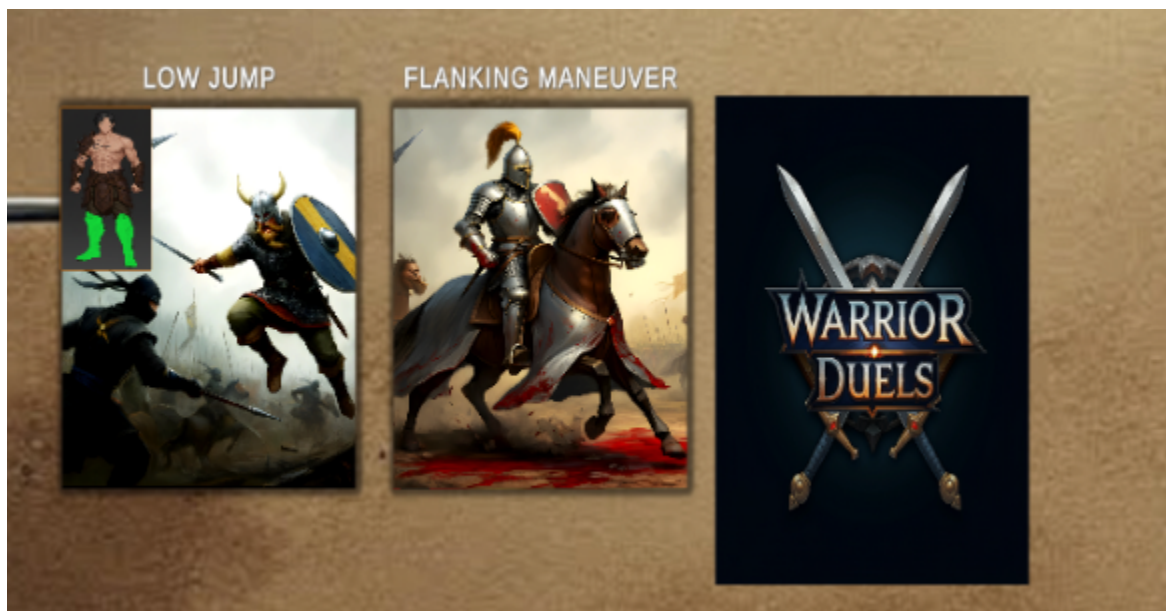
Distance Attacks

A few attacks in the game are Distance Attacks such as the Ninja *Shuriken* attack card. These attacks represent attacks made from a distance and therefore are unblockable. However, they can be dodge with a Dodge defense card such as *Step Back*. Distance attacks will have the following icon below the card when on the game board.

Unblockable

Attacks in the game can be Unblockable, meaning a Block defense card cannot be played to defend against the attack. Some cards are Unblockable based on the card's abilities such as the Barbarian card *Fatal Blow*. Alternatively, some tactical cards have the ability to make your next attack that turn Unblockable. For example, the Samurai Maneuver card *It's a Blur*. Unblockable attacks will have the following icon below the card when on the game board.

Undodgeable

Attacks in the game can be Undodgeable. Meaning a Dodge defense card cannot be played to defend against the attack. Some cards are Undodgeable based on the card's abilities such as the Legionnaire card *For the Emperor*. Alternatively, some tactical cards have the ability to make your next attack that turn Undodgeable. For example, the Ninja Maneuver

card *Disguise*. Undodgeable attacks will have the following icon below the card when on the game board.

Drawing Your Last Card

When you draw the last card from your deck you have exhausted your resources and will take 4 random warrior attribute damage. This means a total of 4 points will randomly be deducted from your Warrior attributes. Your discard deck is then shuffled back into your main deck and you may draw cards normally.