

Conventional Combat

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Overview: Defeat your foes, enemies, and rivals! Pit your forces against theirs in the battle for ultimate Con Supremacy. Each player will select a Fighter, Supporter, and Action card, resulting in a battle! Dice will be rolled to determine a winner (in addition to abilities and skills). There are two types of battles: Quick Duel, and Full Match. A Quick Duel is a simple fight, and takes about a minute to play. A Full Match consists of several duels, ending when one player has defeated three enemy characters. It takes 5-10 minutes. You'll each need a Combat Force of six, or ten cards, depending on which type of battle you wish to fight.



Card Layout:

Conventional Combat Duels revolve around attacks and defenses of four element types: Light, Dark, Fire, and Water (Top of card). If your Fighter attacks in Light, your opponent uses his Light defense value, etc. Every character card also has a Support Ability. In a duel, your Fighter will use only its attack and defense values, and your Supporter will contribute its Support Ability. Each card also has a pretty picture on it. This is so you do not get bored while your opponent takes forever choosing a card! Next to a character's attack type, is a letter, representing (H)umanoid, (C)onstruct, or (M)onster. Some abilities and actions only affect certain types of characters.

Quick Duel Rules:

To play, you must possess a Combat Force of six cards, at least two of which must be Action cards, and at least two of which must be Character cards. Your Combat Force is also referred to as your 'hand', as you hold all of them for each game. Set aside the rest of your collection until the battle is over.

- (1) **Choose Fighter:** Each player chooses one character from their hand, and reveals it at the same time as their opponent. Place it face up in front of you. This character is your **Fighter**.
- (2) **Choose Supporter:** Each player chooses a second character from their hand, revealing simultaneously. Place it face up on top of your Combatant, covering up the Support Ability portion of the Combatant card. This character is your **Supporter**.
- (3) **Choose Action:** Now, each player chooses an action card from their hand, revealing it at the same time as their opponent. Place it face up next to your Fighter and Supporter.

- (4) **Determine Skill:** Your team's Skill is equal to your Fighter's attack minus the opposing Fighter's defense of the appropriate type. Be sure to include bonuses from actions and support characters in your calculation! For example, if your attack is Fire: 6 and the opposing Fighter's Fire defense is 4, your Skill is 2. Skill may never be higher than 5.
- (5) **Roll Dice:** Roll your two dice. If either die is lower than your Skill, change it to match. For example, if your Skill is 3, and you roll [1][4], change it to [3][4].
- (6) **Determine Winner:** Using the advanced math formula: 'Which total is bigger?' the winner of the battle is determined! If there is a tie, repeat step 5 again until a clear winner occurs. If this is impossible due to an unlikely combination of card effects, roll again ignoring combat skill to determine a winner.

Full Match Rules:

In a full match, you must have a Combat Force of ten cards, with at least three Actions and three Characters. This battle will consist of a number of duels, with the objective of eliminating three of your opponent's characters. In addition to the ten cards, add the **Null** action card to your hand.

- (1) **Fight a Duel:** Resolve an entire duel, exactly as in a Quick Duel.
- (2) **Eliminate Defeated Combatant:** The Fighter that lost the duel is removed from play, and placed in a discard pile. The winning Fighter returns to its owner's hand.
- (3) **Clean Up Actions:** Used actions are discarded. Each action (except Null) is only used once.
- (4) **Supporters Become Fighters:** The two Supporters from the previous duel become the Fighters for the next duel. If you did not have a Supporter, choose a new Fighter now.
- (5) **Next Duel:** Fight a new duel, starting with the **Choose Supporter** step. Repeat until one player surrenders! You surrender if you have three characters in your discard pile.

FAQ and Clarifications:

- **No Supporter:** If you are left in the situation where you need to play or replace your supporter, but have no character cards left, you fight without the benefit of a Support ability.
- **Combat Skill = 0:** If your Combat skill is less than 1, there is no adverse effect other than being embarrassed by your clearly poor choice of characters. Remember, Combat Skill cannot go higher than 5!
- **'All' Fighters or 'All' Characters:** Any card referring to 'all' of something includes both your cards and your opponent's cards. Yes, sometimes your own cards can negatively affect you!
- **When do Support Abilities Happen:** If a Support ability tells you to do something, do it as soon as it is played, not after Action cards.

For more information, visit the Asmadi Games Conventional Combat webpage at <http://asmadigames.com/cc/> , or contact us at AsmadiGames@gmail.com.