

SHATTERED ARENA

Core Rule Book v1

Welcome to Shattered Arena, the card game of tense tactical duels in the eternal arena.

OVERVIEW

Shattered Arena is a customizable card game where 2 to 4 players take on the role of fighters forced to duel one another for survival in a dark fantasy arena ruled by the cruel Tyrants.

Shattered Arena focuses on individual fighters and the minute details of their combat interactions.

Each deck represents an original character and can be customized to fit your preferences and play style.

Weapons and Armor lose durability in combat and eventually break, resulting in equipment loadouts that change throughout the duel.

FIGHTER SELECTION

Each player has a deck of cards called an Armory. Your Armory contains a unique combination of Weapons, Armor, Trinkets, Items, Favors, Attributes and Techniques that defines your fighting style.

This demo of Shattered Arena contains 2 decks. The full commercial version of the game will contain multiple decks of different styles that you can customize to create your own fighters.

Ludo the Gladiator (Red Deck)

The famed gladiator Ludo is a versatile heavy hitter capable of using his Strength to equip powerful weapons and stack damage bonuses. His Appeal allows him to draw extra cards and use the favor of the crowd to his advantage. Look for opportunities to stack damage bonuses to make devastating counter attacks.

Tychon the Pursuer (Orange Deck)

The relentless and technical assassin Tychon uses his Agility to strike opponents with flurries of attacks. Tychon's Appeal allows him to equip some specialized armor and seek useful items from his Armory. Carefully choose when to parry your opponent's attacks and leave them wide open for a punishing combo.

CARD TYPES

ATTRIBUTE

Attributes stay in play and constantly provide resources needed to equip Weapons, Armor, and Trinkets, and to use Techniques. At the moment a card comes into play, you must have the attributes required by that card on your board. The number and type of attributes required to play a card are displayed on the card. Each gray attribute icon indicates that one attribute of any type is required. You do not need to commit or discard Attribute cards when they are used to put other cards into play. For example, if you have 3 Strength Attributes in play, you can play multiple cards that require 3 Strength in the same turn. Cards do not need to leave play if you lose the attributes that were required to put them into play.

Attribute Characteristics:

STRENGTH (Red axe icon)

Strength grants the power to equip heavy weapons and damage boosting trinkets, perform bold attack techniques, and crash through an opponent's defenses with overwhelming attacks and counter moves.

AGILITY (Orange legs icon)

Agility allows a fighter to handle swift, technical weapons, perform a wide variety of techniques used to avoid attacks, open an opponent's defenses, and retaliate with a flurry of attacks.

ENDURANCE (Blue shield icon)

Endurance allows a fighter to equip highly protective armor, counter attack in the face of powerful attacks, and flourish late in the duel when an opponent's weapons and armor are in ruins.

APPEAL (Gold cup icon)

A fighter with Appeal enjoys the privilege of special favors granted by adoring patrons and the use of a variety of exotic weapons and trinkets that enhance the excitement of the duel.

ARCANE (Green eye icon)

Arcane is the mysterious inner force of the psyche which grants a fighter the ability to strike through physical defenses and equip armor and trinkets imbued with a variety of magical abilities.

ITEM (Vase Icon)

Items are support tools that make a professional fighter more effective in the arena. Items have a wide variety of useful functions including healing, armor repair, attribute growth, and attacking opponents. Do not underestimate the importance of having the right items at your disposal in the arena.

Items never have an attribute cost. You may play one Item on each of your turns. Items can target any fighter in the arena, friend or foe alike. When you play an Item, declare which fighter you are using it on, then perform the action written on the card and immediately put it into your discard pile.

FAVOR (Wreath Icon)

Fighters of the arena sometimes call on their cruel sponsors for special favors. The Tyrants answer by showering their favorite fighters with select gifts from their Armory or by changing the state of the arena. Favors often grant a fighter the ability to draw extra cards or search the Armory for cards of a specific type.

Favors never have an attribute cost. You may play one Favor on each of your turns. When you play a Favor, resolve the action written on the card then immediately put it into your discard pile.

WEAPON (Sword handle icon)

Weapons are the key to a professional fighter's offense and defense. Weapons are used to attack opponents and strike back at them while on the defensive. They may also be used to block in combination with armor, allowing a fighter to survive powerful attacks.

The card's attack damage value determines how much Health an opponent will lose if hit with the full force of the attack. The card's block value determines how much damage will be subtracted from an attack when the weapon is used to block. The card's DP (durability points) determines how many times the card may be used to block before it breaks. Two-Handed weapons occupy two of your fighter's weapon spaces.

ARMOR (Helmet icon)

Armor keeps a fighter alive through brutal combat exchanges but breaks down with each impact. The card's block value determines how much damage will be subtracted from an attack when the armor is used to block. The card's DP (durability points) determines how many times the card may be used to block before it breaks.

Equip Armor to your fighter's head, arms, body, and legs by placing it into the appropriate armor space on your board. Only one armor card of the correct type can be equipped to each space.

TRINKET (Amulet icon)

A fighter's weapons and armor may be adorned with useful trinkets, providing them with special abilities and improved performance.

Each of your equipped weapon and armor cards can have one Trinket attached. When you attach a Trinket to one of your weapons or armor, slide the Trinket card under the weapon or armor card until only the text box at the bottom of the Trinket can be seen.

UNIVERSAL TRINKET

Universal Trinkets may be attached to any of your equipped weapons and armor. This type of trinket provides a wide variety of passive benefits.

WEAPON TRINKET

A Weapon Trinket may be attached to any of your equipped weapons. This type of Trinket typically provides combat related benefits when using the weapon to attack or block.

ARMOR TRINKET

An Armor Trinket may be attached to any of your equipped armor cards. This type of Trinket provides a variety of passive and combat related benefits.

TECHNIQUE (Hand Icon)

Techniques are skilled actions that fighters with the right attributes can perform at specific times. When you play a Technique, perform the action written on the card then put it into your discard pile.

SKILL TECHNIQUE (Main Phase)

You may play one Skill Technique during your Main Phase. Skill Techniques have a wide variety of uses and some can be used to attack an opponent without committing your weapons.

ATTACK TECHNIQUE (Attack Step)

Each time you are in the Attack Step, you may play one Attack Technique to add properties to your weapon's attack. Attack Techniques may only be played when you attack using a Weapon card.

DEFENSE TECHNIQUE (Defense Step)

Each time you are in the Defense step, you may play one Defense Technique to add properties to your blocking weapons or armor. Some Defense Techniques can be used to avoid an attack without committing your weapons or armor.

THE BOARD

Each player has their own board with specific zones where certain types of cards are put into play.

The left side of your board is dedicated to your fighter's status. Attributes are placed in a vertical stack here. Dice used to track health and the duration of status effects are placed near the attribute stack.

The center of the board is dedicated to your fighter's equipped weapons, armor, and trinkets. The upper row has two spaces where weapons can be equipped. This represents what your fighter is holding in their left and right hand. The lower row has four spaces representing specific areas of your fighter's body where armor can be worn (Head, Arms, Body, and Legs). You may place six-sided dice on or near your equipped weapons and armor to keep track of their DP (durability points).

The right side of your board is dedicated to your Armory (deck) and discard pile. The contents of your Armory are secret to all players. The contents of your discard pile are public.

CARD STATES

READY (Card Turned Upright)

Your equipped weapons and armor are ready to be used while they are turned upright.

When you declare an attack or block using a Ready weapon or armor card, you must turn the card to the Committed (horizontal) position to show that it has been used this turn. You cannot Commit the card again until it becomes Ready (upright). In the Refresh Step at the end of each player's turn, all players refresh all of their cards.

COMMITTED (Card Turned Horizontally)

A Committed card cannot be used until it becomes Ready. When a Committed (horizontal) card is refreshed, it becomes Ready (upright).

EXHAUSTED (Card Turned Upside-down)

An Exhausted card cannot be used and it will take two refresh steps to become Ready. When an Exhausted (upside-down) card is refreshed, it becomes Committed (horizontal).

Exhausted>Committed>Ready

GAME TYPES AND OBJECTIVES

DUEL (Standard 2 player duel)

Two fighters duel for survival. The game ends immediately when a fighter's Health reaches zero and the surviving fighter is the winner. It is not possible to end the game with a tie.

TREI (3 Player Free for All)

Each fighter battles for their own survival. There are no rule changes for this game type, but there is a different victory condition. The game ends immediately when one fighter is defeated and the fighter with the highest remaining health is the winner. In the case of a tie, the fighter who triggered the end of the game by defeating an opponent is the winner.

It is not always to your advantage to attack the same opponent. Avoid going in for the kill unless you have the lead. You may attack more than one opponent on your turn. Remember that all three fighters should refresh their cards at the end of each turn and that Items can target friends and foes alike.

TANDEM DUEL (2v2 Battle)

Two teams of two fighters face off in this battle for survival where Health is shared. Start each team with 40 Health. When one team's shared Health reaches zero, the game ends immediately and the surviving team is the winner. It is not possible to end the game with a tie.

There are some special rules for this game type. Teams have shared Health. Teams have shared turns, allowing fighters to coordinate with their teammates when choosing the order of actions. Favors can be used on teammates. Fighters can use their own weapons to block attacks that target teammates.

SETUP

HEALTH

All fighters begin the duel with 20 Health. A fighter is defeated when they have no more health remaining.

STARTER CARDS

Place the starting cards into the appropriate spaces on the board, face up. The starting cards are identified with an "S" near the upper left corner of the card. This is where there the Attribute Cost normally appears on a card. Each Armory contains 1 Starter Weapon and 2 Starter Armor cards.

STARTING HAND

Each player shuffles their Armory then draws 7 cards. Players may then discard any number of cards from their starting hand and re-draw the same number of cards. Lastly, shuffle all of the discarded cards back into the deck. Before the duel begins, each player may do this once.

TURN ORDER

Decide which fighter will act first. You may do this by rolling dice and allowing the player with the highest result to choose who goes first. The player who takes the first turn cannot draw a card on the first turn of the game. No player can attack or play any cards that target other players on their own first turn.

PHASES OF EACH TURN

DRAW PHASE

At the beginning of your turn, draw 1 card and put it into your hand. There is no hand size limit.

MAIN PHASE

You may perform any of the following actions in any order during your turn. The order in which you perform actions is an important part of your strategy.

PUT ONE ATTRIBUTE INTO PLAY

Attributes are resources that allow you to equip Weapons, Armor, and Trinkets, and to use Techniques. The attributes required to play a card are displayed in the upper left area of that card. The more attributes you have, the more powerful cards you will be able to play.

PLAY ONE ITEM

Items have a wide variety of uses and you can use their effects on any fighter in the game. Perform the action written on the card then put it into your discard pile.

PLAY ONE FAVOR

Favors represent an interaction between a fighter and the audience. Perform the action written on the card and put it into your discard pile unless it specifies otherwise. Some favors stay in play and change the state of the arena for all fighters.

PLAY ONE SKILL TECHNIQUE

Techniques are skilled actions that fighters with the right attributes can perform at specific times. The exact step of the game when a Technique can be played is specified on the card. You may play one Skill Technique in your Main Phase. Perform the action written on the card then put it into your discard pile.

EQUIP WEAPONS

You may equip any number of Weapons during your turn as long as you have the required Attributes and empty Weapon spaces on your board to put them into. Two-Handed Weapons occupy two Weapon spaces. Weapons come into play Committed (horizontal).

EQUIP ARMOR

You may equip any number of Armor cards during your turn as long as you have the required Attributes and empty Armor spaces on your board to put them into. Armor comes into play Ready.

ATTACH ONE TRINKET

Trinkets are attached to your equipped Weapons and Armor to provide them with special properties. If a Trinket does not specify whether it attaches to a Weapon or Armor, it can be attached to either. Any Weapon or Armor card may have only 1 Trinket attached at a time. Trinkets cannot be removed once attached.

DROP WEAPONS AND ARMOR

During your turn, you may voluntarily drop any number of your equipped Weapons and Armor into your discard pile. You may only drop cards that are Ready. Any cards attached to a dropped card are also discarded.

COMBAT PHASE

Each time you declare an attack against an opponent you enter the Combat Phase. You must complete all of the steps in the Combat Phase before returning to your Main Phase or declaring another attack.

ATTACK STEP

Declare one attack by committing one of your ready weapons or by playing a card that causes an attack.

If you attack using a weapon, you may also play one Attack Technique to add effects to your weapon's attack.

DEFENSE STEP

Your opponent may commit one weapon, one armor, *or* a combination of one weapon *and* one armor to block damage from your attack. Your opponent may also play one Defense Technique to add effects to the block.

Some Defense Techniques allow a fighter to avoid an attack completely without committing any weapons or armor. If your opponent avoids your attack, the Combat Phase ends immediately and you return to your Main Phase.

DAMAGE STEP

Subtract your opponent's total Block value from your total Attack Damage value. Any remaining damage is subtracted from your opponent's Health.

DURABILITY STEP

Each of the cards that your opponent used to block lose 1 DP (Durability Points). Weapons and armor are broken and discarded immediately when they have no more DP remaining.

COUNTER ATTACK STEP

When you attack an opponent, that opponent has the opportunity to counter attack you.

In the Counter Attack Step, your opponent may commit one of their ready weapons to declare an attack against you. If this happens, your opponent attacks you as though it is their turn. Complete all of the Combat Phase steps for your opponent's counter attack, then return to your Main Phase.

A fighter cannot enter the Counter Attack Step on their own turn or if they used a weapon to block in the Defense Step.

END PHASE

Announce the end of your turn when you are finished. You do not have to take every available action. However, some special conditions can force you to take certain actions before your turn can end.

STATUS DICE STEP

Status dice are used to track the number of turns that you will be affected by Poison, Berserk, or Fear. At the end of your turn, reduce the number displayed on each of your status dice by 1 and remove any dice that reach zero. You are cured of an effect when you have no more dice tracking it.

REFRESH STEP

At the end of each player's turn, all players refresh all of their cards.

Committed cards (horizontal) become Ready (upright).

Exhausted cards (upside-down) become Committed (horizontal).

The next player begins their turn by drawing a card. Keep fighting until your opponents are defeated!

TURN ACTIONS QUICK REFERENCE

Start Phase

Draw 1 Card

Main Phase

Take any of the following actions in any order

Play 1 Attribute

Play 1 Item

Play 1 Favor

Play 1 Skill Technique

Attach 1 Trinket

Equip & Drop Weapons & Armor

Combat Phase

End Phase

Count Down Status Dice

All Players Refresh Cards

SAMPLE COMBAT PHASE:

It is your opponent's turn.

Attack Step

Your opponent commits their Gladius and declares an attack against you for 6 damage.

Defense Step

You decide to commit your body armor to block 4 of the damage. You do not have a Defense Technique in your hand to add properties to your block.

Damage Step

Your body armor blocks 4 of the 6 damage, so you lose 2 Health.

Durability Step

Your body armor loses 1 DP as a result of blocking an attack.

Counter Step

You did not use one of your weapons to block your opponent's attack in the Defense Step, so you may attack your opponent in the Counter Step. You commit your Pugio Dagger to counter attack your opponent for 4 damage and you play an Attack Technique from your hand to add 3 damage to your weapon's attack.

Defense Step

Your opponent did not expect a counter attack dealing so much damage. They decide to commit their Light Dagger to block 3 damage from your attack and they also commit their leg armor to block 3 more damage from your attack.

Damage Step

Your opponent's Light Dagger and leg armor block 6 of the 7 damage, so your opponent loses 1 Health.

Durability Step

Your opponent's Light Dagger and leg armor each lose 1 DP. The leg armor has no more DP left, so it is broken and discarded immediately.

Your opponent continues their Main Phase.

While you may have expected to deal more damage to your opponent in the exchange, your opponent's equipment lost a total of 2 DP and a piece of their armor was broken. Your opponent also had to commit their second weapon to block, leaving them with no more ready weapons to attack with on their turn.

OTHER RULES

SEARCHING

There are many effects in Shattered Arena that allow you to search your Armory (deck) for specific types of cards and put them into your hand. Each time you search your deck for any number of cards, you must reveal each card you removed from the deck before putting it into your hand. This rule ensures that players choose legal cards when searching the deck. Always shuffle your deck after searching in it.

Some searches can be chained. For example, if you use the Messenger Beetle to search your deck for a Favor, you could play the Favor immediately if you haven't already played a Favor this turn. The Favor might allow you to search the deck for a Trinket that allows you to search an Item when it comes into play. Being aware of searches and chains is a key strategy to getting the cards you need into play.

DURABILITY AND BREAKING

Weapons and armor break when they have no more remaining DP. When a weapon or armor is broken, immediately discard it and any cards attached to it. You cannot use abilities on the cards before they enter your discard pile. Blocking is the most common way that weapons and armor lose DP.

For example:

If you block with your starting armor when it has only 1 DP, it breaks before you have the opportunity to use its Starter Sacrifice ability.

If you block with Scissor Katar when it has 2 DP, it loses 1 DP after blocking and you may also use its Parry ability which causes it to lose 1 additional DP. In this case, the Scissor Katar would break after you use its Parry ability to exhaust the weapon it blocked.

If you block with Scissor Katar when it has only 1 DP, it breaks before you have the opportunity to use its Parry ability.

ENTANGLE

Some weapons have the ability to entangle an opponent's weapons or armor when blocking or being blocked. When this happens, the cards become exhausted, preventing them from being used for an extended period. The cards are considered entangled until they become Ready.

DETACH

In some cases, you may detach a card that is attached to another card. However, you cannot detach a card the same turn you attached it. You also cannot attach a card the same turn you detached it. A detached card must be immediately discarded unless the card text specifies otherwise.

ATTRIBUTE SACRIFICE

Some cards require you to discard one or more Attribute cards from your board to trigger powerful effects. This is called Attribute Sacrifice. For example, a Trinket may allow you to sacrifice 1 Endurance Attribute per turn to recover some of your Health. Carefully choose when to use abilities that require you to sacrifice attributes.

ATTACK RANGES

The range of your attack determines whether or not your opponent can reach you with a counter attack.

RANGED

When you make a Ranged attack, you cannot be counter attacked. Missiles such as darts, stones, and magical projectiles have the Ranged property. Some weapons such as daggers and spears may be discarded to make a Ranged attack.

REACH

When your attack has Reach, you can only be counter attacked if your opponent's counter attack also has Reach. Long range melee weapons such as spears have the Reach property.

MELEE

If card text does not specify the range property of your attack, it is a Melee attack. When you make a Melee attack, you can be hit by counter attacks of any range property. Swords, daggers, and most other standard, one-handed weapons attack from Melee range.

STATUS EFFECTS

Status effects are temporary changes to a fighter's condition that influence the outcome of a duel.

The number that appears after a status effect is its duration (the number of turns that a fighter will be affected by the condition). Dice are used to track the duration of status effects. Whenever you gain a status effect, place a new die on your board displaying its duration. It is possible to have multiple dice tracking the same status effect. In the Status Dice Step at the end of your turn, reduce the number displayed on each of your status dice by 1 and remove any dice that would display a zero. You are cured of a status effect when you have no more dice tracking it.

POISON

Before counting down your status dice, you lose 1 Health for each Poison die on your board.

BERSERK

During your turn, you must attack with each of your ready weapons before your turn can end. If you will be able to attack in your Counter Attack Step, you cannot use a weapon to block in your Defense Step and you must attack in your Counter Attack Step. In short, you must attack whenever you are able.

FEAR

While you have Fear, you cannot attack during your turn, but you may attack in your Counter Attack Step.

BERSERK & FEAR

It is possible to be affected by Berserk and Fear at the same time. In this case, you cannot attack during your turn, but you *must* attack in your Counter Attack Step if you are able.

CONTACT

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