

Before the Dragons came to unite Mankind. Before they brought the magic we'd need to defeat real evil. Before we truly understood what we could become...

We fought over every scrap of land, every last resource. Local barons rose and fell in power. The strongest amassed armies, built fortresses, and became the...

Warlords of Ravenna

In Warlords of Ravenna, players take turns drawing and playing cards representing military might. Each card has a numerical value. Players can play a card on themselves or play it on an opponent.

A round ends when a player chooses to attack instead of drawing a card. The attacking player, and the one being attacked, total up their cards. The player with the highest total wins that battle (a tie goes to the attacker) and points are awarded for the round.

The game ends when one player has scored enough points to be crowned 'Ruler of Ravenna.'

“True love for Ravenna is personal sacrifice for the welfare of your countrymen.”
-Saint Christopher the Bold

COMPONENTS:

There are 54 cards in Warlords of Ravenna. Five each of 1 through 9, five 'Commander' cards and four cards of 'Fortifications'.

SETUP:

To get started, shuffle the 54 card deck. Place it face down in the middle of all players.

“I am not afraid... I was born to do this.”
-Emillee, The First Daughter of Ravenna

GAMEPLAY FOR 3 TO 8(+) PLAYERS:

Play starts with the loser of the last round. If this is the first round of the game, the youngest player goes first. Play goes to the left. Rules for two players and organized teams are in the next sections.

The player whose turn it is may either draw the top card of the face-down draw deck or the top card of the face-up discard pile, if there is one. A card drawn from the top of the face-up discard pile may not be played on a player if it was ever previously one of their cards.

Any card that is replaced during gameplay goes face-up on top of the discard pile. If there is no discard pile, the first card replaced during the round becomes the start of the discard pile and goes face-up next to the draw deck. If there are no cards left in the draw deck, shuffle the cards from the discard pile and place them face-down to replenish the draw deck.

Cards are played immediately after they are drawn and can be played on any player. Cards can be played face-up or face-down. A face-down card played on another player is turned sideways to indicate that it may not be looked at by anyone. A player may look again at any face-down card they have played on themselves.

A card can only be played face-up on a player that doesn't already have a face-up card or if a player is replacing their own face-up card. A player cannot have more than one face-up card and once they do, only that player can replace it. Fortifications (0) and Assassin (1) cards may not be played face-up.

A face-down card can be played on any player. Either as an additional card to a player that has less than four cards or to replace a face-down card (even if that player has less than four cards). A player cannot ever have more than four cards.

The round ends when a player chooses to attack instead of drawing a card. A player cannot be attacked until they have four cards. The attacking player indicates whom they are attacking and then both players reveal all their cards. The player with the highest total wins. If both players have the same total, the attacker wins.

When totaling up the cards, each card is worth the numerical value listed, with a few exceptions:

'Fortifications' are worth 0 when attacking, but are worth 10 if the player that has them is defending.

'Assassin' cards are worth 1, but make a Commander card in your opponent's hand worth 0. Each Assassin card only affects a single Commander card, not all the Commander cards in your opponent's hand, if they have more than one. A second Assassin card would affect a second Commander card, and so on.

'Commander' cards are worth 10. Additional Commander cards are also worth 10.

Remember, if your opponent has an Assassin card, your Commander is worth 0.

“There are only two things that inspire men – fear and greed.”

-'King' Mustav

GAMEPLAY FOR TWO PLAYERS:

Each player will have two four-card hands and no cards may be played face-up. On their first two turns, each player draws four cards. During those first two turns, each player plays two cards on themselves and two cards on their opponent. Cards may be played on either hand where there are not already four cards (so in one turn, it's possible that two cards are played on the same hand). The two four-card hands must be kept separate. From this point, play continues as described in the previous section.

The round ends when a player chooses to attack instead of drawing a card. The attacking player indicates which of their hands they are attacking with and which of their opponent's hands is being attacked. Both players reveal and total only those hands. The player with the highest total wins. If both players have the same total, the attacker wins.

After the attack is resolved, if it is successful, the defending player may choose to counter-attack. If the defending player declares that they are counter-attacking, both players reveal and total the hands not involved in the original attack. If the counter-attack succeeds, it counts as a successful defense (even though it's a counter-*attack*, it is still the *defending* player). If it's not successful, the player that originally attacked gets double the points.

Remember, even though the defending player is counter-attacking, they are still the defender and a tie on the counter-attack would go to the player that initially attacked.

GAMEPLAY FOR TEAM PLAY:

Teams may consist of an unequal number of teammates, but should not be compensated for by a player controlling more than 1 hand as this could be a very large advantage. Sit so teammates are all sitting together. Deal four cards to each player.

All cards any must be kept secret and may not be shown to teammates. Any discussion among teammates during play (everything, including who draws, whether to attack and whom, and where cards should be played) must be 'open' and loud enough for everyone to hear (this is covered in-depth in TABLE TALK, the last section of this rule book).

Each player will have one four-card hand and no cards may be played face-up. Turns are taken alternating **teams**, with each player on a team first playing all four cards (in games with an uneven number of teammates, the team with the most teammates goes first, that way all players have distributed their four cards before drawing begins and the team with the smaller number of teammates gets to draw first). Cards may be played on anyone that does not already have four cards (so on one turn, it's possible for four cards to be played on the same player). Teammate's four-card hands must be kept separate.

From this point, play continues as described in the first GAMEPLAY section with each **team** alternating turns (it's possible for the same player on a team to draw on consecutive turns).

The round ends when a team chooses to attack instead of drawing a card. The attacking team indicates which teammate is attacking and whom they are going to attack. Those players reveal and total their hands. The team with the player that has the highest total wins. If both players have the same total, the attacker's team wins.

After the attack is resolved, if it is successful, the defending team may choose to counter-attack. If the defending team declares that they are counter-attacking, they indicate which teammate is counter-attacking and whom they are going to counter-attack (this cannot include either player involved in the initial attack). Both players then reveal and total their hands. If the counter-attack succeeds, it counts as a successful defense (even though it's a counter-*attack*, it is still the *defending* team). If it's not successful, the team that originally attacked gets double the points.

Remember, even though the defending team is counter-attacking, they are still the defenders and a tie on the counter-attack would go to the team that initially attacked.

“You must not engage too often with the enemy, lest you teach them all your art of war.”
-Shaylin the Wise

SCORING:

Points are scored at the end of a round. A successful attack gives the attacker 1 point for every player in the game. For example, in a four-player game, a successful attack would give the attacker 4 points. A successful defense gives every player, except the attacker, 1 point. This scoring stays consistent in a two-player game, a successful attack gives the attacker 2 points and a successful defense gives the defender 1 point. Team games are scored as a two-player game.

After the success or failure of an attack is determined and points are awarded, the round is over and all cards are shuffled and placed face-down in the middle for the start of the next round.

The game is over when a player reaches a predetermined amount of points and is declared the winner. It is not uncommon, particularly with two players, to play each round as a separate game and not have points carry over.

If two or more players reach the predetermined amount of points at the same time, the game continues until only one player has the most points. The winner can be any player, not just the previous point leaders.

If you are not playing each round as a separate game, here are the recommended point totals needed for victory. They can be adjusted based on how long you want games to last.

Two players: 6 points.

Three players: 9 points.

Four players: 11 points.

Five players: 14 points.

Six players: 16 points.

Seven players: 19 points.

Eight players: 21 points.

Impossible is a word only uttered by cowards.

-Etienne, The Wolf

CUTTHROAT RULES:

These modified rules are not compatible with two-player games or organized team play. Scoring is zero-sum. The points scored by a successful attack are deducted from the defender and the points awarded for a successful defense are taken from the attacker. The defender does not score a point if they have a Fortifications card (the other players still score a point) and a game cannot be won on a defensive point.

TABLE TALK:

Any and all subterfuge, manipulation, underhandedness and deal-making (even spanning across multiple games) is allowed and encouraged. You may say whatever you want about your own cards, true or not. However, **talking about another player's cards, in specifics or in generalities, is not permitted** (this includes speculation).

For example, you may say "Go ahead and attack me, I've got two hidden Fortifications," because (true or not) you are talking about your own cards. You may **not** say "You should attack Jane because I just gave her a 2," whether it is true or not. Also, you may **not** hint to another player that "You should attack John, he feels pretty weak," because, though not specific, you are discussing the strength of his cards.

Finally, any talking **during the game** must be 'open'. This means all discussion and deal-making **during play** must be said loud enough for other players to hear. This includes all discussions **during game play** with teammates in an organized team game.

Developing secret strategies and covert signals away from the game is permitted.

If your friends are cheaters, get better friends.