

Duels of Cartisora

Introduction

You enter into the pits of Cartisora with great trepidation. Your opponent is standing opposite you on the far side of the great sandy expanse, weapons brandished and brow furrowed. He looks like a worthy opponent—but you don't let show your admiration. You pull out your own weapon and let out a vicious, snarling cry. Only one of you will leave these pits alive and that one will be you.

When to Play

Have you ever gotten to your gaming session on time and found out that, surprise surprise, the other players are LATE? Do you have a few minutes to kill while your GM is in the bathroom? This shotgun card game is quick to set up and easy to play, making it the perfect 'what are we gonna do for the next 5 minutes' solution.

Setup

To play this game you need two players, a deck of cards and two six-sided dice. Split the deck into the four suits and give both red suits to one player and both black to the other player. Each player takes one stack of 13 same-suit cards and uses them for the first round.

Gameplay

Every round each player chooses a single card and plays it face down. This card represents that player's Attack Power for the round. At the same time both players will flip over their card and reveal it. Whichever player wins the round takes both cards and places them in their Damage pile to indicate the amount of damage they dealt. After all cards in your hand are played, compare damage piles. The one with the largest pile wins the match! Put all the cards together and take the other suit piles to play the second round. Afterwards, split all the cards back into their suit piles and start again! Continue until one player wins 3 rounds (or more).

Cards and their meaning

Number Cards: The number cards (2-10) and the Ace represent your basic attacks. The lower the number the faster the attack, the higher the number the stronger the attack. The Ace counts as an 11 – the strongest attack. Compare the card values. If they are one away, the **lower** of the two cards wins (ie. 5 vs 6, 5 wins); the faster of the attacks undercuts the slower attack. If they are two or more away the **higher** of the two cards wins (ie. 5 vs 7, 7 wins); the more powerful attack destroys the weaker one. If the number cards are the same, you lock weapons with your opponent. Leave the cards on the table and draw your next card. Whoever wins the next round breaks the lock with great fury and wins the cards from the previous round.

Jack: Jacks represent a Sucker Punch. If the enemy's power is 7 or higher, the Jack undercuts it. If it is 6 or lower, the Jack loses.

Queen: Queens represent a Feint, used to draw out your opponent's next attack. After playing a Queen and seeing what your opponent plays, choose any other card of your choice and play it. Compare that card with your opponent's. Whoever wins gets the three cards. If two Queens are played consider it a tie, as normal.

King: Kings represent a Brutal Strike. Roll 1d6 and add 6. The result is your attack's power this round.

Leftover Cards: If one player runs out of cards before the other, the player with cards remaining must put their cards in their opponent's damage pile—he loses them.

Character Classes – Optional

Before the game, each player chooses a class to determine the effects of the face cards (see next page for class list).

The Gladiator—Brutal Warrior and Master of the Arena

Jack—Sucker Punch

If the enemy's card is a 7 or higher you undercut the attack and win. Otherwise you lose.

Queen—Feint

After your opponent reveals his card play another card. If your card beats his you win all three cards. Otherwise, you lose.

King—Brutal Strike

Roll 1d6 and add 6. The result is your attack's power this round.

The Knight—Defensive Fighter with Noble Character

Jack—Shield Block

Counter the enemy's attack; no damage is dealt. Both players place their own cards in their damage pile.

Queen—Shield Bash

Play this card after you win a round. If your opponent plays a card or a 7 or higher next round he automatically loses.

King—Stalwart

Play this card after you lose a round. Replace the losing card with the King and return your played card to your hand. Your opponent still wins the round.

The Monk—Brave and Exotic Martial Artist

Jack—Flurry of Blows

Roll 2d6. The higher of the two dice is your attack this round. If either of the dice is a 1 it counts as an Ace (11).

Queen—Extended Strike

Play if your opponent wins with a higher number than you. Roll 1d6 and add the result to your current power.

King—Echoes of Power

Your power this round is equal to your final power in the previous round.

The Swashbuckler—Swift and Daring Duelist

Jack—Disarm

The current round is automatically tied. Both players draw new cards and the winner takes them all.

Queen—Counter Attack

Play after you lose a round. The attack becomes a tie; draw new cards and continue play.

King—Follow Through

Play this card after you win a round. Choose a random card from your opponent's hand and compare to the previous card you played. The winner takes all the cards on the table.

The Rogue—Slippery and Subtle

Jack—Gambler's Strike

If your opponent plays an Odd numbered card, you win the round.

Queen—Slip Through

Play this card after a tie. You slip out of the lock and deal the winning blow, winning the round. Collect the three cards.

King—Asp Strke

Roll 1d6. The result is your attack this round. Also, add this result to your attack next round.