

This is a FREE game from Dreadnaught Publishing

While we include cards you can print, cut, and play the games with, you only need a deck of playing cards, cards A-6 with one red suit and one black. You will also need 2 markers (coins work well) and a d6. Each game is similar with slight variations to make 3 fast tactical micro-games for two players. The game should take no longer than 15 minutes to play with most being under 10 minutes. They are composed of

Three Duels:

Wizards vs Warlocks

Gladiator Gauntlet

Starfighter Skirmish

The rules that apply to all games will be in black, while any specific rules to each version will be in the colors you see above.

Theme

Two rivals- wizards and warlocks channel magical energy through six arcane sigils. Break your opponent's sigils before they break yours.

Two groups of gladiators face off in an arena.

Starfighters from different worlds battle within a nebulous solar system

Components

- Cards cut from 100lb card stock below or A-6 from a standard deck for each player
- 1 six-sided die (d6)
- 1 marker per player (coins work well)

Setup

Each player places their six cards in a row from 1(Ace) to 6.

Player A: 1 2 3 4 5 6 Red
(Ether)

Player B: 1 2 3 4 5 6 Black

The space between the rows is called the *Ether*.

The space between the rows is called the *Pitch*.

The space between the rows is called the *Void*.

Goal

Cover 4 of your opponent's cards to win the duel.

Turn Sequence

1. Roll 1d6.
2. Advance the card in the matching numbered lane one space forward.

Cards move through three positions:

Home → space → Enemy

When your marker reaches the enemy, that enemy is defeated and your card covers your opponent.

Spell Direction (±1) **Feint** (±1) **Jamming** (±1)

After rolling, you may adjust the die result by 1, up or down.

Examples:

Roll 3 → you may use it as 2, 3, or 4.

You cannot go higher than 6 or lower than 1.

Momentum- Stored Power Surge/Shields/Overdrive

Instead of advancing, you may store the die result.

Place a token on that numbered lane.

On a later turn you may use the **Stored Power Surge/Overdrive** stored which result in addition to your normal roll, allowing two advances in one turn.

As a shield, it blocks enemy advance. After this block, it returns to the players hand.

Limit: Only one stored result may exist at a time.

If a card with a token is captured, the token returns to the player, it is not lost with the card.

Game End

The first player to break 4 enemy cards wins.

Typical play time: 5-10 minutes.

If you cut out the cards in this file, its best to use card stock, at least 60 lb. 100 lb. works best (in white). Cut on the red lines with a ruler and utility knife, or use a paper cutter.





Wizards





Warlocks





Gladiators





Gladiators Red





Noctyri





6

Karnathi



2



3



4



5



1