



BUNKY'S ENTERPRISES, INC.

MAGIC, MONSTERS AND SWORDS **RULES**

OVERVIEW

For clarifications, rule updates and variations please visit our web site www.BEbattlegames.com. Any diagram or example may not be a true representation of an actual game piece.

The parts of the game are; 2 identical decks of playing cards (one for each player), a game mat, tiles and dice. More decks and players may be added.

The cards are grouped into five categories: Artifact (weapons, etc.), Character (warriors, etc.), Defensive (castles, etc.), Modification (armor, etc.), and Terrain (woods, etc.). These cards shall be explained in more detail within these rules and Appendix A.

Movement is a crucial strategic aspect to the game; players will use the game mat or any scaled grid area. The game area included is a grid with equally spaced, parallel vertical and horizontal lines. Each square represents a measurement of movement and/or distance, which is 1 meter. Adding game mats to increase the play area is allowed and even recommended to accommodate larger and more complex games.

Objects characters, terrain, etc. are placed on the squares according to their size. For example, Krag - The Fighter occupies 1 square, while Horned Dragon occupies 1 square wide and 2 squares long. Movement must be possible for their size. Any character is allowed to move to any adjacent square, including diagonal squares, for however far their indicia allow (including any modification). A diagonal move counts as 1½ moves; so a character must have the ability to move at least 2 squares to make 1 diagonal move, 3 squares to make 2 diagonal moves and so on. Characters are allowed to change direction during the same movement phase (Refer to Appendix A - Section C).

Tiles are pieces used in the game area to represent things that are too large for it. When a single tile cannot accurately represent something,



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they may be combined.

As an option, gemstones with numbers engraved upon them can be used to represent the characters, etc. For example, a gemstone with the number 4 on it would represent 4 identical archers.

Models may also be used.

THE GAME

Order of play is determined first. It can be done in different ways such as: dice, a random card drawn, etc.

The next step is for all players to agree to the total level number they can expend. The level number is stated on each card. For example, players agree to a total level number of 300, each. They expend up to their total level number in any variation. A player may choose to use the cards: Krag - The Fighter (122 level number), Cleric (63 level number), Woods (26 level number), Haunted Forest (36 levels), Pendant of Chance (18 level number), Magical Long Sword (16 level number) and Magical Flail (19 level number) to fulfill his total level number. Players may choose to expend less than the agreed upon total level number because a) they cannot combine their cards to reach the total level number or b) they feel they can develop a better strategy using less than the total level number. An example would be with the cards: Horned Dragon (94 level number), Mageron - The Magician (117 level number), and War Gryphon (86 level number) or any other combination of cards adding up to less than the agreed to total level number.

The next customary step is to agree on all limitations, penalties and variations that will apply to the game. After that, each player will use a deck of cards to comprise his forces and layout. Any card may be used more than once, as long as the indicia are counted for each use. If a card is being used more than once, it should have a different designation and tile for each use. Use a blank card to designate said card. Simply write



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the name of the card on it.

The game area is divided into equal parts (but this is not a necessity). Each player's area should be concealed for secrecy of his or her strategic layout. Players should agree to a maximum time limit to build up their areas. Players lay out their forces from their chosen cards however they see fit within their allotted area. When a player builds a castle, fort, wall, etc. that encloses an area, he must include a gate or drawbridge.

After all placements, the individual game areas are slid together to form the overall game area. Play will commence according to the order of play. On a player's turn, he utilizes all of his cards, one at a time, which may include non-action taken by one or all of his cards. Action taken by a player will be according to his card's abilities (movement, fighting, defensive, etc.) and limitations (weapons range, movement range, etc.) that are established by the indicia on them. This aspect of the game will become clearer upon examination of Appendix A.

Indicia on a terrain card apply to all players. The person who placed an obstacle cannot magically pass through it. However, any beneficial indicia do go to the player controlling said terrain. This rule also applies to Defense cards.

Defense indicia apply to the person who controls the defense area. Control of a defense area is determined by whoever occupied the area first. However, control of a defense area can change. A player gains control of an opponent's defense area by either conquering it or assuming control of an abandoned or unoccupied area upon landing there.

Only cards with CAP (Refer to Appendix A - Section A) can be destroyed and therefore withdrawn from the game. When a card does not have CAP, it cannot be destroyed even if it has been added to a character. For example: an armor card that modifies an attacker's roll by -25. The armor does not need to be destroyed before the character is attacked. A character wearing armor simply benefits from it. Sometimes a player may



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wish to attack the character(s) controlling a tower instead of attacking the tower itself, so he can use it after defeating the forces controlling it.

Healers and the Process of Healing

Clerics and Shaman are characters that can heal or rejuvenate other characters and/or themselves. They roll their dice and instead of inflicting attack damage, they heal. When a player decides to heal, he must observe certain conditions: a) follow the indicia on the character's card; b) his character must be within healing distance, which is next to the character to be healed and c) the action of healing takes the entire turn of the character, including movement.

A player can only heal a character to its original CAP; all excess healing points are nullified.

Use of gemstones and tiles

If a player is using a marker (gemstone, etc.) for a hidden or unseen (beyond viewing range), item(s), character(s) and/or closely assembled troops(s), he puts a gem or tile at the proper place within the game area for its position designation and puts an identical one on top of its corresponding card(s), which are placed face down outside the game area. If a player is using gemstones or tiles for viewable item(s), character(s), etc., these are put on top of cards that are face up. All placements are unseen prior to converging the game boards. When the complete game board is ready, all viewable object(s), etc. are determined and revealed immediately.

When only one player detects an unidentified card, its indicia are only revealed to him. When a hidden character(s) moves away from wherever he is hiding and is in a player's line of detection, the character(s) is disclosed.



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A Player's Turn

A player's turn incorporates movement, action and/or inaction. Any action must be according to the card's abilities as indicated by its indicia. To move a character, etc. a player must declare the path and distance prior to moving it. A player can move an object less than the allotted distance on the card. For instance, a player can move Krag - The Fighter two spaces instead of the allotted 10. A player goes through all of his cards. Every player has one turn in each round of play. Please note that every player's turn within a round, is considered to be simultaneous and therefore: a) once a character attacks, it forfeits all further action including movement and b) none of a player's pieces are to be removed from play until the end of the round. In other words, every game piece will have a chance to act in every round.

A player is eliminated from play when all of his character cards have been removed from the game (refer to Appendix A - Section A). The game is over when a player at the end of a round has eliminated his final opponent(s). He is then declared the winner. Because of simultaneous action it is possible for the last two players to be eliminated in the final round. When this occurs the game is considered to be a stalemate. If there were multiple players, the previously eliminated players are considered to have lost and the last 2 players co-winners.

Stalemate

A stalemate occurs in 2 ways: 1) the one stated earlier and 2) when there are two players left in the game and one or both are down to one character card. When neither of them can eliminate the other within twenty rounds, a stalemate is declared. When there are more than two players at the start of the game, and there is a stalemate between the final two players, the previously eliminated players are considered to have lost and the final two players are co-winners.



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Detection of an Unidentified Character

An unidentified object, character, etc. must move and act according to the card's indicia (including all modifications). For example, a player cannot say, 'my unidentified warrior just killed your magician'. In this aspect of play, the methods for detecting an unidentified character(s), object(s), etc. are, but limited to:

Line of sight - the recommended line of sight is 10 units on the game grid; however, the players may agree to any standard they choose. Line of sight may be enhanced through the use of cards such as: Looking Glass, etc. For instance, a Looking Glass card allows a character to see a greater distance.

Attacking - when a player attacks using an unidentified or hidden character(s), he/she is disclosed. This previously unidentified character is also revealed to any character, etc. that has a line of detection.

Detection - when a player declares he will use a character's action to try to detect one or more stealth characters; he forfeits all other action (including movement) by that character on that turn. His line of detection is increased by 30%. The player then rolls his dice. The number rolled must be greater than 49. If the player rolls a 50 or higher all characters are identified within his enhance line of sight, including hidden ones.

Communication - A player can communicate information to another player. For example, Player B reveals a trap only to Player A. Player A decides it is in his best interest to communicate that information to Player C. To do so, Player A must have a communication line available to Player C (be within view of each other). To communicate, a character uses its entire action for that turn, including movement, but the communication distance is unlimited. Meaning, a player can relay information with all unused characters on that turn, increasing the range

When a player divulges information illegally, he is penalized. The penalty is, but not limited to, losing the rest of his turn, losing his next turn, the removal of one of his characters (chosen by the player whose information



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should have remained secret, etc.

Variations of play

For all variations of play, visit our web site at www.BEBattlegames.com.

APPENDIX A

How to Read an Artifact Card

An Artifact card is an item that helps or hurts a character's performance. An Artifact card can have up to seven Sections: B, C, J, K, L and M explained below. If there is a minus sign in front of a number, then that number is reduced from the attacker's attacking ability when attacking the character with this object.

- B. This indicium states the level number of the Artifact card. It is used by a player to comprise his total level number. For example, two players agree to the total level number of 100. If a player chooses the Shield of Death card (level number 10), he will subtract 10 from the agreed to total level number of 100. This player now has a 90 total level number left to utilize however he wants.
- C. These indicia state the dimensions of the object. There can be two numbers in this section. When there is only one number for C, it indicates the object's width and its length is always 1. When there are two numbers for C, the first one is width and the second one is length. Looking at the Trebuchet card, you will see that C is 2-2. This means, this object is 2 squares wide and 2 squares long.
- I. This indicium states the modification to the attack roll.
- J. This indicium states the modification to the attack damage.
- K. This indicium states the modification to the movement without attack.



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- L. This indicium states the modification to the movement with attack.
- M. This indicium modifies the attack range.

How to Read a Character Card

- A. This indicium states the CAP number of the character. CAP stands for Combat Abolishment Points. When anything has his CAP depleted to zero or less, it is removed from the game at the end of that round.
- B. This indicium states the level number of the Character card. It is used by a player to comprise his total level number. For example, two players agree to the total level number of 500. If a player chooses the Mageron - The Magician card (level number 117), he will subtract 117 from the agreed to total level number of 500. This player now has a 383 total level number left to utilize however he wants.
- C. These indicia state the dimensions of the character. There can be two numbers in this section. When there is only one number for C, it indicates the character's width and its length is always 1. When there are two numbers for C, the first one is width and the second one is length. Looking at the Horned Dragon card, you will see that C is 1-2. This means, this dragon is 1 square wide and 2 squares long.
- D. These indicia state: 1) the different types of attack the character can perform 2) the range of numbers for each particular attack and 3) the reduction of CAP to the attacked.
- E. This indicium states the maximum units of movement the character can utilize when he is not attacking.
- F. This indicium states the maximum units of movement the character can utilize when he is attacking.
- G. This indicium states the maximum units of attacking distance of the character. One unit of attacking distance is equal to one unit of movement.



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How to Read a Defense Card

- A. This indicium states the CAP number of the Defense card. CAP stands for Combat Abolishment Points. When a Defense card has its CAP depleted to zero or less, it is removed from the game at the end of that round.
- B. This indicium states the level number of the Defense card. It is used by a player to comprise his total level number. For example, two players agree to the total level number of 2500. If a player chooses the Village card (level number 590), he will subtract 590 from the agreed to total level number of 2500. This player now has a 1910 total level number left to utilize however he wants.
- C. These indicia state the dimensions of the defense area. There can be two numbers in this section. When there is one number for C, it indicates the defense area's width and its length is always 1. When there are two numbers for C, the first number is width and the second one is length. Looking at the Village card, you will see that C is 5-5. This means, the Village is 5 squares wide and 5 squares long.
- I. This indicium states the modification to an intruder(s)' attack roll, when attacking something within the defense area or when in the defense area.
- J. This indicium states the modification to an intruder(s)' attack damage, when attacking something within the defense area or when in the defense area.
- K. This indicium states the modification to an intruder(s)' movement without attack upon entering the defense area. An 'X' designates a defense area that is inhospitable and therefore a character must move around it. A 'Y' designates a defense area that is impassable unless the character has the ability to fly over or pass under it.
- L. This indicium states the modification to an intruder(s)' movement with attack upon entering the defense area or attacking something in the defense area. An 'X' designates a defense area that is inhospitable and therefore a character must move around it. A 'Y' designates a defense area that is impassable unless the character



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has the ability to fly over or pass under it.

- M. This indicium states the modification to an intruder(s)' attack range when attacking something within the defense area or when in the defense area.

How to Read a Modification Card

A Modification card states the benefit or hindrance it performs. All modification cards have a Section B. Other Sections I through M may or may not appear on the card.

- B. This indicium states the level number of the Terrain card. It is used by a player to comprise his total level number. For example, two players agree to the total level number of 100. If a player chooses the Haunted Forest card (level number 36), he will subtract 36 from the agreed to total level number of 100. This player now has a 64 total level number left to utilize however he wants.
- C. Indica C does not apply because it always occupies 1 square and this section will be excluded from further editions.
- I. This indicium states the modification to an intruder(s)' attack roll, when attacking anything within the terrain or while in the terrain.
- J. This indicium states the modification to an intruder(s)' attack damage, when attacking anything within the terrain or while in the terrain.
- K. This indicium states the modification to an intruder(s)' movement without attack upon entering the terrain. An 'X' designates a terrain that is inhospitable and therefore a character must move around it. A 'Y' designates a terrain that is impassable unless the character has the ability to fly over or pass under it.
- L. This indicium states the modification to an intruder(s)' movement with attack upon entering the terrain or attacking something in the terrain. An 'X' designates a terrain that is inhospitable and therefore a character must move around it. A 'Y' designates a terrain that is impassable unless the character has the ability to fly over or pass



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under it.

M. This indicium states the modification to an intruder(s)' attack range when attacking anything within the terrain or while in the terrain.