# **Barbarity v1.**3

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## Change Log

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| **Date** | **Changes** |
| V1.115/10/24 | Fixed missing space typo in Playing 1Clarified Accepting a Challenge rulesClarified rules for using Prize abilities - May also consider the suggestion for using Prize cards offensively to add to another player’s challenge difficulty - TBDAdded Challenge title to prototype cards for clarityChanged >> to “Flip” on prototype cards for clarityChanged “battlefield” to “card” on Location Prize cardsFixed missing “the” typo in Winning the GameClarified that Victory Points only come from cards in your spoil heap |
| V1.221/10/24 | Removed parody Conan quote from BackgroundChanged Cormac the Cimmerian card to Cormac the SlayerChanged Stygian Tracker to Dune StalkerChanged Hyrkanian Merchant to Shady MerchantUpdated prize cards that add their VP value to challenge tests to be used against other players as well as on player’s own challenge runsChanged Spoil Heap to Active PrizesAdded Challenge Area concept to match play mat mock upAdded more detail to rules describing challenge card placementReworded Accepting a Challenge overview for clarity |
| V1.330/10/24 | Rewrote Background to better encapsulate game’s conceptsAdded a method of determining first player to Setting UpAdded an End Turn stage to Turn SequenceChanged Challenge Area to Adventure AreaChanged Active Prizes to HoardChanged Challenge Cards to Battle CardsRemoved the rule allowing players to take unguarded Prize Cards into their Hoard at the beginning of a turnAdded more detail throughout the rules to explain the concepts betterAdded gameplay turn exampleAdded a missing Battle Card to the PPT card deckAdded Hero CardsChanged rules and names of some Prize CardsChanged to rules on most prize cards (except locations) so that they have to be flipped to use their abilitiesReworded combat based Prize cards to clarify when they are usedAdded type to top of all cards for consistency, and dropped the sub-types of prize cards as they have no bearing on rulesRemoved all further reference to battlefields from cardsUpdated Play Mats so that adventure areas have spaces reserved for the “Map of the Land” cardsAdded Quick Ref for turn sequence and actions to Play Mats |
| V1.421/01/25 | Changed rules for scoring cards to allow players to replace lower value prizes so they don’t get into a no-win situation |

## **Background**

In Barbarity each player takes the part of a mighty barbarian warrior, embarking on adventures to win glory, plunder, land, the allegiance of mighty comrades, and the loyalty of fierce beasts. Naturally the path to such treasures will be fraught with blood, sweat, and all manner of fluids, so sharpen your axes and polish your knuckles, it’s about to get medieval.

## **Components**

120 card deck containing the following:

* 5 Hero Cards
* 35 Prize Cards
* 30 Special Cards
* 50 Challenges

## **Rules**

Barbarity is a game for 2-5 players.

### **Setting Up**

Set up the game as follows:

1. Shuffle the **Hero Cards** and deal one to each player, which they place face up in front of them (or if players want to be all cumbaya about it, they can each pick one. Acceptable ways of dealing with any disputes include arm-wrestling, head-butting, quaffing ale, and axe-frisby - Henge Games are not liable for any maiming or gory demises arising from game set up)
2. Put any unused Hero Cards back in the box, shuffle the remaining deck and deal 1 card face up to each player. The player with the highest value card will go first when the game starts. In the event of a tie, deal another card to each tied player and continue like this until a first player is determined
3. Shuffle the spent cards into the deck and deal 5 cards face down to each player
4. Each player sets aside a space in front of them to play **Prize Cards** into. This is known as their **Adventure Area**, where if the other players have anything to do with it, they’ll have to fight to get their hands on the Prizes. The Prize Cards represent the spoils of your hero’s adventures and may include companions and pets who can help you fight, or who have other helpful skills, valuable gear and weapons, and secure bases to camp and fall back to.
5. Next, each player sets aside a space in which to store Prize Cards they have won. This is known as their **Hoard**. The Prize cards in the hoard have been won and their abilities may be used by the player for the rest of the game
6. Place the deck face down on the table where all the players can reach it, next to it there should be space to discard cards after they have been played or lost, known as the **Discard Pile** (or **Shit Heap**, if you prefer)

### **Playing**

Starting with the first player, each person’s turn consists of the following, in order:

1. Turn all of your flipped cards so they’re face up and ready to use
2. Perform two **Actions** (see below)
3. Place **one** Prize Card, from your hand, face up in your Adventure Area. You may not have more than 3 Prize Cards in the Adventure Area unless you have **Map of the Land** cards in play
4. End turn and play passes clockwise to the next player

### **Actions**

Each turn a player gets to perform two actions. They may perform any two actions from the following list, and each action may be performed more than once:

* Draw the top card of the deck into your hand. If the deck runs out during play, shuffle the discard pile to create a new deck
* Play a Battle Card face down on top of another player’s Prize Card in their Adventure Area. Battle Cards are the moves that opponents use on one another in the Adventure Area. A Prize Card may not have more Battle Cards played on it than the Prize Card’s **Victory Points** value (the number on the top right corner of the card). So a Prize Card worth 2 victory points can have a maximum of 2 Battle Cards played on it
* Play a **Special Card**. Each Special Card has its own instructions. If the instructions on a Special Card contradict the normal rules, the Special Card takes precedence. Some Special Cards can be played to an opponent’s Adventure Area, just like Battle Cards, but instead of an attack, they’re usually some unforeseen event that goes against that player during their adventure
* Use a Prize Card’s ability. Many Prize Cards have abilities that require you to spend an action to use them. See individual cards for details
* Flip your Hero card to Embark on an Adventure (see below)

### **Adventure**

When you embark on an Adventure your barbarian will fight for what is rightfully theirs by the strength of their sinews and the bite of their steel. As with all good adventures, there will be copious amounts of bloodshed and mayhem, represented by the Battle Cards and Special Cards your opponents have placed, before your hero can claim their Prize. You must play cards from your hand to overcome them. Use the following procedure to resolve an Adventure:

1. Choose a Prize Card in your Adventure Area. If it is unguarded by Battle Cards, skip to 5, otherwise proceed to 2
2. Turn over the top card. In most cases this will be a Battle Card, though every now and again your opponents may have laid a trap for you with a Special Card. If that’s the case, follow the instructions on the Special Card, otherwise proceed to 3
3. Each Battle Card has a value (the number on the top right of the card). You must play Battle Cards cards from your hand with a high enough combined value to exceed the value of the Battle Card you have revealed. Certain Special Cards, and the abilities of certain Prize Cards may also be used to beat Battle Cards, see the relevant cards for details
4. If you beat the card, put it and any cards you used on the Discard Pile and repeat the process for the next card on the Adventure. If you cannot beat the card, it remains face up and your attempt ends there
5. When there are no cards guarding it, take the Prize Card and place it face up in your Hoard. You may choose to put it into a free slot, or have it replace an existing Prize in the Hoard. If you choose to replace a card, discard it

### **Prize Abilities**

When you score a Prize Card, you immediately gain the **Ability** printed on it. The rules printed on the card will explain when and how to use the card’s ability.

* Many Prize Cards must be flipped to use their ability.
	+ Once a card is flipped, it may not be used again until it is returned to a face up position (see turn rules)
	+ If the card does not state that it uses an action, it may be flipped at any time, including during an opponent’s turn
* Other types of Prize Cards may require you to use actions, do this as part of your normal turn sequence, during the Perform Two Actions portion of the turn

### **Winning the Game**

The game ends when a player wins 5 Prize Cards. Count up everyone’s Victory Points from Prize Cards and Special Cards in their Hoards, and the player with the highest score wins. In the event of a tie the player with the most Prize Cards wins.

## Gameplay Example

In this example we’ll follow the fortunes of Cormac the Slayer (that’s you, that is) on the first couple of turns of a game of Barbarity.

### Turn 1

Cormac is dealt the following hand: “Chainmail”, Wasteland Witch, Pigsticker, Lawless Times, and Hop It <<REPLACE TEXT WITH DIAGRAM>>

1. There are no Prize Cards in play yet, so this stage is skipped
2. Likewise, no Prize Cards are in the Adventure Area, so this stage is skipped too
3. As there is nothing else in play yet, Cormac’s player takes two cards for his two actions, receiving Pass Unseen and Stitch That
4. With the Action Stage complete, Cormac can place one Prize Card in his Adventure Area. He opts to put Wasteland Witch there <<DIAGRAM>>
5. Play passes to Valkyria

### Turn 2

During their turns, Cormac’s opponents placed two cards face down on his Wasteland Witch, so if he wants to score that Prize, he’ll have an Adventure on his hands. His hand and play area look like this at the beginning of Turn 2:

<<DIAGRAM OF HAND AND PLAY MAT WITH CARDS>>

1. There are still no Prize Cards in the Hoard so again, this stage is skipped
2. There is a Prize Card in the Adventure Area, but Cormac can’t take it as it’s guarded by cards placed by his opponents.
3. For his first action, Cormac plays Pass Unseen from his hand, and removes the top card guarding Wasteland Witch. Result! It was Crom’s Knackers!, which would have ended his adventure before it had even begun. Pass Unseen and Croms Knackers! are both discarded. For his second action, Cormac’s Hero Card is flipped and he Embarks on an Adventure to win the companionship of the Wasteland Witch

#### Adventure

Cormac reveals the remaining card guarding his prize. It’s Cimmerian Ankle Warmers, a battle card with a value of 3. Cormac has battle cards of his own, Pigsticker with a value of 3, and Hop It with a value of 2. To beat Cimmerian Ankle Warmers, he must exceed the value of 3, so he has to play both cards. Cormac does so, and all three battle cards go to the discard pile, leaving Wasteland Witch unguarded. Cormac takes his prize (oo-la-la), and moves Wasteland Witch to his Hoard, where she is ready to lend her sorcerous gifts to his future endeavours.

1. With the Action Stage complete, Cormac can add another Prize Card to his Adventure Area, and so he places “Chainmail” there
2. Cormac’s turn ends and it’s on to Valkyria’s next turn. At the end of the turn, Cormac’s situation looks like this; <<DIAGRAM OF HAND AND PLAY MAT WITH CARDS>>