

MACE

Martial Arts Card Engine

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A game for 2 - 4 players.

To play MACE you need -

- 1) A deck of playing cards.
- 2) Sheets of hex paper.
- 3) A token for each player.

Setup

Shuffle the deck of cards and place in the centre of the play area. Each player then draws a hand of five cards.



MACE Basics

Playing Cards

To play a card, choose a card from your hand and place face up on the play area.

Drawing Cards

Whenever you play a card, immediately draw a card from the deck to your hand. If at any time a player cannot draw a card because the deck is empty, shuffle the discard pile and place face down as the new deck.

Discarding Cards

Once a card has been played, it is discarded to the discard pile next to the deck face up. Cards are discarded in the order that they are played.

Card Values (CV's)

Each card has a numerical value called Card Value (or CV for short). Below are the CV's for each of the cards.

2 = 2	9 = 9
3 = 3	10 = 10
4 = 4	Jack = 11
5 = 5	Queen = 12
6 = 6	King = 13
7 = 7	Ace = 14
8 = 8	

Joker - the Wild Card

The CV of a Joker is equal to the top card of the discard pile. The Joker can also count as any Suite. Joker cannot be played to Momentum.

Combat

The Hex Grid

Use a hex sheet to track movement and positions of Fighters. Each hex represents one square meter in the real world. Each player's Fighter occupies one hex (represented by a token). To Move in MACE, you must either Momentum Boost or successfully Dodge.

Rounds

Time in Combat is measured in Rounds. Each Round, all players get one Turn each. When all players have had their Turn, the Round ends and a new one begins.

Momentum

Before play begins, each player must play a card face down on to Momentum. Reveal all face down cards. Players have their Turns in order from highest to lowest Momentum. Suite breaks ties, with Hearts highest, followed by Diamonds, Spades and Clubs. Do not discard the Momentum card.

Turns

A player can perform one Action and one Momentum Boost every Turn. A player can also pass either of these options.

Actions

There are three different Actions a player can perform on their Turn - Strike, Charge and Blast. You must play a card of the correct Suite to perform the Action.

- **Strike - Spades**
Deal Damage to a Fighter within Reach equal to the CV of the card played.
- **Charge - Clubs**
Play a card face down to the play area. You cannot Charge if within another Fighters Reach.

Actions Continued

- **Blast - Clubs**
Reveal a face down Charge card to use Blast. Choose one Fighter within a number of hexes equal to the CV of the revealed card. Deal Damage to that Fighter equal to the CV of Blast. You cannot use Blast if within another Fighters Reach.



Defensive Action

If a Fighter takes Damage, they can perform a Defensive Action to prevent or reduce the Damage. This does not cost an Action and can be done outside the players Turn.

- **Block - Diamonds**
Reduce the Damage dealt by an amount equal to the CV of the card played.
- **Dodge - Hearts**
If the CV of the card played is equal to or higher than the CV of the Strike or Blast, negate all Damage dealt. In addition, player can Move their Fighter a number of hexes equal to the difference in CV's.

Momentum Boost

Play a card from your hand to replace your current Momentum card, discarding the old one. Order of Turns does not change until the next Round. In addition, Move your Fighter a number of hexes equal to the difference in CV's between the old Momentum card and the new Momentum card, regardless of whether it is higher or lower. For example, if your current Momentum was 7 and you played a 3, you could move 4 hexes.

Reach

A Fighters Reach is equal to all adjacent hexes around the players token. Fighters can Move into, but not through hexes of a opposing Fighters Reach. This does not apply to Move gained from a successful Dodge.

Damage

If a Fighter is dealt Damage, that player must discard card(s) from their hand with a combined CV equal to or higher than the Damage dealt. Do not redraw cards discarded due to Damage. Also, if the player has any Charge cards on the play area, they must choose and discard one of them. If a player has no cards left in their hand, their Fighter is Knocked Out and removed from the Combat.

Knock back and Knockdown

If a Fighter is dealt Damage, they also suffer Knock back. Move the Fighter directly away from the source of Damage a number of hexes equal to the Damage dealt divided by two. If the Knock back is greater than the number of cards left in the player's hand, they are Knocked Down. That player must miss their next Turn, and cannot Block or Dodge until they do so.

Ending Combat

Combat ends when all other Fighters are Knocked Out. A player can also forfeit their Fighter at the end of any Round.

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