



Royal Battles

*A Tactical Game
using playing cards and
chess pieces*

*by
Jeff Moore*

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Images on the cover are taken from an antique deck of
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Chess Set Symbols are by Igor Krizanovskij.

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Royal Battles

*A strategic board game of small scale battles played with
playing cards and chess pieces*

Description

*In Royal Battles players compete to defeat each other in
head-to-head combat. Each player builds an army of 4 units
(represented with chess pieces) and maneuvers them on a
battle board made from a tile grid of playing cards.*

Required Components

The Royal Battles Rules book or PDF document.

*Print outs of the Army Record Form (page 3) for each player
to record the information about their army. (Alternately, this
information can be written on paper.)*

*Two decks of cards. One 54 card deck of standard playing
cards (often referred to as a "poker deck") for each player
(including Jokers.)*

*Chess Pieces for each unit in a player's army. (Alternately, the
paper tokens found on page 2 may be photo-copied and cut
out to be used as substitute chess pieces.)*

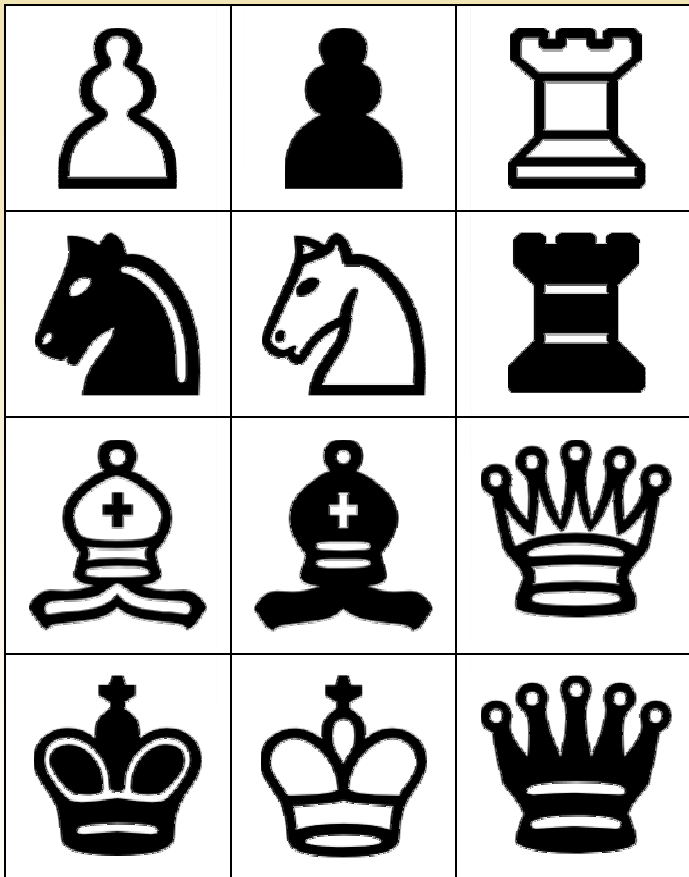
Getting Started

There are six unique units in the Royal Battles game: Pawn, Rook, Bishop, Knight, Queen and King. Each unit has different strengths and weaknesses. Building an army of different combinations of units is part of the strategy used to win the game.

Building an Army

To build an army each player needs to assemble a force of 4 units. This can be any combination of units limited only by the availability of chess pieces. One player will play the "white" army; the other player will play the "black" army.

Using only the pieces from a standard chess set each player would be able to build an army with no more than two knights, or two rooks, or two bishops and would only be able to use one king or one queen each. Or a player could build an army made up of nothing but four pawns. However, players who have more than one chess set available to them should feel free to make use of any combination of playing pieces that they wish so long as the total size of the army is equal to four individual units. If a player wants to create an army and does not have the pieces available, that player can print the chess tokens found on the left and utilize them as substitute pieces to represent their army.



Army Record Form

Unit 1		Unit 2		Unit 3		Unit 4		Unit 1 Injury	
Type	Life	Type	Life	Type	Life	Type	Life		
Accuracy	Evasion	Accuracy	Evasion	Accuracy	Evasion	Accuracy	Evasion		
Weapon		Weapon		Weapon		Weapon		Unit 2 Injury	
/	/	/	/	/	/	/	/		
Armor		Armor		Armor		Armor		Unit 3 Injury	
	[]		[]		[]		[]		
Advantage		Advantage		Advantage		Advantage		Unit 4 Injury	

1 Unit 1	
Pawn	
2 Type	3 Life
melee	8
4 Accuracy	5 Evasion
3	3

Unit 1 Injury

There is also a place on the Army Record form to track the injury (loss of Life) of each of the units in your army. If a unit suffers injury that is equal or greater than its Life value the unit is removed from the board.

Unit Record Explanations

Refer to the Army Record Form on page 3. This form can retain information for all four units in a player's army. To the left is information for an example unit, The Pawn.

The following elements comprise a unit's army record.

1. Unit Designation

The first thing on the Army Record is "Unit Designation." The name of the playing piece used to represent the unit should be written here. For example: Pawn, Rook or Queen.

2. Type

There are two types of units: Melee units, and Ranged units. These designations define the way in which a unit is able to attack other units on the board. The Pawn's type is: Melee.

3. Life

This is how much damage the unit can sustain before being removed from the game. The Pawn has 8 Life.

4. Accuracy

This represents the unit's ability to successfully strike other units. The Pawn has an Accuracy of 3.

Weapon		
6	Long Spear	
4	/ 6	/ 8
Armor 7		
Hard Leather [3]		
8	Advantage	
Extended Reach		
Pawn can attack as a		
Ranged Unit for 8 dmg.		
Use Aces and Jokers		
Only to determine		
To-Hit number.		

5. Evasion

This is the unit's ability to avoid the attacks of other units. The higher a unit's evasion the more difficult that unit will be to hit. The Pawn has an Evasion of 3.

6. Weapon

A unit's weapon determines the potential amount of damage the unit can inflict. The top line is the name of the weapon. The Pawn has a "Long Spear" for example.

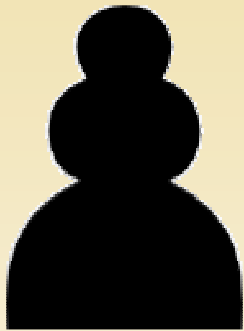
Beneath the weapon's name are 3 numbers separated by slashes. This represents the weapon's damage. There are three Attack Styles available, and each option inflicts greater damage than the last. These numbers represent the damage inflicted by the weapon as determined by the style of attack.

7. Armor

A unit's armor blocks or absorbs a certain amount of damage from each attack. Here find the name of the armor and the amount of damage it is able to stop from each hit. The Pawn wears Hard Leather and this armor stops 3 points of damage from every hit.

8. Advantage

Each unit has a unique advantage that sets it apart from other units. An advantage is a special rule or ability that applies only to that unit. The Pawn's special ability is "Extended Reach" which allows the Pawn to attack as a ranged unit.



Type: Melee

Life: 8

Accuracy: 3

Evasion: 3

Weapon: Long Spear [4 / 6 / 8]

Armor: Hard Leather [3]

Advantage: Extended Reach - Pawn can perform a ranged attack inflicting 8 damage to its target. Count only Aces and Jokers as trump in making this attack.

Pawn



Type: Ranged

Life: 8

Accuracy: 4

Evasion: 2

Weapon: Long Bow [4 / 5 / 6]

Armor: Soft Leather [2]

Advantage: Deadly Aim - By careful aim of the long bow the Rook strikes an opponent for 6 ranged attack damage. This damage is not reduced by Armor. Count only Aces and Jokers as trump in making this attack.

Rook



Knight

Type: Melee

Life: 8

Accuracy: 2

Evasion: 4

Weapon: Heavy Mace [5 / 6 / 7]

Armor: Chain Armor [4]

Advantage: Smite - The knight can deliver a powerful melee attack for damage equal to 6 + the number of units in your army that are still on the board (including this unit.) Count only Aces and Jokers as trump in making this attack.



Bishop

Type: Ranged

Life: 10

Accuracy: 3

Evasion: 4

Weapon: Flail -attacks as ranged [4 / 5 / 6]

Armor: Cloth [1]

Advantage: Healing - Target one of your own units with a Ranged Attack (this "attack" is automatically a successful hit.) Count both players' Initiative cards and the Standing Cards of the Bishop and its target. Count only Aces and Jokers as Trumps. The Target and all of your units with the same color Standing Card as the Target regain 3 Life per Trump (up to their maximum Life.)



Queen

Type: Ranged

Life: 8

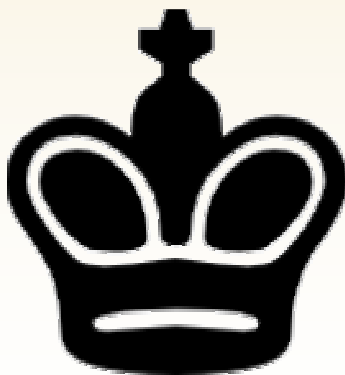
Accuracy: 4

Evasion: 2

Weapon: Magic Bolt -fires magic at range [4 / 6 / 8]

Armor: Cloth [1]

Advantage: Mystic Blast - The Queen must successfully target and hit an enemy unit with a ranged attack. Count only Aces and Jokers as Trump. The target, and all enemy units with the same color standing card as the target, suffer 3 damage per trump (sum damage from all trumps then reduce this total by the individual Armor Rating of each unit independently.)



King

Type: Melee

Life: 10

Accuracy: 4

Evasion: 4

Weapon: Scepter [4 / 5 / 6]

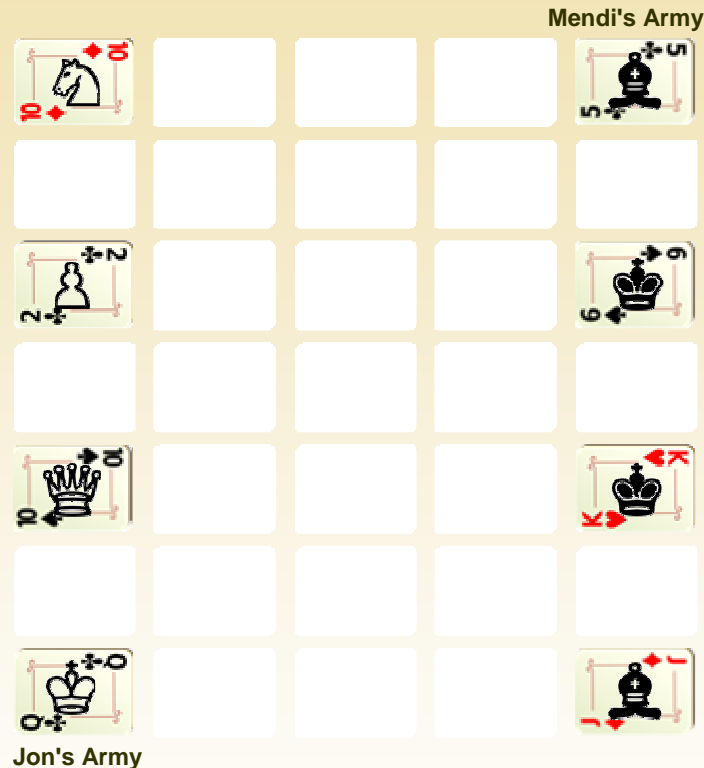
Armor: Cloth [1]

Advantage: Strategy - The King attempts a melee attack. Count only Aces and Jokers as trump in making this attack. This attack inflicts 6 damage. If this attack successfully hits its target, immediately draw 2 cards into your hand.

Royal Battles

Set Up Example

Jon's white army is on the left. Mendi's black army is on the right. Each unit begins play on a single card drawn randomly and then placed on the table.



Special Rule about Aces and Jokers

Do not place any Aces or Jokers during set-up. If a player draws a Joker or an Ace during set-up, they should shuffle them back into their deck.

Jeff Moore

Set Up

Each player should shuffle their cards and place the deck in front of them. (Use different styled deck backs to help sort the cards after battle.) For each unit in your army, draw one card and place it face up in front of you. Place each card with enough space between it to fit one more card. (4 cards + 3 empty spaces creates a column that is 7 rows wide.)

Your opponent does the same on their side of the table, leaving room for three card lengths between the two armies (creating a total of 5 columns.) Players take turns placing tokens for their units on top of their cards (one unit per card.)

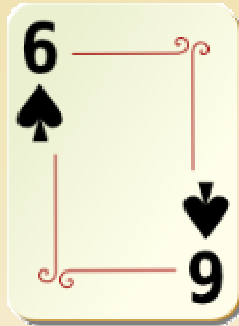
The illustration at the left shows the amount of space required for a game of Royal Battles. The "blank" spaces represent open area where cards may eventually be placed. No unit may move "off" the board (no movement outside of the 5 x 7 area.) Players will face each other one on each side of the table with their armies in these starting positions in front of them.

Sequence of Play

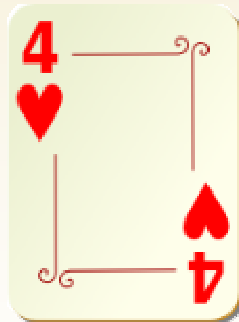
Game play occurs in a series of rounds. Each player completes the following phases in order every round.

1) Initiative, 2) Pre-Turn Draw, 3) Movement, 4) Attack Resolution, 5) Damage Resolution, and 6) Post-Turn Draw.

Initiative Example



Jon draws a 6 of spades and Mendi draws a 4 of hearts. Jon's 6 is higher than Mendi's 4 so Jon goes first.



Initiative

Each player draws the top card from their deck and places that card in front of them. This card represents the player's initiative. A new initiative card is drawn every round. A "round" passes every time BOTH players have completed all six phases of their turn.

Turn order is by card rank. Treat initiative as a game of "high card." Jokers are the highest ranking card followed by Aces, then Kings, then Queens, etc.

If players both draw cards of the same rank for initiative then use suit hierarchy to determine which card is high. The lowest valued suit is Clubs (1), followed by Diamonds (2), then Hearts (3), and finally Spades (4). (Hint: suit values are in alphabetical order.)

If both players draw Jokers or both players draw the exact same card for Initiative (both draw a 2 of Hearts for example) then the draw is invalidated and both sides must draw again.

Each player places their initiative card on their side of the table face up and in plain view. These cards are referenced throughout the round.

After both players have taken a turn, a new round begins, and a new initiative card will be drawn and placed face up over the top of the previous initiative card.

Royal Battles

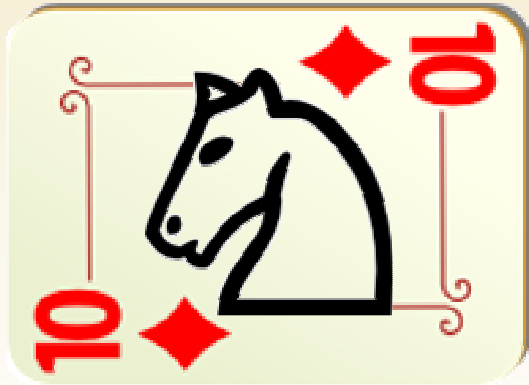
Pre-Turn Draw Example

Jon won the Initiative and goes first. His army is the "white" army. Jon's army is made up of a Knight, a Pawn, a King and a Queen.

Jon has no cards. (His initiative card is not considered part of his hand and neither are any of the cards that make up the game board.) Because Jon holds no cards in his hand, Jon draws one card and draws a 3 of Hearts.

Movement Example (part 1)

Looking at the board, Jon sees that his Queen, King and Pawn all stand on "black" cards. He also notes that his Knight stands on a "red" card.



The 10 of Diamonds is the White Knight's Standing Card simply because the Knight is currently "standing" on this card. The Knight's Standing Card is "red" because the suit of Diamonds is red.

Jeff Moore

Pre-Turn Draw

At the beginning of each player's turn, if that player holds no cards in their hand, the player can draw one card from the top of their deck to create a hand for themselves. A player holding at least one card in their hand does not draw a card.

Movement (explanation of Standing Card)

A "Standing Card" is the card that a unit is standing on at the moment.

Depending upon the suit of the card each unit currently stands on, a unit will have a "red" (Hearts and Diamonds) Standing Card or a "black" (Spades and Clubs) Standing Card.

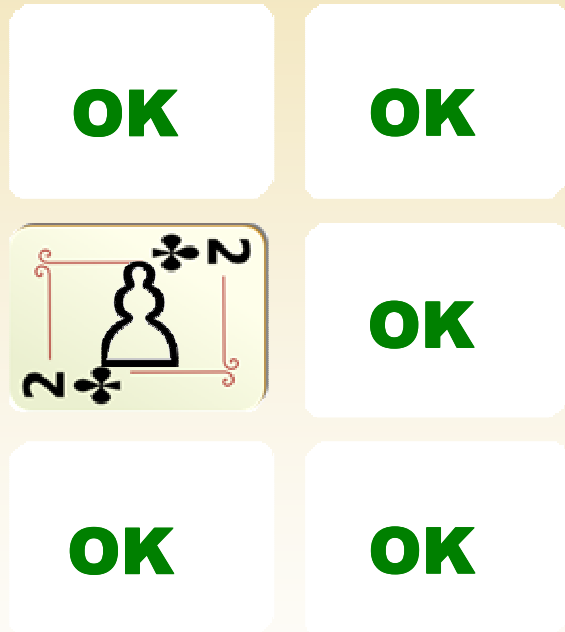
If a Knight is currently standing on a Jack of Clubs, its "Standing Card" is a Jack of Clubs (and its Standing Card is "black" because the suit of Clubs is black.)

If a Knight is currently standing on a 6 of Hearts, its "Standing Card" is a 6 of Hearts (and its Standing Card is "red" because the suit of Hearts is red.)

Movement Example (part 2)

Jon holds a 3 of Hearts in his hand. Because the color of the Moving Card must be different than the color of the Standing Card of a unit that is moved, Jon cannot move the Knight. Both the Knight's Standing Card (a 10 of Diamonds) and Jon's Movement Card (a 3 of Hearts) are "red."

Jon can move any of his other units and decides to move his Pawn which stands on a "black card" (a 2 of Clubs.)



Those spaces marked with an "OK" are all said to be "next to" the 2 of clubs (the Pawn.) Jon can play his Movement Card in any of these spaces. The three spaces "behind" (to the left of) the Pawn are also "Next to" the Pawn, but Jon cannot move there because that area is "off the board" (outside the 5 x 7 area as seen on the setup illustration on page 9.)

Movement

(explanation of Movement Card)

To move a unit, a player plays a card from their hand to the board (play area.) This is the "Movement Card." Placement of a Movement Card is subject to the following limitations:

1: The Movement Card must be placed next to the Standing Card of the unit that the player is moving.

(One card is said to be "next to" another if it occupies any of the eight positions that surround that card.)

2: The color of the moving unit's current Standing Card must be different from the color of the Movement Card being placed.

JOKERS ARE WILD!

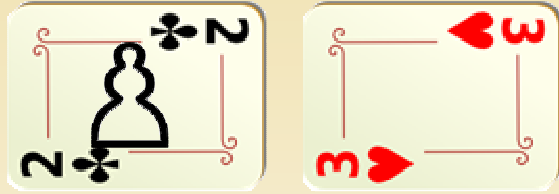
Because a Joker has no suit it also has no color. When played as a Movement Card, a Joker is considered to be BOTH "black" AND "red."

Once the Movement Card is placed, the player's unit is moved and set on top of it. This card is now that unit's new Standing Card.

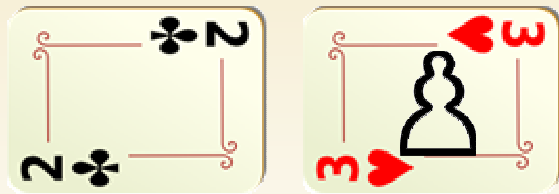
The color of a unit's Standing Card will change every time a unit is moved.

Movement Example (part 3)

Jon wants to move his Pawn forward closer to Mendi's army. So Jon chooses to play his Movement Card directly in front of his Pawn's Standing Card.



Jon places his 3 of Hearts in the space next to the 2 of Clubs just in front of it. Next Jon moves his Pawn onto the card.



Now Jon has moved his Pawn. The 3 of Hearts is now the Pawn's Standing Card. Notice that the Pawn's Standing Card has changed from "black" to "red."

Movement Example (part 4)

Jon's Pawn is not next to any of Mendi's units so Jon's Pawn cannot attack. This ends Jon's turn and Jon skips to the Post-Turn Draw phase.

Movement

(special circumstances)

Playing Over other Cards

A player can play a Movement Card over the top of another card on the board. The card that the player covers must be of a different color than the Movement Card being played. This is in addition to the requirement that the Movement Card be of a different color than the moving unit's Standing Card. Both requirements must be met before a player can play a Movement Card over the top of another card on the board.

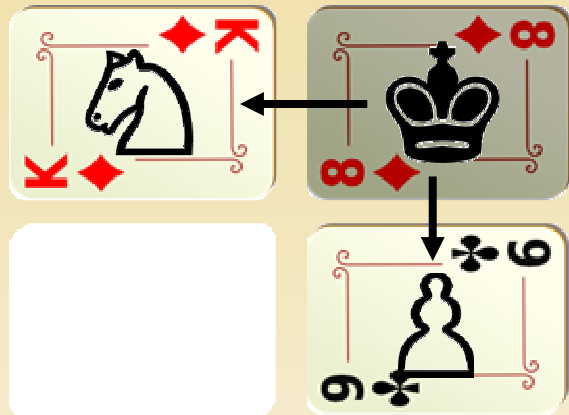
Players may play a card in this fashion over the top of their moving unit's current standing card. This counts as a move even though the unit itself is kept in the same position on the board.

No Legal Move

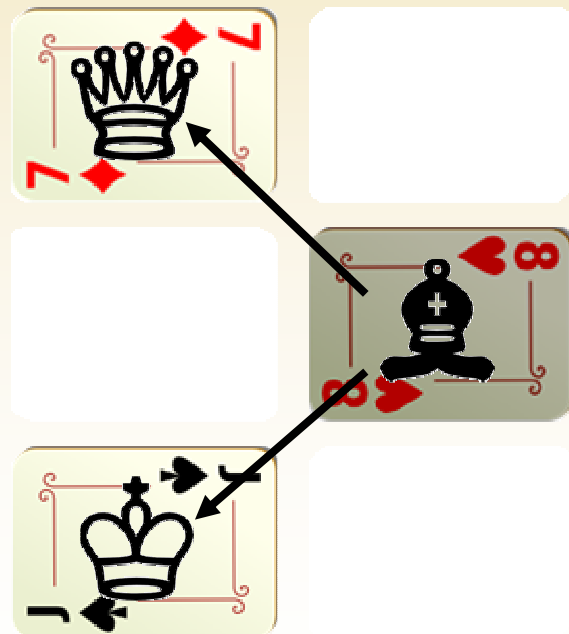
If all of a player's units are standing on one color and the only cards in the player's hand are of the same color, then the player can't move and must skip to the Post-Turn Draw phase.

Concluding Movement

Only the moving unit can be used to attack or utilize Advantages. If the moving unit has no legal target for attacks or other actions, this ends the player's turn and the player should proceed to the Post-Turn Draw phase.



The King can make Melee Attacks (Orthogonal)



The Bishop can make Ranged Attacks (Diagonal)

Attack Resolution

(explanation of Melee or Ranged)

There are two types of attacks. Ranged attacks and Melee attacks. In Royal Battles each unit has a Type designation that indicates which of these attacks the unit can make. Except where contradicted by Advantages (see the Pawn,) Melee units cannot make ranged attacks and Ranged units cannot make melee attacks.

The type of attack being attempted is determined based upon a unit's placement in relationship to its target.

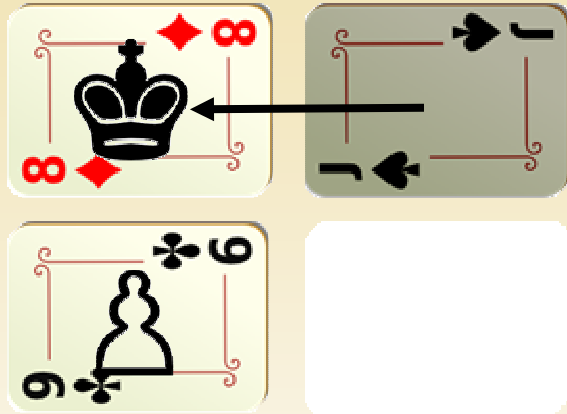
If the attacking unit is in a position that is orthogonal to its opponent then the attack is a melee attack. (Orthogonal refers to positions that are truly horizontal or vertical. If the defending token is directly above, below or to either side of the attacking unit then it is in an orthogonal position and the attack is a melee attack.)

If the attacking unit is in a position that is diagonal to its opponent then the attack is a ranged attack. (Diagonal refers to positions that are not truly horizontal or vertical. If the defending token is both above or below and to the side of an attacking unit then it is in a diagonal position and the attack is a ranged attack.)

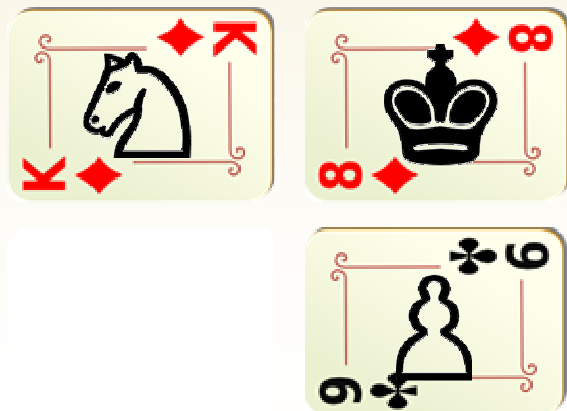
If your unit is in a legal position to perform an attack in accordance with its Unit Type then the attack can be resolved.

Attack Example (part 1)

Jon and Mendi are going into their 5th round of play. Both draw cards for initiative. Mendi gets a 5 of Spades and Jon gets a 3 of Diamonds. Mendi wins the Initiative and will go first this round. Mendi has an 8 of Diamonds in her hand and decides that she will move a King that currently stands on a Jack of Spades.



Mendi plays her 8 to an empty space on the board and moves her King onto it. This brings her next to two of Jon's units.



Attack Resolution

(explanation of Attack Styles)

Attack Styles are vital in determining the success and failure of an attempted strike. There are three styles of attack: *Easy*, *Optimal*, and *Risky*.

Attack Styles balance the aspects of speed and accuracy so that slower more accurate strikes or shots will be more frequently evaded but will score greater damage.

Easy - This attack style is one of quick strikes or rapid shots. The attacker takes every opportunity to strike at the enemy. Because of their speed, these attacks are more difficult to evade, but they aren't as accurate and don't inflict as much damage as a more carefully directed strike or shot might.

Optimal - This attack style strikes a balance between speed and accuracy. These attacks are more easily evaded by a skilled opponent but still land fairly frequently and for greater damage than an *Easy* Attack.

Risky - These attacks are slow and accurate. The attacker targets specific vulnerabilities in an opponent to inflict greater damage. These attacks require skill to perform successfully and can often miss their mark.

Royal Battles

Trumps

Easy Attacks count **EVEN** numbered cards as Trumps.
(20 cards, 37% of the deck)



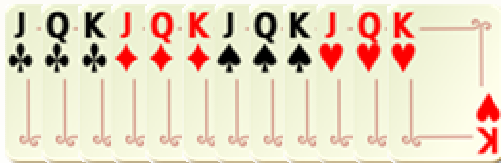
Evens are all cards numbered 2, 4, 6, 8 or 10.

Optimal Attacks count **ODD** numbered cards as Trumps.
(16 cards, 30% of the deck)



Odds are all cards numbered 3, 5, 7, or 9.

Risky Attacks count **ROYAL** cards as Trumps.
(12 cards, 22% of the deck)



Royals are all the Kings, Queens and Jacks.

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Attack Resolution (explanation of Trumps)

A player who has moved a unit into position to perform a Ranged or Melee attack must next decide on the style of their attack. The style chosen will tell the player which cards involved in the action may be counted as "Trumps."

The cards counted as Trumps differ for each Attack Style.

Easy Attacks count EVEN numbered cards as Trumps.

Optimal Attacks count ODD numbered cards as Trumps.

Risky Attacks count ROYAL cards as Trumps.

Mnemonic Caps

To make things easier to remember Royal Battles matches the capital letters of card terms and game terms.

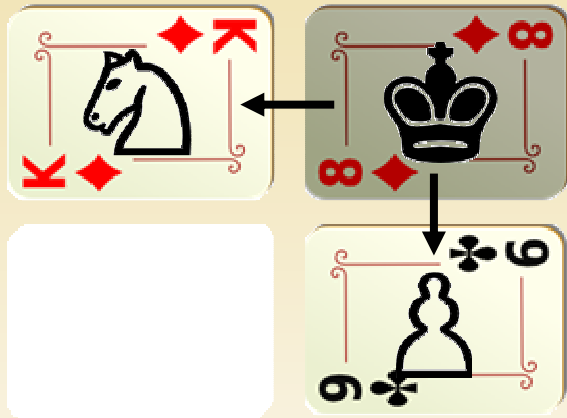
Easy - Evens (both start with "E")

Optimal - Odds (both start with "O")

Risky - Royals (both start with "R")

Attack Example (part 2)

Mendi can attack either of the two enemy units next to her King. The King is a Melee unit and both of Jon's units are in the correct position for a melee attack. Mendi looks at the cards in play to determine her best action.



When counting Trumps, Mendi counts both Initiative cards (hers and Jon's.) She also counts the Standing Card of her unit (her King) and the Standing Card of her target (Jon's Pawn or Jon's Knight.)

The Pawn has an Evasion of 3. This is less than the Accuracy of her King so she needs only 1 Trump in order to score a hit. The Knight has an Evasion of 4. This is equal to the Accuracy of her King so Mendi would need 2 Trumps to hit the Knight.

Since her King is standing on an Even numbered card (8), Mendi could count one Trump for an Easy (EVENS) Attack. This would be enough to hit the Pawn.

Since Jon's Pawn is standing on an ODD numbered card (9), and both Mendi's Initiative card (5) and Jon's Initiative card (3) are ODD numbered cards, Mendi could count a total of 3 Trumps with an Optimal (ODDS) Attack against Jon's Pawn, or she could count 2 Trumps with an Optimal Attack against Jon's Knight.

Attack Resolution (attack success or failure)

Not every attack will successfully strike its target. For every attack there is a to-hit requirement. The to-hit requirement is the number of Trumps needed to score a successful hit. Find this number by comparing a target's Evasion to the Accuracy of the attacking unit.

Evasion vs. Accuracy

How many Trumps are needed to hit an opponent?

Evasion is less than Accuracy

- 1 Trump is needed to score a successful hit.

Evasion is equal to or 1 greater than Accuracy

- 2 Trumps are needed to score a successful hit.

Evasion is 2 or more greater than Accuracy

- 3 Trumps are needed to score a successful hit.

Critical Hit (double damage)

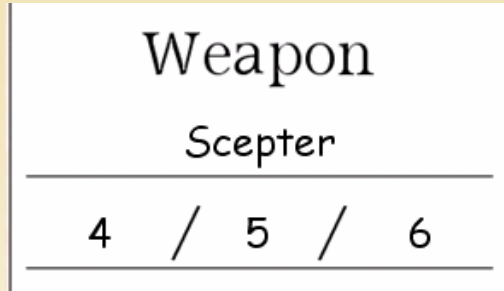
- Double the listed damage (or healing) for an attack if a player manages to count 4 Trumps in making the attack.

If the hit is successful, proceed to "Damage Resolution" otherwise skip to "Post-Turn Draw."

Damage Example (part 1)

Mendi declares an Optimal Attack Style with her King.

The King's weapon is a Scepter. The Scepter has a damage code of 4 / 5 / 6.



Each number of the damage code represents damage based upon the Attack Style chosen.

The Scepter does 4 points of damage if the Attack Style is Easy.

The Scepter does 5 points of damage if the Attack Style is Optimal.

The Scepter does 6 points of damage if the Attack Style is Risky.

(Hint: Damage Code Order is alphabetical - E, O, R)



Mendi's King performs an Optimal Attack. Optimal Damage appears as the second number in a weapon's damage code so Mendi's King does 5 points of damage.

Damage Resolution

(weapon damage)

Every weapon has a 3 part damage code. The number is recorded as: "# / # / #" or "E / O / R." This is the amount of damage that the weapon will inflict based on Attack Style.

*The first number (**E**) is the amount of damage inflicted from an Easy Attack Style.*

*The next number (**O**) is the amount of damage inflicted from an Optimal Attack Style.*

*The third number (**R**) is the amount of damage inflicted from a Risky Attack Style.*

For example:

The Pawn's Long Spear has a damage code of 4 / 6 / 8.

This means that the Long Spear inflicts:

4 points of damage with an Easy Attack,

6 points of damage with an Optimal Attack, and

8 points of damage with a Risky Attack.

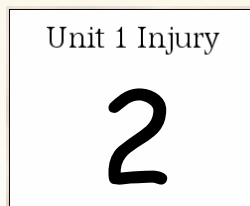
Damage Example (part 2)

Mendi could hit Jon's Knight or Jon's Pawn with an Optimal Attack. Jon's Knight has an Armor Rating of 4, while Jon's Pawn has an Armor Rating of 3. Mendi chooses to target the Pawn because she will inflict greater damage after the effects of armor are applied.

Mendi's King has hit Jon's Pawn for 5 points of damage with an Optimal attack.



Jon's Pawn has an Armor Rating of 3 for its Hard Leather Armor. Jon subtracts the Pawn's Armor rating from the damage of the King's attack. $5 - 3 = 2$. The Pawn unit suffers 2 points of damage. Jon records this damage in his Pawn's Injury Box.



Jon's Pawn unit has a total Life of 8. The 2 points of Injury are not enough to knock his unit off the board. This concludes damage resolution and play continues.

Damage Resolution (armor rating and injury)

Every unit has Armor. Armor represents protective covering or barriers that absorb a certain amount of damage from each attack. Next to the armor's descriptive name is a number enclosed in brackets. This is the unit's Armor Rating.

When a unit takes a hit, reduce weapon damage by the unit's Armor Rating. Any remaining damage is recorded in the unit's Injury Box. If damage recorded in the unit's Injury Box ever equals or exceeds the unit's Life, remove the unit from the board.

After attack and damage have been resolved the player's turn has ended and it is time to move to the Post-Turn Draw Phase.

Post-Turn Draw (building a hand)

In order to be successful in battle a player needs to have as many options open to them as possible. The best way to expand available options in Royal Battles is to draw cards and build a "hand." The main way to achieve this is to attack (or use a unit Advantage) from a Key Position.

Post-Turn Draw

(explanation of symmetrical positions)

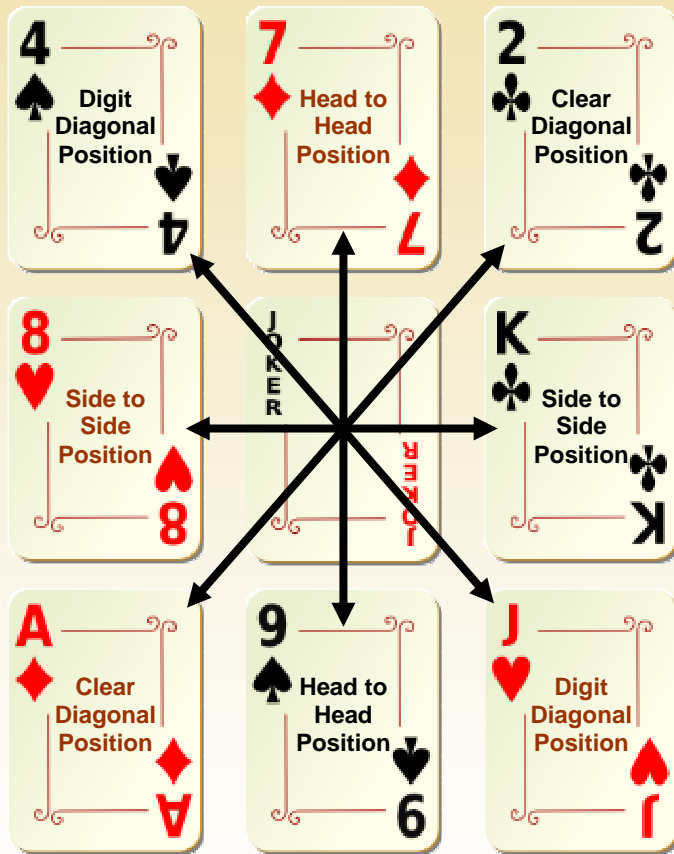
Every standing card on the board has potentially 8 different card placements around it. These 8 spaces are defined as 4 symmetrical positions around the card.

Side to Side - The long edge of the playing card is designated as the card's "side." Any attack that comes from a card that is adjacent to another card's side is said to come from the "side to side" position.

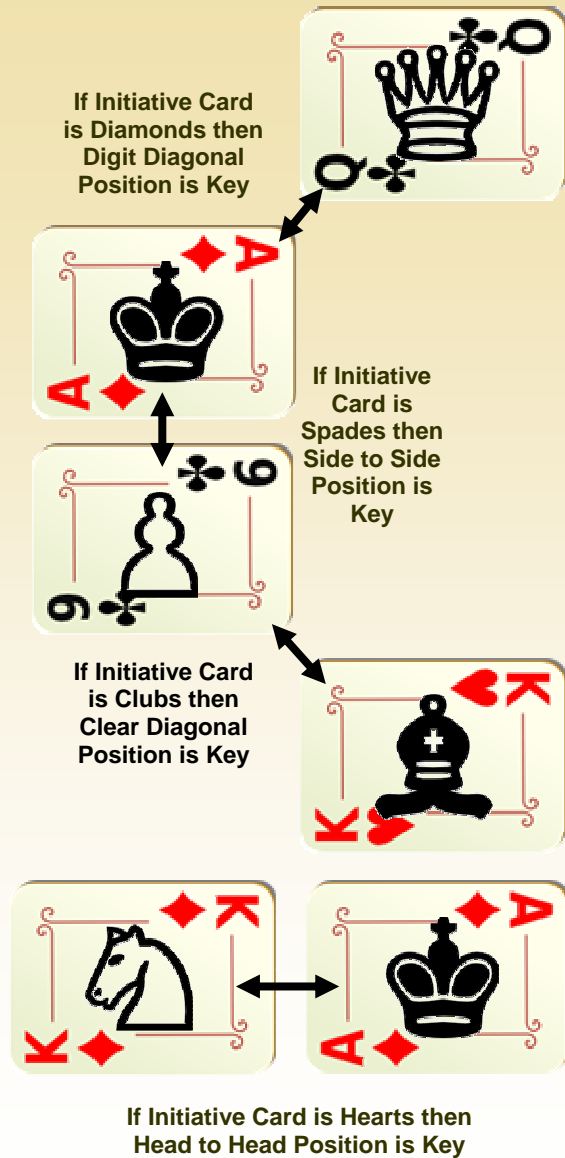
Head to Head - The short edge of the playing card is designated as the card's "head." Any attack that comes from a card that is adjacent to another card's head is said to come from the "head to head" position.

Digit Diagonal - The corner of the playing card that displays the index (the number or letter that identifies the card) is called the "digit corner." Any attack that comes from a card that is adjacent to another card's digit corner is said to come from the "digit diagonal" position.

Clear Diagonal - The corner of the playing card that is blank with no index is called the "clear corner." Any attack that comes from a card that is adjacent to another card's clear corner is said to come from the "clear diagonal" position.



Note the 4 symmetrical positions relative to the Joker.



Post-Turn Draw (explanation of Key Position)

The Key Position will be one of the symmetrical positions around an attacking unit's standing card.

The suit of a player's Initiative Card indicates which position will serve as the Key Position.

Spades indicates that **Side to Side** is Key.

Hearts indicates that **Head to Head** is Key.

Diamonds indicates that **Digit Diagonal** is Key.

Clubs indicates that **Clear Diagonal** is Key.

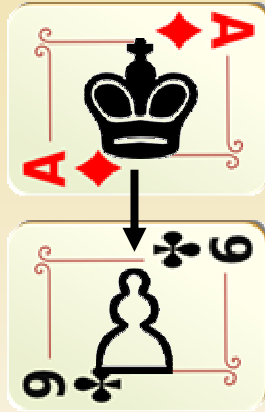
Mnemonic Caps

To make things easier to remember Royal Battles matches the capital letters of card terms and game terms.

- S**pades - **S**ide to **S**ide (both start with "S")
- H**earts - **H**ead to **H**ead (both start with "H")
- D**iamonds - **D**igit **D**iagonal (both start with "D")
- C**lubs - **C**lear **D**iagonal (both start with "C")

Post-Turn Draw Example

Mendi is at the end of her turn. Her attack this round against Jon's pawn was made across the long edge (side) of her King's Standing Card. This was an attack from a Side to Side Position.



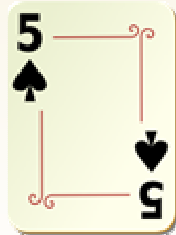
Mendi's Initiative Card this round was a 5 of Spades.

The suit of Spades indicates to Mendi that if she attacked this round from a Side to Side position, that attack was made from a Key Position.

Mendi's Side to Side attack against Jon's Pawn was a Key Position attack.

Mendi is allowed to draw 2 cards.

Mendi draws 2 cards from the top of her deck then passes her turn to Jon.



Post-Turn Draw (drawing cards)

If a player's action (either attack or use of Advantage) targeted a unit from a Key Position this turn, then the player can draw two cards into their hand. Otherwise the player does not draw any cards.

An attack does not need to successfully hit or deal damage in order to be counted for the Key Position Post-Turn Draw benefit.

JOKERS ARE WILD!

Because a Joker has no suit it counts as "every" suit.

When a Joker is drawn as an Initiative Card, all four symmetrical positions are considered Key.

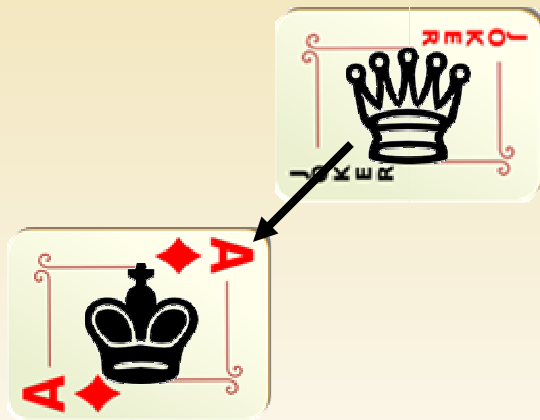
A player may choose to discard their entire hand during the Post-Turn Draw phase of their turn.

Passing the Turn

After the Post-Turn Draw, play passes to the next player. That player begins with Movement and performs all remaining phases of their turn in order. If both players have taken their turn, the sequence starts again at the Initiative phase.

Advantage Example

It is now Jon's turn, Jon's hand is empty so he draws a card. Jon draws a Joker. Jokers have no color and can be red or black. Jon plays the Joker for movement as a red card. His Queen currently rests on a standing card that is Digit Diagonal from Mendi's King. Jon plays his joker over the top of the Queen's current standing card (a Queen of Clubs) and leaves the Queen in her current location. The Queen is in position for a ranged attack.



Jon declares that he will use his Queen's Advantage: "Mystic Blast." He counts 2 Trumps, one for the Ace that Mendi's King stands on and one for the Joker that his Queen stands on.

The Queen's Accuracy is 4. This is equal to the Evasion of his target, Mendi's King. Jon must count 2 Trumps to hit. The attack hits.

Mystic Blast states that if Mystic Blast hits, then the target (Mendi's King) and all other enemy units standing on the same color as the Target (red) suffer 3 damage per trump. Jon counted 2 trumps for the attack, so the total damage is 6. Mendi's King will take 6 damage (-1 for Armor = 5.) All other units in Mendi's army that stand on red will take 6 damage as well (each reduced by their individual Armor Ratings.)

Advantages

Every Unit possesses a unique ability called an Advantage. An Advantage is just a special type of Attack Style. Like other Attack Styles, Advantages use a specific set of cards as Trumps.

An Advantage counts ACES and JOKERS as Trumps.

Mnemonic Caps

To make things easier to remember Royal Battles matches the capital letters of card terms and game terms.

Advantage - Aces and Jokers (both start with "A")

Each unit's Advantage includes text that describes the benefit which that particular Advantage imparts. Attack Advantages will list damage and the type of attack position required (melee or ranged.) Every Advantage requires that a unit be positioned next to a valid target in order that it might be attempted. Advantages will gain benefit from Key Positions just like any other style of attack.

Royal Battles

After Thoughts

Royal Battles began life as a 24 Hour RPG called "Sky Ace." That game bears no similarity to this one except that both use cards and miniatures. That was the original goal: create a game that combines the strategic aspects of a card game with those of a miniatures battle game. That fusion is what Royal Battles strives to be.

In coming months it is my hope to evolve Royal Battles into something greater. New Advantages that bend the rules in new ways will open the door for new types of units. Rules for building custom units. Alternative Play Sequence that allows game play for more than 2 players. Alternative Play Sequence that allows play of multiple players against a singular "enemy" game master. Suggestions for replacing chess pieces with painted miniature figures. Settings documents for: Royal Fantasy, Royal Galaxies (including ship to ship combat with ship designs named for chess pieces,) Royal Espionage (spies,) Royal Gothic (vampire slayers,) Royal Heroics (supers.) All of these things are brewing in the back of my mind.

This document is the "Play Test" version of Royal Battles. Call it version 0.1.

Specific "Play Test" goals involve testing and perfecting the flow of the rules, tweaking and fine tuning the abilities of the chess units.

Immediate future goals: once the game play has been polished, reverse engineer my own rules to devise a system for building units based upon points. Such a system should be able to recreate the existing Royal Battles units accurately. This phase will also see the introduction of new unit Advantages. This phase will then need to go through its own extensive test period.

I expect this project to take some time. Looking back at the rules I've created here, I have to take a deep breath, relax, and get ready to play.

Jeff Moore

Jeff Moore

Winning and Losing

Normally when one player eliminates all units of another player, that player is declared the winner.

If the battle is ended because all cards are in play and one player or both is left without a usable draw pile or playable hand, then the player with the most units remaining on the board is the winner.

If both players have the same amount of units on the board then victory goes to the player who still possesses playable cards. If neither player possesses playable cards and both sides have the same number of units on the board, then the game ends in a tie.

Scenarios

Hundred Years War *One player plays an army of 4 Knights and the other an army of 4 Rooks. Who shall prevail?*

Black Magic versus White Magic *One player plays an army of 4 Queens, and the other an army of 4 Bishops.*