

## FULL RULEBOOK

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### PREFACE

#### WHAT IS THE GAME ABOUT?

With Sword and Shield™ is a card game for 2-6 participants.

The game is about a duel between Knights on foot with sword and shield. In medieval terms a duel was called a Joust. There are also rules to play a Joust between teams of Knights. These multi-man fights were called a Mêlée. Joust and Mêlée are the words that are used in the rules from now on when referring to these kinds of fights.

#### HOW DO YOU WIN?

You win a Joust by scoring five hits on your opponent either when hitting or wearing him out. A Mêlée is won when your team have knocked out all enemy knights by giving them five hits each.

#### GAME LENGTH

A Joust takes 15-45 minutes to play and a Mêlée 30-60 minutes to play.

### IMPORTANT CONCEPTS:

#### KINDS OF CARDS

With Sword and Shield™ has two basic kinds of cards: **Start Cards** and **Deck Cards**.

#### START CARDS

They are identified by their green backside. There are three different kinds of cards: Knight, Health and Artefact. They represent the Knight and informs of his Abilities and status. Each player has his own set of Start Cards laid out in front of him on the table. They are the primary references needed to play the game.

##### Knights

Each player must have a Knight Card since it is the centrepiece of the game. The Knight Card must have a Health Card attached. It may also, if drawn, attach an Artefact. Each Knight has different Abilities in Strength, Technique, Chivalry and Endurance.

##### Artefacts

The Artefacts are objects that can be attached to the Knight. The Artefacts mostly improve one of the Knights Abilities and worsen another. Artefacts are divided into three groups; weapons, possessions and outfits. You are not allowed to discard or exchange an Artefact. Only one Artefact at a time is allowed, unless a special rule or card says otherwise.

##### Health

The Health Card shows the Knights physical status. It's marked with 28 blue drops called "Fatigue Points". During the Joust the Knight pays with these points depending on the outcome of each made Action. When the end of the scale is reached (the red drop) the Knight has to take a hit. That is indicated in the scale on top of the card. It shows the number of hits a Knight can take. There are also two shields indicating Strength and Technique, which are the two Tactics the Knight can choose between. You must decide which Tactics to use by putting a marker on one of the two shields.

#### DECK CARDS

They are identified by their purple backside. There are four different kinds of Deck Cards: Combat, Achievement, Event and Improvement. These are the playing cards which are stacked into the Draw Deck.

##### Combat

The Combat Cards are the cards with different sword and shield manoeuvres. A player uses them to attack or to defend himself. They are marked "Combat" on the top of the card. A card consists of an attack scroll, a defence scroll and a historical notes scroll.

##### Achievement

Achievement Cards contains a various number of actions that can be made by the cardholder. They are mostly related to different shield and fencing techniques.

##### Event

Event Cards contains a various number of events that can be played by the cardholder. They are related to odd events that might take place during a Joust.

##### Improvement

These cards represent the special effect the Joust has on your Knight. Each card boosts one particular Ability which you can use to improve your Knight. There is no limit to how many Improvement Cards a Knight can have.

## ACTIONS

### WHAT IS AN ACTION?

To attack an opponent a Knight must perform an Action. A Knight's Endurance informs how many Actions you may do and it may only be performed by an attacker, never the defender. Each of these counts as one Action:

- Playing a Combat, Achievement, Event or Improvement Card.
- Playing a Combination.
- Discarding a card from your hand.
- Changing Tactics.
- Playing a Mêlée Lock.

### USING ALL ACTIONS AT ONCE

By making a Grande Pass or a Mêlée movement (see Mêlée) you use all your Actions.

### RESPONDING TO AN ACTION

A defender may use as many cards as needed (maximum eight) to defend against different Actions.

### ACTION EXCEPTIONS

The only time a defender may do an Action is when performing a Mêlée Movement.

## ICONOGRAPHY

Most cards carry at least one of the icons explained below.

### ABILITIES



Strength.

Strength is an Ability which can be chosen as a Tactic. Used in combat, both when attacking and defending. Always placed in first position on any card.



Technique.

Technique is an Ability which can be chosen as a Tactic. Used in combat, both when attacking and defending. Always placed in second position on any card.



Chivalry.

Chivalry is compared with other Knights on some Event Cards.



Endurance.

Endurance shows how many Actions the attacker is allowed to do in one turn.

### SYMBOLS



Combination symbols.

At the upper left corner of all Combat and Event Cards, there is a symbol that shows that the card can be played as a part of a Combination.



Manoeuvre.

When you have this symbol on a card you can do a Manoeuvre and runaway from an opponents attack.



Start Symbol.

Indicate that the current card is a Start Card. Lowest number inside the symbol has the upper hand.



Sword Defence.

Indicate that the defence on your Combat Card is done with the sword.



Shield Defence.

Indicate that the defence on your Combat Card is done with the shield.



Fatigue Point.

Indicate cost or boost to your Fatigue level.



Hit.

Shows the number of hits taken.



Mêlée Movement.

You may change position with one of your fellow Knights or perform a Defensive Mêlée Movement.



Mêlée Lock. Locks you and your opponent into a fixed combat.



Start Card. Indicates that all cards with this symbol forms the Start Deck.



Regain or/ and Boost.



Reduce or/and Cost.

## SETTING UP THE GAME

Use a scissor to cut out the markers in the end of the Rule Sheet. Players need one Hit, one Fatigue and one Tactic marker. If using other tokens; use a red for hits, blue for Fatigue and any differently-coloured token for Tactic. They are used to keep the scoring on the Health Card.

Place all green Start Cards (Knights, Health and Artefacts) into a separate deck, from now on referred to as the Start Deck. The rest of the cards, the purple Combat, Achievement, Event and Improvement Cards, form the Draw Deck.

### WHO DRAWS FIRST?

The player to the left of the one who shuffled the Start Deck begins.

### START DECK

Each player draw cards from the Start Deck until owning a Knight- and a Health Card. If a player draws an Artefact either before or between drawing the Knight- and Health Card, the player may keep it. If a player draws a type of Start Card he already have, he has to stick with the first one and discard the second. A player keeps drawing cards until he owns a Knight Card, Health Card and if lucky, an Artefact. Then it is the next player's turn to draw. Place your Start Cards in front of you. Place the markers upon the Health Card. One on "Hits", another at "Start" and the last one on the Tactic you currently want to use.

**NOTE:** You are never allowed to choose from the deck which Knight or Artefact to use.

### DRAW DECK

Shuffle the Draw Deck, give the opponent on your right the opportunity to cut it, and deal eight cards to each and everyone of you. These cards form your starting hand. Put the rest of the Draw Deck on the table where all players can reach them.

**NOTE:** If at any time there are no cards in the Draw Deck, just reshuffle the discard pile to make a new Draw Deck.

### WHAT'S TACTIC?

Two of a Knight's four Abilities; Strength and Technique, are considered as Tactics. These two Abilities are marked as Tactics on the Health Card. Your Knight has to choose one of them as his Tactic before the fight starts. Note that Tactic can be changed during the fight.

### CHOOSING TACTIC

Choosing Tactic is also considered as an Action, except the first time when you are setting up the game. Your choice of Tactic should depend on your Knight's Abilities, the values on your Combat Cards and your Knight's Fatigue level.

**Example:** Your Knight "Yrmegard von Stargardem" [030] has value 2 in both Strength and Technique. She should in this case choose Tactic depending on the values of the Combat Cards. During the game she draws the Improvement Card "What hurts teaches" [201] which improves her Technique with +1. Now she would benefit from choosing Technique as her Tactic.

### GAME SETUP SUMMARY

- Separate the Start Deck from the rest of the cards and shuffle the Start Cards.
- Each player draw cards from the Start Deck until owing one Knight and a Health Card. Artefacts are just a bonus.
- Put a marker on the start symbol on the Health Card and choose your Knight's Tactic.
- Shuffle the Draw Deck and give each player eight cards.

## PLAYING THE GAME:

### START OF TURN

The definition of a turn is when an attacker has used all his allowed and possible actions.

### WHO GOES FIRST?

Each player checks his starting hand. The only valid card to start the first turn is one marked with a Start Symbol. The player with the lowest number starts the game. This is done by bidding. The winner is forced to start with the winning card. This procedure is only done the first turn. If neither of the players have a card with a Start Symbol, discard all cards, reshuffle the deck and give all players eight new cards.

**Example 1:** Player A has card [110] with start number (15) and Player B has card [140] with number (12). Player A start bidding by saying the start number (15). Player B replies with (12). Since Player B start number is the lowest and Player A doesn't have any other start number, Player B starts the turn.

**Example 2:** Player A has two cards with start symbols; card [114] with number (5) and card [110] with number (15). Player B only has card [140] with number (12). Player A wants to save card [114] with number (5) until later, so he tries to win the bidding by saying the other cards start number e.g. (15). Player B has a better card and replies with (12). Player A is now forced to say (5) if he wants to start otherwise Player B starts the turn.

### THE TURN AND DRAWING NEW CARDS

When the attacker has done all his allowed actions the turn is over. The defender now draws enough new cards from the Draw Deck to complete his hand. Then the attacker does the same, so that both players each have eight cards on hand. The turn now shifts so that the former defender becomes the attacker. The earlier discarded cards are placed into a discard pile. This is later re-shuffled if necessary.

### PLAYING COMBAT CARDS

The Combat Cards are in a way the engine in the game. With these cards you cut and strike your opponent and eventually hit him and knock him out of the game. When the attacker plays a Combat Card with a cut/ -strike, the defender must play a card with a correct Shield- or Sword defence or Manoeuvre.

## ATTACKS AND DEFENCES

### TO DEFINE AN ATTACK

There are eleven different attacks. They are referred to as a cut or a strike and symbolize different places on the opponent's body where the attacks hits.

They are named: Cross cut, Slanting cut, Crooked cut, Battle cut, Squinting cut, Rage cut, Crown cut, Scalp cut, Anger cut, Plunge strike and Father strike.

### Ability value description

Every value is also described in words in the "attack scroll" on the card. They are only here to give a more three dimensional picture of the attack. These are the values and their description by words:

#### Strength:

- 2 - lame
- 3 - feeble
- 4 - strenuous
- 5 - strongfull
- 6 - fiercefull

#### Technique:

- 2 - awkward
- 3 - uninspired
- 4 - skilled
- 5 - dazzling
- 6 - brilliant

### TO DEFINE A DEFENCE

There are two different types of defences, which can be found in the defensive scroll. They are called Shield defence and Sword defence and refer to the weapon used in the defensive action. There are five different ways of defending in each type. The different types of Shield defences are: Wing guard, Rage guard, Oak door, Iron hat and Groin guard. The different types of Sword defences are: Crown guard, Barrier guard, Iron gate, Cross guard and Hook catcher.

You may also use Manoeuvre as a Defence, assuming you have a card with the Manoeuvre symbol.

### THE MECHANICS OF ATTACKING AND DEFENDING

There are three basic elements that are necessary to perform a correct attack or defence. The Knight, the chosen Tactic and the Combat Card. They all correspond in a way that gives your attack, or defence, a Modified Combat Number.

#### Modified Combat Number

The keyword to a combat is the Modified Combat Number. By adding your chosen Tactic value from your Knight with the one on the Combat Card that you just played, you create a Modified Combat Number.

**Example:** Add the Technique value (6) from "Crooked cut" [150] with (2) from "Baldric of Ingelram" [048]. So, you are attacking your opponent with a "Crooked cut" with a Modified Combat Number of (8).

## Cost to use

If the chosen Tactic is greater on the Combat Card than on the Knight Card, you have to pay the difference in Fatigue Points. This reflects that your Knight is performing an Attack over his normal skill.

**Example 1:** You have chosen Technique as your Tactic. You now play a "Crooked cut" [150] with Technique value of (6), but your Knight, "Baldric of Ingelram" [048] only has a Technique value of (2). Your Knight has to pay 4 Fatigue Points (= the difference).

**Example 2:** You play the Shield defence "Wing guard" [131] and have chosen Strength as your Tactic. The "Wing guard" cost (3) to play and your Knight has a Strength value of (4). This means that you can play the "Wing guard" without paying any Fatigue Points.

## To conduct an attack or a defence

This is a three-step way to perform an attack:

- Play a Combat Card. If the Ability on that card is greater than the Ability of the Knight, pay the difference in Fatigue.
- Add your chosen Tactic from the Knight Card with the one from the Combat Card to create the Modified Combat Number.
- Attack with the type of cut/-strike that is printed on the Combat Card. Include the Modified Combat Number.

This is a three-step way to perform a defence:

- Play a Combat Card with a proper defence against the attacking cut/strike. If the Ability on that card is greater than the Ability of the Knight, pay the difference in Fatigue
- Add your chosen Tactic from the Knight Card with the one from the Combat Card to create the Modified Combat Number.
- Defend yourself with the Modified Combat Number.

## The different combat results

If a Knight is unable to put up a correct type of defence, he has to take a hit. When comparing the attacker's Modified Combat Number with the defender's Modified Combat Number the following things apply:

- If the attacker's Modified Combat Number is greater, the defender has to pay the difference in Fatigue
- If the attacker's Modified Combat Number is lower, the attacker has to pay the difference in Fatigue
- If equal, nothing happens.

## ADJUSTING FATIGUE AND HITS

Almost all Actions a Knight makes during a Joust costs Fatigue Points. When there are no blue drops left (no Fatigue Points) the Knight has to take a hit.

**Example 1:** You are the attacker and play the card "Attacking before" [200]. The cost to play it is 4 Fatigue Points, but your opponent must use a Manoeuvre in defence.

**Example 2:** Your Knight has 21 Fatigue Points left. You play the card "Bide one's time" [190]. This gives you an increase of two Fatigue Points to 23.

## Taking hits

You mark the hit on the scale with the red drops and return the Fatigue Points marker to Start again. This procedure is repeated until the Knight has taken five hits.

**Example:** Your opponent throws a "Squinting cut" [141] at you. You neither have a correct Shield defence, Sword defence nor any Manoeuvre to defend yourself with. You take your first hit. Put the hit marker on the first red drop.

## Fatigue and hit restrictions

You may never regain a hit by boosting your Fatigue.

## USING MANOEUVRE AS A DEFENCE

Usually all defending are done with a Combat Card's Sword- or Shield Defence. There are also some Achievement Cards that might save you from getting hit. But when neither of these options are available, use the Manoeuvre. The total cost is 5 Fatigue Points.

## PLAYING EVENTS

An Event can only be played when attacking.

**Example:** You are about to play "You are doing fine my son" [192] on yourself. This card increases your Fatigue level with +6. As you already have a maximum of Fatigue Points there is no meaning to play this card at the moment, but it can be wise to keep it on your hand. Things can get worse later on in the game.

## PLAYING ACHIEVEMENTS

An Achievement may be played in both attack and defence purposes.

**Example:** You play "Changing thru" [184] when your opponent attacks you with a "Squinting cut" [141]. This could absolutely be the right thing to do as "Changing thru" blocks this cut. But keep in mind that this card costs -3 Fatigue Points, regardless of your Abilities. You may have another card that does the job at a lower cost.

## PLAYING IMPROVEMENTS

You may play an Improvement Card at any time while you are attacking. When played, lay it beside your Knight. The Improvement on the card counts as soon as the card is played and is in play for the rest of the game.

**Example:** You are the Knight "Baldric of Ingelram" [048]. You choose to play "Embrogation of the Picts" [217] which boosts your Technique value with +1 from now and during the rest of the game. You now have a Technique value of (3) instead of the earlier (2).

## PLAYING COMBINATIONS

A Combination is when you have two to four cards with the same Combination Symbols in the upper left corner of the card. A Combination counts as one Action. The total cost of playing a Combination is 4 Fatigue Points, regardless the numbers of cards in the Combination. The defender must defend himself against each and every card in the Combination.

**Example:** An attacking player has eight cards on hand and the knight "Baldrick of Ingelram"[048] with an Endurance of (4). He may therefore perform four Actions. Three of his cards have the same Combination Symbol. The player plays his three cards Combination, which counts as one Action. He can now do three more Actions in his round.

**NOTE:** Not all cards may be suitable to play together just because they have the same Combination Symbol. Therefore read carefully on the card.

## SHAKEN

When a Knight has been hit four times and only has one hit left he is considered to be Shaken. He is so exhausted that everything he does costs one extra in Fatigue. Example: You throw a "Squinting cut" [141]. This cut would normally cost you 4, but now costs 5.

## MAKING A GRANDE PASS

One time during the game it's possible for a player with a Shaken Knight to make a "Grande Pass". This means that the player discards all his cards and takes eight new cards. It counts as using all ones Actions at once.

## OTHER WAYS OF PLAYING THE GAME:

### DOUBLE DECKED VERSION

Playing this version is done in the same way as an ordinary Joust. These are the only differences:

- Each player has its own Start Deck and Draw Deck.
- Neither player can have the same knight.
- Neither player can have the same unique Artefact.
- If both players bids with the same start number, the player with the second lowest card begins.

**Example:** Team A draws Herue, Baldrick and Osbert from their Start Deck. Team B shuffles their Start Deck and draws Yrmegard, Guirbert and Herue. They are now forced to draw a new Knight since Team A already has Herue in their team.

### UNIQUE ARTEFACT

All Artefacts can be used during a tournament, Double Decked Game or M el e. The Unique Artefact is a little special. It is reflected by an illuminated banner and the text "Unique" in the description scroll. Please read under Double Decked Version and M el e to see the special rules.

### M EL E

A M el e is a Joust between two teams of Knights. The team must consist of two or three Knights per side.

### DIFFERENCES

Since the turn, the fighting and the rules are more or less the same, it is easier to pin-point the differences.

- Each team has its own Start Deck and Draw Deck.
- Neither team can have the same knight.
- Neither team can have the same Unique Artefact.
- If both teams have the same start number, the team with the second lowest card begins.
- Only one Knight per team is allowed to carry a Unique Artefact.

### SETTING THE BOARD

Team A that have a Knight equipped with a Unique Artefact goes first by positioning the Knight in the centre. The team B positions one of their Knights opposite team A's centred Knight. Then it's the team A again, this time positioning one of the wing Knights. The team B position an opponent to team A's wing Knight. And so on. If a team have one Knight less, one of the wing Knights is deducted.

If neither side have a Knight with a unique Artefact, the Knight with the lowest Chivalry begins. If this doesn't separate the Knights, use the card number in the lower right corner of the card.

### The turn

The turn is played clock-wise.

### Loosing a knight-what happens?

If the team ends up with two Knights left, there is a slot open. A Knight facing an empty slot may attack a Knight next to the empty slot.

### Last Man Standing

The team are in deep trouble if there is only one Knight left. This is the set-up if:

- The knight is faced by three opponents; take the centre position and fight all at the same time.
- The Knight is facing two opponents; hold your position.
- Both teams have Last Man Standing; they are placed in the centre position, facing each other.



## MÊLÉE LOCK

During a Mêlée, a player with the Mêlée Lock symbol on one of his cards may initiate a Mêlée Lock at a cost of 3 Fatigue Points. When playing the card, you and your opponent are fixed in combat, mano y mano, until one of you has taken a hit. You may not perform Actions against any other Knight. None of the other Knights may intervene unless they are attempting to break the Mêlée Lock (see below). Place the card with the Mêlée Lock symbol on the table between the two Knights and “Tap” it.

### Breaking a mêlée lock

By playing a Mêlée Movement and paying a total of 15 Fatigue Points a Knight may break the Mêlée Lock. This is done by changing position between your Knight and the locked Knight.



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## CONTACTING 3CG

- websites: [3cg.se](http://3cg.se) & [withswordandshield.com](http://withswordandshield.com)
- customer service email: [inforequest@3cg.se](mailto:inforequest@3cg.se)

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## CREDITS

Game design: Stefan Ekström, Göran Björkman  
Game developer: Stefan Ekström, Göran Björkman  
Original idea: Göran Björkman  
Illustrations and layout: Stefan Ekström  
Photographs: Ricky Cahill  
Special thanks to: Anders Fager, Jenny Ekström  
Play tested by: Anders Björkman, Randall Rudstam, Johan Forsell, Jan Larsson, Krister Björkman, Matthias Ekström, Mats Lagrelius, Magnus Nordlöf, Marie Karlsson, Daniel Yngström, Jonas Svensson, Andreas Karlsson and a big thanks to the play testers at Lincon 2006 and Calcon 2006.

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