



Crouching Hero, Hidden Daggers Game Rules

Background

This is a game about combat between Heroes, Warriors and Tyrants of ancient China. Inspired by the movie genre of fantastic feats and magical weapons – the game aims to create something of the fast-moving flow of combat, as well as giving each character their own combat ‘personality’.

Cards

Each Player has a set of cards.

These are of two types, combat cards and weapon cards

The information on the cards gives you what you need to know about the card’s use.

Turn Sequence

Each player’s turn follows this sequence:

1. Take up to two cards from their deck.
2. You may not have more than 5 cards in your hand – so discard cards as necessary to bring your total down to 5.
3. Move up to your character’s movement allowance if you wish.
4. Play any cards that allow additional movement.
5. Play combat or special cards. If this involves an attack on someone, announce the attack without revealing the card.
6. The defender can then select a defensive card (if they have one) and both attacker and defender reveal their cards and resolve hits received / blocked etc.

At the start of the game players draw five cards and do not draw from their deck on their first turn.

On any turn players can choose to voluntarily discard their entire hand and replace it. This is instead of taking their turn.

Once all the deck has been drawn, players should shuffle the discard deck and start using that.

The Characters

Each player's hero character can take up to 6 hits before they are KO'd.

Soldiers, and amusing sidekicks can take less hits to KO, usually no more than four.

Weapons

Possessing a weapon card usually increases the number of hits inflicted. Some characters have weapons that they are personally attached to. If used these weapons usually do extra damage, or allow extra options in the combat cards.

All weapons can be thrown – causing less damage, but of course at a distance.

Characters are limited in the number of weapons cards they can hold, according to the type of weapon. Up to two swords can be carried without penalty (scabbarded). A polearm or two-handed weapon can be carried in addition to scabbarded swords.

Some special weapons take up more or less space – the limitations will be noted on the weapon card.

Some experts are particularly lethal with their hands – and so their hands and feet count as their weapons for damage purposes. The consequence of this is that no extra damage is inflicted when they use a weapon.

Some combat results cause disarming or even breaking weapons.

Fleeing the Field

Characters may flee the field at any time, provided they are more than 5 points away from any enemy. Hits can be recovered quite quickly. Mortal wounds require you to go into hiding for some time to recover.

Combat map

The game is played on map of real place with movement points on it - movement is from point to adjacent point. Some points cannot be moved on unless the player has an action card allowing it – such as running up walls, running on water, running on air etc.