

GUNSWORD™

by Dinogami Games



Official Rules

GUNSWORD

Overview

In a game of GUNSWORD, each player takes on the role of an expert gunsword duelist. You will use your incredible array of skills and abilities in a head-to-head tactical battle! Careful positioning and an eye for opportunity are the keys to victory.

Winning the Game

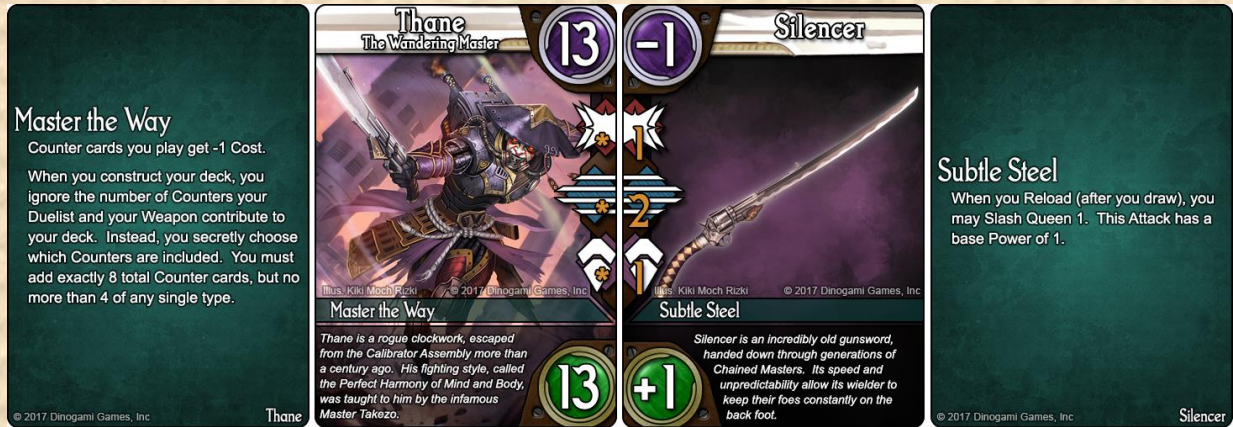
To win, you must reduce your foe's health to zero.

Setup

Before the game begins, you and your foe will select a duelist and a weapon. The Duelist you choose contributes 1 cardboard standee, 11 Skill cards, 2 Face cards (Duelist and Technique), and any tokens or extra cards associated with their Technique. The Weapon you choose contributes 11 Skill cards, 2 Face cards (Weapon and Technique), and any tokens or extra cards associated with its Technique. You will also need the Health and Momentum Tracker (shown below).



Arrange your Face cards in front of you, with your Duelist's Face card and Technique card on the left and your Weapon's Face card and Technique card on the right.



Your Face cards will determine your starting Health and starting Momentum, which you can set on your Tracker. Your Starting Momentum is at the top in Purple and your Starting Health is on the bottom in Green. **Note: A Duelist's Health and Momentum may never go above 20.** In the below example, Avaset would start the game with 13 Momentum and 16 Health.



To construct your deck, combine your Duelist Skillset cards with your Weapon Skillset cards. Then, add 8 Counter cards as determined by the Counter totals on your Face cards.



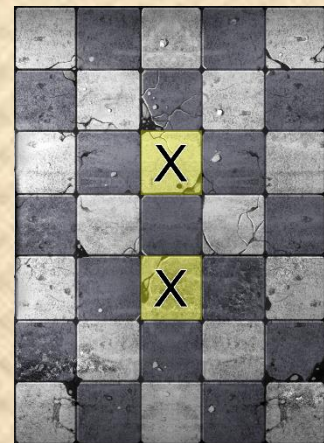
In the above example, Avaset would get 2 Riposte cards, 3 Dodge cards, and 3 Breaker cards to start the game

Your deck should have a total of 30 cards. Set your deck near your face cards, and leave room for a discard pile.

Starting the Game

First, place your duelist standee on the board in starting position (three spaces up on the center column), as shown. Then, in turn order, each duelist places any tokens onto the field that they may have from their Technique cards.

Each player draws six cards. Each player may choose to *Regroup* once at the beginning of the game. The player who Regroups sets aside 1 – 3 cards from their hand, draws that many cards, then shuffles the set aside cards back into their deck.



You and your foe compare starting Momentum. The duelist with the highest starting Momentum has Initiative and takes the first turn. In the event of a tie, the player with the lowest starting

Health has Initiative. If both starting Momentum and starting Health are equal, each player reveals the top card of their deck, and the player with the highest revealed Cost takes Initiative. The revealed cards are then put on the bottom of their respective decks. Repeat this process until there is no longer a tie.

Your Turn

Begin - When your turn begins, first follow these steps:

1: Resolve all effects that trigger when you take Initiative. If multiple effects trigger at the same time, you choose the order in which they resolve.

2: Draw 2 cards. Skip this step if you take the first turn of the game.

Action - During your turn, you have the following choices of Action.

Rest – Immediately after drawing 2 cards, you may “Rest.” This action ends your turn immediately. If all players “Rest” consecutively, the Round ends and a “Reset” occurs.

Play a Skill card – You may play Skill cards. Skill cards are your primary method of attacking your foes, and most Actions you take in GUNSWORD will be of this type. To play a Skill card, follow these steps:

1. Pay the Momentum Cost listed in the top left corner of the card.
2. Lay the card on the table so all other players can read it and decide how to react. This starts the “Frame,” which is a unit of game time that encompasses the entire resolution of a Skill card. (Some effects last “until end of frame” or reference other effects during “this frame”)
3. Resolve any “Drop Effects” listed inside the green text box. **Bonuses (such as +1 Power or -1 Power) last until the end of the Frame and are cumulative.**
4. Each other player in turn order has the opportunity to play a Counter card. When a Counter is played, immediately resolve its effects. Then the next player in turn order has the opportunity to play a Counter. If at least one other player played a Counter, you have the opportunity to play a Counter, then it passes around the table again. If no one else played a Counter you **MAY NOT** play a Counter.
5. After being played, a Counter is resolved *immediately*, and is then placed in its owner’s discard pile.
6. One at a time, resolve a Skill’s “Combo” effects listed in the grey text box. Resolve each Combo line completely in the order in which they appear on the card.
7. Once the last Combo line is resolved, move the Skill card to your discard pile. This ends the Frame

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8. After Resolving all Combo lines, check Momentum. If you have less Momentum than another player, your turn ends and the player with the highest Momentum start their turn. If you have more Momentum than each other player (or the same amount) your turn continues.

Play a Command [Skill] – You may play a “Command [Skill]” ability (listed in the red text box) on a card in your hand. Command abilities do not cost Momentum and cannot be Countered. Simply discard the card and resolve the effect. Once the effect is resolved, end the Frame.

Yield – You may “Yield” the turn, even if you still have more Momentum than your foes. This ends the Frame and your turn.

Reloading

When your turn ends for any reason, whether your Momentum drops below your foe’s or if you Rest or Yield, you may “Reload” at the end of your turn. To Reload, you discard a card from your hand and then draw a new card. This can be a good way to get Counters or Armor as your foe’s turn begins. If you have no cards in hand, you may not Reload. **Other cards may instruct you to Reload. This does not necessarily end your turn.**

Other Players’ Turns

During other players’ turns, your options are more limited. Your foe will be driving the action of the duel, but you can disrupt their play using Counters and Blocks.

Counters – When your foe plays a Skill card, you may choose to Counter before the Combo effects take place. To play a Counter card, pay the Momentum cost listed in the top left corner of the card and lay the card on the table for everyone else to read, then follow Steps 4 and 5 from the **Play a Skill card** section earlier.

Command Counters – Some Skill cards will list **Command [Counter]** in red. At any time you could play a Counter card, you may use one of these effects. Simply discard the Skill card and resolve the effect. This qualifies as a Counter and follows all the same restrictions.

Blocking – When you are hit with an attack, you have the opportunity to Block to reduce damage. To block, simply discard a card from your hand and count the number of Armor icons on the card. (This number is the card’s Armor value.) Reduce the damage from the attack which hit you by that amount. **You may Block with only 1 card each time you’re hit by an individual Attack.**

Ending the Round

A round will end one of two ways: when all players Rest consecutively, or when a single duelist has zero Momentum at the end of a Frame. Either of these conditions ends the Round and results in a **Reset**. When all players Rest consecutively, the Round ends and a **Reset** occurs. Also, when a duelist ends a Frame at 0 Momentum, once that Frame ends, a **Reset** occurs. The duelist whose turn it was may still **Reload**.

Resets

Resets cause a new Round to begin. Follow these steps to perform a Reset:

1. Each duelist gains 10 Momentum. (Health remains the same.) Remember, a Duelist's Health and Momentum may never exceed 20.
2. Each duelist returns their Standee to its starting position. If it is impossible to return the standee to its starting position, place it one space closer to a foe.
3. Each player draws cards from their deck until they have exactly 6 cards in hand. (This could result in a player not drawing any cards if they already have 6 or more cards in hand.)
4. Play proceeds as if it were the **Start of the Game**. (The player with the highest Momentum takes Initiative, etc.)

Reshuffling

If at any time a duelist runs out of cards in their deck, they immediately reshuffle their discard piles to form a new deck.

Maneuvers

There are 2 types of Maneuvers in GUNSWORD: Moves and Attacks. Maneuvers are generally written as 3-part abilities which define Type, Path, and Range. For example, the Combo line "Slash Rook 3" is a Slash type attack which follows a Rook path for a range of 3 spaces on the board. (The only exception is a Knight Maneuver, which would be written as "Dash Knight," for example.)

Type (Attacks) – **Slash** type Maneuvers are Attacks that move your duelist on the board and hit any foes which you cross over in that movement. **Shoot** type Maneuvers are Attacks that measure a Path of spaces, hitting any foe within Range while your duelist stays stationary on the board.

Type (Moves) – **Dash** type Maneuvers are Moves that work just like Slash Attacks, except they do not deal damage when you cross your foe's space. They almost always list 2 numbers for Range, giving you flexibility of movement. For example, "Dash Bishop 0-3" would allow you to move 0, 1, 2, or 3 spaces along a diagonal path. **Jump** type Maneuvers are Moves where you

position your duelist directly at the end of the Path without interacting or entering with the spaces in between. This is a good way to avoid traps and obstacles. In addition, jumping onto your foe's space will allow you to perform a **Push**, which is detailed later.

Note: If there is an obstacle or wall in the space you would Jump into, the Jump may *not* be performed with that Path. You must choose a different Path to Jump, if possible.

Path – A Maneuver's Path references the rules of chess. Bishop paths are diagonal, Rook paths are orthogonal (up and down, left and right). Queen paths may be diagonal or orthogonal, but you must choose one before the Maneuver is executed. The Knight path is the most complicated. To find a Knight path, measure two spaces orthogonally, then one space perpendicular to the original movement, making an L-shape. Unlike chess, a Knight must move in this way; it cannot move one space orthogonally, then two spaces perpendicularly. (This means that a Knight Maneuver will never enter a space at Bishop 1 Range.)



A basic Knight's Path, starting at X.

Range – Range defines the number of spaces you will move in a Slash attack or the number of spaces you can count for a Shoot attack. Knight-path attacks have no range because all Knight paths are uniform.

What happens if my movement hits the edge of the board?

The edge of the board is referred to as the "Wall." If your movement would carry you over the edge of the board, the movement ends immediately on the last space your Path would take you before hitting the wall.

What happens if I land on my foe's space?

It depends. If you are performing a Dash or Slash Maneuver, you simply continue on the Path of the Maneuver, ending on the other side of your foe. **Multiple duelists may never be on the same space at the end of a Maneuver, though you still count the space they're in for Range.**

If it is impossible to continue on the Path of a Slash or Dash Maneuver because of an obstacle or wall, you perform a **Push**.

If you perform a Jump Maneuver and the space you'd end on is the same space as another Duelist, you perform a **Push**.

How do you perform a Push?

To push a duelist, place your duelist on the other's space, then place the other duelist on any space adjacent to your duelist (within Queen 1). You have total control of the direction of the push.

Hitting, Damage, and Blocking

When you hit a foe with an Attack, you deal damage equal to the power of the Skill in play. (Remember, some Skills have multiple Attacks.) Your foe may block some or all of the damage by discarding a card and reducing the damage by the Armor value of the discarded card. (Armor value is the total number of Armor icons in the top right of a card.) Damage that is not Blocked reduces the defending duelist's Health.

Some Attacks also have a Hit or Miss effect that activates when you do one or the other.

Gaining Momentum and Armor

Whenever a card instructs you to gain Momentum, simply adjust your Momentum by the amount.

When a card instructs you to gain Armor, add a number of Armor tokens to your Duelist card. The next time you are hit, each Armor token you have absorbs 1 damage, **then all of your Armor "falls off."** Even if the Hit deals no damage, you lose all of your Armor tokens.

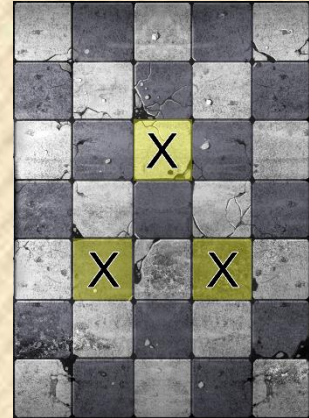


Multiplayer Rules

You can play GUNSWORD with up to 4 duelists each game, and there are a number of different ways to play. Free-for-All and Team Duel are the ones we'll outline here.

Free-for-All rules are generally the same as a 2-player game, with the following exceptions:

- The duelists' starting positions are modified to accommodate the extra player(s). In a 3-player Free-for-All game, one duelist starts on the same space as a 2-player game; the other two duelists start three spaces up on the second and fourth columns (shown here).

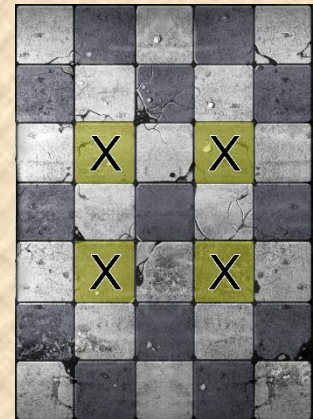


In a 4-player Free-for-All game, all duelists start on the third space up on the second and fourth columns on both sides of the board (shown below).

- Multiple duelists can be hit by an Attack whose Path enters their space. The damage is NOT split; it is dealt unaltered to each duelist hit.
- To clarify, playing Counters is handled in turn order exactly as described in the **Play a Skill card** during the **Your Turn** section.

Team Duel games have a couple of extra rules, but follow the same rules as Free-for-All games:

- Before the match begins, teams are determined by the players. Teams must contain an equal number of duelists. Your teammate is considered your ally, and each other duelist is considered your foe.
- Your ally can NEVER be hit by one of your Attacks, even if that Attack's Path enters their space. Your Attack simply ignores them.
- You can never end your Maneuver on the same space as an ally (or a foe), but you can enter their space following the normal **Maneuvering** rules.
- Your allies can be Pushed following the normal **Push** rules.



FAQ

Q Can I play Flash of Steel for its reduced Cost if it is in my opening hand at the beginning of the game?

A No. Your starting hand is drawn before the first round of the game begins

Q I'm playing Mathilde. If I play Hard Knocks, etc and my Insight has X Power, what is my total Power for Hard Knocks, etc?

A Zero. The X value of a card is only set when it's being played as an Action. At all other times, X is 0. So, while the X Power card is attached to Mathilde as an Insight, its Power is 0.

Q Do I still have to pay the Cost of cards I play with Mathilde's Autodidact Technique?

A Yes. You must still pay their Cost, though they can be modified by other effects, like Flintlock Saber's Versatility Technique.

Q Can I discard one of Mathilde's Insights to Block? Can I use it for its Hand effect?

A No. You may only play one of these cards as a Command [Skill], so only any time you could play a Skill card normally.

Q I'm playing Thane, and I just played Inner Calm/Outer Fury, gaining 1 Momentum, and making my Momentum and Health now equal. My opponent counters with a Riposte. I choose to take 2 damage from it. Do I still get the effect of my Health and Momentum being equal?

A No. Players have the opportunity to play Counters immediately before a Skill card's Combo Chain is performed. In this case, you took damage before the Combo Chain effect had an opportunity to resolve. When it does, you'll no longer have equal Health and Momentum.

Q I'm playing Thane, and I just played Levotheon Stance/Orpheon Stance. My foe Counters with a Dodge, and then I immediately Counter with a Dodge of my own. Can I return the Dodge I just played to my hand with the Stance's Drop effect?

A No. The Drop effect activates and resolves before *any* player can play a Counter. At that time, that Dodge is not in your discard pile.

Q Ok, in the same scenario, I play Battlemind instead. My foe Counters with a Dodge, and then I immediately Counter with a Dodge of my own. Can I return it with Battlemind's ability?

A Yes. Once a card resolves, it's placed into its owner's discard pile. Counters resolve immediately, so it is in your discard pile in time to be grabbed with Battlemind.

Q I'm playing Silencer, and I just Reloaded, giving me the ability to interrupt to Slash Queen 1. Do I draw that card from the Reload before or after I Slash Queen 1?

A You draw it before you Slash Queen 1. When you interrupt, you can't cut an ability in half; you must fully resolve it first. "Interrupt" just means "before you do any other thing, do this next." For example, Reload means "Discard 1 card: Draw 1 card." You have to

wait until that ability has completely resolved (discard and draw) before the interrupt takes effect.

Q When exactly do I switch forms when I'm playing Avaset?

Each time you take Initiative, you switch forms. The only exception to this is you don't

A switch forms during THE first turn of each Round. This means if you take the first turn during the Round, you don't immediately switch. However, if an opponent went first, you *would* switch during your first turn.

Q I'm playing Avaset and I am in Volker's form. As my Action, I play Bound by Duty, gaining the +2 Power as a Drop Effect. If I switch forms to Avaset during the Combo Chain, what is the card's Power?

It's still 3. While you're in Volker's form, when you play a Skill card, you "set" its Power to

A 1. This is a permanent change for the duration of the Frame. So, changing back to Avaset does not change the card's Power back to its printed value.

Glossary of Terms

- Active Duelist** The Active Duelist is the **Duelist** whose turn it is. In most cases the Active Duelist is the Duelist with the highest **Momentum** who is currently deciding (and resolving) a **Skill card**.
- Ally** Your teammate during a Multiplayer game is your Ally. Allies may never be Hit by one of your Attacks, though they do not hinder the Attack in any way.
- Armor** Armor is represented in two ways: as icons on a card used to **Block**, or tokens you have gathered. Armor reduces **damage** you received. If you are **Hit** while you have Armor tokens, reduce the damage you receive by the number of Armor tokens you have, then discard ALL of your tokens.
- Armor value** The number of Armor icons at the top left (just below the Cost) is the card's Armor value. For example, if there are 2 Armor icons, its Armor value is 2.
- Attack** An Attack is any Slash or Shoot **Maneuver** as well as an ability that includes **Direct damage**. Attacks either **Hit** or **Miss** and can be **Blocked**.
- Block** To Block an **Attack**, you must discard a card from your hand, reducing the **damage** you receive by the discarded card's **Armor value**.
- Combo Chain** The Combo Chain is the BLACK text box on a card, found below all other text boxes. The Combo Chain is the main component to a **Skill card** that contains 1 or more **Combo Lines** that allow the **Duelist** to perform **Maneuvers** and other abilities. Once all Counters have been played for the **Frame**, the Combo Chain resolves.
- Combo Line** A Combo Line is any ability in the **Combo Chain** portion of a **Skill card** that is preceded by a white right-facing triangle. Each Combo Line is performed in order from top to bottom and may not be skipped. There can be one or more Combo Lines in any given Combo Chain.
- Command ability** A Command ability is a **Hand Effect** ability that allows you to discard the card from your hand to perform its effects instead of playing it normally. There are two types of Command abilities: Command [Skill] and Command [Counter]. You may discard a Command [Skill] at any time you could normally play a **Skill card**. Likewise, you may discard a Command [Counter] at any time you could normally play a **Counter card**. You do not pay a card's **Cost** to perform its Command ability.
- Cost** The Cost of card is found in the top right and is the amount of **Momentum** you must spend in order to play the card. If its Cost is "X," then the variable "X" will be defined later in the **Hand Effect** portion of the card.

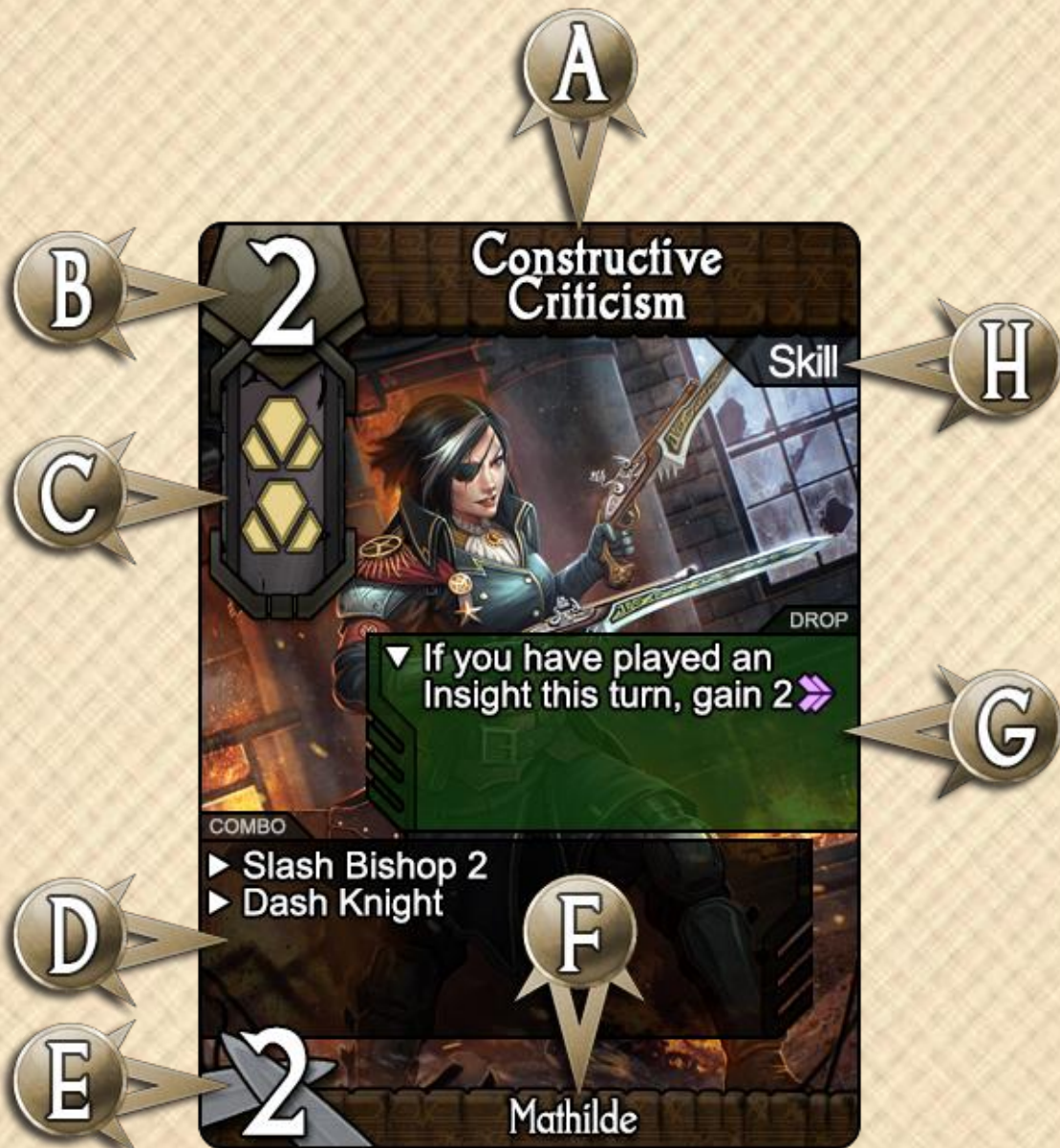
- Counter card** Counter cards are card that may only be played during another **duelist's turn**. The Counter cards are Riposte, Dodge, and Breaker.
- Counter Set** Just like your Skill Set, your Counter Set is the specific Counter cards that are included in your deck before the **Match** starts. They are determined by adding the numbers on both your **Duelist** and **Weapon card**.
- Damage** Damage tells you how much **Health** a **Duelist** loses when **Hit**. Damage is expressed in 2 ways: as a card's **Power**, or as **Direct Damage**. Damage can be **Blocked**.
- Dash** Dash type **Maneuvers** work just like **Slash Attacks**, except they do not deal **damage** when you cross your foe's space. They almost always list 2 numbers for **Range**, giving you flexibility of movement. For example, "Dash Bishop 0-3" would allow you to move 0, 1, 2, or 3 spaces along a diagonal path.
- Direct damage** Direct damage is **Damage** that can hit without **Maneuvering**, but is still considered an **Attack**. For example, "deal 3 Direct damage to each adjacent foe" hits foes that are adjacent without a Slash or Shoot. Direct damage Attacks can be **Blocked** as normal.
- Drop Effect** The Drop Effect is the GREEN text box on a card, below **Hand Effects** and above **Combo Chains**. The Drop Effect is an ability that resolves immediately upon playing the card. After the Drop Effect resolves, but before the Combo Chain begins, **Duelists** may play **Counter cards** or **Command [Counter]** abilities.
- Duelist** A Duelist is a player in a game of GUNSWORD represented by a standee (or figure) on the game board. "Duelist" and "player" are interchangeable. (Don't confuse this with **Duelist card**, though!)
- Duelist card** Your Duelist card is a **Face card** that you choose to represent yourself in a game of GUNSWORD. It grants you access to the 11 cards in that Duelist's **Skill Set** and 4 of the cards in your overall **Counter Set**.
- Face card** A Face card is any card that is not included in your deck, usually a **Duelist card**, a **Weapon card**, and their corresponding **Technique cards**. Face cards have a brown back.
- Field** The Field is another word for the game board. The Field is the territory in which **Duelists** perform **Maneuvers** and is surrounded by a **Wall**.
- Foe** Each opponent during the game is considered your Foe.
- Frame** A Frame is a segment of game time that encompasses the entire "resolution" of a **Skill card**. In other words, a Frame begins when a **Duelist** has the opportunity to play a card during their **Turn**, and ends once the final **Combo Line** on that card is completed.

- Hand Effect** The Hand Effect is the RED text box on a card, found above all other text boxes. The Hand Effect is an ability that does one of two things: it tells you how to play the card, or it gives you an ability that can only be played while the card is in your hand. Cards with X as their **Cost**, for example, will have a Hand Effect defining "X." And cards with a **Command ability**, for example, will have that ability also in the Hand Effect text box.
- Health** Health determines how close your **Duelist** is from being KO'd and eliminated from the **Match**. When you are dealt **Damage**, you lose an equal amount of Health. Once a Duelist's Health reaches 0, they are eliminated. A Duelist's Health may never go above 20.
- Hit** An **Attack** is said to Hit when a foe is within **Range** of the chosen Attack, and the **Path** chosen for that Attack enters the foe's space. When a **Duelist** is hit, they may then choose to **Block**.
- Interrupt** An Interrupt is an additional ability that is inserted into an existing **Combo Chain**. It is shorthand for the following text: "Immediately after the current **Combo Line**, insert another Combo Line with [ability]." For example, Avaset and Volker's ability to change forms is an ability that allows you to spend 2 **Momentum** to insert the text "Switch Forms" as an additional Combo Line in between other Lines of a Combo Chain.
- Jump** A Jump is a **Maneuver** that allows you to land directly on a space without entering any of the intervening spaces. If you Jump directly onto another **Duelist**, you **Push** them.
- Maneuver** A Maneuver is either an **Attack** or a **Move**. The Attack Maneuvers are **Shoot** and **Slash**; the Move Maneuvers are **Dash** and **Jump**. Maneuvers utilize a **Path** and **Range**.
- Match** A Match is a segment of game time that encompasses each of a game's **Rounds**. It is, in essence, an entire game of GUNSWORD.
- Miss** An **Attack** is said to Miss when a foe is at least ONE OF THE FOLLOWING: outside of the **Range** of the chosen Attack, OR the **Path** chosen for that Attack does not enter the foe's space.
- Momentum** Momentum is your primary resource in the game which allows you to play cards and determines the **Active Duelist**. You spend Momentum to pay the **Cost** of **Skill cards**. Additionally, the **Duelist** with the highest Momentum will become the Active Duelist. Your Momentum may never go above 20.
- Move** One of two different **Maneuvers**: **Dash** and **Jump**. Move Maneuvers don't deal **damage**.

- Obstacle** When a space has an Obstacle in it, that space cannot be entered and ends **Maneuvers** in much the same way as a **Wall**. Obstacles block **Range** and **Path**.
- Path** Path is the direction a **Maneuver** travels on the game board. The available Paths are **Knight, Rook, Bishop, and Queen**. Once you choose your Path for a Maneuver, your duelist standee performs that Maneuver in the chosen Path.
- Power** The Power of a card is found in the bottom left. This number determines how much damage *each* **Attack** on that card deals on a **Hit**. If its Power is X, then the "X" variable will be defined somewhere on the card.
- Push** A Push is the end result of 2 **duelists** occupying the same space. A Push generally happens when another duelist's space is **Jumped** into or when a **Dash** or a **Slash** goes through a duelist's space with no empty space on the other side for the **Maneuver** to continue into. To Push a duelist, simply move them to any space with Queen 1.
- Range** This is a number expressed after a **Maneuver** (such as Dash Queen 0-3). This is the number of spaces that Maneuver travels. If the Range is expressed with a minimum and maximum number, such as in the above example, you can choose to move your standee to any space within those Space. (A Range of 0 is the space your Duelist is in.) if there is only a single number for Range, you must Maneuver the full distance.
- Reload** A Reload is an ability that reads "Discard 1 card to draw 1 card." Whenever a **duelist's turn** ends by any reason, they have the opportunity to Reload.
- Reset** A Reset is when one Round ends and another begins. After a Reset, each duelist returns to their starting position, gains 10 Momentum, and draws until they have 6 cards in hand.
- Rest** When a **duelist** chooses to take ZERO actions during a **turn**, that duelist Rests. Resting does not start a Frame, but will end the duelist's turn immediately after drawing. The duelist with the next highest **Momentum** then starts a turn. If all duelists Rest consecutively, the round ends and proceeds to a **Reset**.
- Round** A Round is a segment of game time that encompasses the **Duelists' Turns**. At the end of each Round, if no winner is decided, the game proceeds to the next Round and a **Reset**.
- Shoot** Shoot **Attacks** measure a **Path** of spaces, hitting any foe within **Range**, while your duelist stays stationary on the board.
- Skill card** Skill cards are the primary cards in GUNSWORD. Your choice of **Duelist card** and **Weapon card** determines the Skill cards that are included in the game. Skill cards, along with **Counter cards**, have a black back.

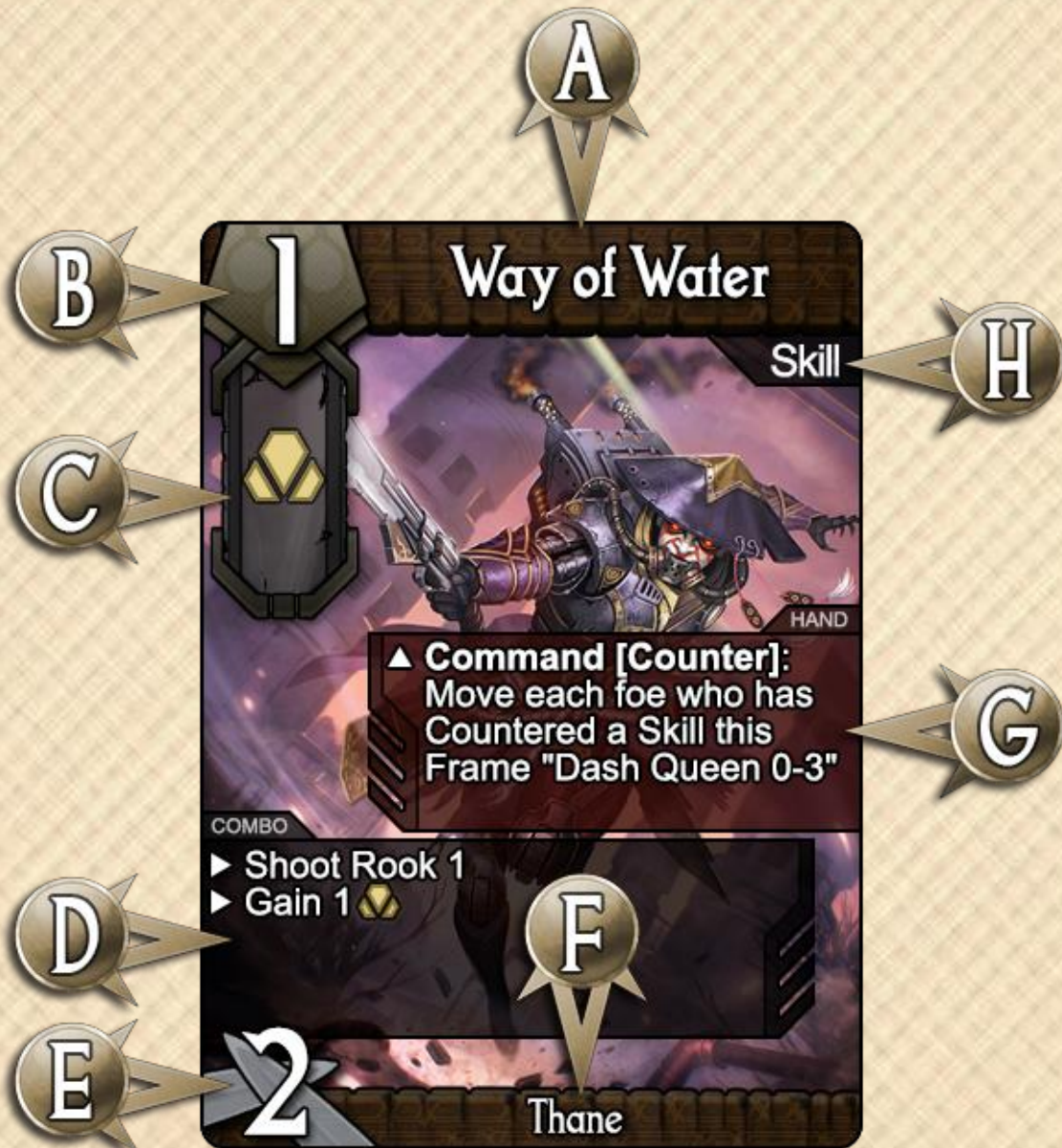
- Skill Set (or Skillset)** The specific cards that are included in your deck based on your choice of Duelist or Weapon. A Skill Set is exactly 11 cards and has the Duelist or Weapon it belongs to printed at the bottom.
- Slash** Slash **Attacks** move your **Duelist** on the **field** utilizing that Attack's **Path** and **Range**, hitting any foes which you cross over in that movement.
- Technique card** A Technique card is a card that outlines a Duelist card or Weapon card's ability. Technique cards are generally green.
- Turn** A Duelist's Turn is a segment of game time that encompasses each of that **Duelist's** Frames. A turn normally ends when the Duelist's **Momentum** drops below the Momentum of any other Duelist.
- Wall** A Wall is the edge of the game board. When a Duelist's **Maneuver** would hit a Wall, that Maneuver immediately ends.
- Weapon card** Your Weapon card is a **Face card** that you choose to represent the gunsword you've chosen to wield in a game of GUNSWORD. It grants you access to the 11 cards in that Weapon's **Skill Set** and 4 of the cards in your overall **Counter Set**.
- Yield** A **duelist** Yields then they choose to take no actions during a **turn**. This is different from **Resting** in that it can happen after a duelist has performed other actions during a turn. Like Resting, Yielding does not start a new **Frame**, but will end the duelist's turn immediately. The duelist with the next highest **Momentum** then starts a turn. Yielding will NOT trigger a Reset.

Card Anatomy: Skill card 1



- A) Card Title
- B) Cost (This is what you pay in Momentum to play the card)
- C) Armor value (for Blocking)
- D) Combo Chain (Grey Text Box)
- E) Power (How much damage each Attack deals)
- F) Skillset (The set of cards this card belongs to)
- G) Drop Effect (Green Text Box)
- H) Card Type

Card Anatomy: Skill card 2



- A) Card Title
- B) Cost (This is what you pay in Momentum to play the card)
- C) Armor value (for Blocking)
- D) Combo Chain (Grey Text Box)
- E) Power (How much damage each Attack deals)
- F) Skillset (The set of cards this card belongs to)
- G) Hand Effect (Red Text Box)
- H) Card Type

Card Anatomy: Face card



- A) Card Title
- B) Starting Momentum (Modifies your Duelist card when paired)
- C) Riposte cards included in your deck
- D) Dodge cards included in your deck
- E) Breaker cards included in your deck
- F) Flavor Text
- G) The card's Technique