

Combat of Champions – The Fight on the Causeway – *Reputation is All!*

This game represents the fight between Byrhtnoth's Saxon champions, Wulfstan, Aelfere and Maccus, and Olaf's Viking champions, who are unnamed, so we will call them Halfdan, Bjorn and Sten. The game starts with the champions mutually engaging in combat against each other, 1 champion vs 1 champion, with each Combat lasting for five Rounds. The game runs for two Combats only, with the winner being the side who ends with the most points of Reputation. Each character starts with 2 Reputation and 5 Health, which is the number of Wounds he takes before he is killed.

Combat. At the start of a Combat, each player is dealt a number of cards into their hand equal to the value of the 'Health' and 'Reputation' of their character combined.

Round of Combat. A Combat consists of five Rounds, with each Round comprising of each player playing one card.

Order of Play:

- In the first Round of each Combat, both players choose a card and lay it face down, revealing their cards simultaneously.
- In subsequent Rounds, the Disadvantaged* player plays their card first, face up. (*Lost previous Round of Combat.)
- If no player is Disadvantaged, then both players play their card face down.

Black Cards are 'Strike' cards and will inflict a wound if the player wins a Round with the higher value.

- Spades give +1 to a Spear.
- Clubs give +1 to a Sword and +2 to an Axe.

Red Cards are 'Feint' or 'Parry' cards. They cannot cause a wound but win the Round if higher value.

- If carrying an Axe, -2 to own Red Cards.
- A Spear wins draws.

Panicked: If a player runs out of cards during Combat, the character is 'Panicked' and must play the top card blind from the deck. A Panicked character can win a Round of Combat but cannot inflict wounds. A player may choose to become 'Panicked', eg. if his remaining card(s) is very low!

Overpowered: If a Round of Combat is won with a Strike card that is 2x, 3x, etc the value of the losing player's card, then the losing player is 'Overpowered' and receives additional Wounds depending on the weapon inflicting the Wound:

- x2: 1 more Wound with Axe.
- x3: 2 more Wounds with Axe, 1 more Wounds with Sword.
- x4: 3 more Wounds with Axe, 2 more Wounds with Sword, 1 more Wounds with Spear.
- x5: 4 more Wounds with Axe, 3 more Wounds with Sword, 2 more Wounds with Spear.

Card Values: Two to Ten = Face value

Jack = 11

Queen = 12

King = 13

Ace = 14

Joker = 15 and choose suit

Gaining/Losing Reputation:

Inflict a wound: +1 (Each incidence, not each wound.)

Win a Combat: +1 (More Rounds won than opponent.)

Inflicting Heroic death: +3 (Killing with a strike that inflicts 2 or more wounds.)

Choosing to become 'Panicked': -1

Combat of Champions – The Fight on the Causeway

Reputation is All!

Card Values: Two to Ten = Face value
Jack = 11
Queen = 12
King = 13
Ace = 14
Joker = 15 and choose suit

Black Cards – Strike cards. Inflict 1 wound if higher.

- Spades: +1 to a Spear.
- Clubs: +1 to a Sword and +2 to an Axe.

Red Cards – Feint / Parry cards.

- Axe: -2 to own Red Cards.
- A Spear wins draws.

Overpowered – Receives additional Wounds:

- x2: 1 more Wound with Axe.
- x3: 2 more Wounds with Axe, 1 more Wounds with Sword.
- x4: 3 more Wounds with Axe, 2 more Wounds with Sword, 1 more Wounds with Spear.
- x5: 4 more Wounds with Axe, 3 more Wounds with Sword, 2 more Wounds with Spear.

Gaining/Losing Reputation:

- Inflict a wound: +1 (Each incidence, not each wound.)
- Win a Combat: +1 (More Rounds won than opponent.)
- Inflicting Heroic death: +3 (Killing with a strike that inflicts 2 or more wounds.)
- Choosing to become 'Panicked': -1