



V3

SWARM WARS



The Official Handbook

Welcome to the world of Swarm Wars, an original insect-themed card game designed to inspire and educate players about the incredible insects and arachnids of the natural world.

Here you'll discover all the essential details to engage in Swarm Wars. Enjoy reading and may you achieve a well-deserved victory.

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What is a card?

There are two types of card in Swarm Wars, hive cards and playable cards.

Hive Card



Playable Card



Parts of a card:



How to play a card

To play a card you must pay the cards cost, in Pollen.

Pollen

- Pollen is a sweet, sticky substance produced by your Hive.
- Many other creatures can be enticed by Pollen to join your faction in battle.
- Pollen is **produced at the start of your turn**.
- Starting at **1 pollen at turn 1**, and increasing to **8 pollen at turn 8, and no higher**.
- Pollen is **reset between turns**, so make sure you use it all up!!



The Battlefield

- Played cards are placed in 1 of 5 of your play sectors.
- Cards are drawn from your deck which sits on the draw pile.
- When a card dies it exits the battlefield and joins the graveyard.
- Your hive card is placed behind the play sectors.

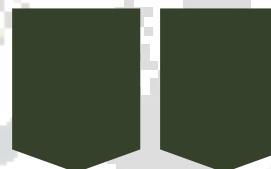
Grave yard

Hive

Draw pile

Player One

Play Sectors



Draw pile

Hive

Grave yard

Player Two

How to win

What is a Hive?



These cards are Hive cards. Each player only holds one and it is the most important card in your deck.

When a Hive card is dealt damage more than its health (eg, the 20 health for these cards), that player loses.

Your goal is to **keep your Hive alive and destroy your opponents Hive.**

But to damage a Hive you must understand how damage works in Swarm Wars.



Requirements to play

- one Hive card.
- minimum of 20 playable cards.
- However you may only have **4 cards of the same name** in your deck.

We also recommend that either a printed copy of this, or the **small guidebook** included in each deck, to be distributed to players.

Either **official Swarm Wars damage and resource counters** or a suitable alternative to track pollen and damage.

Damage in Swarm Wars

To damage a Hive either attack an empty play sector or use the Flying trait.

If this Ladybird attacks the Assassin Bug, it will **deal 2 damage** to the **Assassin Bug's 4 health** BUT in return it will **take the 4 damage from the Assassin Bug's damage**.



However **damage stays between turns** so next turn the Ladybird will kill the Assassin Bug and die in the process, opening both players to Hive attacks.

Play phases

Set-up phase

- Set up the battlefield as shown on page 3.
- Both players draw **5 cards** from their decks - your starting hand.
- If these cards are unsatisfactory, they can be placed at the bottom of your deck and another 5 drawn; this can only be done once.
- Players **decide who goes first** through their own means (eg, dice roll).

Play Phase

- Pollen is produced at the start of this turn (1 at turn 1 to a max of 8 at turn 8) to play your cards.
- The first active player (whoever's turn it is) does not draw a card on their first turn, however, the other player draws a card on their first turn.
- Following their first turns, **players draw 1 card from their deck each turn**.
- When costs are met, **cards may be placed in 1 of 5 play zones**.

Battle Phase

- Placed cards **may attack if the active player wishes**; all able active cards attack the opponent at the same time.
- Before damage takes place, the **effects of all card traits should be taken into account** (eg, damage from Thorny).
- If a card would **die before attack** damage is transferred, **no attack damage takes place from that card**.
- The attacking player's cards **deal damage to the defending player first**, and then take respective damage from attacked cards (if still alive).
- **Damage to cards is not reset** at the end of any turn, and damage should be represented through Swarm Wars counters (or other means).
- If a card's **health is reduced to 0**, then it is placed **on top of the graveyard pile**.
- If damage is dealt to an empty sector or bypasses the opposite card (due to card trait) this damage is dealt to the opposite nest.
- Following the Battle Phase, it moves to the inactive players Play and Battle Phase, and so on.

When a hives health is reduced to 0 the remaining player wins!!



Traits

- Each card can have up to 2 Traits.
- These are specific effects and adaptations of the species that become active when the card is placed on the battlefield (unless stated otherwise).
- Both traits activate at the same time.
- All Traits will have a short description of how they work on the respective card, as shown on the right:
 - To place this card one of the players active cards must be moved to the graveyard.
 - The turn this card is played the opposite cards attack becomes 0, for that turn only.

Trait 1: Predator
Trait 2: Intimidating



Example Traits



Hopper - when this cards health is reduced by any source you may move this card to any empty space on your side of the battlefield, unless the card is killed through the damage.



Borrower - at any time this card may be returned to your hand from the battlefield once.



Flyer - when attacking opponent this card may fly over opposite (non-Webber) card to directly damage the enemy hive.



Scavenger - when a card you control dies this card can come into play without paying the cost of the Scavenger card, it comes into play where the now dead card layed.



Aquatic - every turn (your turn) this card flips, first to show back then after to show front and so on, when the card is flipped backside it is inactive and does not damage or attack.



Intimidating - the turn this card is placed the opposite cards attack become 0 for this turn only.



Webber - able to block the Flying trait on opposite card.



Thorny - when this card is attacked it deals half attack damage rounded up to the card opposite after attack damage.

