

Munera

1. Thematic Intro/Background.....	2
2. Thematic Objective.....	2
3. Endgame/Scoring/Win Conditions.....	2
4. Component List.....	2
5. Setup.....	2
6. How to read components.....	3
7. First Player.....	3
8. Typical Turn.....	4
9. Card Abilities.....	5

10. Card Names.....	6
11. Glossary.....	6
12. Frequently Asked Questions (FAQ).....	7
13. Credits.....	8

Thematic Intro:

You are one of many contestants in the arena and you must fight to stay alive.

Thematic Objective:

Two or more contestants enter the arena with limited resources at their disposal. Each contestant must fight to destroy their opponent's armor while simultaneously fighting to keep their three pieces of armor intact.

Endgame/Scoring/Win Conditions:

There are three win-conditions.

1. Collect enough of the opponent's face cards to meet the score requirement (5 times the number of players).
2. Be the first player to draw their entire deck of cards.
3. Collect all face cards from one pile that an opponent owns, then have a successful offense targeting the now empty space.

If you are not the victor, the arena shall swallow you whole. :)

Component list:

54 card deck, a coin, twenty-sided die, and six-sided dice.

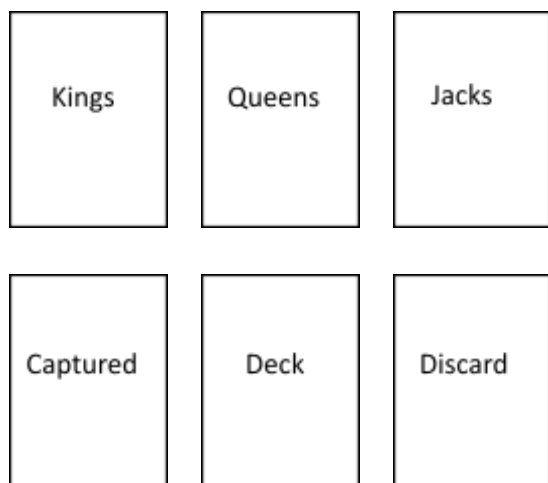
Setup:

Face cards (Kings, Queens, and Jacks) are to be removed from the deck.

Shuffle the remaining 42 cards together and place them face down. This will be the deck from which you draw.

Place the face cards into three piles face up. One pile containing all Kings, one all Queens, and one all Jacks. You may choose the order of the suits in which each pile is placed.

You will need a spot for the cards that will be captured from your opponent(s) and a discard pile. The game begins with each player drawing 7 cards from their respective decks.



How to Read Components:

Face Cards

Kings, Queens, and Jacks represent a player's armor, specifically, the Helmet, Cuirass, and Greaves respectively.

Face cards, after being captured from an opponent, count towards the player's total points.

They also have an ability to allow players to draw additional cards (see "*Card Abilities*" below).

Player Deck

The remaining 42 card deck consists of the cards that will be drawn throughout the game. These are your "Resource" cards (2 Jokers, and 4 of each of the following: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10), which can be used for defense, offense, or their respective abilities. The Joker, Ace, 2, 3, 4, 5, and 6 can also be used as modifiers.

Card Suits

Hearts: When this card is used in defense, it gives an additional +2 bonus to its total defensive contribution. This also applies when used during the modifier phase if used by the defending player. Heart suited face cards give a passive +2 bonus to its controller's defense when it is the top card of its armor pile.

Spades: When this card is used in offense, it gives an additional +2 bonus to its total offensive contribution. This also applies when used during the modifier phase if used by the offending player. Spade suited face cards give a passive +2 bonus to its controller's defense when it is the top card of its armor pile.

Diamonds: When this card's active ability is used, you may roll a twenty-sided die. If the rolled die lands on 1 or 20, you may place this card back in your hand after the ability resolves. If you did not roll a 1 or 20 on the first roll, you may reroll the die for each diamond suited face card on top of your armor cards.

Clubs: When this card is used in defense or offense, it gives an additional +1 bonus to its total defensive or offensive contribution. This also applies when used during the modifier phase. Spade suited face cards give a passive +1 bonus to its controller's defense and offense when it is the top card of its armor pile.

First Player:

Flip a coin or roll dice to determine who goes first. The player to go first still draws for turn, however, they cannot use cards during their offense phase.

Typical Turn:

Draw Phase

At the beginning of each turn draw a card from your deck.

During this phase, the player has the option to discard one of their face cards that had previously been captured from an opponent to draw additional cards. Cards discarded this way no longer count toward your point total.

Defense Phase (max of 2 cards can be played)

You may place up to two cards on up to two face cards you control. The total of the cards placed on a face card this way cannot exceed ten (not including suit and ability-based bonuses).

Offense Phase (max of 2 cards minus the number of cards played during defense can be played)

Like with defense, up to two cards can be played targeting up to two face cards an opponent controls, and the total, again, cannot exceed ten (not including suit and ability-based bonuses).

Modifier Phase (number of modifying cards played by each player cannot exceed the number of face cards targeted during offense)

This phase allows a player to respond to another player's offense by modifying their defense temporarily with a card from their hand. After the defending player plays a modifying card from their hand, the player on offense then has the option to respond by playing a card from their hand to modify their offense.

Outcome Phase

After all cards have been played, calculate and resolve the winner of each offense that has taken place. If, after modification, the combination of the offending cards matches or exceeds the total of the defending cards, all the "Resource" cards affected in this interaction are discarded, on both the side of the offending and defending players. Otherwise, only the offending cards and all modifying cards are discarded. If the offending player's card total exceeded that of the defending player, they gain control of the defending player's targeted face card(s). Only in the event of victory does the defending player get to keep their defending cards and face cards those cards target.

Cleanup Phase

Check to make sure all the necessary cards have been discarded. The active player discards down to hand size (7). Pass the turn to the next player.

Card Abilities:

When using a card for its active ability, it is discarded immediately after its ability resolves. Abilities can be used at any time, unless otherwise stated.

Joker –

Passive Ability: When played, this card counts as infinity. If used for defense, when this card is targeted, it is removed and discarded.

Active Ability: Exile this card from your hand. until the end of your turn, you may use the active abilities of two target cards from your discard pile. If you do, exile those cards. At the end of your turn, place this card in your discard pile.

Ace –

Active Ability: Flip a coin, if heads, this card counts as a 14 rather than a 1.

2 –

Passive Ability: This card does not contribute toward card count during the defense, offense, or modifier phases.

Active Ability: Roll a six-sided die, this card counts as the rolled number rather than a 2.

3 –

Passive Ability: This card does not contribute toward card count during the defense, offense, or modifier phases.

Active Ability: Roll a six-sided die, this card counts as the rolled number rather than a 3.

4 –

Active Ability: Negate any other ability or make target card count as a 0.

5 –

Active Ability: Choose one

1- Target player draws 3 cards

2- Target player discards 2 cards

6 –

Active Ability: Swap this card with any one target card. The swapped card is put into your hand and this card is put in its place. If the targeted card was unresolved, this card is discarded instead of being put in its place.

7 –

Passive Ability: When used in defense, if this card is defeated, put a counter on it after the loss of the face card it was defending. If this card has only one counter, you may have this card continue to defend the stack of face cards it was previously defending. Otherwise, discard this card.

8 –

Passive Ability: When used in defense, increase your total points by 2.

9 –

Passive Ability: When used in offense, you may copy the next active ability resolved. You may choose new targets for the copied ability.

10 –

Passive Ability: When used in offense, you may have this card target two face cards.

Jack –

Active Ability: If acquired from an opponent, you may discard this card to draw 2 cards from your deck. Only activate this ability during your draw phase.

Queen –

Active Ability: If acquired from an opponent, you may discard this card to draw 4 cards from your deck. Only activate this ability during your draw phase.

King –

Active Ability: If acquired from an opponent, you may discard this card to draw 6 cards from your deck. Only activate this ability during your draw phase.

Card Names:

Joker - Essedarius' Chariot

Ace - Dare to be Andabata

2 - Pugio

3 - Gladius

4 - Snared by a Laquearius

5 - Arm a Hoplomachus

6 - Net of a Retiarius

7 - Shield of the Scutarius

8 - Experience of the Bestiarii

9 - Commodus' Strength

10 - Strike of Dimachaerus

Jack - Greaves

Queen - Cuirass

King - Helmet

Key words/Glossary:

Munera – Plural of “Munus” which is often used as a synonym for gladiatorial combat.

Arena – The area in which the Munera takes place; the center of an Amphitheatre.

Resources – 42 card deck, including: Joker, Ace, 2, 3, 4, 5, 6, 7, 8, 9 and 10

Defense – Phase in which one dictates which armor stack to defend.

Offense – Phase in which one dictates which opponent's' armor stack to attack.

Collection – Face (or armor) cards captured from opponents.

Deplete – To discard a card.

Score Requirement – Is equal to 5 times the number of contestants (players).

Modifier – Resource cards used to enhance the defense or offense cards in play.

Contestants – Players in the Arena.

Essedarius – Gladiators know to ride chariots.

Chariot – Two-wheeled horse drawn vehicle used in combat.

Andabata – Blindfolded gladiator.

Pugio – Dagger used by Roman soldiers.

Gladius – Short sword perfectly designed for close combat.

Laquearius – Gladiator that fought with a noose (laqueus) or lasso.

Hoplomachus – Gladiator equipped to resemble a Greek Hoplite. "Hoplion" meaning "equipment" in Greek.

Retiarius – Gladiator armed with a net and spear (or trident).

Scutarius – One of many gladiators to use a shield called a Scutum.

Bestiarii – Gladiators who went into combat with beasts.

Commodus – Roman emperor who ruled from 177 to 192. He participated in 735 contests as a gladiator.

Dimachaerus – Gladiator that fought with two swords.

Greaves – Armor that protects the legs.

Cuirass – Armor that protects the torso.

Helmet – Armor that protects the head.

FAQ:

Your Questions or Suggestions:

Version:

Alpha / First Public Version – Aug. 2025

Credits:

Game Developer –

Illustrators –

Writers –

Editors –

Game Testers –

Want a single player mode?
Continue to support **FullHand** to see **Venationes** soon!