

# HAVE AT YOU!

## RULES OF PLAY

**Have at You!** is a card game for two to four players that depicts swashbuckling man-to-man combat in an age of adventure, as inspired by the likes of Errol Flynn movies from the mid-Twentieth Century or the more recent Pirates of the Caribbean series. Through the play of cards, players attack and defend with whatever weapons become available in an effort to survive the brawl. *This is rules version 1.00.*

**NOTE:** *This introductory game set uses the deck of a Seventeenth Century sailing ship as its setting. Future expansions will introduce other locations such as taverns and encampments.*

### 1.0 GAME COMPONENTS

There are several components that make up the game. Each is described in detail, below.

**1.1 Fighter Tracking Cards** – These larger cards are used to track the status of a fighter. Each player receives one of these cards at the beginning of the game. The cards show two tracks, one for Fatigue, and one for Damage. As a fighter accumulates fatigue during the fight, a marker is moved up the track from the “1” space to the “10” space. Once a player sustains more than ten points of fatigue, the marker is returned back to the beginning of the track and the fighter sustains one point of physical damage. *Accumulating Fatigue occurs and is applied simultaneously with the action that causes it.* As fighter accumulates physical damage, a marker on this track is moved down (to the left) the track. When a fighter runs out of physical damage, he or she is defeated.

**1.2 Markers** – There are three markers in each of four colors used in the game. Each color is assigned to a player. One marker is placed on the Fatigue track and one of the Damage track of the Fighter Tracking card. A third marker is placed on the Fighter Location card to indicate the fighter’s position relative to his or her opponent. The other markers are optional and is used to in Brawl scenarios to track the initial strength value of a fighter and victory points.

**NOTE:** *If the players have miniature fighter figurines, these can be used rather than the markers on the Fighter Location card for a better visual experience.*

**1.3 Cards** – The cards provide the engine to play the game. There are three types of cards:

**1.3.1 Fighter Location Cards** – There are four Fighter Location Cards. These are used to create two Fighter Location boards by placing the cards edge-to-edge so that the arrows on one end of the cards touch. This creates a Fighter Location board with seven areas or “ranks.” Fighters begin each brawl in the rank marked with the star symbol.



**1.3.2 Armament Cards** – These cards represent the various weapons that may become available during a game. They are easily recognized by the black bar at the top that specifies their type as “armament” and the name and image of the weapon the card represents. At the bottom of the card are statistics for the weapon that describe its damage type (fist, blade, or shot), Range (how close the fighters need to be for the weapon to be useful), Damage (how many damage cards are drawn when the weapon strikes), and Fatigue (how much fatigue it costs a fighter to swing the weapon).



**1.3.3 Action Cards** – These cards are played to allow fighters to take actions during play. They are broken down into a several types, as indicated by the number or icon in the large circle at the upper right corner of the card, as well as the color of the bar at the top of the card. At the bottom of each card are three random values used to determine damage assigned to a fighter when he or she is attacked. A star symbol in lieu of a number indicates a “special result.” Also, in the middle of the color bar at the top of each card is a die symbol. These are used when players need to “roll” a die or dice to determine a random outcome (such as the “special” damage result).

**1.3.3.1 Attack!** – This card allows fighters to use the weapons with which they are armed, if an opposing fighter is within it’s range. It costs one action point to play an Attack! card (so up to two could be played during a player’s turn), as noted by the “1” value in the circle. An Attack! card can be cancelled by a Parry! or “Dodge!” response. The attacking fighter suffers Fatigue damage as noted on the armament card being used. If the fighter is unarmed, use the “Fisticuffs” values on the Player Tracking card. A fighter may also “lunge” upon playing this card by expending two Fatigue to move forward one rank.



**1.3.3.2 Grab!** – This card allows a player to grab a weapon from the Floor, from the Armaments deck (at random), or attempt to grab the enemy’s weapon if the fighters are at a range less than that of the weapon being grabbed.

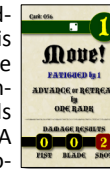
Draw a die result greater than or equal to five, modified by +1 if the attacker has taken less physical damage. Using a Grab! card costs two fatigue points and takes two actions (so it’s the only thing a fighter can do during the turn). A fighter may only hold one weapon at a time, so a weapon that is currently held replaces the weapon that is grabbed from the Floor unless grabbed from the Armaments deck (the previously held weapon is dropped to the Floor and the oldest weapon is removed if necessary).



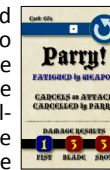
**1.3.3.3 Dodge!** – This is a response card, as indicated by the circled arrow icon. It is played to counter an opponent’s Attack! or cards and may itself only be cancelled through the play of a Swash! card. Playing a Dodge! card costs two fatigue points, but also allows the fighter to advance or retreat by one or two ranks. A fighter may move “behind” his or her opponent. A fighter may not move beyond the last rank on the Fighter Position board (their back is against the bulkhead, tavern wall, etc.).



**1.3.3.4 Move!** – This card allows a fighter to advance or retreat by one rank. Playing this card costs one fatigue point. Playing the card takes one action, as noted by the number in the circle (so up to two Move! cards could be played during a single turn). A fighter may move “behind” his or her opponent. A fighter may not move beyond the last rank on the Fighter Position board (their back is against the bulkhead, tavern wall, etc.).



**1.3.3.5 Parry!** – This is a response card, as indicated by the circled arrow icon. It is played to counter an opponent’s Attack! card if the defender holds a weapon. It can also be used to cancel a Parry! card. Players may alternate playing Parry! cards until either the initial Parry! card is cancelled and the Attack! is successful, or the Parry! is successful and the attack is blocked.



**1.3.3.6 Throw!** – This card allows a fighter to throw his or her weapon at the opponent. This type of attack may only be countered by a Dodge! response card. To successfully throw a weapon, draw a die result that is greater than the range between the fighters (unless at Range 0, which is automatic, but somewhat pointless). Throwing a weapon causes Fatigue determined by the weapon being thrown. When drawing damage cards for a thrown weapon, draw one less card than stipulated.



**1.3.3.7 Weapon** – This card allows a fighter to look for a new weapon at the cost of one action (as indicated by the “1” in the circle). The fighter draws a new weapon from the Armaments Deck and places it on the “Floor.” Only three weapons can exist on the Floor at one time, so discard the “oldest” weapon



of the three, if necessary. Looking for a weapon costs no fatigue. After placing a weapon, the fighter may *optionally* “Attack!” with a held weapon (if in range of an opponent) with the fatigue cost of the weapon, but the damage rating of the weapon reduced by one, as if an “Attack!” card had been played, instead.

**1.3.3.8 Swash!** – Playing a Swash! (or Swashbucker!) card allows a fighter to do *one* of a variety of things (the player stipulates which effect will be used prior to determining any result):



- Reload a spent Pistol.
- Move up to four ranks.
- Attack as if an Attack! card had been played.
- Cancel any card just played by the opposing player (even another Swash! card) in response (prior to resolving the card initial card played).
- Shove an opponent in the seventh rank out of the combat area by drawing a die result greater than the opponent’s current Physical damage value for a quick victory (they’re overboard, out a window, etc.).
- Heal Physical damage (draw a die result: 1-3: one point, 4-5: two points, 6: three points).
- Reverse an attack. The attacker rolls damage from his or her attack against his or herself.
- When playing with multiple fighters, attack the enemy fighter as if occupying the same rank on the other Fighter Location board and an Attack! card had been played.
- Discard any number of cards in a fighter’s hand and redraw each (but not the Swash! card just played).
- Grab a weapon successfully thrown at the fighter without injury.
- Switch Position Cards when a friendly fighter is eliminated.
- Take two more actions.

Playing a Swash! card costs no fatigue or actions and may be played at any time (*even during the opposing player’s turn*). Reshuffle the action deck after playing.

### 2.0 GAME SETUP

Each player places a marker on the “8” spot on the Physical Damage track of his or her Fighter Tracking Card, and a marker on an unoccupied rank with a star on the Fighter Location board. The remaining marker is set aside until a fighter begins to sustain Fatigue damage. Place three weapons face up in a row to clearly indicate which was placed first and last.

Deal each fighter five Action cards. For each Weapon card a player receives, draw a weapon from the Armaments deck. A fighter may choose one to start with. Reshuffle the unchosen weapons back into the Armaments deck. Redraw cards from the action deck until five cards are held (regardless of whether Weapon cards are drawn again).

**NOTE:** *A player may never hold more than five cards during play.*

Each player draws a die result, redrawing ties. The player with the higher result goes first.

### 3.0 SEQUENCE OF PLAY

In a player's turn, he or she may play any number of Action cards who's total Action Points (the circled number in the upper right corner) do not exceed two. When playing two single-point actions, each is played sequentially, providing the opponent to react to both (if possible). Once up to two actions have been played, discard and/or replace any number of cards played or discarded from the Action deck, one at a time, at the cost of one fatigue point per card (unless passing, see note below). Play then passes to the opposing player.

If a card cannot be drawn from the Action deck due to the deck's depletion, reshuffle the Action deck to continue play.

**Passing:** *If a player opts to do nothing during his or her turn, all held cards must be discarded and a new hand drawn, but at no fatigue cost. Note that taking no actions does not constitute "passing" per se, as purchasing new cards still costs fatigue. Passing allows a player to replace his or her hand at no cost.*

### 4.0 RESOLVING COMBAT

**Have at You!** Is all about hacking and slashing. Attacks can be hand-to-hand through melee (as long as the opponent is within the range stipulated by the weapon held), or ranged (thrown).

4.1 **Determining Range** – Range is the difference in ranks between the two fighters. To determine range, count the ranks from the rank occupied by the attacker (exclusive), to the rank occupied by the defender (inclusive). A defender in an adjacent rank would be at a range of one. If the two fighters occupy the same rank, the range is zero.

4.2 **Resolving a Melee Attack** – The attack process is fairly straight-forward. Follow the steps below after each Attack! card has been played:

1. The active player plays an Attack! card.
2. The defending player may play a Parry! or Dodge! card to cancel the attack.
3. If the attack is not cancelled, draw a number of Damage cards from the Action deck as stipulated by the weapon used in the attack (if the attacker is unarmed, use the "Fisticuffs" values shown on the Fighter Tracking card).
4. Based upon the weapon type, sum the number of damage points indicated on the cards drawn, and apply those to the appropriate track. Blue results indicate Fatigue damage, while red results indicate Physical damage (a fighter may take both types of damage).

4.3 **Resolving Ranged Attack** – Fighters can also attack by throwing the weapons they currently hold. Resolving a ranged attack is similar to the melee attack process:

1. The active player plays a Throw! card.
2. The defending player may play a Dodge! card to cancel the attack outright.

3. If the attack is not cancelled, draw a die result. If the die value is greater than the number of ranks between the opposing fighters, the weapon strikes its target (continue to the next step). Otherwise, the throw misses and the attack is cancelled.

4. If the attack is not cancelled, draw a number of Damage cards from the Action deck as stipulated by the weapon used in the attack, minus one (ex: if the armament card stipulates three damage, draw only two cards).

5. Based upon the weapon type, sum the number of damage points indicated on the cards drawn, and apply those to the appropriate track. Blue results indicate Fatigue damage, while red results indicate Physical damage (a fighter may take both types of damage).

6. If the attack was successful, place the thrown weapon into the Floor area (discarding other weapons, as necessary). If the attack missed, discard the weapon.

4.4 **Special Result** – For each Special (star) result received, draw and sum two die results and apply the this result on the chart below to determine additional damage effects. Note that an attacker suffering multiple results only suffers damage (a weapon cannot break or drop twice).

2: Attacker breaks weapon (discard it) and takes two points of Fatigue damage.

3: Attacker drops weapon (add it to the Floor, discarding older weapons if required), and takes two points of Fatigue damage.

4,5: Attacker takes two points of Fatigue damage.

6,7,8: No additional damage sustained.

9,10: Defender takes three points of Fatigue damage.

11: Defender takes six points of Fatigue damage.

12: Defender takes two points of Physical damage.

4.5 **Multiple Fighter Combat** – If more than two brawls are going on concurrently, it is possible to target an enemy in another fight if the attacker has either just eliminated his or her opponent, or has played a Swash! card. In either case, range between the two enemy fighters is determined as if they occupied their current ranks on the opposing fighter's Position board, increased by one. For example, if one fighter occupied the third rank and the opposing fighter occupied the fourth rank, the range would be two.

4.6 **Killing the Enemy** – A fighter is killed once his or her Physical damage value is reduced to zero (or less). Follow the rules outlined in the type of battle to determine if it has been won or if it continues.

### 5.0 BATTLE TYPES

This section of the rules describes the various ways in which the game can be played and won.

5.1 **The Duel** – The duel is the simplest way to play the game. Two players set up their fighters and attack each

other until one fighter is killed. To the victor go the spoils!

5.2 **Team Duel** – The game supports up to four players, two on a side. Each player gets a turn designation, typically A (Team 1), B (Team 2), C (Team 2), and D (Team 1). Play starts with Player A and moves in a clockwise motion, with each player taking his or her turn. Once a player from one of the two duels is killed, the surviving player may assist his or her team mate by attacking the remaining other player per the Multiple Fighter Combat rules. The last team with at least one man standing is the winner.

5.3 **Last Man Standing** – This is a variant on the Team Duel, but nobody is friendly. Once only two players remain, assuming they occupy different Position boards, one fighter moves to the same rank on the other Position board and play continues. The last man standing wins.

5.4 **The Brawl** – Brawls are closer to the heart of what the game is attempting to simulate; perpetual combat between a large group of combatants.

In a two-player Brawl, when one fighter is killed, he or she is immediately replaced by another fighter. However, the Physical damage remaining on this new opponent is determined by a die result, plus one (two to seven). Discard the dead fighter's action cards and place his or her weapon on the Floor (removing an older weapon, if necessary).

The victory point (VP) value of a fighter killed is his initial Physical damage point value (an initial fighter will be worth eight points, while each replacement will be worth a varying amount between two and seven points. Use an additional marker to note the VP value of each new soldier or make a note on a separate sheet.

When a new fighter arrives, both fighters reset to the star position, but the victorious fighter may optionally begin one rank forward or back.

Play continues with new soldiers "spawning" until one side achieves a previously determined number of victory points. 50 is a good starting point that can be varied for longer or shorter games.

5.5 **Multiplayer Brawl** – A multiplayer brawl works like a Team Duel, where players can support their teammates during the battle, with a couple of exceptions. Since new enemies will spawn, a fighter cannot hop over to a different Position board (like in Last Man Standing). However, as soon as an enemy is killed, the victorious fighter gets a free turn to attack the enemy on the other Position board as noted in the Multiple Fighter Combat rules. The new enemy fighter then spawns during that player's next turn and play continues as in the Brawl battle type.

5.6 **Multi-Game Brawl** – A multi-game brawl is the ultimate way to play, using multiple sets of **Have at You!** Players break into groups of two or four players per set, playing the Multiplayer Brawl, as described above, except that players can attack enemy players to either their left or right. Game pace between sets is not important. A

player that kills his or her opponent simply injects their bonus turn into an adjacent game as soon as the current turn in that game is completed.

### 6.0 ARMAMENT NOTES

As noted toward the beginning of this rules set, the core set of weapons the comes with **Have at You!** assumes that the action takes place on a sailing vessel, perhaps as pirates attack a treasure ship returning from the New World. Below are descriptions of the weapons included and any special rules to keep in mind when they are in play.

6.1 **Belaying Pin** – This is a rounded wooden pin about a foot in length that is used to tie down rigging ropes. There are usually a few of these within easy grasp.

6.2 **Cutlass** – The stereotypical pirate sword, this curved blade is two to three feet of steel death with a basket hilt.

6.3 **Bottle of Rum** – Yo-ho-ho! A fifth of seaman's courage. This is a single use weapon. Although it may be used to parry indefinitely, it shatters when used to attack and must be discarded. Discard with any one-point action card to restore a die result in fatigue (possibly recovering a physical hit). When drawn with a Weapon card, a die result of 5 or 6 indicates a full bottle. Place an empty bottle at a 90° angle to the fighter's card as a reminder.

6.4 **Dagger** – A foot long pig-sticker. When thrown, it does NOT suffer the damage penalty.

6.5 **Pike** – The proverbial pointed stick. Stab the enemy at a distance! Fatigue is increased by one when at Range 0.

6.6 **Pistol** – A wheel lock or early flint lock, this is a one-shot weapon that becomes a club after firing. When drawn at random from the Weapon deck, it is loaded. When grabbed from the floor, draw a die result. The pistol is loaded on a 5 or 6 result. Play of a Swash! card automatically loads the pistol. When a pistol is unloaded, place it at a 90° angle, perpendicular to the fighter's tracking card as a reminder. A discharged pistol retains that status when discarded.

6.7 **Grapple Hook** – A small coil of rope with a nasty hook on one end. Mostly used to bludgeon a foe with the coil, a fighter can try to stab with the bladed hook, but doing so requires a die result of 4 or less, otherwise there is no damage.

### 7.0 ACKNOWLEDGMENTS

**Have at You!** was one of the first games I designed for publication. At the time I expected that it be published in GameFix magazine, but that never panned out. Those who know me will rightly believe that some of the mechanics in the game were derived from *Dan Verssen's Down In Flames* series of games. Others may see a touch of *Courtney Allen's Up Front!*, which informs so many of my designs. Beyond that, this was simply an attempt to provide a quick-playing dive into swashbuckling combat. I hope I succeeded!

I'd like to thank Tony Togli, and Ben and Arlene Sopranzetti for helping me test the initial iterations of the game.