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# FIELD OF HONOUR

## Rapid Play Battlefield Card Game

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Version 1. January 2007

### Introduction

This is a simple two player card game that is an abstract depiction of two armies facing each other on the battlefield. It can either be played as a simple two player card game, or as a sub-game to a more complex wargame – say a campaign where you wish to resolve minor battles without resorting to setting out model soldiers.

Each game only takes a couple of minutes.

### Equipment.

A standard pack of playing cards with the jokers.

### The Deal

Shuffle the pack.

Deal ten cards to each player and place the remaining cards in a stack face down on the table.

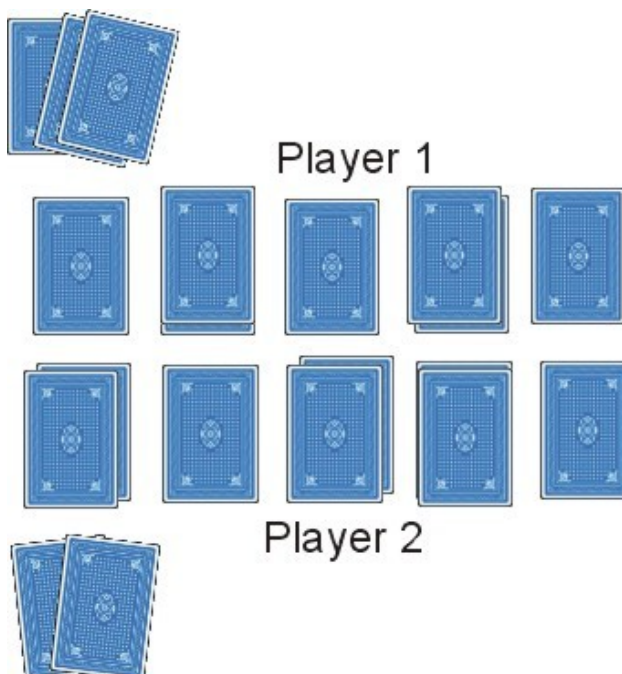
### Initial Deployment

Each player looks at their cards and decides on their battleline of five spaces, each with one or two cards (see later), which are placed face down in a line opposite the other player's face down battleline.

All cards not placed are retained in the hand.

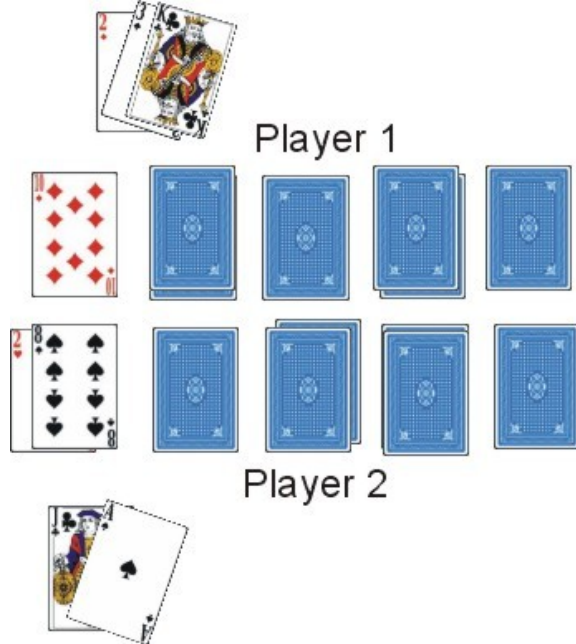
In the battleline, one or two cards may be placed – if two cards are placed their total face value may not exceed 10.

Face values for Ace, King  
Queen and Jack is always 10  
Face value for the Joker is 15

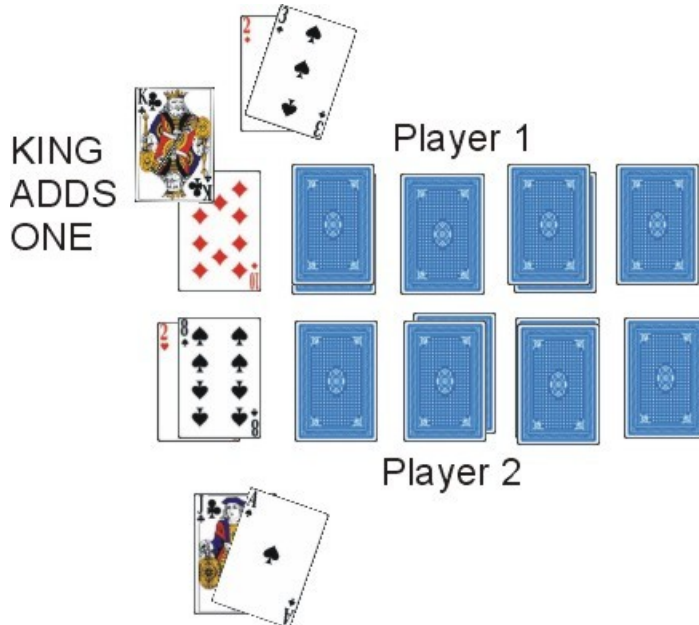


## Resolution

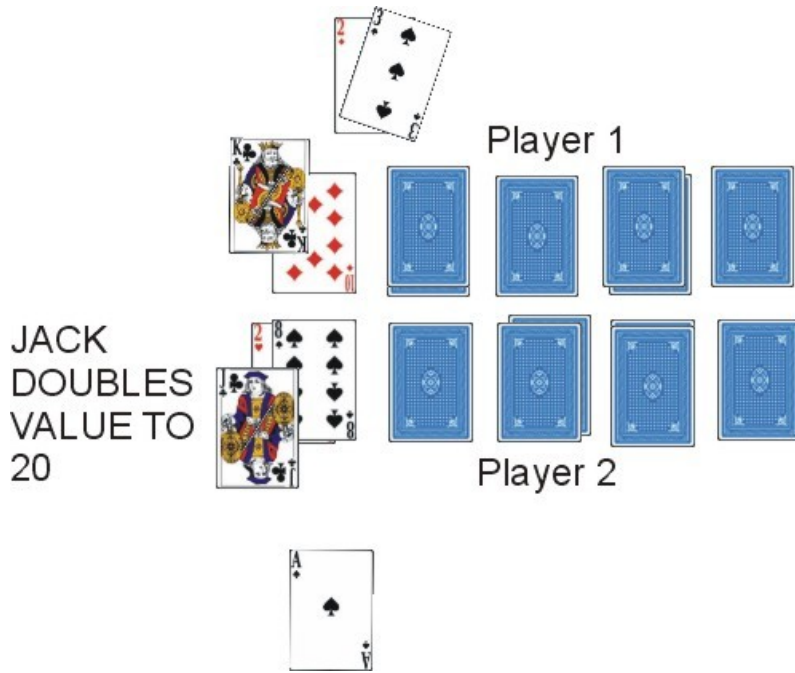
Starting at one end of the line, turn over the first pair of facing cards and compare their face values. The highest value has won that section of the battle line.



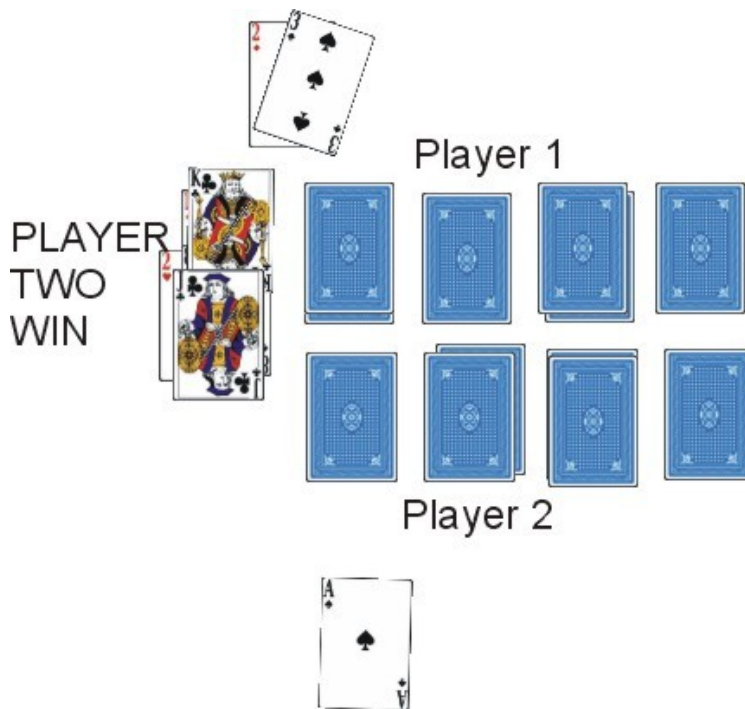
The player opposite the dealer can choose to play a Special Card if they have one.



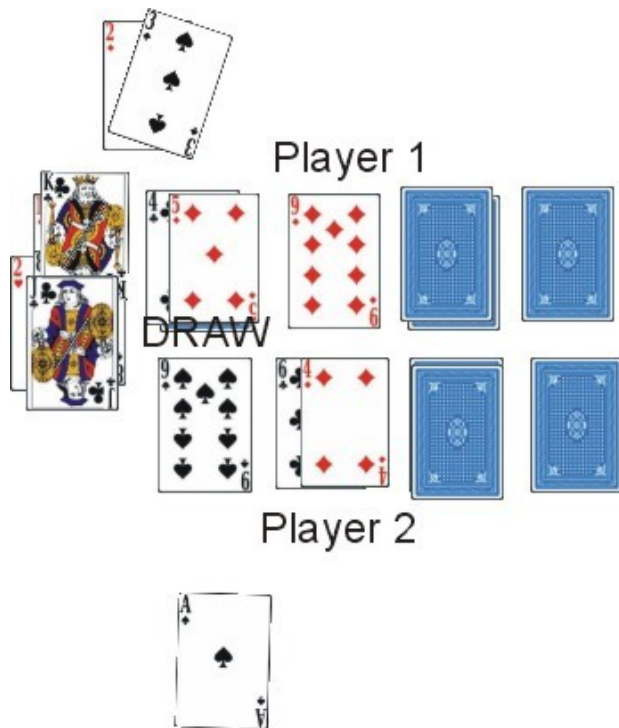
If a special is not played, the opponent can play a special if they wish. Once a Special is played the opponent can always play a counter-special if they wish.



Once the outcome of that part of the line is resolved, the winning cards are pushed forward to partially cover the losers.



The play then moves on to the next adjacent pair of cards and so on until all five pairs have been adjudicated.



## Special Cards

Some cards can be used to influence the result of each pair face-off in the battle, in the way nobility would have influenced a battle in ancient times.

**ACE** – Generates Luck

Playing an Ace means you can either:

- a. Draw two cards from the stack (these can be played immediately if they are special cards).
- b. Force a random discard from the enemy player's cards in hand. The discard must be revealed.

**KING** – Shows Leadership

Playing a King means you can either:

- a. Convert a Draw to a Win by adding one to the face value of your battle line card.
- b. Redeploy – swap the current card with one of your cards adjacent in the line.

**QUEEN** – Increases Morale, demoralises enemy.

Playing a Queen allows you to swap your card with the enemy card facing it. If a special has already been played on that card, it is swapped too.

**JACK** – Adds Great Strength to the line

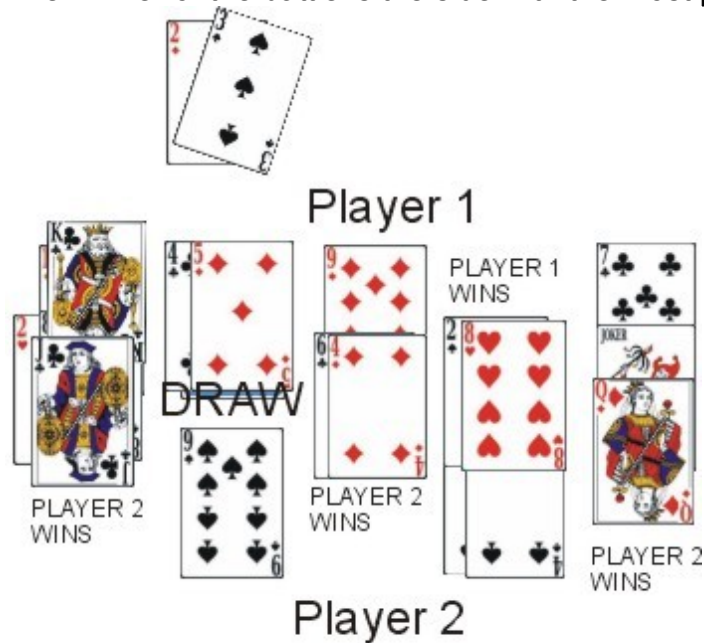
Playing a Jack doubles the value of your card.

**JOKER** – The Hero

Playing a joker allows you to choose any one of the special abilities of the cards above. Note that it is also very powerful in the line of battle (see above).

### Winning and Scoring

The winner of the battle is the side with the most pairs won.



**PLAYER 2 WINS**  
3 - 1



If you want to play several battles you can keep score.  
Score 1 point for every pair won  
Score an additional 2 points if you won the battle overall.

### Options

In the case of asymmetrical battles, the deck can be stacked, or the player with an advantage might be allowed to select some additional cards to start with, or be dealt more than 10 cards.