

GWENT

game guide



Gwent is a 2-player card game that pits two armies against each other on the field of battle.

Each player takes turns placing one card on the battlefield at a time. At the end of each round, the players total the **strength of all Unit Cards** on their respective sides of the battlefield.

Begin by picking which faction you want to command. Each faction encourages a specific style of play and comes with a passive ability. This ability is described on the faction's **Help Card**, which has the faction name and symbol on the top and also includes descriptions of Unit and Special Card abilities.

WINNING

The player with the highest total strength wins the round. The first player to win 2 rounds wins the game.

SETUP

To play, each player must prepare a deck consisting of the following:

- **1 Leader Card only**
- **22 Unit Cards minimum**
- **10 Special Cards maximum**
- **2 gem counters**

USEFUL TIP

You can have more Unit Cards in your deck than the recommended minimum. Just remember that you are then lowering your chances of getting your best cards when you draw at the beginning of the game.

LEADER CARD

This card is chosen prior to the battle and placed face up near the battlefield. It grants whoever plays it a special ability, which can be either passive or active. Each Leader Card contains a description of that Leader's ability.

You can identify Leader Cards by the faction symbol in the top left corner.



UNIT CARDS



When placed on the battlefield, the strength value in the top left corner of the card is added to its player's total.

Each Unit Card has a battlefield position represented by the icon below the strength icon. This icon indicates where on the battlefield that unit may be placed (see ► **BATTLEFIELD LAYOUT**).

Some Unit Cards are **Heroes** (these have *Hero* written above their names and spiked strength value icons filled in their faction's color). Heroes are the only cards not affected by any special abilities (Special Card, Unit Card or Leader Card abilities).



Some Unit Cards have special abilities (described on the **Help Cards**). Unit Card abilities are resolved immediately after the card is placed on the appropriate row.

SPECIAL CARDS

Special Cards (such as Weather cards, Decoy, Scorch, etc.) do not have strength values of their own, but have many different abilities that can, for example, modify the strength of units already on the battlefield. The abilities of Special Cards are described on the **Help Cards** and are represented by an icon in the top left corner of the card. Special Card abilities are resolved immediately after the card is placed on the appropriate row.



GEM COUNTERS



Gem counters are used to track the number of rounds lost. Place them on your Leader Card at the start of a game. After each round, the losing player removes a gem. When a player runs out of gems, he or she loses the game.

BATTLEFIELD LAYOUT

PLAYER 1	
	Siege Combat
	Ranged Combat
	Close Combat
Weather Cards	
	Close Combat
	Ranged Combat
	Siege Combat
PLAYER 2	

START

A coin toss should decide who starts first. If players do not have a coin, the player with the shortest name starts. In some cases, leader and faction abilities may determine who starts first.

Each player shuffles his or her deck and draws 10 cards. Both players then may, but don't have to, discard up to two cards from their hand and draw replacements from their deck. These 10 cards will be the player's hand for the rest of the game.

USEFUL TIP

You only draw new cards into your hand once, at the start of the game. There are cards with abilities allowing you to get additional cards, but most of the time you have to make sure to reserve some for later. Choose when to play a card wisely and remember that passing is sometimes the best strategy.

ROUNDS

Players take turns playing one card at a time. Players may pass if they wish to. Passing means sitting out the **entire round**, and the other player is free to keep playing cards from his or her hand, one at a time, until he or she also chooses to pass.

KEEPING SCORE

Use the Score Card and the four score tokens marked with faction symbols to keep track of the players' total strength. The Score Card is split into two sides, one for each player, divided by numbers running down the middle. Each side consists of 10 rows of two spaces each. Place a score token, symbol side up, on the left space on

Example



your side to indicate the 10s part of your score, and on the right space to indicate the 1s. When you reach 100, flip your tokens over so the 100 side is facing up, and mark the 10s and 1s part of your score as usual. See the example – the player on the left's total strength is 21, while the player on the right's is 123.

RESOLUTION

When both players have passed, they add up the strength of all their cards on the battlefield. The player with the lowest total strength loses and must remove a gem counter from his or her Leader Card. In the event of a draw, both players must remove a gem. All cards, including Special Cards, are then removed from the battlefield and placed on their respective discard piles.

The winner starts the next round.

GOLDEN RULE

Whenever a card's text contradicts rules from this manual, the card takes precedence.

STILL HUNGRY FOR MORE GWENT?

You can check out our Gwent video to watch the game creators talk more about the game and how to play it. You will find it here ► youtu.be/Hhnhf8VMmhM

APPENDIX – ABILITY DESCRIPTIONS

FACTION ABILITIES



MONSTERS – One Unit Card stays after each round. To choose it, shuffle all Unit Cards on the battlefield and draw one at random.



NILFGAARD – Win whenever there is a draw.



NORTHERN REALMS – Draw a card from your deck whenever you win a round.



SCOIA'TAEL – You decide who goes first at the start of a battle.

UNIT CARD ABILITIES



MUSTER – Go through your deck, find any cards with the same name or unit type (*Vampire*, *Crone*, etc.) as this card and play them all immediately.



SPY – Place on your opponent's battlefield (counts towards your opponent's total) and draw 2 cards from your deck.



AGILE – Place on either the Close Combat or Ranged Combat row. Cannot be moved once placed.



MEDIC – Look through your discard pile and choose 1 Unit Card (no Heroes or Special Cards). Play it instantly.



TIGHT BOND – Place next to a card with the same name to double the strength of both cards.




MORALE BOOST – Adds +1 to all units on the row (excluding itself).



SCORCH – Affects this card's row on the **opponent's side of the battlefield only**. If the opponent has a total strength of 10 or higher on that row, kill that row's strongest card(s).



COMMANDER'S HORN – Doubles the strength of all Unit Cards on this card's row, unless there is already a  card affecting this row.

SPECIAL CARD ABILITIES



COMMANDER'S HORN – Place on a combat row. Doubles the strength of all Unit Cards in that row. Limited to 1 per row.



SCORCH – Discard after playing. Kills the strongest card(s) on the battlefield for both players - so if there's a tie, this kills **all** cards of that strength on both sides.



DECOY – Replace 1 of your Unit Cards on the battlefield with the Decoy card. Return that Unit Card to your hand. The Decoy remains on the battlefield wherever the Unit Card was before the swap. Its strength value is 0. You cannot use a Decoy to replace **Hero Cards** or **Special Cards**.



BITING FROST (WEATHER) – Place face up on the battlefield. Sets the strength of all close combat units to 1 for both players.



IMPENETRABLE FOG (WEATHER) – Place face up on the battlefield. Sets the strength of all ranged combat units to 1 for both players.



TORRENTIAL RAIN (WEATHER) – Place face up on the battlefield. Sets strength of all siege combat units to 1 for both players.



CLEAR WEATHER – Discard after playing. Discard all Weather Cards currently on the battlefield. Their effects are cancelled.



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