

Legendary Endeavors CCG Rule Book Vassal Edition

Part 1: Contents

Comes with the Vassal module file, vassal install file, and a .pdf rule book.

Part 2: Card Layout

Each card in the Nightmare Set has the following on the front of the card. Top Center, Character name and Character type. Top Left, Rarity Rating; common, uncommon, rare, legendary, and epic. Top Right Card Number for the series. Center, Picture and description. Bottom Left to right, Attack Dice, Defense Dice, and Hit Points.



Each card in the Nightmare Set has the Nightmare Set logo on the back.



Part 3: Playing Layout

Nightmare Set can be played with 1-4 people, or more if you have the people and the cards.

The area in between all players is the Playing Field. Each Player can have up to 3 Characters in play at one time. All 3 Character Cards may attack if the player chooses and be given Item Cards. Once played a Character Card can only be removed from play by being Killed. When a Character Card is killed the Item, if any, that are given to the Character Card are removed from play and placed in the Graveyard.

In the center of the Playing Field is a Community Deck for drawing cards. The Community Deck is used when all Personal Decks are gone. The Community Deck consists of all cards not in a Players Deck. It is shuffled and placed face down.

Each person has a Personal Deck. The Personal Deck is purchased cards of the Players choosing or a random deck. The Personal Deck is then shuffled and is placed face down. A Graveyard is next to their Personal Deck and is for used Action Cards and killed Character Cards. All cards in the Graveyard are placed Face Up.

Each player takes 3 cards from their Personal Deck and that becomes their Hand. Players are allowed to look at these cards. Their hand can consist of 0-5 cards. Their Hand is where you put cards onto the Playing Field. No more than 5 cards can be in a players hand at one time. Each turn a player can draw 1 card, as long as they do not go over 5 in their hand.

If a Player does not have a Character Card in play then that player must play one if the Player has one in their Hand on their next turn. If no Character Card is drawn and the Player has a full hand(5 Cards). Then that player may pass one turn. The Players next turn that Player must play an Action or discard an item. This continues until the Player has a Character Card to Play. Any Player with a Full Hand and no Character must follow this. The Player that passes one turn can not pass another turn that entire game.

Players may elect to discard any card they deem not useful to the Graveyard. Players may only discard 1 card per turn, and only on their turn.

Players may trade cards during game play. As long as both players agree the trade is done.

Part 4: Community Deck

The game starts with a Deck in the middle. Each player takes 3 cards into their player hand. The Deck is called the Community Deck. It should be shuffled at the beginning of each new game.

Part 5: Game Turn

On the first turn of the game each player must play a character card. If the player does not have one they draw a new card and their turn is over. No Item or Action Cards can be played on the first turn. No one may attack on the first turn.

After the first round is over the player has several options available to them.

1st is playing a Character or an Item Card, they can not play both in the same turn. The player does not have to play either unless the player has no character Cards in play and one in their hand.

2nd is playing an Action Card. The player does not have to play an Action Card until the player wants to. Once played the effects are immediate.

3rd is attacking other Character Cards. The player may attack with all, some, or none of the Characters in play. The Character does not have to attack if the player does not want to. Combat resolution will be explained later.

4th is drawing a card from the Personal or Community Deck. If the player has less than 5 cards in their hand the player can draw 1 new card. A player can not draw from the community deck until their personal deck is completely used.

Once a player draws a new card or announces they can't their turn is over. Play then precedes as shown above with all players.

5th is proposing a Card Trade. Players do not have to do this ever if they don't want. Trades are simply done by agreement no values must be met.

Part 6: Combat

When a player decides to attack another Character Card several things happen. First the player must announce who is attacking who. Second the attacking player rolls the amount of Dice equal to the Character Card Attack Rating. So Old Jack has an attack rating of 15, as shown in the Explosion Icon at the bottom of the Character Card, so the player would roll 15 dice. All Odd numbers of the dice roll are hits all Even numbers of the dice roll are blocks. So in this scenario Old Jack Rolled 10 Odd and 5 Even. Old Jack is attacking The Reaper who has a Defense Rating of 15, Defense Rating is located in the Shield Icon at the bottom of the Character Card. So the player with The Reaper Card would roll 15 dice. The Reaper rolls 8 Odd and 7 Even.

So what does that mean? Good Question in Nightmare Set when Cards attack they hit and block. As shown by the dice roll. This allows for the defending card to deal damage adding a bit of strategy to your attacks.

In this scenario Old Jack rolled 10 Odd which is 10 hits. Old Jack rolled 5 Even which is 5 Blocks. The Reaper rolled 8 Odd which is 8 hits and rolled 7 Even which is 7

blocks. The outcome would be Old Jack hit the Reaper for 3 damage, and The Reaper hit Old Jack for 3 damage.

The damage inflicted is taken away from the Hit Points which is in the Heart Icon at the bottom of the Character Card. Use the damage counters to keep track of damage done to a character. When that Character Cards Hit Points reach zero that Character is killed and removed to the graveyard. Any items given to that Character are also removed to the Graveyard.

Part 7: Card Type

There are 3 types of cards in Nightmare Set they are as follows.

Character Cards:

These are the backbone of the game. Character Cards allow the players to fight for supremacy. Character Cards have Character Stats at the bottom of the card. The Explosion Icon and the number inside is the Attack Value of that card. The number inside is the number of dice that Character rolls when Attacking. The Shield Icon and the number inside is the Defense Value of that card. The Number is how many dice the player rolls when being attacked. The Heart Icon is the Number of Hit Points the Character Card starts with. Damage reduces this by one with each hit.



Item Cards:

Item Cards can be given and attached to any Character in play, with the exception of Animals and Monsters. The Item Cards will add to the Character Cards Ratings. Such

as +1 Attack Dice or +1 Defense Dice. The effects are permanent. Item cards go to the Graveyard when the Character the Item Card was given to is killed.



Action Cards:

These allow players to inflict damage, heal their own cards, and many other things. The effects are immediate and either instant or very limited duration. The actions are either helpful to the player or detrimental to one of their opponents.



Part 8: Victory

A player wins the game by having the only character or Characters left alive. All other players Characters must be killed and in the Graveyard, with all Personal and Community Decks gone.