



V2.3



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The Official Handbook

Here you'll discover all the essential details to engage in the CCG Swarm Wars. Enjoy reading and may you achieve a well-deserved victory.

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The Resources Of Swarm wars

Firstly, **pollen**, a sweet substance produced in your hive from your workers' hard work in foraging. Nutrient-rich and of high value, many other insects will ally with you, providing they receive a share themselves. This allows for the recruitment of essential forces that can work to balance the deficits of your hive or bring out new traits to level the playing field. Pollen is produced by every card in play on the board on your side, including your hive itself (traditionally 6 pollen per turn if your side is full, and no trait affects this).

Not all insects are interested in such a substance; however, some prefer the meaty **debris** of combat, full of protein and a favorite of carnivores especially. This can be produced by sacrificing one of your troops, produced through specific traits, or the killing of opposing troops.

Pollen is lost at the end of your turn, but debris can be stockpiled, waiting for the right time to play essential forces and defeat your opponent.



Pollen (P):

- Produced by cards in play
- Is reset at the start of your turn
- Key resource for attracting allies



Debris (D):

- Produced on the death of troops or killing opponent cards
- Can also be produced through certain traits
- Is not reset at the end of your turn and can be effectively stockpiled
- Rarer but valuable resource nonetheless



Cards and How They Work

Swarm Wars has two types of cards: firstly there is your **Hive**, which acts as a visual representation of your colony's health the cards that act under it as **"guards"** (specifically named cards with no cost due to affiliation with the hive, named in card type too), for example, Black ants (ant nest) or Honey Bees (bee hive); and of course your opponent's health pool.

Secondly, the more straightforward **cards**: these are placed on the board after their specific cost is met and can attack, defend, display their traits and act as your direct infantry.



Card Rarity (indicated by bottom right symbol on cards)

Common

Uncommon

Rare



Swarm Wars Trait Play Guide:

Traits play a fundamental role in Swarm Wars, influencing gameplay and strategies aimed at overcoming opponents. With the right combination of traits cards can quickly change the course of battle.

Webber



Blocks the effects of the airborne, aquatic and hopper trait effects while opposite card with those sigils active.

Stinky



If able to opponent moves to any empty space to left/right when placed in front of a card with this trait.

Toxic



Applies 2 poison damage (x damage to health each turn then x is reduced by one once damage is applied).

Debris Producer



Produces one debris whilst on the battlefield, this is in addition to the normal pollen produced.

Swarmer



If this cards health decreases draw one card of the same name from your deck and shuffle your deck.

Hopper



If this cards health decreases this card moves to any empty space of card players choosing.

Camouflage



Once hit a coin is flipped, the opponent chooses a side, if the coin and the opponent match then damage is applied to health, otherwise it misses.

Roll Up



Once this cards health is reduced by any amount, double this cards health (before damage is dealt) but reduce attack to 0.

Flyer



To

attack this card flies over opposite card if placed (if both flying acts as normal).

Feign Death



Once this cards health is reduced to 0 it moves back to players hand instead of the graveyard (this only works once after this it goes to the graveyard on death).

Thorny



Thorns: deals attackers damage back to the attacking card, even if "thorny" card dies from taken damage.

Burrower



Return this card to players hand, at any time the player chooses from the battlefield.

Aquatic



At the end of your turn this card flips over if in play, becoming inactive, and acts as a empty (but not placeable) space on the battlefield until your next turn when it is unflipped.

Intimidate



The first damage dealt to this card from a card opposite is reduced to 0 (after this the sigil is inactive).

Group Strength



This cards attack is equal to cards on the battlefield with this sigil (else it is 1).

Healer



Provides one health to those adjacent to it at the start of your turn while in play.

Calle



When this card is placed draw a card and then shuffle your deck.

Grasper



The first attack dealt to enemy opposite will instead drag their card under this one, until this card is killed, then its returned to enemy hand.

Scavenger



When a card dies on the battlefield a card with this sigil can take deceased cards space without having to pay its cost

Explosive



Once this cards health is reduced to 0 deal damage equal to its health to cards adjacent (to the left and right) and any card directly opposite it.

Rules Of Traits

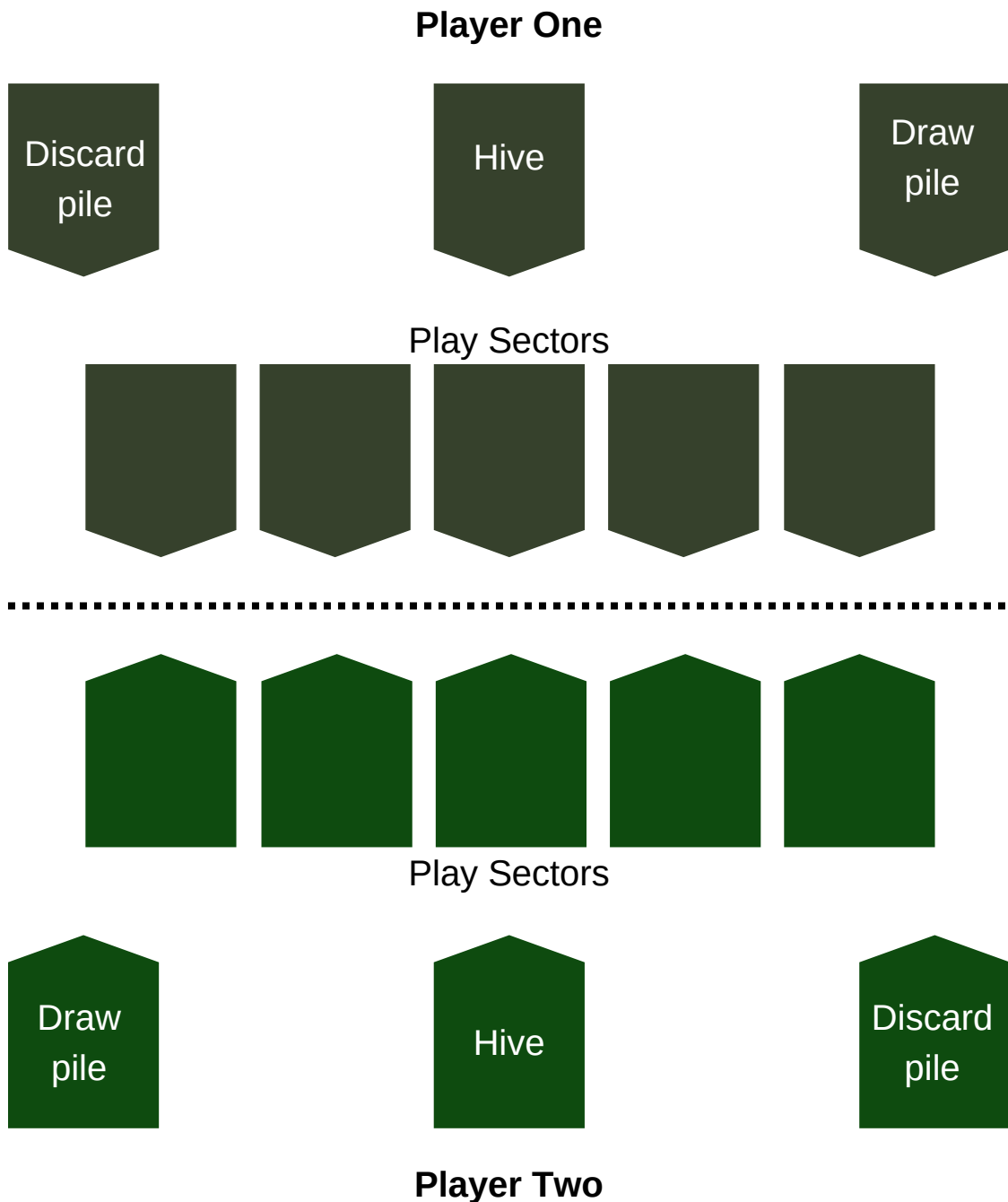
Traits only activate once unless there is more than one of the trait or stated otherwise. Cards can only have a max of 4 traits. Any trait that affects the deck includes shuffling of the deck afterwards.

Playing Swarm Wars

Finally lets begin.

Firstly, to play Swarm Wars, you need a suitable deck. This requires only 2 things: firstly, you must have a **hive card (and only one)** to represent your health and determine your hive guards. Second, you must have a **minimum of 25 cards in your deck**, although around 30 seems to work the very best.

Next the **battlefield** must be set up as the following:



Play Phases Of Swarm Wars

The Setup Phase

In this phase the following takes place:

Firstly both players having setup the battlefield previously, draw 6 cards from their shuffled decks, their starting hand of cards. If these cards are satisfactory they may return them to their deck reshuffle and draw 5 instead, after this however they are stuck with what they draw.

In the turns following after the first, each player draws one card.

Secondly the preparation of each player's resources takes place, one pollen for each card in play (first turn this would be one from the hive alone).

The Play Phase

In this phase the following takes place:

Firstly from your hand any card of which the cost can be met can be placed into one of the five play sectors of the battlefield.

Any placed cards can be sacrificed for the production of a debris this will move them to the discard pile.

Certain cards will have traits that produce effects which must be upheld (for example the toxic trait) this is best done through the use of SW tokens to ensure the game is played correctly, however thorough use of a pen and paper could also be used ;)

The Battle Phase

In this phase the following takes place:

All placed cards deal damage to the card directly opposite it (unless stated otherwise).

All damage happens at the same time, 2 cards with 5 attack and 5 health will immediately destroy each other, however if one of them were to have 6 health that one would survive.

All cards that are destroyed move to the discard pile and the cycle continues until a hive is destroyed and one survives....

