Help section intended for Skyrim Gwent’s user manual.

1. How to play

This section explains you the rules of this game, you do not need to know the Original Witcher 3 Gwent to understand, all information is available here.

* 1. Gwent Board

Uses a same board format as the original Witcher 3 Gwent.

Each player has 3 total zones where they can deploy units.

Each unit has its strength in number, which will be added to the total score when deployed.

Goal is to have the highest score at the end of a round to win it. Match consists of 3 rounds.

At the beginning, each play draws 10 cards at random from their decks. As of now, players do not have a chance to re-draw a few cards if they want, but will be possible added in later.

If a player loses two lives, they lose they match. If scores are level at the end of a round, both players lose a life. It is possible to draw the match if both players had 2 lives left and the round drew.

* 1. Unit Types

There are total of 4 Unit types.

* Warriors

Melee based combat units that engage enemies up close. They consists of light armored and heavy armored sub unit types. L

Light Armored are faster, while have less damage resistance.

Heavy Armored are slower but also take a lot of damage.

* Mages

Mages stand at a good distance from the battlefield action and provide support by using schools of magic such as illusion or restoration or participate in the attack using schools of magic such as destruction or conjuration.

Sub Unit types include: Elemental powers (destruction mages), healers and necromancers.

* Archers
* Spellswords
  1. Zones
  2. Win Conditions
  3. Round system.

1. Unit Details
   1. Types Of Units
   2. Abilities
   3. Special Cards
      1. Weather Cards
      2. Healer Cards
      3. Necromancer Cards
2. Deck Information