**4 elements of combat: *The BASICS***

**Armies**: You MUST dial a number of armies.

They will die, if you win.

ALL will die, if you lose.

**Leader**: If you have a leader, you MUST play one leader or one cheap hero.

If you have no leader, you do not have to play a cheap hero.

Leaders are killed by undefended attack cards, or if they’re traitors.

Leaders are unaffected by battle outcome.

Cheap heroes always die. They do not aid the battle.

The victor gets spice equal to the combined leadership value of killed leaders, after the battle.

**Attack Card**: You may play one attack card or one worthless card.

Since you can only discard worthless cards by using them as combat cards, you usually want to, when you have no attack.

Attack cards kill the enemy leader, unless they are successfully defended.

Winner may keep or discard attack cards. Loser MUST discard them.

**Defense Card**: You may play one attack card or one worthless card.

Since you can only discard worthless cards by using them as combat cards, you usually want to, when you have no defense.

Defense cards protect your leader against one type of attack card.

Winner may keep or discard defense cards. Loser MUST discard them.

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How Combat is resolved.

1. Check for traitors.
2. Compare attack and defense cards, to see which leaders survive and count.
3. Add surviving leader value to armies dialed, to determine winner.

**The Winner**: loses armies dialed, loses leaders only if killed by undefended attack, discards cards he wishes to discard. Winner gets spice for any dead leaders on either side.

**The Loser**: loses ALL armies, leader only if killed by undefended attack, ALL cards played.