

GAMBIT: SUITS 1 ON 1 RULES

HP (if needed): Draw 5 cards each. Add totals. Shuffle back into deck

Initiative (if needed): draw 1, highest goes first, rest goes clockwise

Begin Play: Draw 7 cards each. Each end of turn: draw to keep 7.

Highest number wins, & that amount of damage is done.

Draw? Both take half damage.

Suit Roles		Jokers:
Spades: Stand Ground & Defend	Heart: Melee Attack	Flashy move! Auto win the round on play
Clubs: Dodge	Diamonds: Ranged Attack	
Picture Cards:		
Play with Suit card. Adds 1 damage to attack, regardless of winner		

GAMBIT: SUITS GROUP RULES

For multiple players & NPCs:

Each group draws initiative, highest team goes first

As each opposing team member is chosen, they play their turn

Any not chosen by the time the first team have all played, gets an uncontested play

Tweak as needed to suit your players!

Gambit created by Team Cuddles. Written by Lee Hulme, art by Lex Jones
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