

5 Man Melee

Fierce warriors gather to do battle. Each team of 5 warriors marches into the fray to battle for honor and glory. They will fight to the last until only one team survives to claim victory.



This is a card game played with a standard playing card deck or if you have one and want a different looking game, use a Tarot deck. Any sort of deck that has 10 cards with numbers from 1 to 10 and face cards will suffice.

This battle game is designed for 2 or more players. I wouldn't recommend more than 4 players using 1 deck of cards but there's no reason to not expand to multiple decks for larger wars.

To prepare to battle a player is chosen to be the dealer. The dealer shuffles the cards and then deals cards to each player, rotating around the table until the entire deck is divided evenly between all players, face down. Players do not share or exchange cards.

Regardless of the number of players, if there are insufficient cards left to allow all players to be dealt another card the extraneous cards are placed to the side.

Each of the players now may shuffle their cards (if desired) and place them face down as a personal draw pile.

To begin, each player will draw the top 5 cards of their draw pile to form their combat team. Players may look at these cards but should not show them to other players. Each player arranges the 5 cards and stacks them in a secret battle order and then holds this pile of cards face down. This stack of 5 cards is the player's combat team.

Simultaneously all players turn over the TOP card in their 5 card combat team. The highest card among all shown cards wins the battle.

The lowest displayed card among all players loses the fight and that card is discarded and placed face down at the BOTTOM of the draw pile of the player with the highest displayed value. Losing Players may not replace lost cards. This causes the combat team to shrink. That player may not participate in the rest of the combat round.

The remaining players will flip a second card. The combined values of all displayed cards are compared. The player with the highest hand is again the winner and the lowest displayed hand loses. All displayed cards of the lowest hand are discarded and placed face down at the BOTTOM of the victor's draw pile.

If more than one player remains, the players will continue displaying one card at a time and comparing. Each time, the lowest displayed total loses and those cards are added to the highest value player's pile. This will continue until only one player is able to participate at which point the combat turn ends.

If a player has not been eliminated during the round but does not have sufficient cards in their hand to flip another card, that player automatically loses the round. In this case all of the player's combat cards are discarded but are placed to the side, not awarded to another player.

After a turn ends, if a player's 5 card combat team stack has been fully depleted that player may draw 5 new cards from the top of their draw pile. Players with cards still in their combat team do NOT replace lost cards from their draw pile.

Between combat rounds, players may rearrange their remaining combat team cards before beginning another combat round based upon what they think their strategy should be. They do not draw new cards to replenish to 5 until the combat team is fully depleted.

When replenishing the combat team, five new cards are drawn from the top of the draw pile and arranged as normal. If the draw pile has less than 5, then draw all cards.

Once a player's draw deck and combat hand are depleted they are out of the game. Players never shuffle their draw deck, but keep drawing a stack of 5 from the top of that deck.

The game is over when all players but one cannot field a combat force, making the remaining player the winner.

Card rank is as follows high to low (high always beats low):

If using a deck such as Tarot, numbers are the same, the major arcana are all 15 except death which is 20. Utilize the same logic with any other sort of deck, the face cards are all 15 except one specific one that is chosen to have a value of 20.

- Ace (20)
- King (15)
- Queen (15)
- Jack (15)
- Jokers can be utilized if desired and have a value of (15)
- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2

Suits do not matter, combat is determined by the face value.

Quick Reference

- Shuffle and deal all cards to players.
- Players draw the top 5 cards.
- Players arrange 5 cards into a melee combat team.
- Each player reveals the top card; highest value wins.
- The player with the lowest value card surrender their card to the victor.
- Lowest value player cannot continue in current combat round.
- Survivors continue flipping cards one at a time and comparing values until one player remains.
- Melee combat team cards are replaced once all are lost.
- Melee combat team cards may be rearranged in the player's hand.