

The background of the cover is a sepia-toned illustration of a Gwent match. On the left, a character in a dark, hooded robe (likely a Witcher) is shown in profile, looking towards the right. In the center, a large, dark, scaly creature (a Griffin) is depicted in a dynamic pose, as if leaping or attacking. On the right, another character in a dark, hooded robe is shown in profile, looking towards the left. The entire scene is set against a light, textured background that resembles aged parchment or paper.

THE
WITCHER
WILD  HUNT

GWENT

THE
LEGENDARY CARD GAME

RULEBOOK



HOW ABOUT A ROUND OF GWENT?

GWENT is a dueling card game that pits two armies against each other on the field of battle. It first appeared as a minigame in *The Witcher 3: Wild Hunt* and is now presented in this special package to celebrate its 10th anniversary. May the best tactician win!

GAME SETUP

Each player picks a faction and builds a deck. All cards in the deck must show the color of the chosen faction. Each faction encourages a specific style of play and comes with a passive ability. This ability is described on the faction's **Aid Card**, which has the faction's name and symbol on the top and includes descriptions of **Unit** and **Special Card** abilities.

A deck must consist of the following:

- ◆ **1 Leader Card only**
- ◆ **22 Unit Cards minimum**
- ◆ **10 Special Cards maximum**

Players also receive:

- ◆ **2 Gem Counters**
- ◆ **2 Player Aids**
- ◆ **2 Score Tracking Tokens**

USEFUL TIP

Players can have more **Unit Cards** in a deck than the recommended minimum. Just remember that increasing the number of total cards lowers the chances of finding the best ones.

RHYTHM OF PLAY

Players take turns placing one card on the battlefield at a time until both players decide to pass. This ends the round. At the end of each round, players calculate the total **Strength** of all **Unit** and **Hero Cards** on their respective sides of the battlefield.

WINNING

The player with the highest total **Strength** wins the round. The losing player then removes a gem. When a player runs out of gems, they lose the game and their opponent wins the game.

BOARD LAYOUT



- | | | |
|---------------------|--------------------|------------------|
| 1 DISCARD PILE | 5 SIEGE COMBAT ROW | 9 PLAYER AID 1 |
| 2 DECK | 6 COMMANDER'S HORN | 10 PLAYER AID 2 |
| 3 CLOSE COMBAT ROW | 7 SCORING LADDER | 11 LEADER CARD |
| 4 RANGED COMBAT ROW | 8 GEM COUNTERS | 12 WEATHER CARDS |

LEADER CARDS



This card is chosen prior to the battle and placed face up in the **Leader Card** zone. It grants its player a special ability, which can be either **Passive** (P) or **Active**. Each **Leader Card** contains a description of that **Leader's** ability. **Active** abilities can only be used once per game, while **Passive** abilities are always in use. Players can identify **Leader Cards** by the faction symbol in the top left corner.



UNIT CARDS

STRENGTH
VALUE

RANGE

ABILITIES

FACTION

NAME AND
DESCRIPTION



When placed on the battlefield, the **Strength** value in the top left corner of a card is added to its player's total. Each **Unit Card** has a battlefield position represented by the icon below the **Strength** icon. This icon matches the row icons to indicate where the **Unit** may be placed on the battlefield.

Some **Unit Cards** are **Heroes** (these have **Hero** written above their names and spiked **Strength** value icons filled in their faction's color). **Heroes** are the only cards **not** affected by any special abilities (meaning **Special Card**, **Unit Card**, or **Leader Card** abilities).



ABILITIES

Some **Unit Cards** have special abilities (described on the **Aid Cards**). **Unit Card** abilities are resolved immediately after the card is placed on the appropriate row.

SPECIAL CARDS

Special Cards (such as Weather cards, Decoy, Scorch, etc.) do not have **Strength** values of their own, but instead have abilities that can, for example, modify the **Strength** of **Units** already on the battlefield. The abilities of **Special Cards** are represented by the icon in the top left corner and described on the **Aid Cards**. **Special Card** abilities are resolved immediately after the card is placed on the appropriate row.



SIDE DECK

Some cards, like the "Berserker" of the Skellige faction, have the ability to transform into or summon other cards. These other cards cannot start in the deck but should instead be kept in the side deck near the play area until they are required.

GEM COUNTERS

Gem counters are used to track the number of rounds lost. Place them in the gem counter zone at the start of the game. After each round, the losing player removes a gem. When a player runs out of gems, they lose the game.



START GAME

Flip a coin to decide who starts the game. In some cases, **Leader** and faction abilities may determine who starts the game. Each player shuffles their deck and draws 10 cards. Both players may then, but don't have to, discard up to two cards from their hand and draw that number of cards from their deck. They may do so one card at a time. The discarded cards are then reshuffled into the deck. These 10 cards will be the player's hand for the rest of the game.

USEFUL TIP

Players usually only draw new cards into their hand at the start of the game. Some abilities allow the drawing of additional cards but, most of the time, players have to spread their starting hand over the full two or three rounds. Choose when to play a card wisely and remember that passing is sometimes the best strategy.

TURNS

On a player's turn, they must choose only one option:

1. **Play a card**
2. **Use their active Leader ability**
3. **Pass**

Passing means sitting out the entire round. The other player is then free to keep playing cards from their hand, one turn at a time, until they also pass.

RESOLUTION

When both players pass, they add up the **Strength** of all their cards on the battlefield. The player with the lowest total **Strength** loses and must remove a gem counter. In the event of a draw, both players must remove a gem. All cards, including **Special Cards**, are then removed from the battlefield and placed in their controller's discard pile. The winner starts the next round.

GOLDEN RULE

Whenever a card's text contradicts rules from this manual, the card takes precedence.

PLAYING A CARD

When a player plays a card, they must add it to the correct area. Units are always played in the row corresponding to their range icon (☒ ☒ ☒). Some special cards like Decoy are also played directly to the combat rows, with their abilities resolving as per the **Player Aid** explanations. All card effects must be applied if possible.

DISCARDED CARDS

When a card leaves the battlefield, it goes to its controller's discard pile.
This includes "Spy" cards.

KEEPING SCORE



SEE THE
EXAMPLE -

The player
here has a
score of 34.

Use the scoring ladder and the four score tokens to keep track of players' total **Strength**. Each player has their own scoring ladder divided by numbers. Place a score token, symbol side up, on the upper space to indicate the 10s part of the score, and on the lower space to indicate the 1s. If the score reaches 100, flip the tokens so the 100 side is facing up, and mark the 10s and 1s as usual.

GAME END

The game ends when a player has no more gem counters.
The player with gem counters remaining wins the game. If both players
lose their last gem at the same time, the game ends in a draw.



INITIATION

Each faction has a pre-constructed deck to get started, indicated by a white star in the bottom left corner of each card. Players can collect each white star card of a single faction to form the pre-constructed deck. Skellige cards with a black star are to be used in the pre-constructed deck's side deck. The main themes of each faction are described below.

MONSTERS



The Monsters faction relies heavily on the “Muster” ability which allows swarms of monsters to be quickly summoned to the battlefield.

NILFGAARD



The Nilfgaard faction has many “Spy” and “Medic” cards which use underhanded tactics to achieve card advantage over the opponent.

NORTHERN REALMS



The Northern Realms faction has many units with “Tight Bond” which allows them to empower each other on the battlefield.

SCOIA'TAEL



The Scoia'tael faction hosts a lot of “Agile” cards which allow flexibility on the Close Combat and Ranged Combat rows of the battlefield.

SKELLIGE



The Skellige faction has “Berserkers” which channel their inner monster to transform into more powerful cards.

APPENDIX - ABILITY DESCRIPTIONS

FACTION ABILITIES



MONSTERS

One **Unit Card** stays on the battlefield after each round. To choose it, the controlling player shuffles all their **Unit Cards** on the battlefield, excluding **Heroes**, and draws one at random.



NILFGAARD

Wins the round whenever there is a draw.



NORTHERN REALMS

Draws a card from the deck whenever a round is won.



SCOIA'TAEL

Decides who goes first at the start of the game.



SKELLIGE

At the start of the third round, two random **Unit Cards**, excluding **Heroes**, are taken from the controlling player's discard pile and put on the battlefield. To choose these, shuffle the discard pile and choose two at random.

UNIT CARD ABILITIES



AGILE

Place on either the Close Combat or Ranged Combat row. Cannot be moved once placed.



COMMANDER'S HORN

Double the **Strength** of all other **Unit Cards** on this card's row, unless there is already a  card affecting this row.



MEDIC

Choose one **Unit Card** in the discard pile, excluding **Heroes**, and play it immediately.



MORALE BOOST

Add 1 **Strength** to all units on the row (excluding itself).



MUSTER

Find all specified cards in the hand and deck and play them immediately, then shuffle the deck.



TIGHT BOND

Multiply the **Strength** of this **Unit** by the number of allies with the same name.



SCORCH

If the opponent has a total **Strength** of 10 or higher on the row opposite this card, the **Unit Card(s)** with the highest **Strength**, excluding **Heroes**, are sent to the discard pile.



SPY

Play onto the opponent's battlefield (with its **Strength** counting towards the opponent's total) and draw two cards from the deck.



SUMMON

When this card is discarded from the battlefield in any instance (including at the end of a round) it is replaced with the corresponding card from the side deck.



BERSERKER

The specified card is played from the side deck, while the "Berserker" is removed from the game entirely (not sent to the discard pile).



MARDROEME

Triggers the transformation of all "Berserker" cards on its row.

SPECIAL CARD ABILITIES



COMMANDER'S HORN

Doubles the **Strength** of all **Unit Cards** on its row. Only one can be played per row.



DECOY

Replace one **Unit Card**, excluding **Heroes**, on the controlling player's side of the battlefield. The replaced **Unit Card** returns to the player's hand, though the Decoy has a **Strength** value of 0.



MARDROEME

Place on a combat row. Triggers the transformation of all "Berserker" cards on that row.



SCORCH

Send to the discard pile the **Unit Card(s)** with the highest **Strength**, excluding **Heroes**, on the entire battlefield, then discard self. This includes both players' sides of the board.

WEATHER CARDS



BITING FROST

Place face up in the Weather cards area.
Sets the **Strength** of all **Units** to 1 for both players.



IMPENETRABLE FOG

Place face up in the Weather cards area.
Sets the **Strength** of all **Units** to 1 for both players.



TORRENTIAL RAIN

Place face up in the Weather cards area.
Sets the **Strength** of all **Units** to 1 for both players.



SKELLIGE STORM

Place face up in the Weather cards area. Sets the **Strength** of all **Units** to 1 for both players.



CLEAR WEATHER

Discard after playing. Discard all Weather cards currently on the battlefield. Their effects are cancelled.

GWENT FAQ

Clan Dimun Pirate

The Scorch from this card follows the same rules as the **Special Card** and therefore affects the whole battlefield. Clan Dimun Pirate cannot discard itself.

Eredin Destroyer of Worlds

Restore a **Unit Card** or **Special Card** of the player's choice from their discard pile.

Emhyr var Emreis The Relentless

Draw a **Unit Card** or **Special Card** of the player's choice from the controlling player's deck, then shuffle the deck.

Tight Bond

Example: If three "Tight Bond" **Unit Cards** with a printed **Strength** of 4 are in play, their **Strength** is multiplied by three for a total of 12 **Strength** each.

Multiple Effects

In instances where multiple **Strength** effects are applied, calculate the Weather card first, "Tight Bond" second, followed by "Morale Boost", and then "Commander's Horn" last.

Ongoing Effects

Weather cards, "Tight Bond", "Morale Boost", Commander's Horn, and Mardroeme have effects which remain ongoing as long as the card is on the battlefield.

Weather Cards

Multiple Weather cards can be active at once.



CONTENTS

- ◆ 436 Faction Cards
 - ◆ 10 Aid Cards
 - ◆ 4 Gem Tokens
 - ◆ 1 Coin
- ◆ 1 Score Tracking Board and 4 Score Tokens
- ◆ 1 Paper Game Board
 - ◆ 2 Rulebooks

CREDITS



Game Design: CD PROJEKT RED, Gabriel Raymond-Dufresne

Art Team: Émilie Quévy, APEX Ideenschmiede, Martina Nowak, Stéphane Vachon

Card Illustrations: CD PROJEKT RED Art team

Special Thanks: Randolph team, Martin Montreuil, Gurban Béard,
CD PROJEKT RED team (Remigiusz Nowakowski, Magdalena Drajek, Vladimir Tortsov,
Luigi Annicchiarico, Andrea Sanders, Nick McWhorter, Matthew Woodland)



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