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12. **Introduction**
    1. Introducing Ward Boss Battles! Ward Boss Battles are a PvE experience to work with your friends to take down the most challenging creatures Ward has to offer. So, gather your army and enlist your allies to Turn the Tides of Ward!
    2. Ward Boss Battles offers a team combat battling system using Wards unique hybrid dice rolling combat system that beautifully fuses the dice rolling combat systems of your favorite Table-Top rpgs with the strategy of Trading Card Games.
13. **Game Set Up/Requirements**
    1. All you need to play your first game of WARD is three simple things.
       1. 30 Ward cards for your deck.
       2. 1 Ward Boss challenge deck.
       3. At least one, 6- sided die. (The More dice, the better!!)
       4. A calculator, pen & paper, or others application to keep track of creature’s Health Points.
14. **Building your Deck**
    1. Deck building is one of the most important aspects of Ward. A well-balanced deck can be a matter of winning or losing.
       1. Creatures are used to battle your opponent. (Recommended 5-15 creature cards)
       2. Magic cards vary greatly. They can buff, de-buff, damage, or heal. (Recommended 15-25 magic cards)
       3. A Ward deck can only have 3 of any specific card in their deck.
          1. Some cards are limited or banned during official Ward game play due to time restriction and fairness. Reference current Banned/Limited lists at www.ward-cardgame.com. These cards can still be used in any fashion you deem when playing in an unofficial capacity.
15. **How to Win/lose**
    1. To achieve victory in Ward Boss Battles, you must defeat the Ward boss creature.
    2. The game is over when all players have 300 creature hp in their cemetery or no creatures left to place. Once a player has 300 hp in their cemetery or no playable creatures in their deck they lose and are out of the game. They may not reenter the game after this point.
    3. Prior to a player losing and being removed from the game, if a creature is removed from the cemetery by a magic card or creatures’ effect, the Health Points that were being counted toward the total are removed.
       1. It is up to you to keep track of how many points there are in your cemetery. You must show the other players the cards in your cemetery if requested. Cards in the cemetery are available to all players to view.
16. **How to play**
    1. All standard rules from the standard Ward PvP apply during Ward Boss Battles. For further detail on the how to play Ward PvP please see “Ward rules Guide”.
       1. Boss challenge deck cards may not be used in the player(s) deck. In the event a boss card gets placed in the players deck, or were to be used by the players deck, that card is instead destroyed and send to the boss’s cemetery instead.
17. **Creature Cards Explained**
    1. For an in-depth description on how creature in Ward tcg work please reference “Ward Rules Guide”.
18. **Magic Cards Explained**
    1. For an in-depth description on how magic cards in Ward tcg work please reference “Ward Rules Guide”.
19. **Setting the field**
    1. Ward boss battles are intended to have no one directly controlling the Boss Deck.
       1. You may have a player control the Boss deck.
    2. If there is no one playing the boss deck then determine a player who will flip cards and roll for the bosses’ actions.
    3. The boss always starts the game by drawing 1 card. The player counterclockwise then goes and so on.
20. **Turns Explained**
    1. In Ward: Boss Battles players and the boss always alternate between turns. The pattern of alternating goes: Boss, player, Boss Mini Turn, Player, Boss Mini Turn, Player, Boss. This pattern will scale with more or less players. If playing 1 vs 1 against a boss the boss will not receive Mini-Turns.
    2. Player Turn
       1. Player turns perform the same as during standard Ward gameplay. For an in-depth description on how player turns work in Ward tcg work please reference “Ward Rules Guide”.
    3. Boss Turn
       1. Boss Primary Turn
          1. The boss has a primary turn. This is similar to the player turns and including 3 phases: Draw, Magic/summoning, and Combat. The boss unlike the players does not get a 4th phase to play additional magic cards.
       2. Boss Mini Turn
          1. The boss also has mini phases as well. These consist of a draw phase between each player’s turn. If there is only one player, then there is no mini phase. If there are 3 players, then there will be 2 mini phases.
21. **The Boss**
    1. Many different scenarios may arise while battling a Ward boss creature. In the event that a situation is not clear how the boss or the boss’s magic card will work the boss will always perform the smartest tactic. Use your own discretion about these scenarios, what would you do if you were the boss?
    2. The boss has some of its own specific rules. Some cards in the Ward standard PvP sets do not affect the boss.
    3. The boss cannot be removed from the field by any means other than death.
    4. The boss is not affected by magic cards or creature effects that reduce hp by fractions or percents. Only flat damage can harm the boss.
    5. The boss may never have a hand of cards. All cards drawn are immediately played to the field. If a magic card effect does not make sense when played it is instead sent to the cemetery.
    6. The boss may only have 5 magic cards on the field at any given time. Any additional cards drawn or that would be played to the field are sent to the cemetery without their effects being activated in any way.
    7. When the bosses deck runs out of cards it reshuffles the cemetery back into the deck and resets. The boss’s deck can never run out of cards. All magic cards in the boss’s cemetery, regardless of what their card descriptions say, are reshuffled during this instance and the deck is reset.
    8. The boss will always try to roll/get out of negative effects that are currently affecting it.
    9. When the players use any magic card that would affect the boss they must roll a 4-6 otherwise the boss resists the magic and that magic card is sent to the player cemetery.
    10. When the players use any creature effects that would affect the boss they must roll a 4-6 otherwise the boss resists the effect. The creature may attempt to reapply the effect if the effect allows it. These effects cannot be attempted to affect the boss more than once per turn.
22. **Attacking with the Boss:**
    * 1. The boss will always attack on its turn.
      2. When the boss attacks it determines which creature on the field to attack by each player rolling a die. The player with the lowest result is the player the boss will target. If two players tie with the lowest value, reroll until one player has a lower value than the other.
      3. The boss may only attack primary creatures, unless otherwise specified by a magic card.
23. **Boss Magic:**
    * 1. Many different scenarios may arise while battling a Ward boss creature. In the event that a situation is not clear how the boss or the boss’s magic card will work the boss will always perform the smartest tactic. Use your own discretion about these scenarios, what would you do if you were the boss?
      2. Boss magic cards will describe what the card is targeting and how the effect works. When the boss uses a magic card that would target a creature or another magic card specifically, each player will roll a die to determine which players cards are being targeted. The player with the lowest result is the one who is targeted.
         1. If a player has more than 1 magic card or creature on the field that a magic card may target the player should designate each creature/magic card with a number, or set of numbers, for each card then roll a die to determine which card, the boss’s magic card is targeting.
24. **Game Conclusion**
    1. The game is over when either the boss has been defeated and its health points are reduced to 0, or all players have been defeated.
25. **Additional Rules**
    1. If there is an act that the rules do not explicitly permit or exhibit then the act is prohibited.
    2. During official gameplay, the final say on any rulings that are ambiguous and not explicitly stated in the official rules guide are at the discretion of the referee overseeing the game play during that event.
26. **Quick Notes**
    1. Creatures can never go over and AL of 12. Even with the aid of magic or other creature cards.
    2. Carding out is not an immediate loss. If you run out of cards in your deck, finish the game with your current hand. If you cannot play a creature to the field, you lose.
    3. Any creature sent from your hand, or the field, for any reason still counts toward your total cemetery health points.
    4. If both creatures in battle have the same speed, roll one die for each player, the highest roll goes first. This is repeated every battle while speed is equal.
    5. Limited Summon creatures become your main creature if your main creature dies from battle while the limited summon is on the field. If you have more than 1 Limited Summon on the field and your primary creature dies you may choose which Limited Summon becomes the primary creature.
    6. If you have a card that is returned to your hand, or your card deck rather than the cemetery and you have no other creatures or magic cards in your deck or hand you lose the game.
    7. Some Creatures require more than the normal number of sacrifices to be made. See card effect for specifics on summoning requirements.