

WARD RULES GUIDE

Introduction

Welcome to the world of WARD, an enchanting trading card game that brings the mystic realms of WARD to life! With its captivating spells and awe-inspiring legendary creatures. WARD offers an unparalleled gaming experience that will cast a spell on you and keep you coming back for more.

The gameplay of WARD is fast-paced and strategic, with players deploying their creatures and casting spells to outwit their opponents. Will you go for an all-out attack with your brute force creatures, or will you utilize clever spell combinations to control the battlefield to turn the Tides of WARD?



Figure 1: A monstrous Red Dragon.

Game Set Up/Requirements

All you need to play your first game of WARD is three simple things.

- 30 WARD cards for your deck.
- At least one, 6- sided die. (The More dice, the better!!)
- A calculator or pen & paper to keep track of creature's Health Points.

How to Win

- To achieve victory in WARD, your opponent must have 300 or more Health Points in their card cemetery. This number can be increased or decreased prior to battle for longer, or shorter games.
- 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.

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- It is up to you to keep track of how many points are in your opponent's cemetery. Your opponent must show you their cards in the cemetery when requested. Cards in the cemetery are available to both players to view.

WARD Cards Explained

Creature Cards

- Below is a Creature card. These are the driving force behind WARD battles. Creatures are summoned during your turn and used to battle and destroy your opponent's creatures.
- Let's explain the creature card from top to bottom.

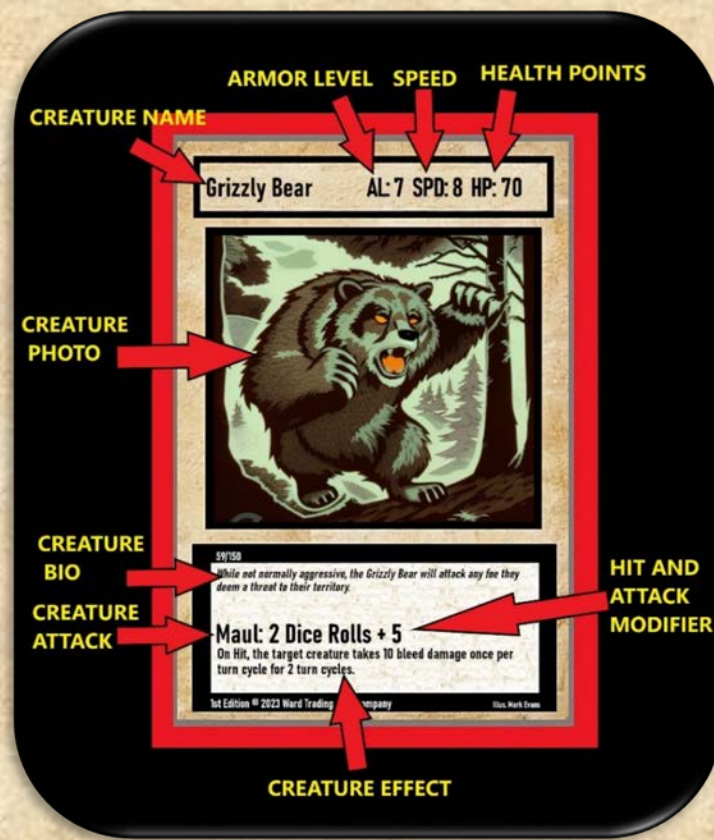


Figure 3: Grizzly Bear WARD card with card descriptions.

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- 1- You have the creature's name in the upper left above the photo. This can be important as certain cards will only affect creatures with specific names.
- 2- Next you have the stats of the creature in the upper right, above the creature photo. These stats govern the way your creature battles other creatures.
 - AL= Armor Level- Your creature's ability to resist getting Hit. This value is the total your opponent must roll or beat during their Hit roll. Max AL can never exceed 12, even with AL buffs.
 - SPD= Speed- The speed of your creature. This number decides which creature attacks first during battle. There is no max limit to speed.
 - HP= Health Points- The amount of damage your creature can sustain before being sent to the cemetery. Creatures cannot be healed above their original HP value, unless specifically specified by a card. There is no limit to max HP.
- 3- Below the stats and creature name is the creature photo. This is important as certain cards affect different aspects of the creature's physical appearance. Example- a magic card that only affects creatures with wings.
- 4- Under the creature photo is the information box. This contains the creature's bio, attack, modifiers, and special effects.
 - **Bio:** A creature's bio is a bit of additional information about this specific creature. Some bios unlock additional WARD lore.
 - **Attack:** The attack is the specific number of dice a creature is allowed to roll during the Damage step to inflict damage to your opponent's creatures. See Battle section for additional information.
 - **Modifiers:** Modifiers are the bonuses that are added to a creature's Hit and Damage Rolls. These allow for greater chance of Hitting your opponent's creature and doing extra damage as well. Be aware, some magic cards only add additional Hit or Damage bonuses.
 - **Special effects:** Special effects vary greatly. They add additional elements to some creatures to give them a unique advantage.
- 5- Let's use the above creature, "Grizzly Bear" as our example of how all these different aspects of a creature card work:

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- The Grizzly bear's attack is "Maul". Maul allows the player to roll two 6-sided dice for the damage. There is also a "+5" modifier for the Attack and Hit. This means that you add 5 extra damage to your total Damage and Hit dice rolls.
 - For example, during your Combat Phase you would roll two dice: Dice 1 = 4, and Dice 2 = 6, for 10 damage +5 from your modifier, for a grand total of 15 damage.
- 6- Under the attack, we see a special effect. "Grizzly Bear" has an effect that causes the target to bleed for 10 damage for 3 turns. This only occurs if you successfully Hit your target with your Hit roll, we will cover that later. See Damage over time section for an in-depth explanation of these types of effects.

Magic Cards

- Magic cards are just as important as creature cards, as they can take a seemingly weak creature and power them up to be almost unstoppable.
 - Magic cards can also weaken other creatures, return creatures from the cemetery, allow you to draw more cards, and so much more. Choose the magic cards that will help your deck best.
 - To the right is a magic card. Magic cards have many effects that change the flow of the battle. Let's use the card pictured, "Knight Armor", for this example.
- 1- In the upper left corner, above the photo, is the card name. This one is "Knight Armor". This gives you an idea of what this card's effect is.

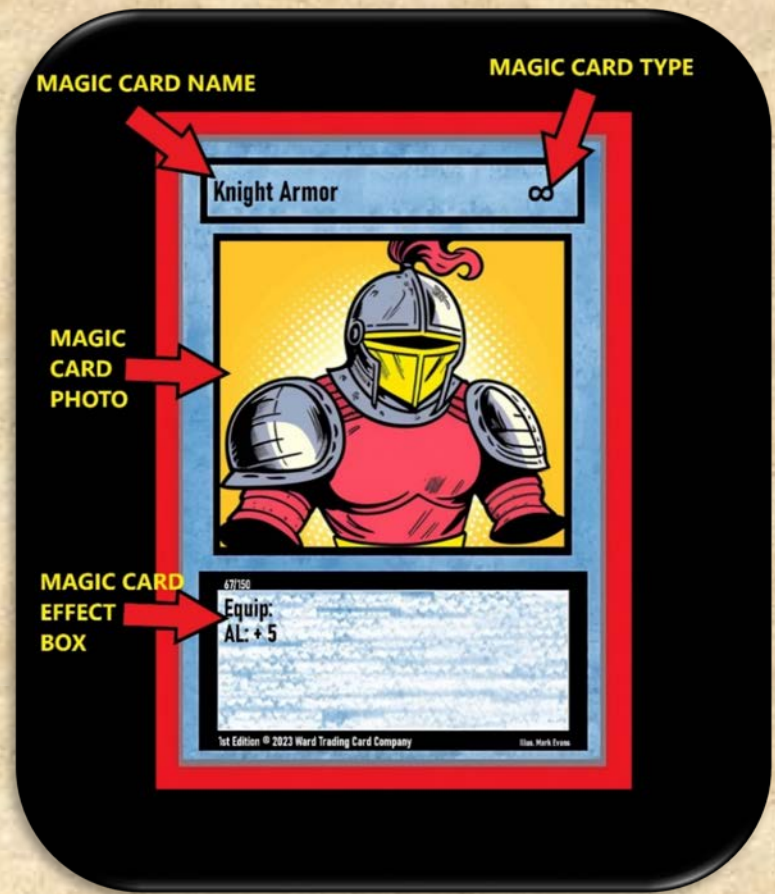


Figure 4: Knight Armor WARD card with card descriptions.

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- 2- In the upper right, above the photo, is the Magic card type. The type is determined by the symbol. This one is an Infinite Magic card.
 - Infinity: Infinite types stay on the field until destroyed or negated.
 - Lightning Bolt: This type is a quick play card and can be played from your hand if the conditions are met. These magic cards can be played at any time, if applicable.
 - Standard: Standard magic cards have no symbol and are played as described. Normally, these cards are a onetime use and are then discarded to the cemetery.
- 3- Below the card name and type is the card photo. This gives you a visual idea of what the magic card does.
- 4- Under the card photo is the effect box. This is where you read the effect of the magic card. The effect will tell you exactly what you do with this card during the game. Let's use the "Knight Armor" effect as an example. "Equip this card to your creature. The attached creature gains + 5 to its AL (Armor Level). Cannot exceed AL: 12". Twelve is the max AL for the game of WARD. This effect would last until the creature it is attached to leaves the field, changes ownership, or until another magic/creature effect destroys it.
 - Equip: These cards attach to a single creature. Equipped magic cards are destroyed when the creature they are attached to leaves the field or changes ownership for any reason.
 - Field: These cards affect creatures on the playing field. This may include both sides of the field, only your side, or your opponent's side.

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How to play

- To start a game of WARD you will need thirty WARD playing cards per person, at least one 6-sided die, and a calculator or pen & paper. The more dice you have, the easier. You can build your own deck, or shuffle and distribute at random.
- To determine who starts the game each player rolls one die. The player with the lower number gets to choose if they want to go first or second. If tied, roll again.
- Draw 5 cards from your deck. You do not have to show your opponent your hand.
- During the first turn cycle of the game neither you nor your opponent may initiate battle. Both players must play one monster during their first turn. Magic cards may be played as well.
 - o Turn Cycle: A turn cycle consists of both players completing all 1-4 phases of play (Draw, Magic/Summing, Combat, Wrap-up).
 - o Players must always have a creature on the field. If their creature dies you must immediately replace the creature on the field with another. Normal sacrificing rules apply. Magic cards cannot be played during this time.
 - o If you have no creature on the field and you cannot play a creature from your hand, show your opponent your hand and place your hand back into your deck. Shuffle your deck and draw the same number of cards. Repeat this process until a creature can be played. Normal sacrificing rules apply. If you have no playable creatures in your deck you lose.



Figure 5: A beautiful and terrifying Golden Griffin.

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Sacrificing

- To summon stronger creatures, you will first need to sacrifice other creatures to the cemetery. Sacrificing levels are based on the creatures base Armor Level (AL).

- o Armor Level 1-6: These creatures can be summoned to the field without any sacrifices.
- o Armor Level 7-11: These creatures require 1 sacrifice to be played on the field. Sacrificed creatures can be on the field or in your hand.
- o Armor Level 12: These creatures require 2 sacrifices to be played on the field. Sacrificed creatures can be on the field or in your hand.



Figure 6: Standing tall on its hind legs, the owlverine exudes an aura of primal power.

- If there is already a creature on the field the
 - creature must be sacrificed or killed in order to summon another creature.
- Creatures on the field may be killed and removed during your magic/summoning phase.

Turns Explained

- There are two different terms that should be noted when talking about the flow of a game, Turn Cycle and "Your Turn". "Your Turn" and "Your Opponents Turn" is as it sounds. This includes all 4 phases mentioned below. A Turn Cycle is one complete turn of the game. This consists of both you and your opponent's turn.
- **1st Phase:** Draw phase, at the beginning of your turn, draw one card from the top of your deck; this does not apply to the first turn of the game for both players.
 - o During the draw phase, after drawing a card, the player must only have a maximum of eight cards in their hand. If you draw a card and have more than eight cards in your hand, you must discard cards to the cemetery until you have eight cards in your hand.

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- 2nd Phase: Summoning phase, this phase is for summoning creatures and using magic cards. You can use as many magic cards as you please, but only 5 “Infinite” cards can be on the field at once.
 - o If you have all 5 magic card slots filled, you cannot play any magic cards until a slot opens up. (This does not include “Lightning Bolt” and “standard use” cards.)
- Below is an example of how your side of the field could look.

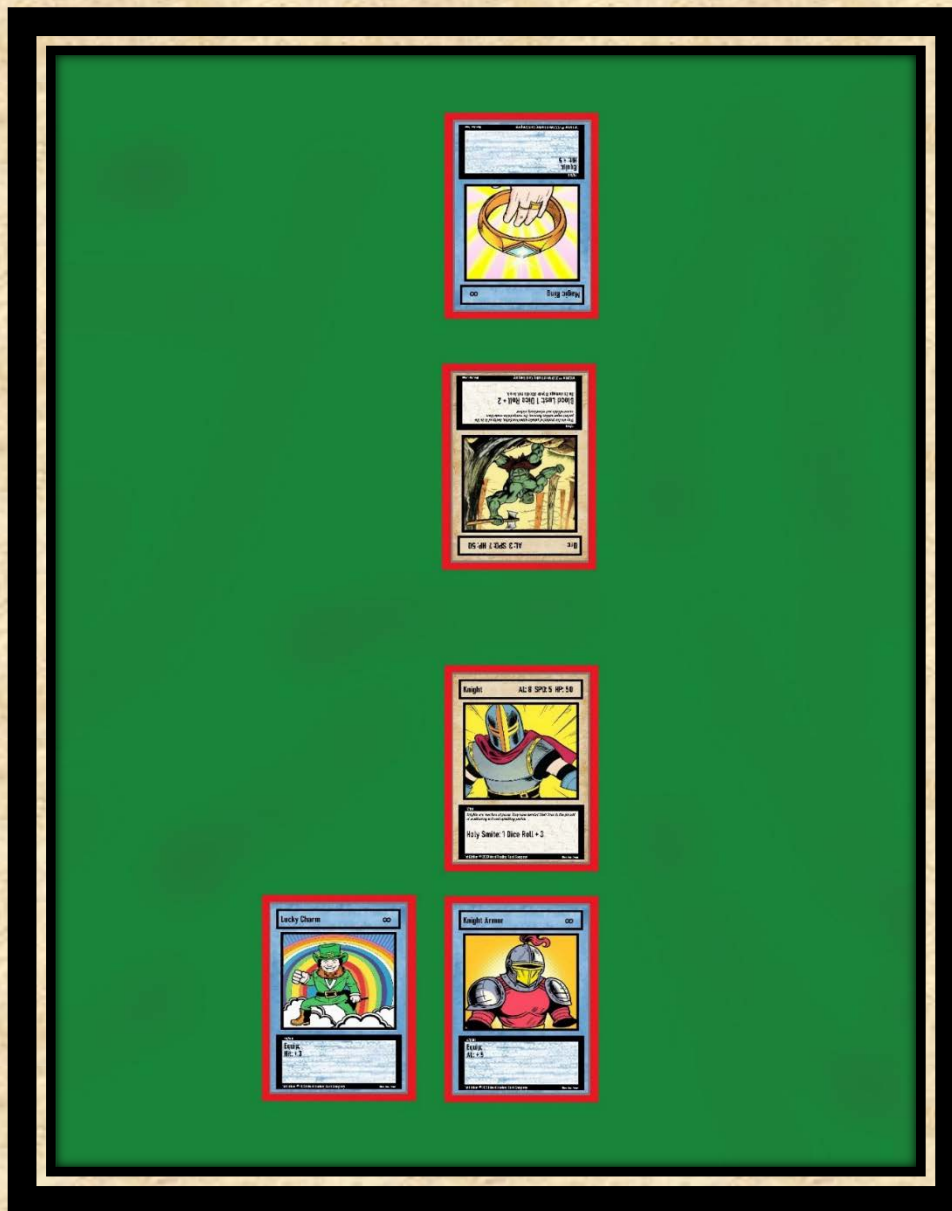


Figure 7: Here we see the player has played the “Knight” creature card, and 2 magic, infinite cards. “Lucky Charm” is adding + 3 to the Hit roll for the Knight, and “Knight Armor” is adding +5 to the Armor Level of the Knight for a total armor level of 12 and + 6 to Hit roll (Knight already has +3 to Hit).

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- **3rd Phase:** Combat phase, during this phase you may engage in battle with your opponent's creature. To attack your opponent's creature, you must initiate battle. Below is how battle is performed.

Battle

- **1st step, Battle initiation:** Battle is where the Tides of WARD are decided. To do this, you must verbally declare you are initiating battle.
- **2nd step, Speed determination:** Once combat has been initiated the creature with the higher speed goes first. This can be identified by the speed (SPD) stat.
 - o If both creatures have the same speed stat, each player must roll a 6-sided die, whoever has the higher roll attacks first. This only determines the speed for this combat phase.
- **3rd step, faster creature Hit Rolls:** After speed has been determined the player with the faster creature will roll two 6-sided dice. If the total of both dice (plus any Hit boosts) is equal to or greater than your opponent's armor level (plus any AL boosts) then you score a Hit.
 - o Double sixes on the Hit dice roll are a critical Hit and does double damage. The damage multiplier is applied after all damage bonuses have been applied.
 - o If you roll two ones (snake eyes) this is a critical miss, and you must roll a single die of damage to yourself (no bonuses are added to this roll) you also miss your target regardless of their AL.



Figure 8: A hero slaying a ferocious dragon.

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- 4th step, faster creature Damage Rolls: If the creature has made a Hit, next is the Damage step. If the creature missed its Hit Roll, they do not get to roll for damage. During the Damage step the attacking creature will utilize their creature specific attack, this can be seen as the “Creature Attack” in figure 3. The creature’s attack allows the creature to roll that specific number of dice plus the modifier for damage calculation. This damage is removed from the opposing creatures Health Points (HP).
 - o Example: The Knight from Figure 7 rolls one dice for damage with a +3 modifier. The result is a total of 8 (4+4+1) damage. Your opponent’s creature would then lose 8 points from their Health Points.
 - o If a creature reaches 0 HP, they are dead and sent to the cemetery.
 - o If the creature did not Hit, it is now the second creature’s Hit Roll step followed by the Damage step.
 - o During every combat phase each creature on the field will have a Hit and Damage step.
 - Limited summons can only attack during their controlling players.
- 5th Step, slower creatures Hit Rolls: This step is performed similarly to step 3.
- 6th Step, slower creatures Damage Rolls: This step is performed similarly to step 4.
- 4th Phase: Wrap-up phase, this is the last phase before the end of your turn. During this phase, additional magic cards can be played. There is no creature sacrificing or summoning during this phase. To end your turn, you must say your turn is over. This will then trigger your opponent’s turn, beginning with their draw phase.

Damage Over Time/Health Over Time

- Damage Over Time effects, or DOT’s for short, are effects that cause damage each Turn Cycle. Damage over time occurs at the end of the combat in which it was applied. DOT’s are initially applied at the end of the combat in which it was applied. This counts as the first Turn Cycle. The subsequent damage is applied 1 Turn Cycle from the initial attack that applied it. If a player chooses not to attack and begin their battle step the DOT is applied between phase 2 and 4. Some specific cards apply DOT’s at different times throughout the players turn phases. See these specific cards for when to apply the effects of those cards.

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- Burned: The target creature takes Fire Damage once per turn cycle until the effect ends. See specific card effects for details.
- Poisoned: The target creature takes Poison Damage once per turn cycle until the effect ends. See specific card effects for details.
- Bleed: Target creature takes Bleed Damage. The target creature takes bleed damage once per turn cycle until the effect ends. See specific card effects for details.
- Wrap: Target creature is wrapped and takes continuous damage, once per turn cycle. Creature must meet the conditions of the card to be released.
- Healing Over Time effects, or HOT's for short, are effects that cause healing each Turn Cycle. Healing over time occurs at the end of the combat in which it was applied. HOT's are initially applied at the end of the combat in which it was applied. This counts as the first Turn Cycle. The subsequent damage is applied 1 Turn Cycle from the initial effect that applied it. If a player chooses not to attack and begin their battle step the HOT is applied between phase 2 and 4. Some specific cards apply HOT's at different times throughout the players turn phases. See these specific cards for when to apply the effects of those cards.

Status Effects

- Status effects vary greatly. These often have negative effects that can diminish your creature's ability to fight effectively.
 - Fear: Fear causes the effected creature to have to roll a die prior to each time they are going to attack or return attack. See card effect for details.
 - Frozen: Frozen creatures must roll to try and unfreeze themselves. A frozen creature cannot battle, return attack, or be sacrificed until unfrozen.
 - Stunned: Stunned creatures lose their ability to perform a return attack and battle.

Building your Deck

- Deck building is one of the most important aspects of WARD. A well-balanced deck can be a matter of winning or losing.

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- Creatures are used to battle your opponent. (Recommended 10-20 creature cards)
- Magic cards vary greatly. They can buff, de-buff, damage, or heal. (Recommended 10-20 magic cards)
- A Ward deck can only have 3 of any specific card in their deck.

Game Conclusion

- Place defeated and sacrificed creatures in the card cemetery. The total HP of all creatures in the cemetery, regardless of how they got there, is counted toward a player's total cemetery HP. Once the total HP of all creature cards in the cemetery is 300 or more, they lose, and the game is over.

Quick Notes

- Creatures can never go over and AL of 12. Even with the aid of magic or other creature cards.
- 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.
- Any creature sent from your hand, or the field, for any reason still counts toward your total cemetery health points.
- 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.
- Creatures that are summoned to the field via creature card effect are considered a limited summon and lose their card effects. If limited summons become the primary field creature, they regain their card effects.
- Limited summoned creatures can become your main creature if your main creature dies from battle. 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.

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- 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.
- Some Creatures require more than the normal number of sacrifices to be made. See card effect for specifics on summoning requirements.