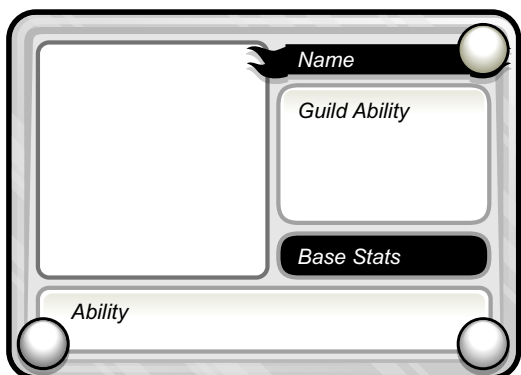


### WARRIOR CARDS



Each Warrior card contains three (four) base stats: Health, Damage, and Speed.

35 6 35

Paladins and Clerics will also have a Healing stat.

2 30 4 50

A warrior's order of attack in battle is determined by their speed. If two warriors have identical speeds, one roll-off is used to determine who goes first.

A warrior is defeated when their health is reduced to 0.

A warrior's damage is how much health they remove from defending warrior on attacking.

A warrior's healing is how much health they return to a teammate.

In addition to the three (four) base stats, each Warrior class will have one unique ability they bring into battle. Those abilities are:

### ABILITIES

**Archer** - *Head Shot* - If defending warrior has already attacked this turn, Head Shot does an additional 3 points of damage.

**Cleric** - *Weaken* - Any successful attack that causes damage also weakens defending warrior. The next attack by or heal done to the warrior is reduced by 3.

**Elemental** - *Freeze* - If defending warrior is at more than 15 base health, Freeze decreases speed by 10 for the next 3 rounds.

**Gladiator** - *Enrage* - When at 20 base health or less, base damage is increased by 5. When at 10 base health or less, base damage is doubled. While under the effect of Enrage, base damage taken is increased by 3.

**Guardian** - *Defend* - Can be used once per turn and at any time. All damage and effects that would be dealt to any team member will be directed to defending guardian instead. That damage is reduced by 5. Does not work against Mental or Mind Control.

**Mage** - *Stun Lock* - Roll 1d6 on attack. If the result is a 2, 4, or 6, defending warrior is stunned for this turn and cannot attack and all guild abilities cannot trigger. Effect breaks if attacked. Effect fades next turn.

**Ninja** - *Puncture* - If defending warrior has already been attacked this turn, Puncture causes 3 additional bleeding damage and the next damaging attack against the bleeding warrior is increased by 3.

**Paladin** - *Bless* - On every heal, the paladin places a blessing on the team member that protects against the next negative effect.

**Rogue** - *Evade* - Roll 1d6 whenever the rogue is attacked. If the result is a 1 or 6, rogue avoids all damage dealt this turn.

**Sorcerer/Sorceress** - *Burn* - If defending warrior is at 15 base health or less, Burn deals 3 additional damage.

**Stormcaller** - *Magic Shield* - Can be used once per turn and at any time. All damage and effects that would be dealt to any team member will be directed to defending guardian instead. That damage is reduced by 5. Does not work against Physical or Ranged.

**Wizard** - *Sleep* - Roll 1d6 on attack. If the result is a 1, 3, or 5, defending warrior is slept for this turn and cannot attack and all guild abilities cannot trigger. Effect breaks if attacked. Effect fades next turn.

### GUILD ABILITIES

Warrior cards are also given 1 of 4 guild abilities. Those abilities are:

#### Aggression

**Berserk** - Roll 1d6 on successful attack. If result is a 1 or 4, the warrior with Berserk deals 5 additional damage to defending warrior, but suffers 2 damage as well.

**Collateral Damage** - Roll 1d6 on successful attack. If the result is a 2 or 4, 3 damage is dealt to all defending warriors team members.

**Self Aid** - Roll 1d6 on successful attack. If the result is a 2 or 6, the next successful attack causes 5 additional damage to defending warrior.

**Attack Stance** - Base damage dealt is increased by 5 and base taken is increased by 3.



## GUILD ABILITIES

### **Bulwark**

*Reflect Damage* - Roll 1d6 on every successful attack against a team member. If the result is a 2 or 5, attacking warrior suffers 3 damage.

*Disperse Damage* - Roll 1d6 on every successful attack against a team member. If the result is a 3 or 6, damage is divided evenly amongst all remaining team members. If the amount cannot be divided evenly, the remainder is applied to the warrior being attacked.

*Defensive Stance* - All damage taken is reduced by 3 and all damage dealt is reduced by 1.

*Self Sacrifice* - Roll 1d6 on every successful attack against a team member. If the result is a 1, or 5, damage and effects are applied to the warrior with Self Sacrifice. Can only be used if the warrior is not stunned or slept.

### **Haste**

*Speed Aura* - Increases the speed of all party members, including the warrior with speed aura, by 5. Effects do not stack with other speed enhancing abilities or buffs.

*Double Team* - Roll 1d6 on successful attack or heal, if the result is a 1, 3, or 5, the warrior with double team gains an additional attack or heal this turn. Can only be used once per turn.

*Hamstring* - Any successful attack that deals damage, defending warrior's speed is reduced by 10 for the duration of the game. Effects do not stack and cannot be removed.

*Build Momentum* - The warrior with Build Momentum gains 5 points of speed and regenerates 2 health each turn. Speed points are cumulative.

### **Remedy**

*Healing Stance* - Increases all healing received by 3 to all team members.

*Restore Health* - Roll 1d6 on a successful attack against any team member. If the result is a 3 or 5, defending warrior gains 3 health. This effect takes place before damage is dealt.

*Prevent Death* - Roll 1d6 if any warrior would be defeated this turn. If the result is a 1 or 6, that player is not defeated and remains alive with 1 health. Prevent Death cannot trigger if defeated warrior only has 1 health point.

*Clear Effects* - Roll 1d6 on every successful attack that would cause a negative effect against a team member. If the result is a 2,3, or 4, the effect is canceled. This only triggers for incoming effects.

Opposing teams may use the same warrior (IE Casey, the archer class warrior, can be on both teams).

Each player presents their 4 warriors on the board to one another.

Players then determine which warrior has the highest speed. In the result of a tie, players each roll 1d6, highest goes first for the duration of the game (unless other effects alter this order). Repeat this process as needed for additional warriors.

Once the order is determined, players then follow that order to declare attacks against opposing warriors or heals on their team members. Once an attack is declared, both players then have the option to use any abilities their warriors may have such as Defend or Magic Shield. The order in which these abilities resolve is done in LIFO (last in, first out), meaning the last ability used is the first to resolve. If the last ability causes a previously used ability to be illegal, that now illegal ability has "misfired" and is disregarded. Order and timing is the most difficult aspect to master.

Once all warriors on each side have had a chance to attack or heal if able, that concludes a "turn". Repeat the attacking and defending until one player has no remaining warriors. Note, be sure to check speeds of all warriors at the beginning of each turn. Effects such as Hamstring can cause warriors to lose speed and alter the attack order.

If like effects (speed boosts, damage buffs, etc) cannot stack, the highest effect is used.

Paladins and Clerics have the healing ability. The base amount of healing is stated on the card and healing can be done instead of attacking. Healing removes all negative effects (stun, sleep, puncture, etc) unless the effect specifically states it is immune to healing removal.

Abilities that require a dice roll may be skipped by the player in control of the warrior with the ability.

## TERMS

**Negative Effect** - any alteration that has a negative impact against a warrior such as reducing speed, lowering attack damage, stun/sleep, etc.

**Turn** - when all warriors (that are able) have attacked or healed.

**1d6** - a six-sided die (dice).

## RULES & GAME PLAY

No more than 1 of each warrior class can be used per team. (IE using 2 different clerics is not allowed)