



REVISED
RULE
BOOK

WELCOME
TO THE
TRUE
PAST.



GAME DESIGN
KEITH PARKINSON AND LUKE PETERSCHMIDT

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Creator's Note

*Our time, how brightly it burns.
We move, oblivious to the currents we create.
Distant glimpses, ashes of our past.
Slowly, truth is revealed.*

- Excerpt, The Abusir Muse, Leonardo DiVinci

Enter the true past, where Elemental, Mortal and External forces clashed in battles, both epic and subtle. In this lost history, the Vierkun were the unchallenged masters of the Mid Realms. They learned the secret of the Guardian's rune, a mystical symbol through which a small portion of a Guardian's power could be wielded. Slowly, the Vierkun became corrupted by their absolute power and began to feud amongst themselves.

In GUARDIANS, each player assumes the role of a Vierkun fighting for control of the Mid Realms. Layers of deception, bone crushing force, and the winds of fate combine for endless strategies, where no victory is certain and no stronghold secure.

In the GUARDIANS universe, the places, magic and creatures (*ourselves included*) are viewed through a cheerfully satirical eye. There are some aspects of our past and present societies with which GUARDIANS has some fun. While some of the humor is clearly marked, other aspects are more subtle. We poke fun, but none of it is mean-spirited. The real goal of the game is to be fun to play. If it makes you wonder, so much the better. The notion of fighting an "Eternal Witch Lord" with a "Floyd, the Flying Pig" is somehow appealing.... Enjoy, and let us know what you think.

Table of Contents

Creator's Note	3
Introduction	8-9
Quick Start	10-17
Main Game Rules	22-43
Draw and Organize Phase	24-26
Movement and Combat Phase	27-42
Movement	27-29
Combat	30-34
Combat Modifiers	35-39
Decide the Victor	40
Miscellaneous Combat Rules	41-42
Terrain Settlement Phase	43-44
Combat Example	44-47
4-Player Rules	48-50
Frequently Asked Questions	50-52
Glossary	52-55
Game Credits	56

Illustrations

Creature Cards	5
Guardian Cards	6
Spell Cards	7
Magic Items	7
Combat, Diagram 1	14
Combat Diagram 2	15
Set-up Diagram	18-19
Draw and Organize Diagram	20-21
Command Card Placement	32
Primary Attacks	33
Secondary Attacks	34
Off-color Bonus	36
Immunity	37
Ranged Attacks	38
4-Player Set-up	48
Guardians Icons	56

Creature Cards

White borders are MORTALS.

Grey borders are ELEMENTALS.

Black borders are EXTERNALS.

"F" indicates the ability to fly.

Creature size: Small, Medium or Large

Name

M Grand Avatar

Can only accept channeling from the Guardian

Vitality

6

12

Wizard

CMP

6

Base Vitality and the Up-card number.

If present, use instead of Base Vitality when determining space limit.

Off-color bonus

Creature Class Text box

Bribery Weakness

If present, the Creature may send this amount of channeling.

"CMP" Green equals Channeling Receiver, red does not receive.

Guardian Cards

GUARDIAN *Tookle* — Name

Special Ability — LEADER OF THE MANY
Draw one extra card during the Draw and Organize Phase if your Up-card was a small Creature.

Vitality — 27 **3** **-1** **+1** **7** **CMP 5** — CMP
Creature Magic Potential

Base Draw — The unmodified number of cards this Guardian draws during the Draw and Organize Phase.

Power Stones — This number of Power Stones the player starts the game with.

Draw Modifiers - Draw modifiers are cumulative.

LDL = Least Disputed Lands

If you control the least number of disputed land spaces, modify your draw by the number in this blue box (-1 in this instance).

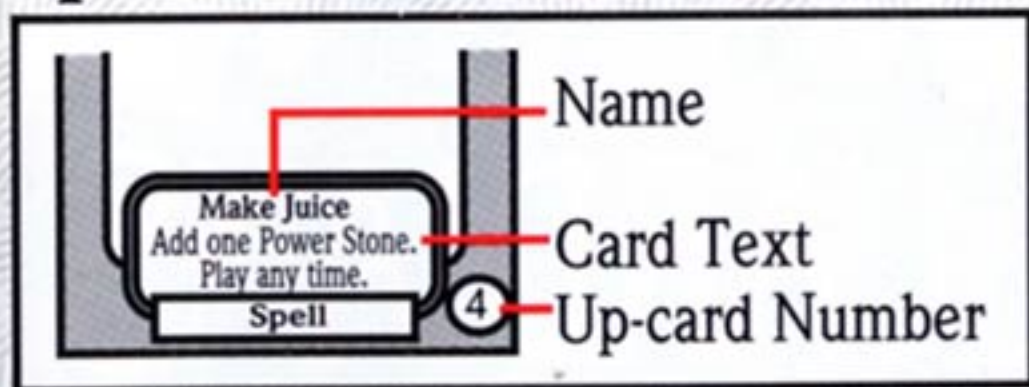
MDL = Most Disputed Lands

If you have more disputed land spaces than any other player, modify your draw by this number (+1 in this instance).

LUC = Lowest Up-Card

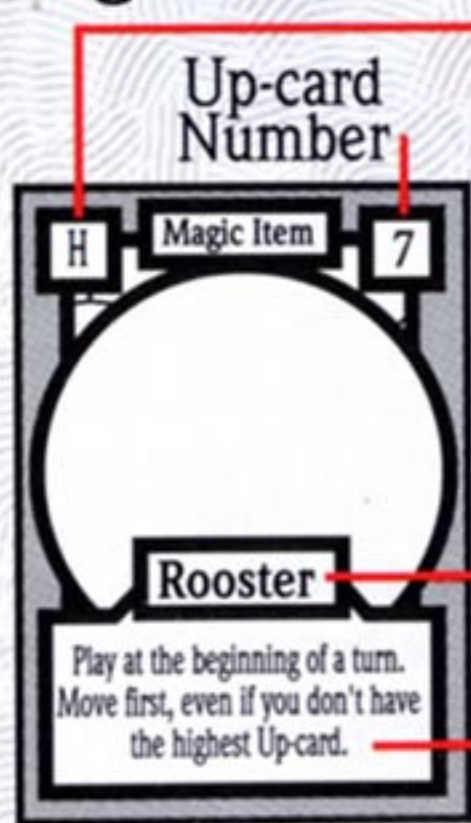
If you have the lowest "Up-card," modify your draw by this number (+1 in this instance).

Spell Cards



Magic Items

A "C" here indicates the Item is played like a Creature.
A "H" here indicates the Item is played from the Storage Hand.



Name
Card Text

For the Up-card value of Terrain and Shield cards, use the number in the Vitality stone. →

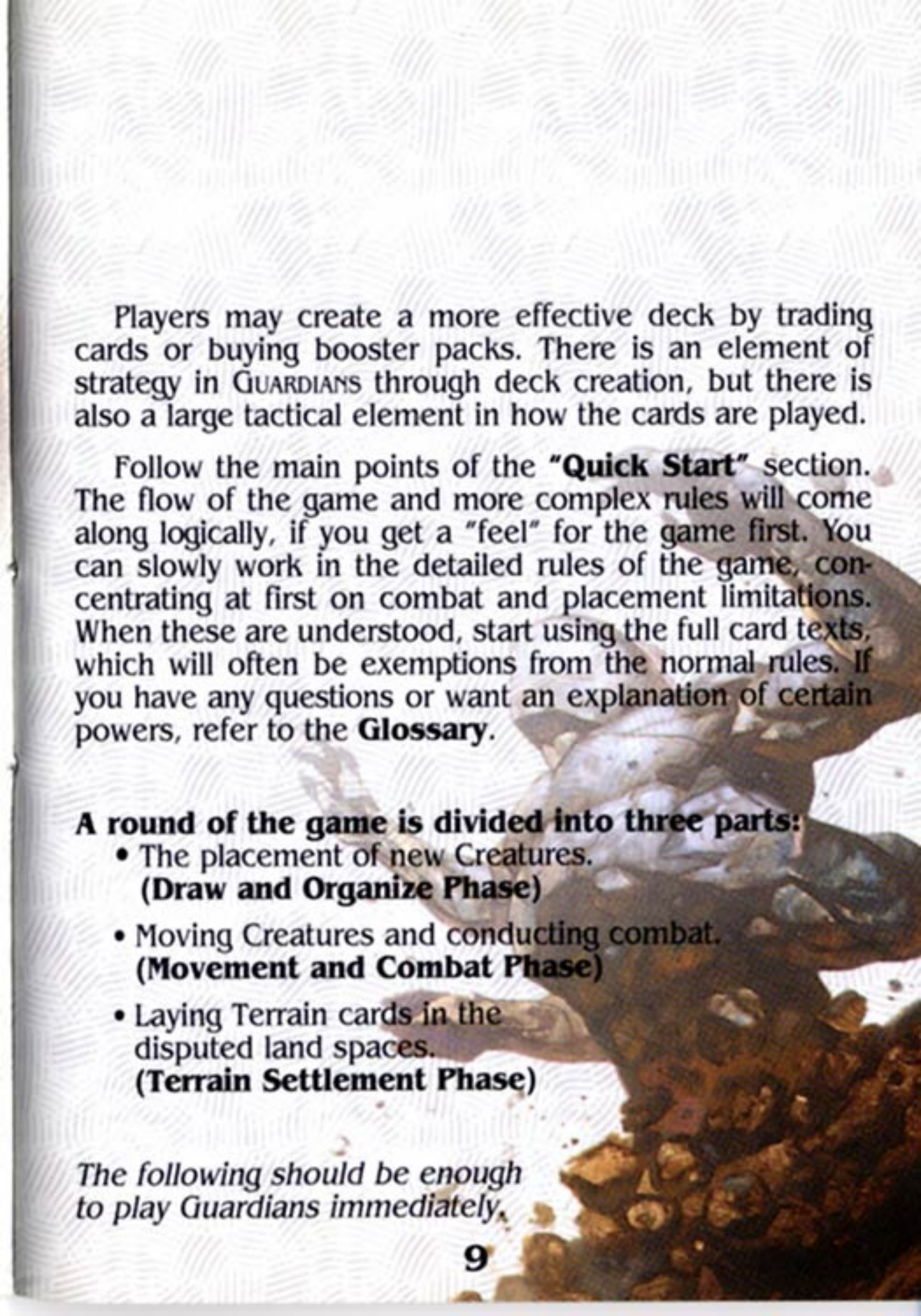




INTRODUCTION

GUARDIANS is a collectible card game for two or more players. Each player needs a draw deck of at least 55 cards to play. There are 8 basic types of cards in the game: Guardians, Strongholds, Shields, Terrain, Magic Items, Spells, Bribery and Creatures.

A **Starter Deck** is all that is needed to play **GUARDIANS**. Each Starter Deck contains a **Guardian**, three **Strongholds**, and a selection of random cards, including a specific number of **Terrain** and **Shield** cards. These numbers give a playable ratio.



Players may create a more effective deck by trading cards or buying booster packs. There is an element of strategy in GUARDIANS through deck creation, but there is also a large tactical element in how the cards are played.

Follow the main points of the "**Quick Start**" section. The flow of the game and more complex rules will come along logically, if you get a "feel" for the game first. You can slowly work in the detailed rules of the game, concentrating at first on combat and placement limitations. When these are understood, start using the full card texts, which will often be exemptions from the normal rules. If you have any questions or want an explanation of certain powers, refer to the **Glossary**.

A round of the game is divided into three parts:

- The placement of new Creatures.
(Draw and Organize Phase)
- Moving Creatures and conducting combat.
(Movement and Combat Phase)
- Laying Terrain cards in the disputed land spaces.
(Terrain Settlement Phase)

The following should be enough to play Guardians immediately.

QUICK START

Set-up

(Refer to Glossary for terms you don't understand, pg. 52)

Set up for the two-player game by following the *Diagrams* on pages 18-21. Shuffle your deck of at least 55 cards, then cut your opponent's deck. You may want to keep the discard pile perpendicular to your draw deck to avoid confusion. Players should put an appropriate number of markers near their Guardians to represent Power Stones.

Each player draws twelve cards from his/her deck. If a player's draw doesn't contain at least one Shield card, then the player may redraw for the cost of one Power Stone. The second draw is final.

The six disputed land spaces begin the game empty, but each player is considered to control the three spaces in front of his/her Stronghold, until they are captured by another player.

To Win, a player must do one of the following:

Control the six spaces between the two players, destroy five of the opponent's Shields, or beat the opponent's Guardian (*attacking a Guardian directly is covered in the Main Rules section*).

Placing New Creatures

Play begins with the *Draw and Organize Phase*. Initially, twelve cards will be taken for the Draw, it is recommended to have at least one Shield card. If no Shield is pulled, players can reshuffle and draw again by spending a Power Stone. In future rounds, draw as many cards as indicated on your Guardian's card, altered by any Draw Modifiers.

Each player draws new cards from his/her deck and then enters the Creatures and Shields into the playing area

via the Strongholds. There are limits to the number of Creatures that can be on any one space (*Stronghold card or disputed land space*). They are as follows:

- ☀ No more than 30 Vitality points of Creatures (*played face down*).
- ☀ Only one Shield (Shields have no Vitality cost and are played face-up on top of your Creatures).

Later, we will examine other rules and the restrictions on how Creatures can be placed upon a Stronghold. For now, ignore those restrictions and concentrate on the two listed above. You begin the game with three Strongholds and, therefore, may place up to three Shields and up to 90 Vitality points worth of Creatures in the *Draw and Organize Phase*. Creatures placed without a Shield covering them will not be able to move during the *Movement and Combat Phase*. **Place Shields so that you can read the word "Shield."**

At the beginning of future *Draw and Organize* phases, any cards already on the Strongholds can be placed back into the Storage Hand. You can not touch cards outside the Stronghold.

At the end of this phase, a player may hold no more than seven cards in his/her Storage Hand, and a player with more than seven must discard down to that level. This total does not include cards on the Stronghold or otherwise in play.

Moving

During the *Movement and Combat Phase* is when most interaction takes place. Players alternate moving their Shields, one at a time, until all Shields in play have moved. To show that a Shield has moved, turn it around to face your opponent so he/she could read the card.

Flip the top card of your draw deck face up. This card is known as the **Up-card**. Each card has an Up-card number, see

card layouts for the number's location. The player with the highest Up-card number moves first. If there is a tie for the highest Up-card, the players that tied must redraw and place their old Up-cards on the bottom of their decks.

Movement is accomplished by traveling up to two spaces on the playing area. A Shield must accompany Creatures that move, and can move in any direction except diagonally. A Shield must stop if it enters any of the following: an empty space (no Terrain card), a space occupied by an enemy Shield, a space with an enemy Terrain card, or an enemy Stronghold. If the space entered has opposing Creatures on it, combat begins immediately. Resolve combat, but return to movement when the combat is complete. Each time it's a player's turn to move, one of his/her Shields must be turned around—even if no movement is taken. Repeat this process until all Shields are turned.



Combat

Combat occurs when a Shield moves into a space occupied by the opponent's Creatures. Begin combat by picking up your Creature cards found on the space being fought over. This is your **Combat Hand**. Spells and Item cards already in a player's hand from the *Draw and Organize Phase* can be used in combat too (*these cards are kept in the Storage Depot—see the Draw and Organize Diagram, pages 20-21*).



Combat is divided into two rounds. In the **Primary Attacks** round, players "match-up" Creatures one at a time, determining the victor of this match-up before going on to the next. After each player has picked a Creature, they are then simultaneously revealed in the combat area. To determine the victor, compare the Vitality of the Creatures by placing them head-to-head in the combat area. (Use only the Base Vitality for the first few games. Use of modifiers, abilities, and bonuses can be added as you gain experience). The Creature with the highest Vitality "beats" the other Creature. Signify this result by placing the beaten Creature underneath the surviving one. The Primary Attacks round lasts until one player runs out of Creatures in his/her Combat Hand (Continued on page 16).

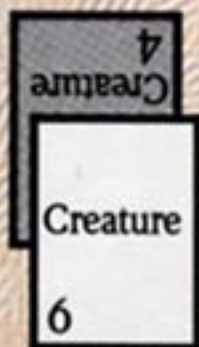
(See Combat, Diagrams 1 and 2 on pages 14 and 15).

Combat, Diagram 1

The numbers shown on the cards are Vitality points.

Standard Match-up

The beaten Creature is placed under the surviving Creature.



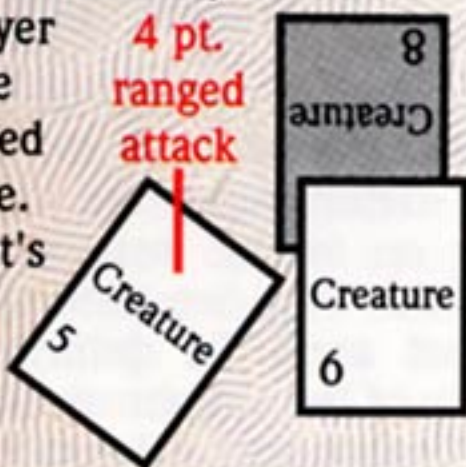
Push

Neither is beaten or placed on top.

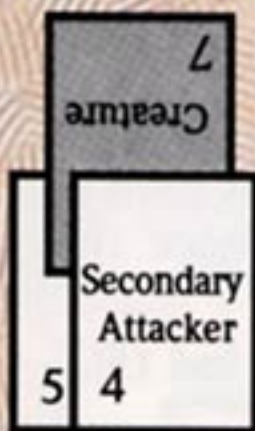


Ranged Attack

The 8 Vitality point Creature would normally be placed on top of the 6 point Creature. Immediately after the cards are placed, the bottom player plays the ranged attack card. The value of the ranged attack is added to the vitality of the first creature. Since $10 > 8$, only the opponent's creature is beaten. Place cards as shown.



Secondary Attacker

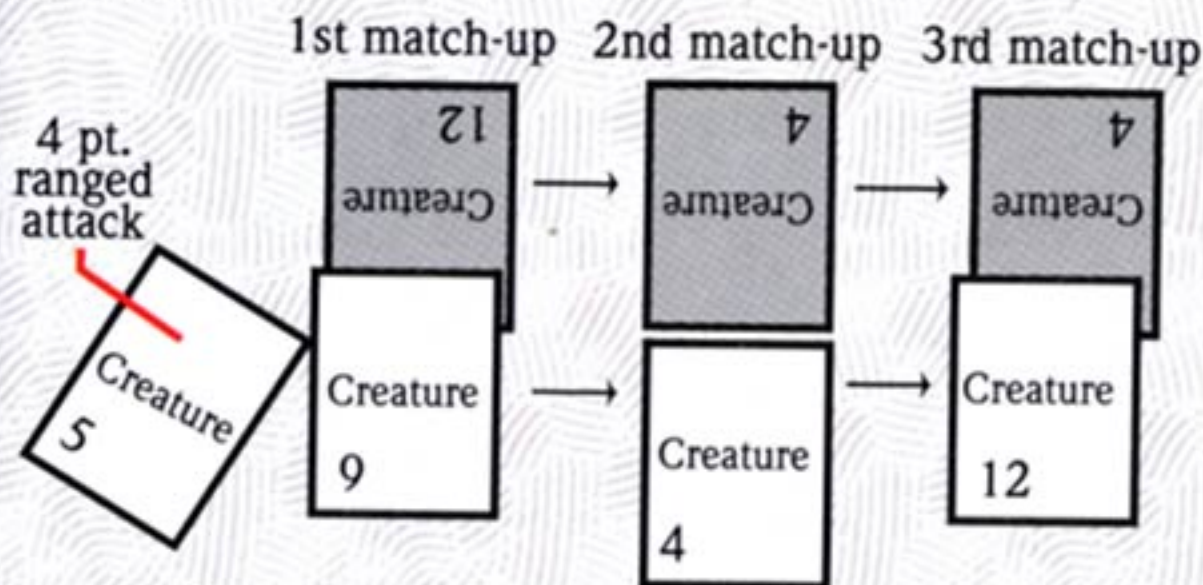


The 7 Vitality Creature beats the 5 Vitality Creature and is placed on top. The top player runs out of cards. The bottom player then plays the secondary attacker. Since $5 + 4 > 7$, the secondary attacker is placed on top. The only Creature to survive this match-up is the 4 Vitality secondary attacker.

Combat, Diagram 2

Primary Attacks

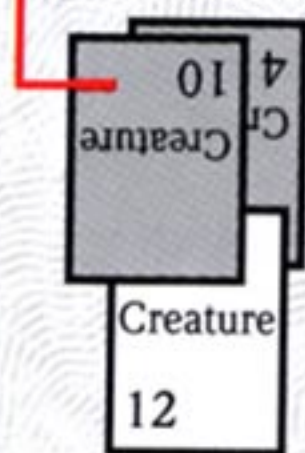
Determine the victor of each match-up before going on to the next.



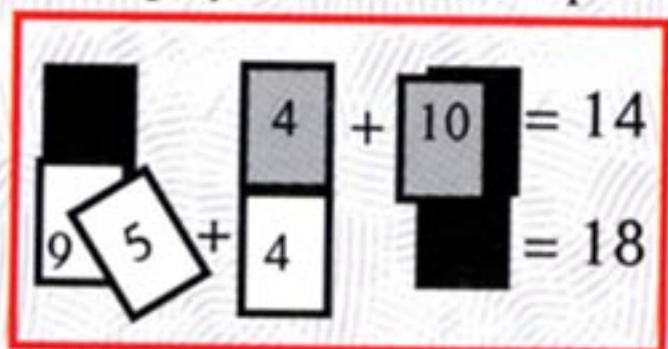
Secondary Attacks

When one player runs out of Creatures, the other player may play secondary attackers.

Secondary attacker on the 3rd match-up.



Add up surviving Creatures' Vitality to see which player controls the space.



Player with 18 total Vitality controls the space.

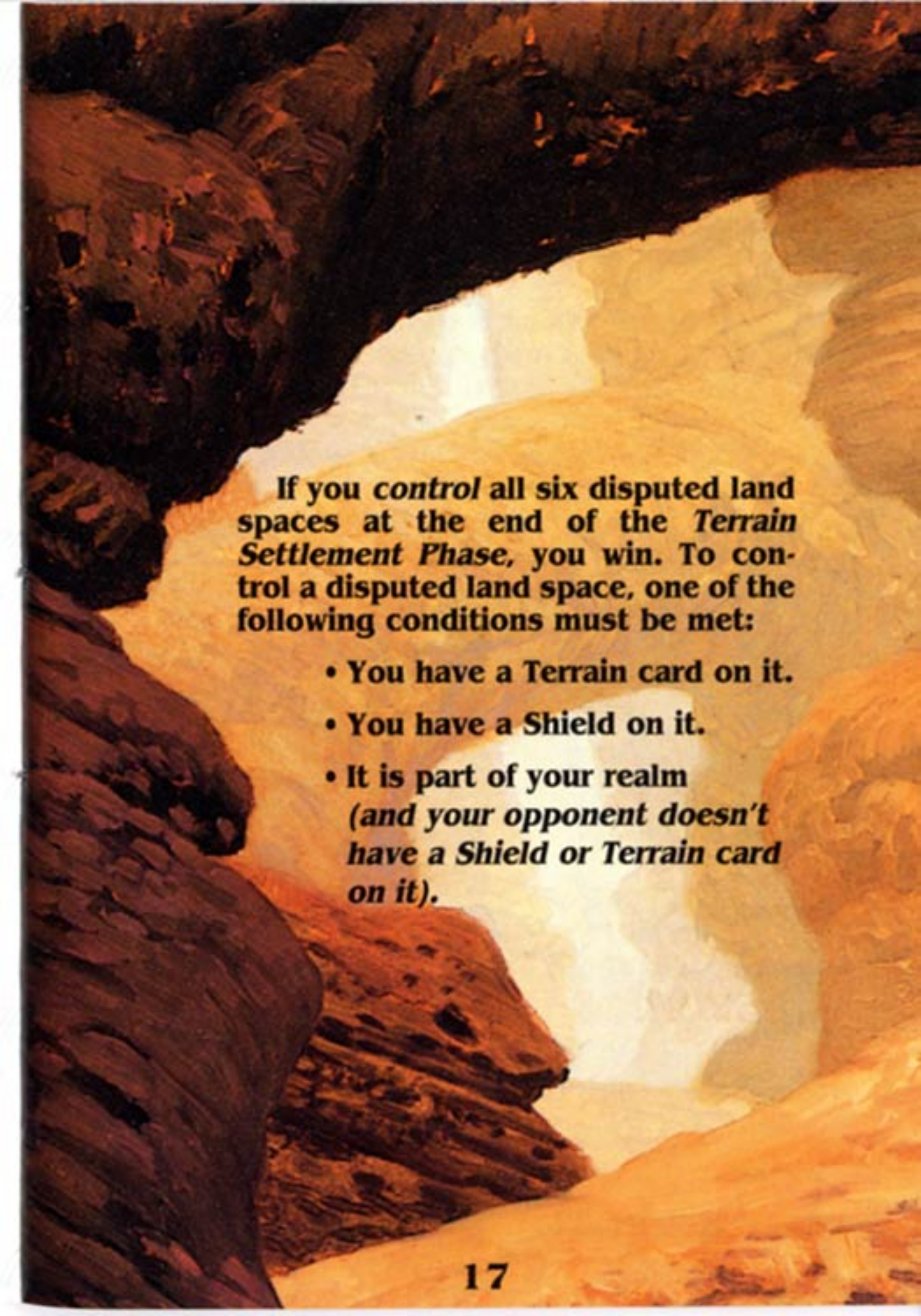
If a player has Creatures remaining in his/her Combat Hand, they can be used to attack the opponent's unbeaten Creatures from the Primary Attacks round. These are **Secondary Attackers**. One at a time, place a secondary attacker against any enemy Creature. If the combined Vitality of your secondary attacker and the Base Vitality of all your Creatures previously played against this opponent is higher than the Base Vitality of the opponent's Creature, then the opposing Creature is beaten. Any Creatures beaten in the Primary Attacks round are still lost, but secondary attacker(s) cannot be harmed.

(See Combat, Diagram 1).

When all secondary attackers are used, or if none were available, place the beaten Creatures in the discard pile. Then, add up the Vitality of the surviving Creatures. Whoever has the highest total Vitality, wins the combat—and the space. The loser must retreat one space to an unoccupied space he/she controls. If there is a tie for Vitality, the attacker must retreat. If a player has all the Creatures from his/her Combat Hand beaten, or if a Shield cannot safely retreat, the Shield is **destroyed**. Put destroyed Shields near the discard pile (*destroying five Shields wins the game*).

Placing Terrain Cards

Terrain Settlement Phase involves placing Terrain cards. If a Shield is on an opponent's Terrain card, that card must be discarded. If a Shield is on a disputed land space without a Terrain card, one must be played on that space where the controlling player can read it. If at the end of this phase, you don't have a Terrain card under a Shield on a disputed land space, you must discard one Creature from the offending Shield.



If you *control* all six disputed land spaces at the end of the *Terrain Settlement Phase*, you win. To control a disputed land space, one of the following conditions must be met:

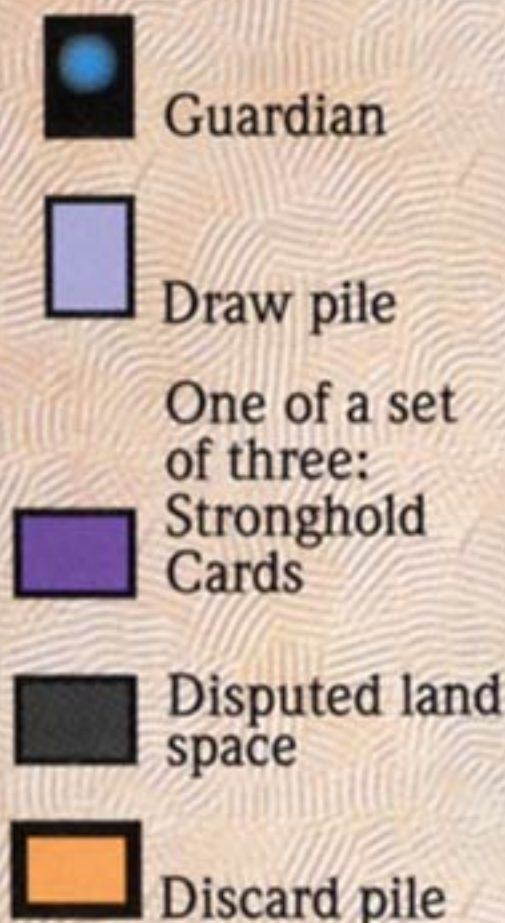
- You have a Terrain card on it.
- You have a Shield on it.
- It is part of your realm (*and your opponent doesn't have a Shield or Terrain card on it*).

Set-up Diagram

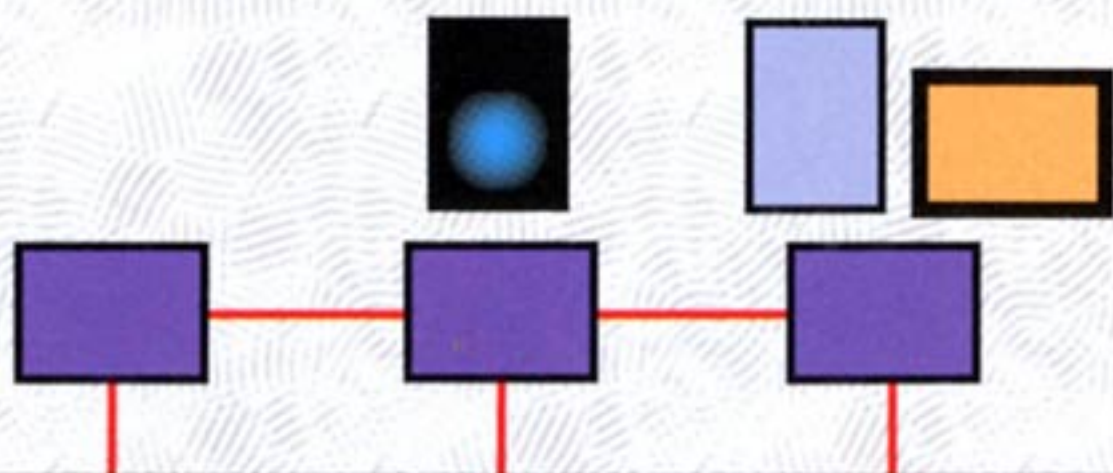
When you're comfortable with the "feel" of the game, begin adding the special abilities, bonuses, and more complex rules of the game. Remember—card text is followed before Game Rules.

GUARDIANS is more like a war game than a board game. Stockpiling large Creatures is not the surest way to victory. Gaining control of the six disputed land spaces can be accomplished by positioning, blocking, and/or exploiting your opponent's weaknesses. Players should be careful to protect their Guardians and Strongholds from attack and not "overextend" their forces. Now, have some fun!

These are the two player rules. Experiment with multi-player variants. Four player rules are on pages 48 and 49.

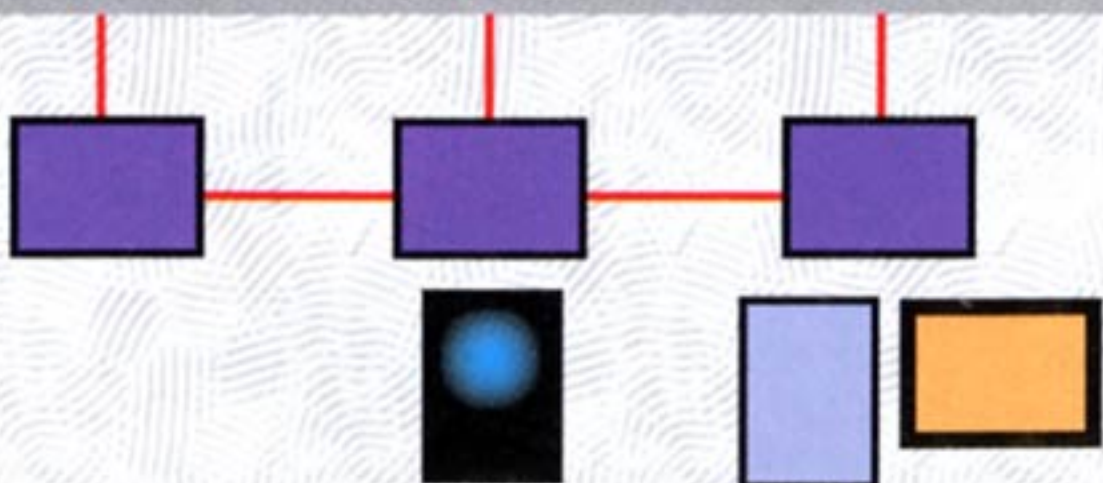


Player One's Realm



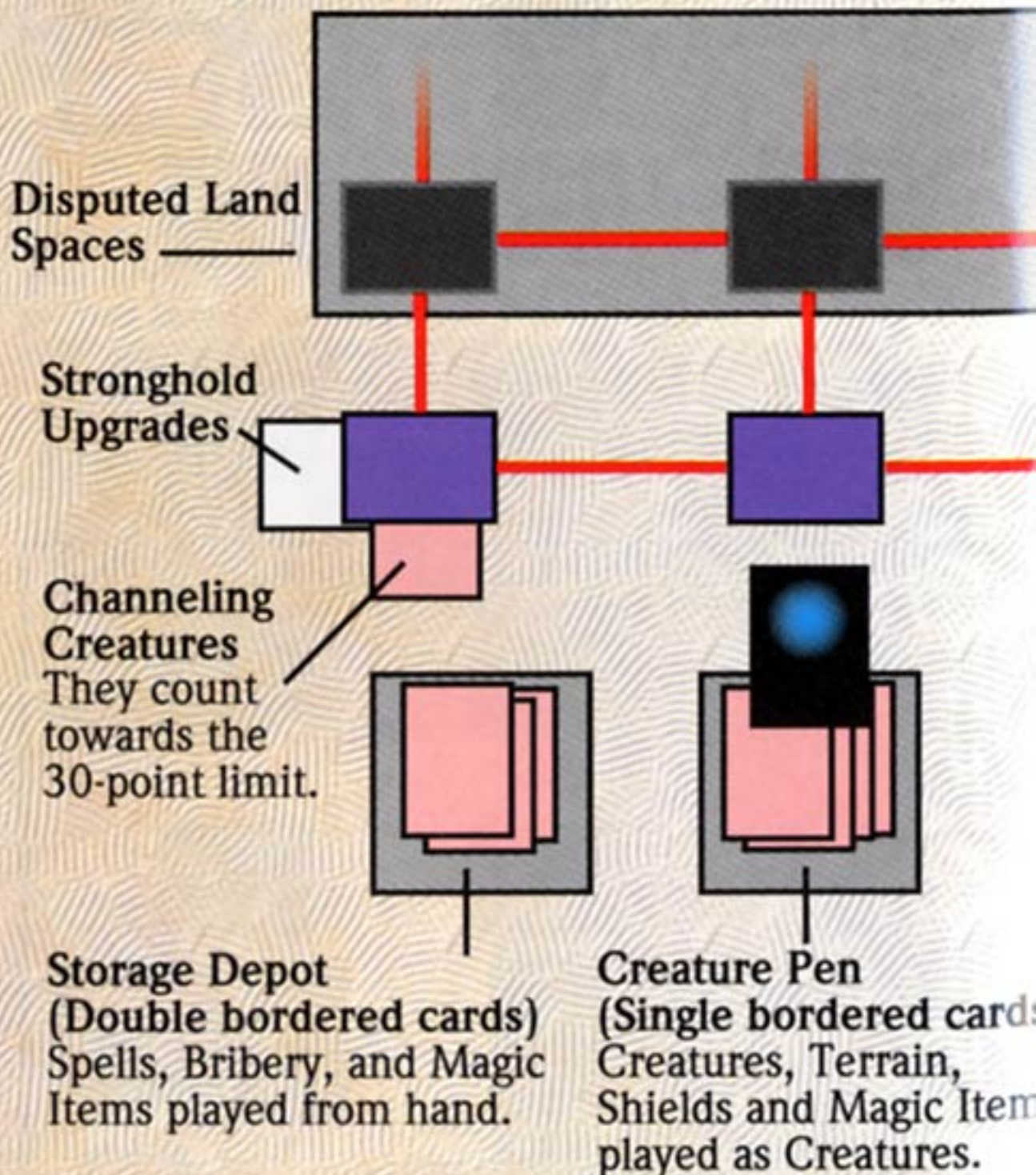
Disputed land spaces are empty at set-up.

Terrain cards are placed as the game is played.



Player Two's Realm

Draw and Organize Diagram



Remember, a good Gnome is always



Shield

Creatures



Up-card
On top of
draw pile.

Discard
Pile



organized...

MAIN GAME RULES

Set-up

(Refer to Glossary for terms you don't understand, pg. 52).

Set up for the two-player game by following the *Diagrams* on pages 18-21. Shuffle your deck of at least 55 cards, then cut your opponent's deck. You may want to keep the discard pile perpendicular to your draw deck to avoid confusion. Players should put an appropriate number of markers near their Guardians to represent Power Stones.

Each player draws twelve cards from his/her deck. If a player's draw doesn't contain at least one Shield card, then the player may redraw for the cost of one Power Stone. The second draw is final.

The six disputed land spaces begin the game empty, but each player is considered to control the three spaces in front of his/her Stronghold, until they are captured by another player.



Turn Phases

I. Draw and Organize (p. 24)

- A. Draw Cards
(Skip on Turn One)
- B. Create Storage Hand
- C. Place Cards
- D. Discard Down to Seven Cards

II. Movement and Combat (p. 27)

- A. Up-card
- B. Active Player Turns Shield
- C. Active Player Movement Options
(Combat if Necessary)
- D. Switch Active Player and Repeat B-D
until all Shields have been Turned

III. Terrain Settlement (p. 43)

- A. Remove Terrain Cards
under Opponent's Shields
- B. Place Terrain Cards under All Your
Shields in the Disputed Land
Spaces without One



PHASE I

Draw and Organize

Players draw cards and place Creatures and Shields into play.

A. Draw Cards

(skip during turn one, you already have drawn twelve cards during set-up)

Each player draws cards according to their Guardian Base Draw statistic and Draw Modifiers. The Up-card is the first card drawn.



B. Create Storage Hand

Players combine their draw with any cards in their Creature Pen, Storage Depot and any cards on or under their Stronghold cards. This is called your **Storage Hand** (see Draw and Organize Diagram).

The Memory Rule

During the Draw and Organize Phase, any Shield outside the Stronghold area can't be touched or examined in any way. When the Movement and Combat Phase begins, players may reexamine any of their Shields.

C. Place Cards

Players can put up to 30 Vitality points of Creatures face down on each of their Stronghold cards. Then, the players alternate putting Shields on top of stacks. Shields must be played so that the bottom of the Shield is pointed towards the controlling player and the word "Shield" is readable. Only stacks with Shield cards on top can move during the *Movement and Combat Phase* (except when reinforcing other Shields—see movement option #3). A Shield may **NEVER** be in play without at least one Creature underneath.

Channeling Creatures are placed face-down *under* Stronghold cards, if they are to channel during this turn. They do count towards the 30-point limit. Channelers placed in this way can't move away from or defend the Stronghold card they are under during the turn.

Stronghold Upgrade cards are also placed now. The Stronghold Upgrade cards must be played to the right, reading with the text box underneath the Stronghold Card. A player may only have two Stronghold Upgrades in play, one on the far right Stronghold card, and the other on the far left. All players are allowed to read the Stronghold Upgrade card text.

Magic Items marked with a "C" in the upper left corner are played in all respects as Creatures, except that they don't count towards the 30-point limit. The total number of Magic Items on a space may not exceed the number of Creatures.

Space Limitations

- No more than 30 Vitality points of Creatures.
- Maximum of one Shield.
- No Shield without Creatures underneath.
- No Creatures in the disputed land spaces without a Shield.
- No more than one Stronghold Upgrade card on the far right and far left Stronghold cards.
- No more than one Standard Bearer Shield in play by each player.

(See the Draw and Organize Diagram).

D. Discard Down to Seven Cards

If a player has more than seven cards left in his/her Storage Hand after placing cards, he/she must discard down to seven.

After discarding (if necessary), the hand is split into two piles: the **Storage Depot** (containing any cards with double orange borders on the back) and the **Creature Pen** (containing any cards with single orange borders on the back). The Creature Pen is tucked underneath the Guardian and can't be touched until the *Terrain Settlement Phase*. The cards in the Storage Depot may be played whenever appropriate.

PHASE II

Movement and Combat

Players move their Shields and engage in combat with their opponents.

Movement

A. Up-card

Turn the top card of your draw pile face-up: this card is known as the **Up-card**. The player with the highest Up-card number moves first. Each card has an Up-card number, see card layouts for its location. If there is a tie for the highest Up-card, the players that tied must redraw and place their old Up-cards face-down on the bottom of their decks.

B. Active Player Turns Shield

The player with the highest Up-card must turn one of his/her Shields around (180 degrees) so that the bottom of the Shield is now pointed away from the player (a Shield in this position is said to be "**turned**").

C. Active Player Movement Options

(combat if necessary)

After turning a Shield, a player may do one of three things:

1) Pass

A player may choose to do nothing.





2) Move the Shield

The player may move the Shield up to two spaces. Movement is allowed in any horizontal or vertical combination, but never diagonally. Movement must stop when entering:



- an empty space (no Terrain card);
- a space occupied by an enemy Shield;
- a space with an enemy Terrain card; or
- an enemy Stronghold.

Flying

If a player has a Shield containing only flying Creatures, then the Shield can chose to "Fly." A flying Shield can ignore any condition that would normally stop its movement after one space. To "Fly" a Shield, a player must reveal the contents of the Shield to his/her opponent, as it is assumed the Creatures are flying at a height that would reveal them. Each player may only fly one Shield per turn.

A player's Shields may not end their movement on a space with another one of his/her Shields, but Shields are allowed to move *through* a space occupied by one of his/her own Shields. If a player moves a Shield into a space occupied by an opponent's Creature, combat occurs immediately (see **Combat**, page 30).

3) Reinforce

Rather than move the Shield, a player may reinforce any of his/her currently turned Shields. The player may move any Creatures from his/her Stronghold cards, following the normal movement restrictions listed above, to any **one** of his/her turned Shields. You may **only** reinforce with Creatures from unturned Shields or Shieldless Creatures on your Stronghold cards. Players need to remember the space limit of 30 points of Vitality.

Other Reinforcement

Shields moving through their own Strongholds may **pick up** cards from unturned Shields and Creatures without Shields. Shields moving in your Strongholds may only **drop off** Creatures into turned Shields or Stronghold spaces without Shields.



D. Switch Active Player and Repeat B-D until all Shields have been Turned

Play alternates with each player turning one Shield and taking a movement option. If a player has no Shields left to turn, his/her opponent moves all their remaining Shields. When all Shields are turned, the *Movement and Combat Phase* is over.



COMBAT

When a Shield moves into a space occupied by an opponent's Creature, combat occurs immediately.

The victor is the player with the most remaining Vitality left on the space.

See combat diagrams for help.

Combat Summary


- 1. Create Combat Hand** (p. 32)
- 2. Command Cards** (p. 32)
 - A. Attacker Declares
 - B. Defender Declares
 - C. Reveal Simultaneously
- 3. Primary Attackers** (p. 33)
 - A. Match-Up
 - B. Modifiers
 - C. Repeat until One Player Runs Out of Cards
- 4. Secondary Attackers** (p. 34)
 - A. Match-Up
 - B. Modifiers
 - C. Repeat until Out of Secondary Attackers
- 5. Decide the Victor** (p. 40)
 - A. Remove Casualties
 - B. Count Vitality
 - C. Loser Must Retreat

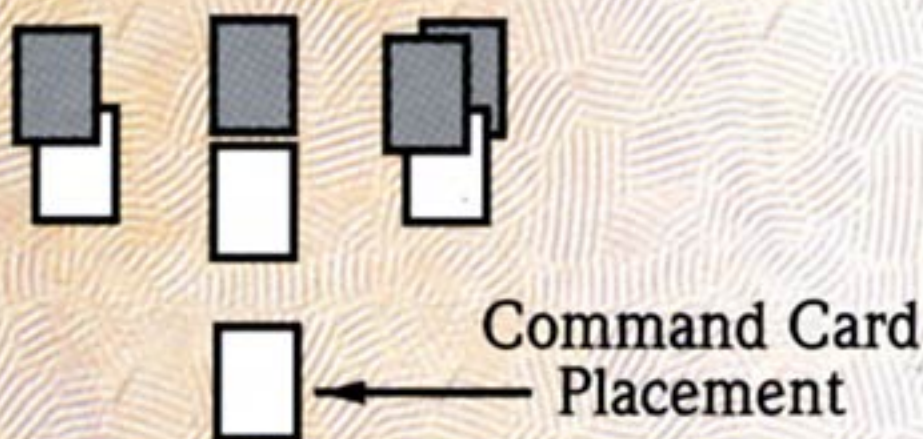


1. Create Combat Hand

Each player picks up all the cards underneath his/her respective Shields. This is called the **Combat Hand**. The Shields are left on the space, either turned or not. Double orange bordered cards from the Storage Depot may also be used to alter the course of combat.

2. Command Cards

Beginning with the attacker, each player must declare if he/she will use a Command Card. Command Cards are Creatures in your Combat Hand with a  in the text box. The command ability follows in italics. The Command Card will be removed from primary attackers. After players have declared, both players play their Command Card simultaneously (only one Command Card per player, per combat).



Conflicting Command Cards

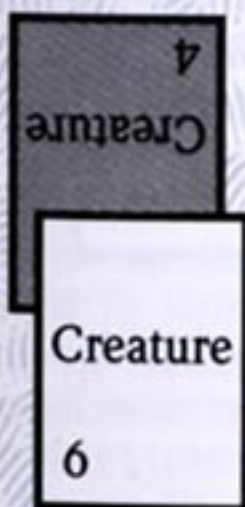
If the Command Cards conflict due to impossible, usually simultaneous conditions, the card with the lower Up-card number is considered dispelled (remember, Up-card number is Vitality for Creatures). If the Up-card numbers are equal, then both are considered dispelled.

3. Primary Attackers

(See Combat, Diagrams 1 and 2 p. 14 - 15)

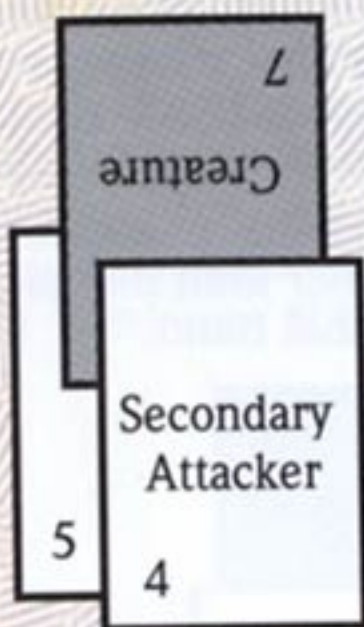
Each player picks one Creature from his/her Combat Hand and reveals it simultaneously to his/her opponent. Creatures are "matched up" head-to-head. Both players then have the opportunity to modify combat. The many ways to do this are listed below. The Creature with the highest modified Vitality is placed on top of the beaten Creature, making sure that the Vitality of the beaten Creature is still readable, as it may be important during the Secondary Attacker round.

Players continue picking and playing cards in this manner until one player runs out of Creatures in his/her Combat Hand.



4. Secondary Attackers

If one player still has cards left in his/her Combat Hand after the Primary Attacks round is over, they may be used as **Secondary Attackers**. Secondary attackers *can't be beaten*. All modifiers from the primary attack match-ups (modifiers listed in next section) and modifiers from previous secondary attackers are ignored. Secondary attackers are matched up, one at a time, against enemy Creatures in play. Only the secondary attacker gets its modifiers (and can be bribed). The target of a secondary attacker may be any enemy Creature in play (including Command Cards, ranged attackers, primary attackers, etc...).



Modifiers

*All modifiers **only** apply during the first match-up in which the Creature participated. After this first match-up, modifiers and card text are ignored and only the **Base Vitality** is used.*

The secondary attacker adds its Vitality to the unmodified Vitality of all attackers that have already fought the enemy Creature. Only the player with secondary attackers may channel into this match-up.

Any cards from the Combat Hand not used in combat must be shown to the opponent.

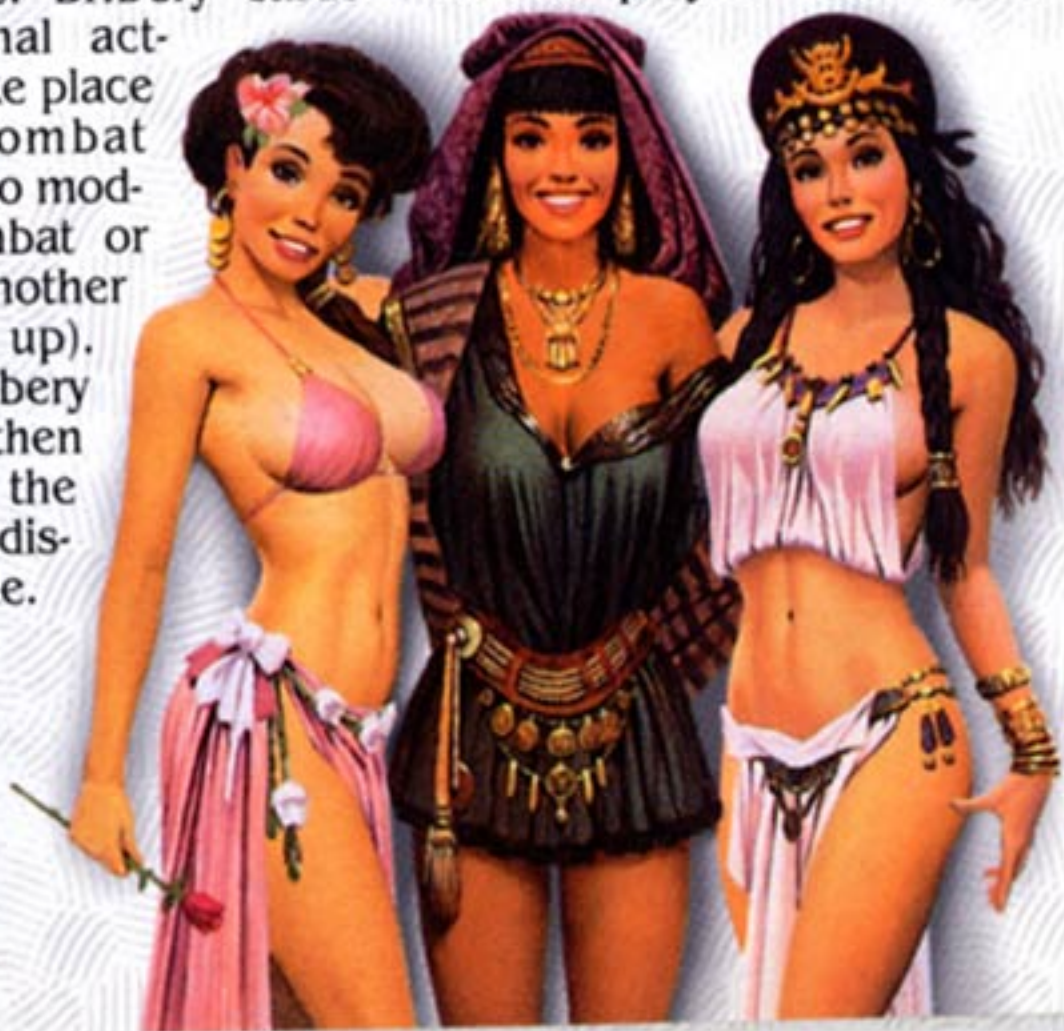
Combat Modifiers

Bribery

Bribery is different from other modifiers in that it must be played before any other modifiers in a match-up. Bribery may also be played against any susceptible Creature in combat, including Command Cards and ranged attacks.

How it works:

If you play a Creature in combat that has a weakness (an icon) for either Babes, Beer or Gold, the Creature is susceptible to bribery. If your opponent plays the matching bribery card from his/her Storage Depot, your Creature is forced back into your Creature Pen before doing any damage. Bribery cards must be played before any additional actions take place in combat (either to modify combat or start another match up). The bribery card is then put in the player's discard pile.



Unchallenged cards in melee

Because of bribery and some other card effects, some Creatures fighting in melee may be left without an opponent. These cards can only be attacked by secondary attackers.

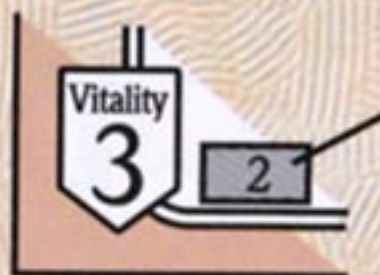
Off-Color Bonus

The most common modifier is the off-color bonus. All Creatures have an off-color bonus (see *Creature Card Layout*, page 5), although it may be zero. If Creatures with different border colors fight each other in combat, one will get an off-color bonus.

Light border Creatures (mortals) receive the bonus vs. Gray border Creatures.

Gray border Creatures (elementals) receive the bonus vs. Black border Creatures.

Black border Creatures (externals) receive the bonus vs. White border Creatures.



Off-color bonus:
+2 Vitality versus
this border color.

...Where's the Babes?

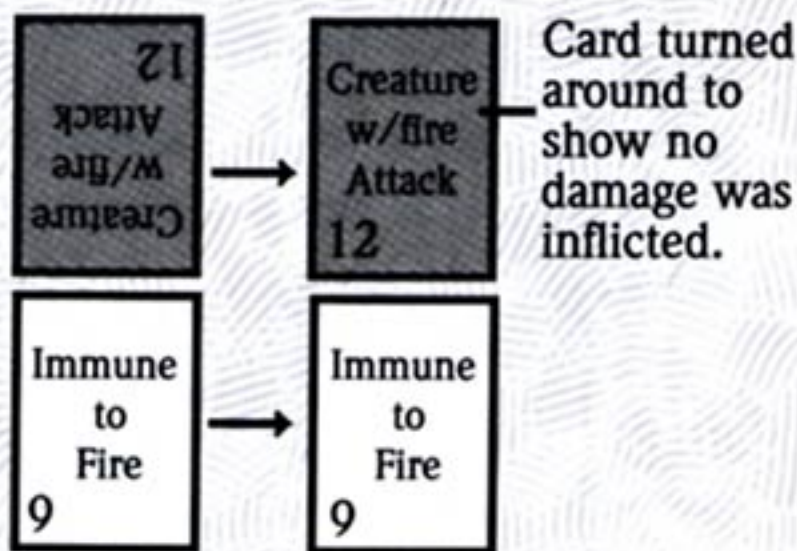


Area Of Effect (AOE) attacks

An AOE attack affects Creatures remaining in the Combat Hand, but not Creatures already in play. When played, either by Creature, Spell, Magic Item, Command Card, etc... any Creatures in the opponent's Combat Hand with a Base Vitality equal to or less than the value of the attack (no modifiers) are immediately placed in the discard pile. Even if a Creature with an AOE loses a match-up, the AOE still works as normal. Immunity will save a Creature from AOE, if the immunity is of the appropriate type.

Immunity

Creatures with immunities can't be harmed by primary attacks based on the subject of the immunity (*fear, fire, AOE, etc...*). The immune Creatures attack their opponents as normal. Secondary attackers do not gain any bonus from the primary attacker, if its opponent was immune to the primary attack. Turn the immune Creature's opponent around. It is important to note that immunity, like all bonuses, doesn't carry over to the Secondary Attacker round.



Destruction

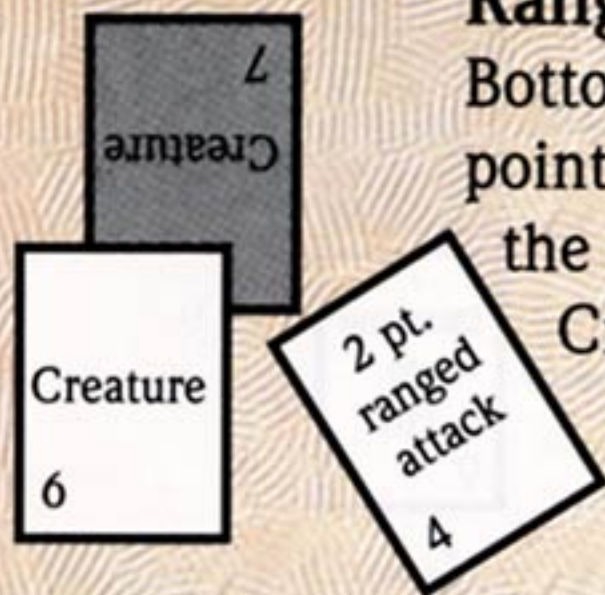
Any Creature, which causes another Creature to be *destroyed*, forces that Creature and all cards under it **immediately** to the discard pile. A destroyed Creature's Vitality will not be added in the Secondary Attacker round.

Other Card Effects

Many Creatures have specific bonuses listed in the text box area of the card. These bonuses usually only apply in certain circumstances (when fighting in specific terrain vs. certain opponent types, etc....). Always follow the text on the cards, even when the card text disagrees with the rules.

Ranged Attacks

Any Creature in the Combat Hand with a *ranged attack* can be placed next to the current match-up. The value of the ranged attack is added to the attacker's Vitality in the current melee. The ranged attack card becomes an Unchallenged Card in melee (see bribery).



Ranged Attack

Bottom player plays the 2 point ranged attack to beat the top player's 7 Vitality Creature by 1 point.

Only the 7 point Creature is beaten.

Spells and Magic Items





Spells and Magic Items can be played to modify combat or other aspects of the game. The effects and when they can be played are printed on the cards.

Channeling

If a Creature is a “channeling receiver” (indicated by a green bar above CMP), then its Vitality can be temporarily increased through channeling. For a Guardian to *channel*, the player burns (discards) one Power Stone and adds the Guardian’s CMP to the the receiving Creature’s Vitality.

In order for a Creature to be able to channel into combat, it must have been placed underneath a Stronghold card during the *Draw and Organize Phase*. To channel, turn the Creature face-up (still under the Stronghold) and add the channeling Creature’s CMP (the number under CMP) to the receiver’s Vitality. **Unlike a Guardian, Creatures may only channel once per Movement and Combat Phase.**







Other Important Channeling Rules

-  A Creature may not accept more points of channeling than its **Base Vitality** number: any extra is lost, i.e. a Seer with a Vitality of 5 may only receive 5 points of channeling.
-  All previous channeling is lost when a secondary attacker is played.
-  You may not channel to a Creature to protect it from secondary attackers.
-  You may channel **to** a secondary attacker, but this channeling, and all other modifiers, will be lost if another secondary attacker is played.

5. Decide the Victor

After all cards have been played, any beaten Creatures are discarded. Both sides then compare the total base Vitality of their unbeaten Creatures (see *Combat, Diagram 2*, page 15). Whichever side has the highest Vitality total, wins the space! Each player puts the remaining Creatures back under his/her Shield. The winner remains on the space and the loser must **retreat** (see below). If there is a tie for Vitality, the attacker must retreat. If a player has no Creatures underneath his/her Shield, then the Shield is lost (lost Shields should be handed to your opponent to keep a tally. Remember, five Shields equals an immediate victory).

Retreat

-  If the defender loses, the Shield must retreat one space to any space under that player's control.
-  If the attacker loses, the Shield must retreat one space, **BACK THE WAY IT CAME**.
-  If a player can't retreat to a space under his/her control, the Shield is lost to his/her opponent and all Creatures underneath are discarded.
-  If a player is forced to retreat to a space that is already occupied by one of his/her Shields, then one of the Shields must be discarded. However, any/all of the Creatures can be placed underneath the remaining Shield—provided there is room. If either of the two Shields were turned, the remaining Shield must also be turned.
-  Shieldless Creatures defending a Stronghold may retreat, but only to an adjacent Stronghold space.
-  If a retreating player chooses, the contents of the Shield can be discarded, instead of retreating. That Shield is then considered destroyed.

Miscellaneous Combat Rules

Attacking Stronghold Spaces

When a Stronghold card is lost in combat or entered unopposed, it is flipped immediately to reveal the "Rubble" side. The invading player now controls the Rubble space. If unopposed, the attacking Shield can immediately attack the Guardian.

Attacking the Guardian

Guardians can only be attacked from Rubble spaces that do not have any opponent's Creatures in them, when the attacking Shield is turned. When a Guardian is attacked, follow normal combat rules, with one Creature matching up to the Guardian, then secondary attacks versus the Guardian. Beating the Guardian in a two-player game results in immediate victory.

If a Shield loses combat with a Guardian, it remains on the Rubble space provided there are still Creatures under the Shield.

Rubble

Neither player may lay a Terrain card on a Rubble space. Rotate the card so that the word "Rubble" is readable to the controlling player. This space doesn't count toward the six disputed lands needed for victory. Even if a player retakes the space, new Creatures and Shields may not be introduced on Rubble cards. **Unlike Terrain cards, Rubble cards change control immediately after any combat.**

Healing

Healers can only heal if they remain on the space with the winning Shield. If the healer survived combat, it may prevent one other Creature from being discarded.

Overloaded Spaces

If a player is caught with more than 30 Vitality points in his/her Combat Hand, the combat is forfeited. Without looking at the cards, the opposing player randomly discards a card from the offending Combat Hand, until it is at or below the 30-point Vitality limit (which is verified)! The offending Shield then retreats, as per the combat rules.

When Spells, Magic Items or Creatures allow a player to exceed the 30-point limit for one combat, the player must declare so and discard down to 30 Vitality points when combat is resolved.



PHASE III

Terrain Settlement

This is the phase where Terrain is played.

A. Remove your Terrain Cards Occupied by Opponent's Shields

If any of your opponent's Shields are on top of your Terrain cards, you must discard those Terrain cards.

B. Place Terrain Cards under your Shields with no Terrain Underneath

If any of your Shields are on a space without one of your Terrain cards underneath, you may place one there now. Play the card so that you can read the type. If you don't have any Terrain cards to play, you have two options:

Option #1

You may create Terrain by placing any one card from your Creature Pen or Storage Depot, face-down, underneath your Shield. This is called a face-down Terrain card. It acts, in all respects, as normal land. To turn a card into a face-down Terrain card, you must burn one Power Stone.

Option #2

You must discard one Creature (your choice) from underneath your Shield. This card cannot be used as a Terrain.

Once all Terrain is played, if any player controls all six disputed lands, the game is over and that player wins! *Remember that you control the three disputed land spaces in front of your Stronghold, unless an opponent has a Shield or a Terrain card in them.* You also control any lands with one of your Shields and/or one of your Terrain cards on it.

Check for Victory Conditions

If neither player has won the game yet, then turn all the Shields in play back so that they are "unturned" and begin again at the *Draw and Organize Phase*. Continue this cycle until a player meets one of the three victory conditions:

- **Control all six disputed lands** at the end of the *Terrain Settlement Phase*.
- **Beat your opponent's Guardian** (immediate victory).
- **Destroy five Shields** (immediate victory). When a player loses a Shield (except as a Terrain Card), the Shield card should be given to his/her opponent so a tally may be kept.

COMBAT EXAMPLE

Player #1: Marge...in her Combat Hand:

Wind Spirit	V5
Babe Hound	V2
Grilbus	V6
Angel	V7
Water Spout	V4
Ice Spirit	V5

Storage Hand: Two Terrain cards, a Shield card, and a Beer bribery card

Player #2: Homer...in his Combat Hand:

Mule	V2
Varmit Archers	V2, with a 1 pt. ranged attack
Sorcerer	V8, command card with a 4 pt. AOE fire attack
Energy Toad	V5
Death	V13, destroys any mortal effected by fear

Storage Hand: One Terrain card

Combat Starts!

1. Create Combat Hand

Both sides formulate their Combat Hands by picking up the Creatures underneath their Shields.

2. Command Cards

Homer plays his Sorcerer and inflicts a 4 pt. AOE attack on poor Marge's Combat Hand. "...Time to take out the trash..." Poor Marge must discard all Creatures with a Vitality of 4 or less. Good-bye Water Spout...good-bye Babe Hound....

3. Primary Attackers

1st Match-up – Marge throws down her righteous Angel, while Homer starts slow with a Mule. Comparing the Creatures' Vitality, Marge Wins **7** to **2** and places her card on top of Homer's.

2nd Match-up – Marge picks her Ice Spirit, while Homer unveils his Energy Toad. The result is a push. But, Homer decides to play his Pesky Varmit, with a 1 pt. ranged attack, and tips the tide in his favor (**6 Vitality** for Homer vs. **5 Vitality** for Marge).

3rd Match-up – Marge chooses her Grilbus, while Homer uses his last card...Death. A quick read of the text on the Death card reveals that the Grilbus should be destroyed because it is a Mortal. But, before Homer can ridicule Marge, she plays her Beer bribery from her Storage Hand! It turns out that Death has a thing for beer and leaves the combat to go to Homer's Creature Pen
"*..must...have...beer....*".

4. Secondary Attackers

Marge still has one card left, so she plays her Wind Spirit as a secondary attacker vs. Homer's Energy Toad. Marge has a total of **10 Vitality** (adding in the **5 Vitality** from the Ice Spirit) vs. Homer's **5 Vitality** (the ranged attack doesn't count anymore). Marge places her card on top of Homer's to show that she has beaten it.

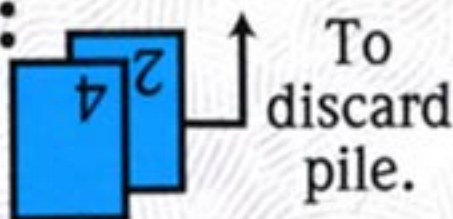
5. Decide the Victor

Each side discards their beaten Creatures and adds up the total Vitality they have left. Marge has **18 Vitality**, Homer has **10 Vitality** ("Doh!"). Marge wins the combat and Homer must retreat, like the shamed dog that he is.



Combat Example:

Beaten by 4 pt.
AOE fireball.



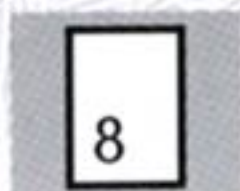
1 pt. Ranged
Attack.



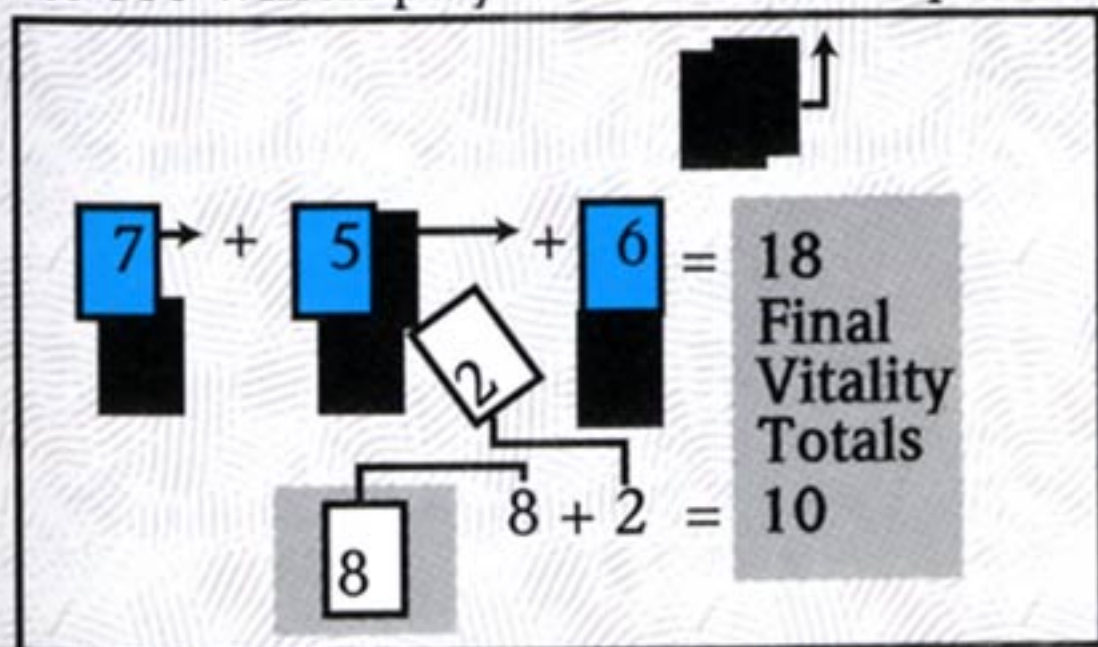
Bribed by
Beer.

To Storage
Hand.

4 pt. AOE Fireball.



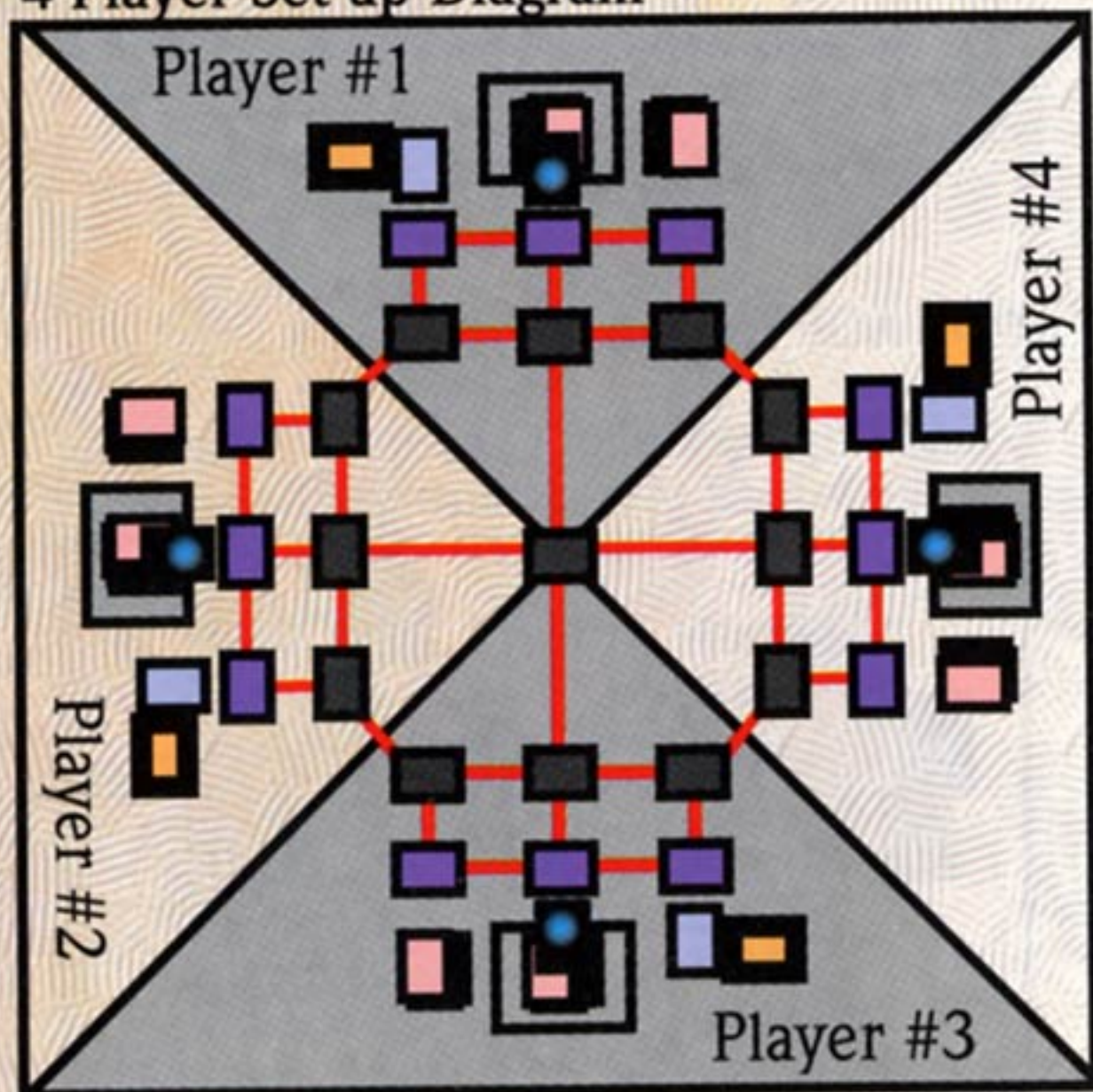
Add up surviving Creatures' Vitality
to see which player controls the space.



4-PLAYER RULES

Set-up: (Note: all players' middle disputed lands spaces are connected to the "center land space"). Players set up their cards according to the diagram below. The spaces are connected by lines in the diagram. The lines represent movement between spaces.

4-Player Set-up Diagram



Victory Conditions

At the start of the game, each player examines a card off the top of his/her deck, then places the card crosswise underneath his/her draw pile (*this is called the Victory Card*). The Up-card number on the Victory Card determines the player's Random Victory Condition. Players win by killing **five** shields, controlling **seven** disputed lands at the beginning of any turn, or fulfilling their Random Victory Condition.

Random Victory Conditions

<u># on card</u>	<u>Random Victory Condition</u>
0-3	Control only six disputed lands.
4-5	Kill only four Shields.
6-7	Kill one Shield from each opponent.
8-10	Any Stronghold cards you destroy counts as two killed Shields.
11-14	Destroy two Stronghold cards.
15+	Kill any Guardian.

Special 4-Player Rules

Only Shields lost during the *Movement and Combat Phase* count as Shield kills for victory purposes. Players are not out of the game when they lose their Guardian or all their disputed lands. However, if a player doesn't control at least one disputed land and a Guardian, he/she can't collect any cards (*they still must pull a new Up-card every turn*). If a player loses his/her Guardian, the player must discard his/her Storage Hand.

All players are free to play Spells (*that aren't played as Command Cards*), Items, and briberies in combats, even if they are not one of the combatants. As an **OPTIONAL** rule, all players can channel into combats as well.

When determining movement order, the player with the highest Up-card moves first. Movement proceeds clockwise. If there is a tie for highest Up-card, ALL players redraw, putting their old Up-card at the bottom of their decks. If there is a tie for the lowest Up-card, most number of disputed lands, or least number of disputed lands during the *Draw and Organize Phase*, then neither player is considered to be in the position of "Least" or "Most" when it comes to drawing cards (*or anything else for that matter*).

FREQUENTLY ASKED QUESTIONS

If a card's text conflicts with a rule in the rule book, which should be used? **Use the rules on the cards.**

Can I reinforce a Shield with Creatures from underneath another Shield, but not in my Stronghold? **No.**

What happens when you run out of Cards? **Reshuffle the discard pile. Draw a new card from this pile for your Up-card each turn, but don't draw it during your Draw Phase. You get no new cards.**

Do spells stay in play when cast? **Unless otherwise noted, Spells and Items get discarded after use, except for Magic Items played as Creatures.**

If I'm immune to Large Creatures, and a Large Creature fires an AOE, am I susceptible? **Yes. You would have to be immune to the source of the AOE to survive.**

What happens when a Stronghold space is attacked with a channeler underneath? **The channeler can't defend and is lost if the space is rubble.**

When can you play a bribery card? **You must play a bribery card BEFORE any channeling, ranged attacks, etc... You can either fight the Creature, or bribe the Creature, but you can't do both.**

Can you combine AOE attacks? If you play a 3 pt. AOE and then a 4 pt. AOE, is it considered a 7 pt. AOE? **No, AOE attacks may not be combined.**

Can you channel to increase the strength of a ranged attack? **No, unless of course, the card specifically says so – Grim Skull, for example.**

Does the off-color or Terrain bonuses apply to the strength of a ranged attack? For instance, would a Rock Giant have a +2 on its ranged attack in the Mountains or vs. Elementals? **No, unless the card specifically says so.**

Is there an order as to which player sets up Shields in the Draw and Organize Phase or can one player just "out-wait" the other players, then place his or her Shields? **If it becomes a problem in your games, flip a coin and then alternate placing Shields.**

Can a Dispel Magic Spell cancel a Standard Bearer Shield? **No.**

Do I have to show my opponent every card I have in combat, even if I don't use them all? **Yes.**

Can I range attack a ranged attacker? **No, you may only assist your Creature in the current match-up.**

Is a Guardian a Creature? **Yes, it is affected as a normal creature, unless otherwise stated. The Guardian has no border, so no off-color bonus will ever be used versus a Guardian.**

Who is affected by fear and fire? All Creatures are affected by fear and fire, unless otherwise noted on the card.

Captain Red Nose says, "+4 Vitality to all Pirates while the Captain is in play." Does that bonus apply to the Captain as well, or just Creatures played after the Captain? No. Only Pirates played after the Captain receive the bonus.

Can Creatures be introduced under Shields at any time other than the Draw and Organize Phase? No.

If I lose my Up-card due to a card effect before I draw it, what should I do? Put your Up-card next to your draw deck. Use the Vitality of this card when determining how many cards you draw for this turn. When you draw cards for the turn, put your Up-card in the discard pile.

Does a Command Card Creature use its off-color bonus against a secondary attacker? No.

GLOSSARY

AOE (Area Of Effect): An attack against Creatures in the Combat Hand (p. 37).

Base Draw: The unmodified number of cards drawn from the deck at the beginning of each turn. It's listed on the Guardian (p. 24).

Beaten: When a Creature loses in combat, it is considered to be beaten and is placed underneath the Creature that beat it (p. 33).

Bribery: Playing a bribery card against a Creature that has a matching icon on its card will send the Creature back to the opponent's Creature Pen (p. 35).

Channeling: Sending additional Vitality to a Creature from outside the combat (p. 39).

CMP (Creature Magic Potential): Amount of Vitality a Guardian can channel per Power Stone. For Creatures, this is the amount they can channel every turn (p. 39).

Combat: Conflict between Creatures and, sometimes, Guardians. Combat consists of picking a Command Card, primary attack matchups, and secondary attackers (p. 30-42).

Combat Hand: All of one player's Creatures that are fighting for control of a space, but have not yet been played (p. 32).

Command Card: A Creature with a special power that must be activated before the primary attacks in combat (p. 32).

Control: Ownership of a space, whether an initial disputed land space, a land conquered and claimed by a Terrain card, or a space occupied by a Shield (p. 43).

Creating Terrain: Using a Power Stone to turn any card into a Terrain card (p. 43).

Creature Pen: These are the cards in your storage hand that have single orange borders on the back. These are tucked underneath the Guardian at the end of the *Draw and Organize Phase* (p. 26).

Destroyed: When a Creature is destroyed, it is *NOT* placed underneath the Creature that beat it in combat. Instead, the losing Creature (and all under it) go immediately to the discard pile (p. 38).

Determining Victor: This happens at the end of combat when Vitality points are added up to see who controls the space. Whoever controls the space is considered the Victor (p. 40).

Disputed Land Spaces: The six spaces between the two Strongholds.

Draw Modifiers: Conditions listed on Guardian cards that alter the Base Draw (p. 24).

LDL = Least Disputed Lands — If you control the least number of disputed land spaces, your draw will be modified by this number.

MDL = Most Disputed Lands — If you control more disputed land spaces than any other player, your draw will be modified by this number.

LUC = Lowest Up-Card — If you have the lowest "Up-card", your draw will be modified by this number.

Elemental: Grayish bordered Creature cards are Elementals.

External: Dark bordered Creature cards are External.

Flying: To move a Shield consisting of only flying Creatures up to two spaces without stopping (p. 28).

Healing: Healers can only heal if they remain on the space with the victorious Shield. If the healer survived combat, it may prevent one Creature from being discarded (p. 41).

Immunity: Not affected by a specific form of attack (p. 37).

In Play: Any Creature face-up during combat is considered in play.

Lost: Beaten or destroyed Creatures.

Match-up: Battle between two Creatures as a part of combat (p. 33).

Mortal: Light bordered Creature cards are Mortals.

Movement: Traveling by Shield across spaces, up to two, in any direction but diagonally. Movement ends when entering an empty space, an occupied space, or an opponent's Stronghold (p. 27).

Off-color Bonus: If a Creature is matched up in combat against a Creature whose border is the same color as the off-color patch next to the Vitality Shield, then the number in that off-color patch is added to its Vitality (p. 36).

Overloaded Space: Violation of the 30 Vitality limit per space (p. 42).

Power Stones: Markers representing mystical force usable by the players (p. 6).

Push: When two Creatures have the same Vitality in a match-up, neither Creature is beaten.

Ranged Attack: A modifier to a Combat match-up (p. 38).

Reinforce: Movement option to add Creatures to a Shield (p. 29).

Retreat: Movement away from a combat loss. A retreating attacker must move back one space in the direction it attacked from. A retreating defender must move to an adjacent controlled space (p. 40).

Rubble: A destroyed Stronghold (p. 41).

Secondary Attacker: Leftover Creatures from the primary attacks match-ups used to beat opponent's Creatures (p. 34).

Shield: Device used to move Creatures. Only 30 Vitality points of Creatures can be under a Shield (p. 25).

Shield Cost: The small number listed under Vitality on some Creature cards. It's used for the 30-point Shield limit count, instead of the Vitality statistic. It does not change the way the Creature's Vitality works in any other way (p. 5).

Shieldless Creatures: Creatures placed on a Stronghold without a Shield.

Space: Disputed land spaces and Stronghold cards (p. 22, 26).

Space Limit: The total number of Vitality a player may have on a space. Usually 30.

Standard Bearer: A special Shield which gives Creatures underneath extra bonuses. Only one Standard Bearer Shield in play, per person, at a time (p. 26).

Storage Depot: These are the cards in your storage hand that have double orange borders on the back (p. 26).

Storage Hand: Consists of all the cards that a player has left unplayed after the *Draw and Organize Phase*. The Storage Hand consists of the Creature Pen and the Storage Depot (p. 25).

Stronghold: Three cards in front of the player serving as protection for Creatures and the Guardian. Strongholds are also used to introduce new Creatures. The three cards form one image, mixing cards from different Stronghold images together is not allowed (p. 41).

Stronghold Bonus: The defensive boost to a Creature's Vitality when it is defending a Stronghold. Does not apply to Rubble.

Stronghold Upgrade: An Item that enhances a Stronghold. Only two are allowed per stronghold (p. 25).

Terrain: A card placed in the disputed land spaces which can show control of a space (p. 43).

30-point Vitality Limit: No space or Shield may hold more than 30 total Vitality points. (p. 26).

Turned Shield: A Shield which is moving or has fulfilled its movement option and has been rotated appropriately (p. 27).

Up-card: The card used to determine who moves first.

Victory Conditions: (1) Control all six disputed land spaces. (2) Collect five opponents' Shields (3) Beat the Guardian.

Vitality: Inherent power of a Creature, used for combat and placement limitations.

Winning Combat: Having the most unmodified Vitality points after combat, wins the combat (p. 40).



Guardians
Power Stone

Guardians Icons



Vitality Stone



Gold Bribery
Vulnerability Icon



Beer Bribery
Vulnerability Icon



Babes Bribery
Vulnerability Icon



Command
Icon

GAME CREDITS

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