

WARD RULES GUIDE

(BOSS BATTLES)

Table of contents

1. <u>Introduction</u>	Page 2
2. <u>Game Setup/Requirements</u>	Page 2
3. <u>Building Your Deck</u>	Page 2
4. <u>How to Win/lose</u>	Page 3
5. <u>How to Play</u>	Page 3
6. <u>Setting the Field</u>	Page 3
7. <u>Turns Explained</u>	Page 4
8. <u>The Boss</u>	Page 4
9. <u>Conclusion</u>	Page 5
10. <u>Addtl Rules</u>	Page 5
11. <u>Quick Notes</u>	Page 6

WARD RULES GUIDE

(BOSS BATTLES)

1. Introduction

- 1.1. Introducing Ward Boss Battles! Ward Boss Battles are a Cooperative PvE (Player vs. Environment) 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!
- 1.2. Ward Boss Battles offers a team combat battling system using Ward's unique hybrid dice rolling combat system that beautifully fuses the dice rolling combat systems of your favorite Table-Top rpg's with the strategy of Trading Card Games.

2. Game Set Up/Requirements

- 2.1. All you need to play your first game of WARD is four simple things.
 - 2.1.1. 30 Ward cards for your deck.
 - 2.1.2. 1 Ward Boss challenge deck.
 - 2.1.3. At least one, 6- sided die. (The more dice, the better!!)
 - 2.1.4. A calculator, pen & paper, or others application to keep track of creature's Health Points.

3. Building your Deck

- 3.1. Deck building is one of the most important aspects of Ward. A well-balanced deck can be a matter of winning or losing.
 - 3.1.1. Creatures are used to battle your opponent. (Recommended 5-15 creature cards)
 - 3.1.2. Magic cards vary greatly. They can buff, de-buff, damage, or heal. (Recommended 15-25 magic cards)
 - 3.1.3. A Ward deck can only have 3 of any specific card in their deck.
 - 3.1.3.1. 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.

WARD RULES GUIDE

(BOSS BATTLES)

4. HwtoWin/lose

- 4.1. To achieve victory in Ward Boss Battles, you must defeat the Ward boss creature.
- 4.2. You lose and the game is over when all players have 300 creature hp in their cemetery or no creatures left to play. 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.
- 4.3. 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 cemetery Health Points are removed.
 - 4.3.1. 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.

5. Hwto play

- 5.1. 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" at www.ward-cardgame.com.
 - 5.1.1. 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.

6. Creature Cards Explained

- 6.1. For an in-depth description on how creature in Ward tcg work please reference "Ward Rules Guide".

7. Magic Cards Explained

- 7.1. For an in-depth description on how magic cards in Ward tcg work please reference "Ward Rules Guide".

WARD RULES GUIDE

(BOSS BATTLES)

8. Setting the field

- 8.1. Ward boss battles are intended to have passively controlling the Boss Deck (Flip boss deck cards and do as they say).
 - 8.1.1. You may also have a player who is not teamed up with the rest of the group control the Boss deck.
- 8.2. If there is no one playing the boss deck then determine a player who will flip cards and roll for the bosses' actions.
- 8.3. The boss always starts the game by drawing 1 card. The player counterclockwise then goes and so on.

9. Turns Explained

- 9.1. 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.
- 9.2. Player Turn
 - 9.2.1. Player turns operate 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".
- 9.3. Boss Turn
 - 9.3.1. Boss Primary Turn
 - 9.3.1.1. The boss has a primary turn. This is similar to the player turns and includes 3 phases: Draw, Magic/summoning, and Combat. The boss unlike the players does not get a 4th phase to play additional magic cards.
 - 9.3.2. Boss Mini Turn
 - 9.3.2.1. The boss also has mini phases as well. These consist of a draw phase and a magic phase between each player's turn. If there is only one player, then there are no mini phases. If there are 3 players, then there will be 2 mini phases. During this mini turn the boss does not get a classical COMBAT PHASE. However, if a card such as "ATTACK" is drawn the boss will get to initiate battle and enter into a COMBAT PHASE due to the magic cards effect.

WARD RULES GUIDE

(BOSS BATTLES)

10. The Boss

- 10.1. 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?
- 10.2. The boss has some of its own specific rules. Some cards in the Ward standard PvP sets do not affect the boss.
- 10.3. The boss cannot be removed from the field by any means other than death.
- 10.4. 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.
- 10.5. 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.
- 10.6. 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.
- 10.7. When the boss's deck runs out of cards it reshuffles the cemetery back into the main 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.
- 10.8. The boss will always try to roll/get out of negative effects that are currently affecting it.
- 10.9. When the players use any magic card that would affect the boss or one of the boss's magic cards they must roll a 4-6 otherwise the boss resists the magic and that magic card is sent to the player cemetery.
 - 10.9.1. Example: Player uses A Loving God magic card. They then roll a die. If the result of the roll is a 2 A Loving God is destroyed and sent to the player cemetery. If the result is a 5, the card is played as normal and the magic card is played to the field.
- 10.10. When the players use any creature effects that would affect the boss or one of the boss's magic cards 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.

WARD RULES GUIDE

(BOSS BATTLES)

10.10.1. Example: Player summons Eternal Titan to the field. They want to use his effect on the boss. They then would roll a die. If the result of the roll is a 2, Eternal Titans effect works and they many then roll a second die to see if they roll to meet the requirements of Eternal Titans effect. If the result of the first roll is a 5, the effect is blocked by the boss. In this case Eternal Titan may attempt to use his effect again on his next turn. Single use effects such as On Summon effects may not get another chance on their next turn as it is only allowed to occur once when summoned.

11. Attacking with the Boss

11.1.1. The boss will always attack on its turn.

11.1.2. When the boss attacks it determines which primary 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, keep rerolling until one player has a lower value than the other.

11.1.3. The boss may only attack primary creatures, unless otherwise specified by a magic card.

12. Boss Magic:

12.1.1. 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?

12.1.2. 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.

12.1.2.1. 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.

13. Game Conclusion

13.1. 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.

WARD RULES GUIDE

(BOSS BATTLES)

14. Additional Rules

- 14.1. If there is an act that the rules do not explicitly permit or exhibit, then the act is prohibited.
- 14.2. 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.