WARLORD
PROTOCOL

RULE BOOK
Prototype

Table of Contents

Introduction

Welcome to Warlord Protocol, a competitive asymmetrical deck-building game where you take on the role of a warlord and command one of six factions on the war ravaged planet of Nevir. Each warlord has a unique and powerful ability that relates to their faction's themes and mechanics. To win, you will have to play to the strengths of your warlord, recruit the best cards for your strategy, fend off your opponents, and claim long lost territories by ridding the world of monstrous bioweapons.

On each of your turns, you will play cards from your hand to your field to gain resources and acquire victory points. You can spend resources to pay for special abilities and purchase powerful new cards. You can acquire victory points and other rewards by using your infantry to attack other players and bioweapons. And any fortifications you purchase can protect you from other players by providing you with defense.

The cards available for you to purchase will change as the game progresses; so, you will have plenty of meaninful and tactical decisions to make as the game goes on. You win a game of Warlord Protocol by being the player with the most victory points when the game ends. How you acquire those victory points is up to you though. Will you trample over your opponents to achieve victory? Or, will you choose a less confrontational approach? How far you go to attain victory is your decision to make.

What is a Deck-Building Game?

A deck-building game is a genre of card game where the construction of a deck is either the main game mechanic or one of the major game mechanics. In general, players begin the game with a small deck of relatively simple cards. Players draw cards from their decks and then play these simple cards to acquire an in-game currency *(such as gold, money, credits, resources, etc)* that they can spend to purchase more powerful cards. These more powerful cards are then added to the player's deck or discard pile. When a player's deck runs out of cards, they shuffle their discard pile and place it back down on the table as their new deck. This means that players are constantly purchasing new cards and cycling through their deck over the course of the entire game, usually with the purpose of acquiring the most victory points.

In Warlord Protocol, players will also start the game with a small deck of basic cards. A player's starting deck will consist of **4x Basic Infantry** and **6x Basic Resources** which they will use to purchase more powerful action, fortification, and infantry cards from an area of the game board known as the recruitment area.

Players will then use these more powerful cards to develop their own strategy, purchase even more powerful cards, and compete with their opponents. Each card has its own unique ability with mechanics related to the faction it belongs to. Learning how these different cards interact with each other is the key to success in Warlord Protocol. And learning how to chain these cards together to maximize their abilities will increase a player's odds of winning.

Game Contents

2 Game Boards

6 Reversable Player Boards

19 Marker Tokens
- 6 Defense Markers *(blue cubes)*
- 6 Resource Markers *(red cubes)*
- 6 Void Markers *(green cubes)*
- 1 Last Player Token

6 Double Sided Reminder Cards

70 Victory Coins
- 50 Coins Worth 1 VP
- 20 Coins Worth 5 VP

20 Double-Sided Defense Tokens

343 Cards:

36 Basic Resources & 24 Basic Infantry *(A/B)*

18 Warlord Cards *(3 per Faction)*

6 Faction Decks *(30 Cards Each)*

43 Bioweaon Cards
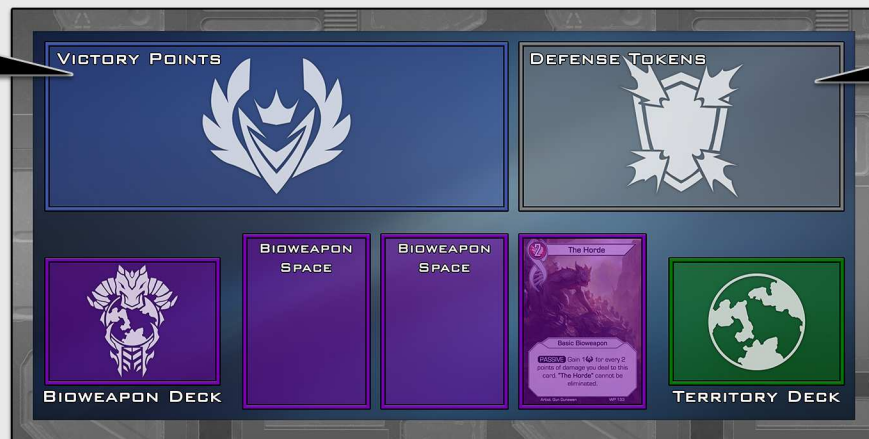#### 18 Lesser, 24 Greater, and 1 Basic

42 Territory Cards

Game Boards

All available **Victory Coins** will start in this zone at the start of the game.

Place all **DEF Tokens** here at the start of the game.

You can arrange the two halves of the game board however you want! Do what works best for the size and shape of your play area.

When you Burn a card, place it in the **Burn Pile**.

When you Void a card, place it in **The Void**.

The **Recruitment Area** is where you can purchase new cards. The recruitment area must always contain six cards with unique names. Burn any duplicate cards.

Board labels:
VICTORY POINTS
DEFENSE TOKENS
BIOWEAPON SPACE
BIOWEAPON SPACE
The Horde
Basic Bioweapon
BIOWEAPON DECK
TERRITORY DECK
MAIN DECK
RECRUITMENT AREA
BURNED CARDS
THE VOID
TURN PHASES
COMMAND PHASE — Play cards, pay for abilities, and attack bioweapons or opposing players.
RECRUIT PHASE — Purchase cards in the recruitment area.
END PHASE

Sometimes you will be instructed to **burn a card** or **burn victory points**, which basically means that those items are removed from the current game. When you need to burn victory points, return that many of your own victory points to the game's box *(do not return them to the game board)*. If you are asked to burn a card, place that card on top of the burn pile. Burned items will not return to the current game.

When you are told to **void a card**, place that card on top of **The Void**. If multiple cards enter the void at the same time, the turn player chooses the order in which those cards enter the void.

The **Recruitment Area** is where you can purchase new cards to increase the strength your deck. The recruitment area must always contain six cards with unique names. If the recruitment area contains duplicate cards, burn all of the extra copies of those cards. When a card leaves the recruitment area, replace it with the top card of the **Main Deck**. If two or more cards leave the recruitment area at the same time, then their empty slots are refilled with cards from the top of the main deck at the same time as well.

Player Boards

Void Tracker

Use the **Resource Track** to keep an accurate count of the resources you aquire during your turn. Move your marker up and down the track when you gain or spend resources.

1 2 3 4 5 6 7 8 9 10+   1 2 3 4 5 6 7 8 9 10+

FORTIFICATION ZONE

WARLORD ZONE

YOUR DISCARD PILE

TERRITORY ZONE

VICTORY POINTS

YOUR DECK

Spend **Resources** to pay for abilities and recruit cards! Discard unused resources at the end of your turn.

Gather as many **Victory Points** as you can to win! Territories are worth extra points at the end of the game!

The board featured above is designed for **right-handed players**. If you flip the board over, you will find a version designed with **left-handed players** in mind. Use the version most comfortable for you!

Your **Field** consists of your player board and the area immediately around it. And any card on your field is a card that you control *(not including the cards in your deck or discard pile)*. In addition to controlling your warlord, you can also control action, infantry, fortification, and territory cards.

Organize your **Fortification** and **Territory** cards according to their respective zones. You do not need to keep all of your fortification or territory cards on your board, just make sure that other players can easily see what cards you control. In general, we recommend placing your territories below your fortifications.

Your **Deck** contains all of the basic cards you began the game with as well as any cards you purchase during the game. At the end of each of your turns, you will draw 5 cards from the top of your deck. This will form the hand of cards that you will use during your next turn. Your deck must be face-down at all times, which means that you and other players are not allowed to look at the cards contained inside of it.

Your **Discard Pile** is where your cards go when they are discarded or destroyed. If your deck runs out of cards and you need to draw or reveal cards from an empty deck, take all of the cards currently in your discard pile and shuffle them to form your new deck. The cards in your discard pile must be face up at all times, which means that you and other players may look through the cards in it at any time.

Multiplayer Setup

The following game mode was designed for three to six players, and games can last anywhere between 45 and 120 minutes. You can find the setup instructions for a two player game mode on page 17. Two player games usually last about 15 to 30 minutes.

1) Choosing Factions

Choose 3 of the 6 factions to play with *(If this is your first time playing Warlord Protocol or you would like to see suggestions for faction combinations, turn to "Faction Suggestions" starting on page 22).*

2) Selecting Warlords

Take the warlord cards of the chosen factions and lay them face-up on the table for every player to see. Randomly decide who will go first. Starting with the first player and moving **clockwise** around the table, each player selects one warlord and places it face-up on the warlord zone of their player board. Return all unselected warlords to the game's box *(turn to page 7 for tips on warlord selection).*

3) Constructing the Main Deck

Take the **Faction Decks** of the chosen factions and shuffle them together to form the **Main Deck** for the current game. Place the main deck face down on its space of the game board.

4) Setting up the Recruitment Area

Deal 6 cards off the top of the main deck and place them face-up in the recruitment area. Continue until all 6 cards are unique and **Non-Exalted**. Shuffle all duplicates and **Exalted** cards revealed this way back into the main deck.

5) Constructing Player Decks

Each player receives a starting deck containing **4 "Basic Infantry"** and **6 "Basic Resources"** cards. Each player shuffles their deck and places it face down on their player board. Then, each player draws 5 cards from the top their deck to form their starting hand.

6) Constructing the Bioweapon Deck

For each player in the game, randomly select **3 Greater Bioweapons** and **3 Lesser Bioweapons**. Shuffle the selected greater bioweapons into a deck of cards and place it face-down on the **Bioweapon Deck** space of the game board. Then, shuffle the selected lesser bioweapons into another deck of cards and place it on top of the greater bioweapons *(face-down as well)*. Return all unselected bioweapons to the game's box.

7) Deal 2 cards off the top of the bioweapon deck and place them face-up on the bioweapon spaces of the game board. Then, place **"The Horde"** card on its space of the game board.

8) Take the **Territory Deck**, shuffle it, and place it face-down on its space of the game board.

9) Each player receives **10 Victory Points** to start the game with. Then, place 15 victory points on the game board for each player in the game.

10) Give the **Last Player Token** to the player sitting to the right of the first player. You may now begin playing Warlord Protocol. Players take turns in **clockwise** order around the table.

Warlord Cards

Faction Icon

Card Type Icon

Name

Amirah, the Director

Warlord

Faction

Legacy Militia

Ability Text tells you what the card does.

ACTIVATE Pay 2+X 🎲: Play a **Non-Exalted Infantry** in the recruitment area with a cost of X 🎲 *(keep that card).*

Artist: Fahmi Fauzi   WP 047
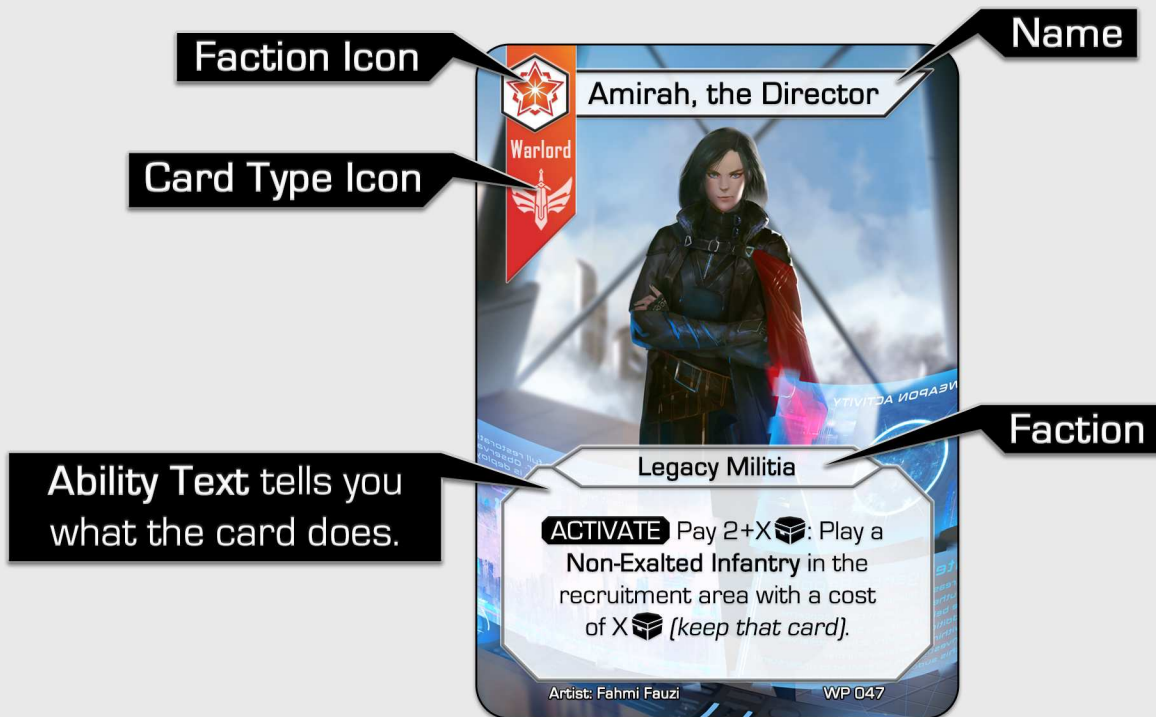
Every faction is led by a series of three **Warlords**, each possessing a unique ability that will influence your tactical approach. In Warlord Protocol, you will become one of these warlords and compete with other players to aquire the most victory points and territory cards by the end of the game. Your warlord also determins the faction you belong to. For example, if you are playing as **"Amirah, the Director"**, then the **Legacy Militia** is your faction. Warlords remain on your player board throughout the game and cannot be voided, burned, or destroyed.

Every card in Warlord Protocol has **ability text**, which tells you what the card does. In the case of "Amirah, the Director", you will notice that the card features an **ACTIVATE ability**. A card's ACTIVATE ability can only be used once during each of your turns, regardless of its card type. To use an ACTIVATE ability, you must first pay its activation cost. In this example, the activation cost requires you to spend **2 resources** plus **X additional resources** *(you can choose to pay any number of resources for X)*. When you pay the cost, you get to take an infantry card from the recruitment area with a recruitment cost of X and immediatly play it. If you want to take an infantry card with a recruitment cost of 3, then you need to pay 3 additional resources. So, the total activation cost will be 5 resources since you need to pay 2+3 resources for the ability.

Tips for selecting your warlord: For the best possible experience, we highly recommend that players choose warlords from different factions as much as possible. If the player to your right chose a warlord from the Legacy Militia, then you should choose a warlord from an opposing faction. And the same can be said for warlords with similar abilities. If the player to your right chose a warlord that focuses on infantry cards, then you should choose a warlord that does not focus on infantry cards. In general, try to avoid placing yourself in a situation where you are fighting for the same cards as the players directly next to you.

Infantry Cards

Faction Icon

Card Type Icon

Name

Attack Value (ATK) is the amount of damage an infantry deals when you use it to attack.

Ability Text tells you what the card does.

To purchase a card, you need to spend resources to pay for its **Recruitment Cost**.

Card Type

Apprentice Voidshaper

Common

PLAY Gain 1 ▪.
ACTIVATE Pay 1 ▪: This card gains **+1 ATK**. Void the top card of the main deck.

1

2

Infantry - Voidborn

Artist: Fel Hidayat   WP 036

Infantry cards represent the foot soldiers you can recruit to help you eliminate bioweapons and compete with other players. During your turn, you can play any number of infantry from your hand to your field *(your player board and the area around it)*. At the end of each of your turns, move all of the infantry cards on your field to your discard pile.
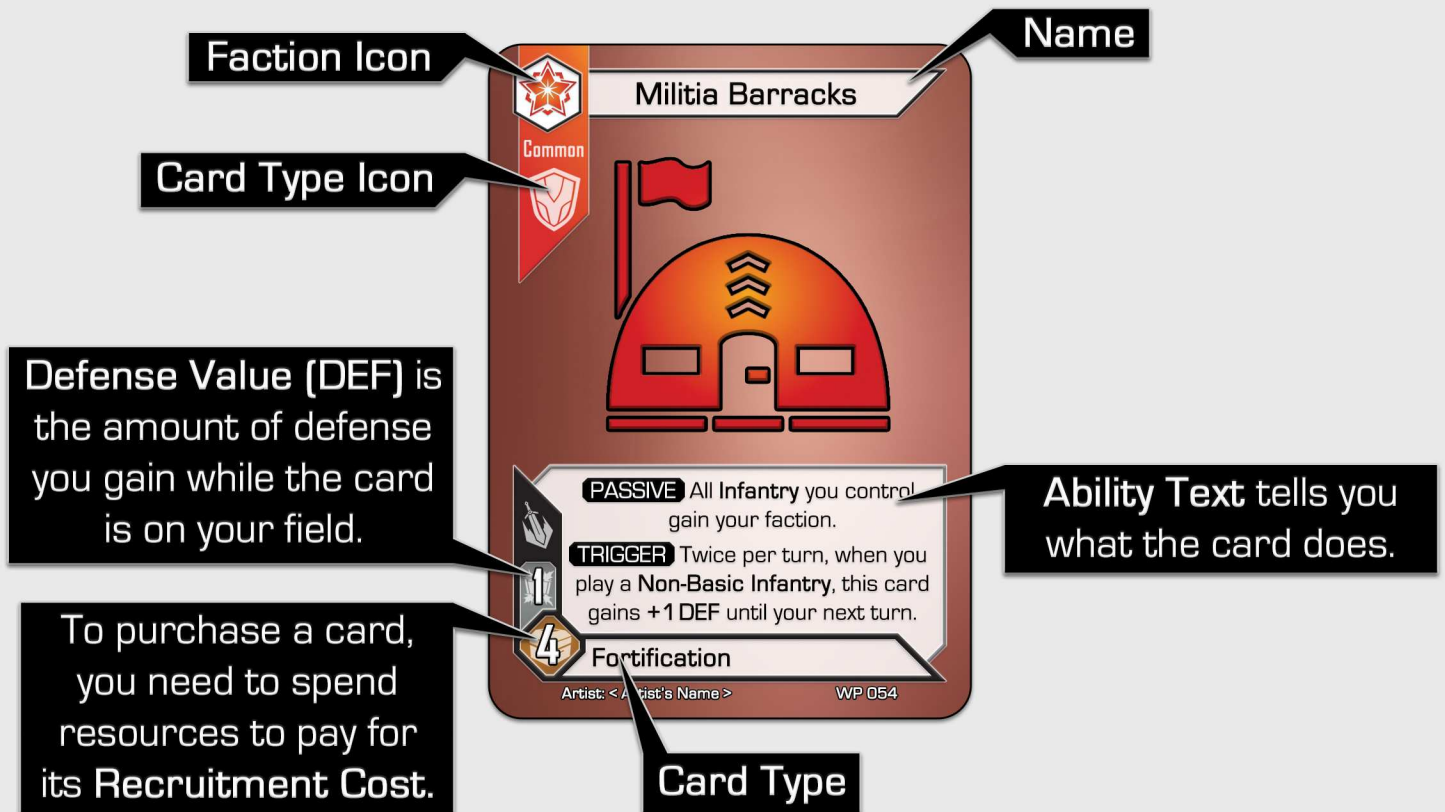
All infantry cards have a **PLAY ability**, which is a special ability that takes effect whenever you play that card. Usually, a PLAY ability will take effect when you play the card from your hand. But, a PLAY ability will take effect regardless of where the card is played from. In the case of **"Apprentice Voidshaper"**, you gain 1 resource when you play this card.

Many infantry cards also have ACTIVATE abilities, which can only be used while the card is on your field. Using the infantry above as an example, you can spend 1 resource to increase the card's **Attack Value** by 1 and send the top card of the main deck to the void. Changes to an infantry's attack value are lost the moment that card leaves your field. Keep in mind that a card's ACTIVATE abilities can only be used once during each of your turns.

Infantry cards have the ability to attack other players and bioweapons. When you use an infantry to attack, it deals damage equal to its current attack value. Dealing damage to a player will allow you to steal an equal amount of victory points from them. Dealing damage to a bioweapon reduces that card's health points by an equal amount until the end of the turn. Infantry cards attack one at a time and can only be used to attack once per turn. You cannot divide an instance of damage among multiple targets.

Fortification Cards

Faction Icon

Name

Card Type Icon

Militia Barracks

Common

Defense Value (DEF) is the amount of defense you gain while the card is on your field.

PASSIVE All **Infantry** you control gain your faction.

TRIGGER Twice per turn, when you play a **Non-Basic Infantry**, this card gains **+1 DEF** until your next turn.

Ability Text tells you what the card does.

To purchase a card, you need to spend resources to pay for its **Recruitment Cost.**

1

4

Fortification

Artist: < Artist's Name >

WP 054

Card Type

Fortification cards represent the buildings and ships that bolster your nation's defenses. During your turn, you can play any number of fortifications from your hand to your field. Unlike infantry cards, fortifications remain on your field after your turn ends. When a fortification is destroyed by the ability of a card, place that fortification in your discard pile.
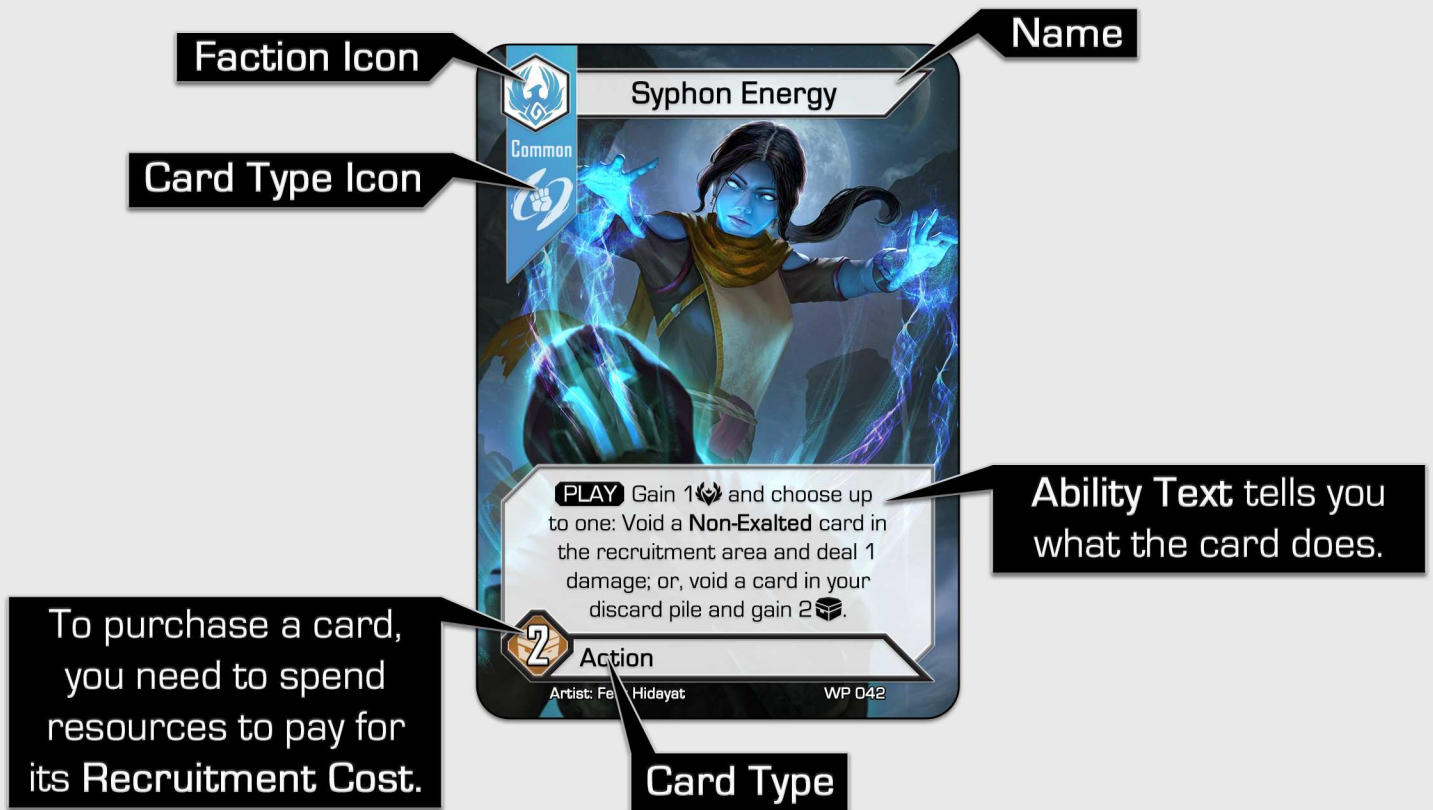
Some fortification cards have a **PASSIVE abilities**, which is a special ability that is continuously applied while the card is on your field. Using "Militia Barracks" as an example, the PASSIVE ability adds your faction to infantry cards while they are on your field *(cards can have multiple factions)*.

Fortification cards will often have one or more **TRIGGER abilities**, which is a special ability that takes effect when an in-game event triggers them. A TRIGGER ability will always specify the number of times it can take effect each turn as well as the specific in-game event that triggers it. Using the above fortification card as an example, its **Defense Value** will temporarily increase by 1 when you play a non-basic infantry. And, this ability can take effect twice per turn. Changes to a fortification's defense value are lost the moment that card leaves your field. If a fortification leaves and then returns to your field on the same turn, treat it like a new card. This means that its TRIGGER and ACTIVATE abilities can be used again that turn *(the same is true for all cards)*.

Fortification cards provide you with defense equal to their defense value. When a player deals damage to you, your total defense is reduced by an equal amount until the end of the turn. If the damage dealt exceeds or depelets your total defense, that player will steal victory points from you equal to the difference. If a fortification leaves your field, you lose all of the defense it provides. Your total defense is restored at the end of each turn.

Action Cards

Faction Icon

Name

Card Type Icon

Syphon Energy

Common

PLAY Gain 1 and choose up to one: Void a **Non-Exalted** card in the recruitment area and deal 1 damage; or, void a card in your discard pile and gain 2.

Ability Text tells you what the card does.

To purchase a card, you need to spend resources to pay for its **Recruitment Cost.**

2 Action

Artist: Fer Hidayat   WP 042

Card Type

Action cards represent the commands of your warlord and the strategic operations of your infantry. During your turn, you can play any number of actions from your hand to your field. Like infantry cards, actions remain on your field until the end of your turn. After which, they are placed in your discard pile.

When you play an action card, its PLAY ability will take effect. Some action cards allow to choose between one of two effects when you play them. In the case of **"Syphon Energy"**, you will immediately gain 1 victory point when you play the card. Then, you may choose between one of the following effects:

1) **You may send a non-exalted card from the recruitment area to the void and deal 1 damage.**
   (you must be able to void a card in the recruitment area in order to deal 1 damage)

2) **You may send a card from your discard pile to the void and gain 2 resources.**
   (you must be able to void a card in your discard pile in order to gain 2 resources)

You may play an action card even if you have no viable targets for its abilities. After resolving as much of the card's ability text as possible, it will remain on your field until the end of your turn. If you are unable to resolve any of the card's ability text, then nothing happens.

Dealing damage through the ability of an action card, or any ability for that matter, does not count as an attack. An instance of damage cannot be divide among multiple targets.

Bioweapon Cards

Health Points

Name

Malphas, the Defiler

8

Greater Bioweapon

Card Type

Ability Text tells you what the card does.

ELIMINATE Claim a **Territory** and draw a card. Then, each opponent discards a card and burns 2 ⬣.

Artist: Muhammad Fajri — WP 092

Bioweapon cards represent the monstrous creatures that were created during the early years of the great war. Unfortunately, their creators eventually lost control of them and they now dominate the vast majority of the planet's surface. You can reclaim small portions of the world in the form of territory cards by eliminating them.

To eliminate a bioweapon, you need to deal enough damage to it within a single turn to reduce its **Health Points** to 0. If you manage to do that, then you get to resolve its **ELIMINATE ability** as your reward. When a bioweapon is eliminated, burn it and replace it with the top card of the bioweapon deck. If a bioweapon survives because you failed to deal enough damage to it within a single turn, then any damage dealt to that card will be removed at the end of the turn.

Lesser Bioweapons have between 3 and 5 health points, while **Greater Bioweapons** have between 6 and 9 health points. Most of them will reward you with territory cards when they are eliminated. However, some of the lesser bioweapons will give you smaller rewards in the form of victory points and the ability to draw extra cards. In general, bioweapons feature a wide variety of effects and rewards that will aid you during the game.

Example of a Lesser Bioweapon

Ravenous Stalkers

3

Lesser Bioweapon

ELIMINATE Gain 2 ⬣.

Artist: Gun Gunawan — WP 111

Territory Cards

Faction Icon

Card Type Icon
Exalted

Defense Value
1
3

Name
Providence, the City of Ruin

Ability Text tells you what the card does.

CLAIM You may force another player to burn 1 🏵.
ACTIVATE Pay 1 📦 and burn 1 🏵: Deal damage equal to the amount of 🏵 burned this turn.

Artist: Gun Gunawan   WP 129

Territories are worth a number of victory points equal to their Victory Value.

Territory cards represent various environments and locations on the planet of Nevir. Territory cards can be aquired by claiming them from the top of the territory deck, or by conquering them from another player. When a card ability instructs you to **claim a territory**, you will take the top card of the territory deck and place it face-up on your player board. When a card ability instructs you to **conquer a territory**, you will steal one from another player and place it face-up on your player board.

Some territory cards have a **CLAIM ability**, which will take affect when you claim that card. In the case of **"Providence, the City of Ruin"**, you may force another player to burn 1 of their victory points when you claim the card. A CLAIM ability will take effect regardless of where the territory was claimed from. Conquering a territory will not cause its CLAIM ability to take effect.

Like fortification cards, territories will remain on your field after your turn ends. Likewise, the defense value of a territory card functions exactly the same as it does for a fortification card. Although, very few territories will actually be able to provide you with defense. If you happen to find one that does, that means the card is of the exalted rarity *(meaning its the only copy of that card in the game)*.

All territory cards are worth a number of victory points equal to their **Victory Value**. At the end of the game, you will count the values of all the territories you control and add them to your final score. Although territory cards are worth victory points, they cannot be taken from you when another player would steal your victory points. They also cannot be burned in place of burning victory point.

Card Rarity

There are a total of 135 unique cards in Warlord Protocol. But, as you may notice, there are more copies of some cards than there are of others. The number of copies a card has is determined by its rarity. **Card Rarity** can be found just above a card's type icon. There are a total of 4 rarities in the game: **Basic**, **Common**, **Limited**, and **Exalted**. Basic and exalted will often be refered to in ability text as **"Non-Basic"** and **"Non-Exalted"** as a way to exclude these rarities from the resolution of the effect. All basic cards as well as most territory cards are **Neutral**, which means that they do not belong to any faction.

Basic Cards *(4 or more Copies)*

Basic Infantry

Basic

PLAY Gain 1
used to recruit an
faction with a co
PASSIVE Th
attack B
2 Basic Infantr
Artist: Felix Hidayat

Basic Resources

Basic

PLAY Gain 1.

2 Basic Action
Artist: Gun Gunawan   WP 135A

Common Cards *(3 Copies)*

Attune with the Void

Common

PLAY Gain 1
card. If 2 or more
void this turn, dra

3 Action
Artist: Fahmi Fauzi

Novice Photomancer

Common

PLAY Gain 1.

ACTIVATE Pay 2: Draw a
card. If you drew an **Action** card,
you may reveal it to gain 1

2 Infantry - Novan
Artist: Felix Hidayat   WP 066

Limited Cards *(2 Copies)*

Indoctrination

Limited

PLAY Choose on
recruit an **Action**
cost of 4 or less
a card this way do
Command

4 Action
Artist: Gun Gunawan

Steadfast Pontiff

Limited

PLAY Gain 2. Then, gain 1 if you
control a **Fortification** of your faction.

ACTIVATE Pay 2: You may use the
ACTIVATE abilities of other **Infantry** you
control an additional time this turn.

5 Infantry - Human
Artist: Agus SW   WP 009

Exalted Cards *(1 Copy)*

Void Storm

Exalted

PLAY Draw a ca
Then, you may void th
all of the cards in the
each opponent voids
they control, n

7 Exalted Action
Artist: Gun Gunawan

Isabella, the Artificer

Exalted

PLAY Gain 2 or draw a card.

ACTIVATE Destroy a **Fortification** you
control: Select a card in your discard pile
with a recruitment cost of 4 or less
and return it to your hand.

6 Exalted Infantry - Novan
Artist: Agus SW   WP 019

Ability Types & Timing

ACTIVATE Abilities

To use an ACTIVATE ability, you must first pay its activation cost. The activation cost may require you to spend a specific number of resources or burn a specific number of victory points. If an ability asks you to **pay X resources** or **burn X victory points**, then you can choose any value for X so long as you are able to pay the cost. Some ACTIVATE abilities might also ask you to discard, void, burn, or destroy cards as part of their activation cost. After you pay the activation cost, the ability text will resolve. A card's ACTIVATE ability can only be once during each of your turns.

CLAIM Abilities

The CLAIM ability of a territory will take effect when you claim that card from any zone. Conquering a territory will not cause its CLAIM ability to take effect.

ELIMINATE Abilities

These abilities are unique to bioweapon cards and take effect the moment you reduce a bioweapon's health points to 0.

PASSIVE Abilities

These abilities are continuously applied while the card is on your field. Some PASSIVE abilities require certain conditions to be met in order for them to take effect.

PLAY Abilities

These abilities take effect when you play the card from any zone.

TRIGGER Abilities

These abilities take effect when a specific in-game event triggers them. A TRIGGER ability will always specify the number of times it can take effect each turn as well as the specific in-game event that triggers it.

Ability Timing & Resolution

Should 2 or more abilities take effect at the same time, follow these rules:

1) Starting with the turn player, resolve all abilities in turn order *(clockwise around the able)*.
2) Continue resolving abilities until none remain. If an ability cannot finish resolving, continue playing.
3) Resolve all abilities one at a time and in the order of their controller's choice.
4) Abilities cannot be interrupted once they begin resolving.
5) Should the resolution of an ability cause another ability to take effect, place the new ability on hold and resolve it at a later time.

Additional Rules for Abilties

Normally, card abilities can only take effect while that card is on your field. However, the ability text of some cards can take effect while they are in your discard pile. In cases like this it is important to remember that if there is a contradiction between the ability text of a card and the rules of the game, ignore the rules of the game and follow the ability text of the card.

Turn Phases

Phase 1: Start Phase

Any abilities that reference the beginning or start of your next turn take effect now. Any abilities that last until your next turn end at this time *(such as temporary bonuses to your total defense)*.

Phase 2: Command Phase

You may perform any of the following actions during this phase. You may perform them in any order you wish and as many times as you are able to do so:

1) Play cards from your hand to your field
2) Pay for and use ACTIVATE abilities
3) Attack other players
4) Attack bioweapons

Once per turn, during either your command phase or end phase, you may burn 2 victory points to send a basic card from your hand, field, or discard pile to the void. You can use this mechanic to gradually remove the basic cards you began the game with from your deck. If you do, you will draw the cards you purchase from the recruitment area more often. When you use this mechanic, remove your **void marker** from the **void tracker** on your player board as a reminder. You can place it back on your player board after your turn is over.

Phase 3: Recruitment Phase

The act of purchasing a card in Warlord Protocol is known as recruiting. During this phase, and only during this phase, you can recruit any number of cards from the recruitment area. To recruit a card, you need to spend a number of resources equal to that card's **Recruitment Cost**. Whenever you recruit a card, you will place that card on top of your discard pile. However, you may pay 1 additional resource whenever you recruit a card to place it on top of your deck instead *(you can use this even if you recruit a card for free)*. Additionally, you will gain 1 victory point whenever you recruit a card of your faction.

To purchase a card, you need to spend resources to pay for its **Recruitment Cost**.
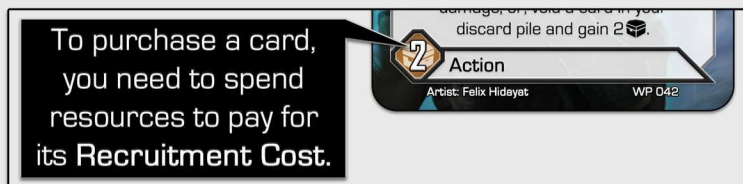
Phase 4: End Phase

1) All unused resources disappear.

2) Send all action and infantry cards on your field to your discard pile.

3) Discard all of the cards remaining in your hand.

4) Refresh your hand by drawing 5 cards off the top of your deck. If you need to draw from an empty deck, take all of the cards from your discard pile and shuffle them to reform your deck. Then, continue drawing until you have 5 cards in your hand. If you cannot draw 5 cards, continue playing with whatever you have.

5) The next player begins their turn.

Endgame & General Rules

General Gameplay Rules

1) Have fun! this is your game and you should enjoy playing it. If you dislike a card, take it out of the game. If you dislike a rule, change it. If your playgroup enjoys house rules, go for it!

2) You cannot lie about the number of victory points you have. You also cannot hide your victory points, they must remain on your player board at all times. The cards you purchase are also considered public information, which means that other players can ask you which cards you have purchased and you must answer truthfully to the best of your knowledge. However, unless those cards are on your field or in your discard pile, the exact location of those cards is not public information.

3) You cannot get knocked out of a multiplayer game for having zero victory points.

4) Try make decisions in a timely fashion and don't be afraid to make mistakes.

Endgame Procedure

When a game ending condition is met for the first time each game, the end of the game begins. From that moment forward, players can no longer attack each other *(including the turn player)*. However, abilities that target and deal damage to other players may still be used. Once the player in possession of the last player token finishes their turn, the game is over *(abilities can still give that player extra turns)*. Each player's final score is equal to the total value of all their victory coins plus the total value of all their territory cards.

Determining the Winning Player

The player with the most victory points wins. Should two or more players tie for the most victory points, the player among them who controls the most territory cards is declared the winner. If that does not break an existing tie, then the victory is shared.

Game Ending Conditions

1) There are no victory points left on the game board. As soon as the last victory point is removed from the game board, the endgame is initiated. Players may still gain victory points, use extra victory coins or pen and paper if necessary.

2) There are no cards left in the bioweapon deck. As soon as the last card of the bioweapon deck is placed on the game board, the endgame is initiated. Take the remaining greater bioweapons you set aside during setup and place them face-down on the game board as the new bioweapon deck. Players may continue eliminating bioweapons until none remain.

3) There are no cards left in the main deck. As soon as the last card of the main deck is placed on the game board, the endgame is initiated.

4) There are no cards left in the territory deck. As soon as the last card is removed from the territory deck, the endgame is initiated. If a player would claim a territory from an empty territory deck, they gain 2 victory points instead.

2-Player Setup & Rules

2-Player Setup

The setup for this game mode is similar to the setup for the multiplayer game mode, but with a few key differences. The biggest difference is that you will only be playing with two factions, and both players must play as a warlords from opposing factions.

Before constructing the main deck, remove all **exalted cards** from the game since you will not have the ability to purchase them in this game mode. You will also remove the following **bioweapon cards** from the game before constructing the bioweapon deck:

1x **Kimaris, the Traitor** - Greater Bioweapon (WP 091)

1x **Malphas, the Defiler** - Greater Bioweapon (WP 092)

1x **Crocell, the Destroyer** - Greater Bioweapon (WP 093)

1x **Valac, the Seeker** - Greater Bioweapon (WP 094)

1x **Stolas, the Cultivator** - Greater Bioweapon (WP 095)

1x **Vapula, the Collector** - Greater Bioweapon (WP 096)

3x **Chromatic Sentinels** - Lesser Bioweapon (WP 110)

Once you have removed those bioweapons, shuffle all of the remaining **greater bioweapons** into a deck of cards and place it face-down on the **bioweapon deck** space of the game board. Then, randomly select 6 **lesser bioweapons**, shuffle them, and place them on top of the deck *(face-down as well)*.

Randomly decide which player will go first. The last player token is not used in this game mode. With these key differences in mind, you can use the multiplayer setup instructions on page 6.

2-Player Rules

For the most part, the gameplay rules for this 2-player game mode are identicle to the rules for the multiplayer game mode. But, here is a breif list of the key differences:

1) When you deal damage to a player, you will no longer steal victory coins from them. Instead, return those victory coins to the game board *(this is not the same as burning victory points)*.

2) If a player has **0 victory coins** at the end of any turn, they lose the game.
   You will lose the game even if you have territory cards.

3) If a player has a total of **30 victory points** at the end of any turn, they win the game.
   Territory cards count towards a player's victory point total.

4) A player having 0 victory coins or 30 victory points is the only way to end the game.

5) If both players would win, then the player with the highest total victory points is declared the winner.
   If players are tied on victory points, then the player that controls the most territory cards wins.
   If an existing tie cannot broken, then the game ends in a tie.

WARLORD
PROTOCOL

PLAYER GUIDE

Faction Information

The Divine Machine is a spiritual theocracy that rules over the kingdom of Athos. With the help of a highly sophisticated artificial intelligence network, they seek to gain eternal enlightenment by living a life in which they harmonize their minds and bodies with machines. This faction's primary mechanic revolves around generating synergy through the use of ACTIVATE abilities, with a secondary focus on controlling cards of your faction. This faction relies heavily on its infantry cards and exceeds when it comes to dealing a sustained amount of damage over time while maintaining a strong defensive line.

Overall Faction Complexity: Medium

Warlord Complexity Ratings:
Augustus & Scar - High
Zita, the Apostle - Medium
Athereal, the Guardian - Low

The Cybernetic Federation governs the nation of Jupiter and is lead by a small council of oligarchs. Their cities rest upon the sky islands that float high above the planet's surface, and the faction boast a powerful naval force that has allowed them to stay relatively neutral as the events of the great war played out beneath them. The Cybernetic Federation's primary mechanic allows them to generate synergy through the destruction of their fortification cards, with a secondary focus on controlling multiple fortifications. This faction relies heavily on its fortification cards while their infantry cards serve more of a supporting role.

Overall Faction Complexity: High

Warlord Complexity Ratings:
Emmit, the Weaponsmith - High
Jason, Council Elder - High
Athena, Fleet Admiral - Medium

Complexity ratings exist to give you a general idea of how challenging it is to play with a faction and its warlords. A faction or warlord with a higher rating does not mean that it is stronger than one with a lower rating. We recommend that new players start off by playing as warlords with a low complexity ratings.

Faction Information

The Awakened Legion founded the democratic republic of Renati after obtaining their independence from Nova Genesis at the end of the liberation war, a civil war that was instigated and financed by the Legacy Militia. The vast majority of this faction's members are voidborn, which are former humans and novans that perished within the void. While they resemble their former selves, they retain no memories from their past life and possess the unique ability to manipulate void energy in its raw state. The Awakened Legion's primary mechanic allows them to generate synergy by sending cards into the void and retrieving cards from it.

Overall Faction Complexity: Medium

Warlord Complexity Ratings:
Alexander, Void Adept - Medium
Zamia, the Voidshaper - High
Afreen, Void Catalyst - Medium

The Legacy Militia is a military republic that governs the nation of Elpida, and was formed shortly after the collapse that was brought about by the great war. Members of this faction originate from all corners of Nevir, many of whom joined seeking asylum from oppressive regimes. The Legacy Militia seeks to unite their shattered world and bring an end to the tyrants that led it into chaos. This faction is primarily focused on supporting infantry cards while providing bonuses for controlling infantry of your faction. Infantry and warlord cards from the Legacy Militia feature a diverse range of abilities that allows them to easily adapt to the situation at hand.

Overall Faction Complexity: Low
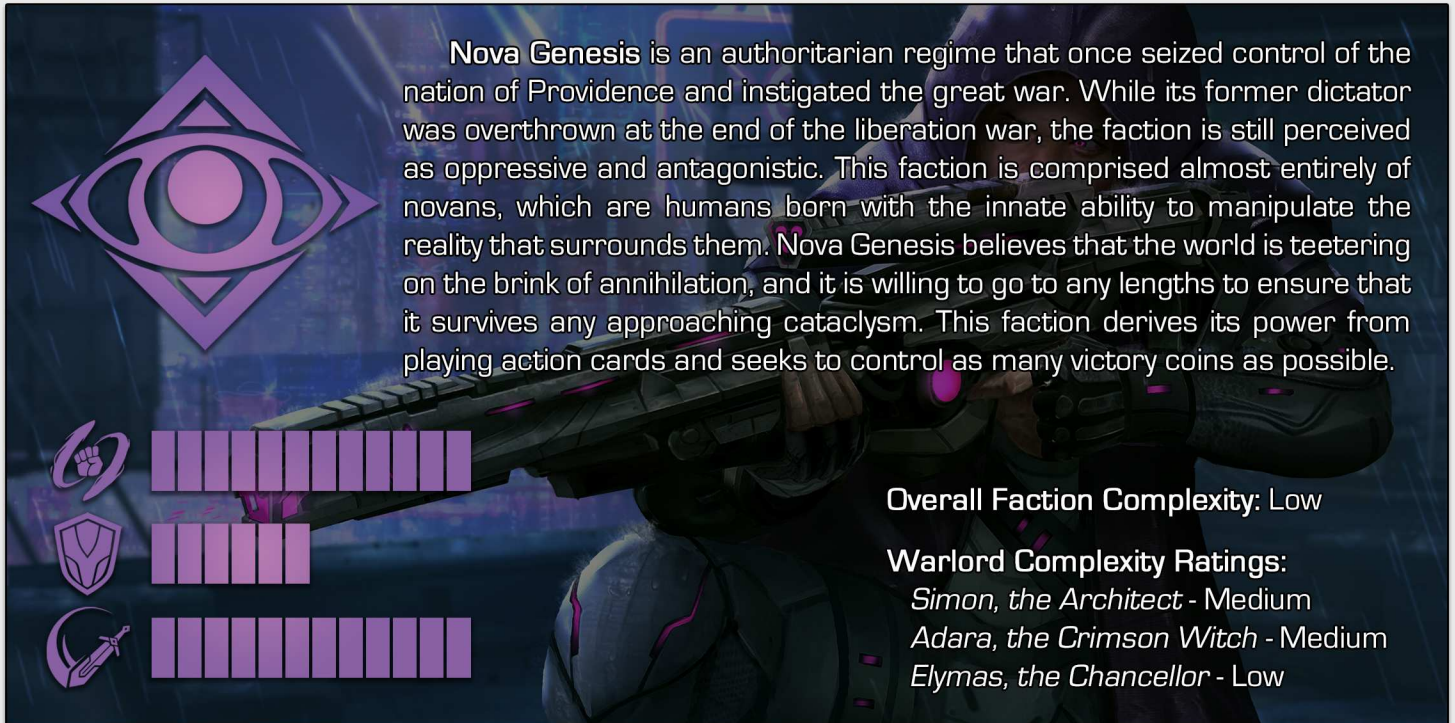
Warlord Complexity Ratings:
Ayden, the Geomancer - Low
Amirah, the Director - Medium
Minerva, the Emissary - Low

Complexity ratings exist to give you a general idea of how challenging it is to play with a faction and its warlords. A faction or warlord with a higher rating does not mean that it is stronger than one with a lower rating. We recommend that new players start off by playing as warlords with a low complexity ratings.
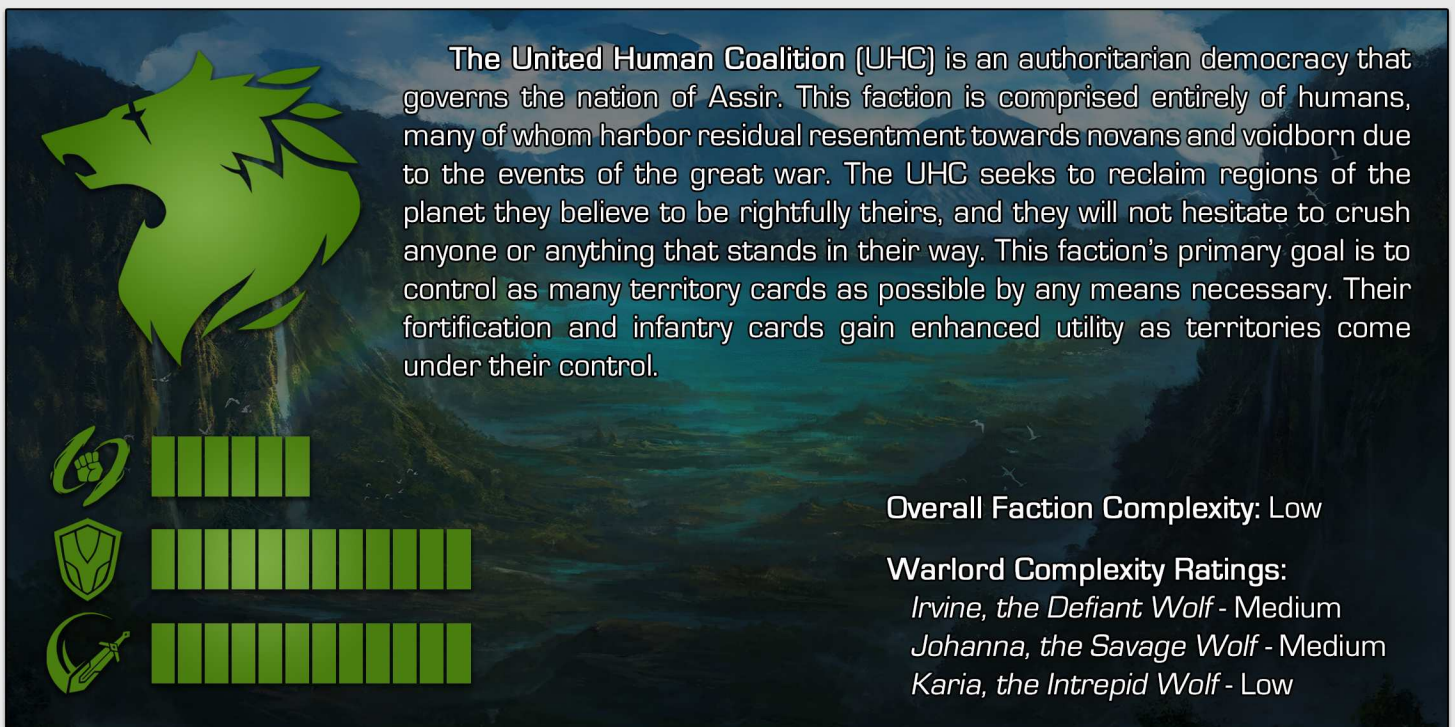
Faction Information

Nova Genesis is an authoritarian regime that once seized control of the nation of Providence and instigated the great war. While its former dictator was overthrown at the end of the liberation war, the faction is still perceived as oppressive and antagonistic. This faction is comprised almost entirely of novans, which are humans born with the innate ability to manipulate the reality that surrounds them. Nova Genesis believes that the world is teetering on the brink of annihilation, and it is willing to go to any lengths to ensure that it survives any approaching cataclysm. This faction derives its power from playing action cards and seeks to control as many victory coins as possible.

Overall Faction Complexity: Low

Warlord Complexity Ratings:
Simon, the Architect - Medium
Adara, the Crimson Witch - Medium
Elymas, the Chancellor - Low

The United Human Coalition (UHC) is an authoritarian democracy that governs the nation of Assir. This faction is comprised entirely of humans, many of whom harbor residual resentment towards novans and voidborn due to the events of the great war. The UHC seeks to reclaim regions of the planet they believe to be rightfully theirs, and they will not hesitate to crush anyone or anything that stands in their way. This faction's primary goal is to control as many territory cards as possible by any means necessary. Their fortification and infantry cards gain enhanced utility as territories come under their control.

Overall Faction Complexity: Low

Warlord Complexity Ratings:
Irvine, the Defiant Wolf - Medium
Johanna, the Savage Wolf - Medium
*Karia, the Intrepid Wolf* - Low

Complexity ratings exist to give you a general idea of how challenging it is to play with a faction and its warlords. A faction or warlord with a higher rating does not mean that it is stronger than one with a lower rating. We recommend that new players start off by playing as warlords with a low complexity ratings.
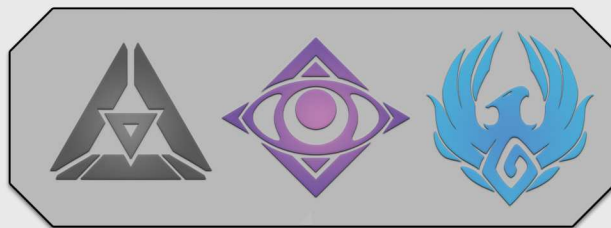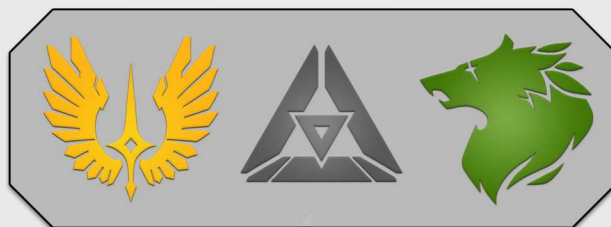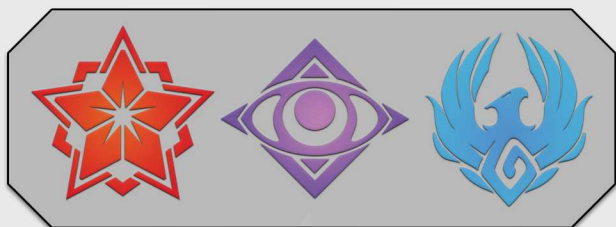
Faction Suggestions

Factions Suggestions for Multiplayer

If this if your first time playing Warlord Protocol, we suggest playing a few games with the **Legacy Militia**, **Nova Genesis**, and the **United Human Coalition**.
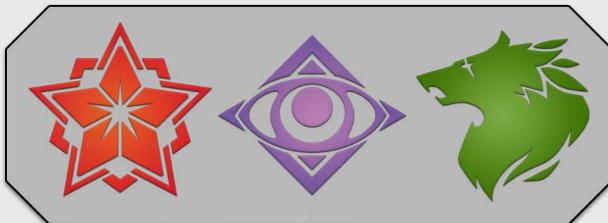
When you feel like you have a better understanding of the game and its mechanics, try out one of the combinations below. Each one will feel relatively unique and give you a decent idea of how the six factions play off one another. Be sure to check out a faction's information page *(pages 19 - 21)* for a brief description of their mechanics, complexity ratings, and card type distribution.

Factions Suggestions for 2-Player

The factions in these three combinations have similar mechanics and play off one another exceptionally well. Give these faction combinations a try to get a feel for this game mode.

Glossary

ACTIVATE Ability: An ability that requires you to pay a cost to use it. Can only be used once per a turn and only during your turn.

Attack Value (ATK): The amount of damage an infantry deals when it attacks a player or bioweapon.

Burn Cards: Remove cards from the game. Place burned cards on top of the burn pile of the game board.

Burn Victory Points: Remove a number of victory coins from the game.

Claim: Take the top card of the territory deck and place it face-up on your player board.

CLAIM Ability: An ability that takes effect when you claim the territory card.

Conquer: Taking control of a territor card controlled by another player.

Control: Any card on your field, including your warlord.

Defense Value (DEF): The amount of defense provided by a fortification or territory card.

Destroy: Send a fortification from your field to your discard pile.

Discard: Send a card from your hand to your discard pile.

Draw: Take the top card of your deck and place it in your hand.

Eliminate: When you reduce a bioweapon's health points to 0.

ELIMINATE Ability: An ability the takes effect when a bioweapon's health points are reduced to 0.

Field: Your player board and the area immediately around it.

Gain Victory Points: Take victory coins from the game board and place them on your player board.

Gain Resources: Acquiring resources to spend during your turn.

Health Points: The amount of damage a bioweapon can withstand in a single turn before being eliminated.

PASSIVE Ability: An ability that is continuously applied while the card is on your field.

Play: Place an action, infantry, or fortification card on your field.

PLAYAbility: An ability that takes effect when you play the card.

Resolve: The act of performing ability text.

Recruitment Cost: The amount of resources required to purchase a card.

Steal: Taking victory coins away from another player.

Total Defense: The combined defense values of all cards a player controls and any abilities granting that player a temporary bonus. If a card does not specify that the temporary defense bonus is given to itself or another card, then that card's controller gains the bonus instead *(players can gain defense)*.

TRIGGER Ability: An abilities take effect when a specific in-game event triggers it.

Warlord: A card that represents the player controlling it.

Void: Send a card to the void.

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Additional Information
Website: *https://www.gemstonegames.gg/warlordprotocol*
Facebook: *http://www.facebook.com/warlordprotocol*
Instagram: *http://www.instagram.com/warlordprotocol*
Twitter: *https://www.twitter.com/warlordprotocol*

FAQ & Clarifications

The following is a collection of rulings regarding a few of the corner cases in gameplay. While this rule book should be able to answer most of your questions, we understand that situations may come up during a game that the rule book might not have an obvious answer for. For more information on specific cards and official rulings, please visit the card gallery on our website at:

https://www.gemstonegames.gg/cardgalley-warlordprotocol

Q) When I use the ACTIVATE ability of "Zita, the Apostle" or play "Inspire Revolution", how do I determine which infantry cards gain bonus attack?

A) When **Inspire Revolution** says **"your Infantry gain +1 ATK this turn"**, it creates a static effect that persists on your field until the end of your turn. Meaning that all infantry cards you control will gain the attack bonus. This includes all infantry cards you play after resolving **Inspire Revolution's** ability as well. The same is true for **Zita, the Apostle**; additionally, in Zita's case all players will gain the static effect until the end of your current turn since the ability does not specify that only your infantry gain the attack bonus.

Q) Card's such as "Champion of Athos" and "Augustus & Scar" tell me to gain defense until my next turn, but where is this extra defense applied? And how is this different from a fortification card gaining extra defense?

A) Fortifications can gain defense because they have an ability that specifically gives that card a bonus. And once a fortification leaves your field, all of the bonus defense on it is removed. When a non-fortification card has an ability that grants you extra defense until your next turn, that bonus is given to your warlord *(aka, the player)*. Since your warlord cannot be removed from your field, this extra defense will persist on your warlord until the beginning of your next turn *(no other abilities can remove it)*.

Q) When I am playing as "Afreen, Void Catalyst" or "Minerva, the Emissary", can I choose when to use their TRIGGER abilities?

A) Yes, you can choose when to use their TRIGGER abilities. For Minerva, you have the opportunity to use her ability whenever you play an action card. And for Afreen, you have the opportunity to use his ability whenever you void a card. Whether or not you choose to resolve the ability at that time is your decision to make. Once you choose to resolve the ability, you will not be able to use it again that turn. This is true for all TRIGGER abilities as well, regardless of their card type.

Q) Can I use the ACTIVATE abilities of cards like "Entrenched Exarch" and "Fallen Disciple" if I do not have a valid target for their effects?

A) Yes! Even if you do not have a valid target for an ACTIVATE ability, you can still pay its activation cost. The effect will resolve, but nothing will happen.