



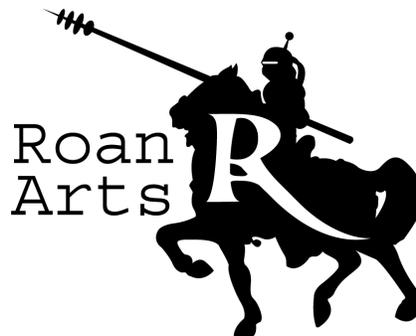
WarMage

by Roan Arts LLC

A game of magical combat for two to six players.

SETUP

1. Give each player three Wound Cards if playing with 4 or less players, or two Wound Cards if playing with 5 or 6 players.
 - a. Players set their Wound Cards to the side for now; they begin with no Wound Cards in play.
 2. Shuffle the deck and deal three cards to each player.
 3. Place the deck face-down in the center of the table.
 - a. Reveal the top three cards of the deck, laying them out in a row face-up and eligible to be drawn.
 4. Determine the starting player by any means agreed to by all players.
-



Aspiration, Innovation, Motivation
www.Roan-Arts.com

STANDARD GAME

2 to 6 players

TURN ORDER

Each player carries out the following progression of steps on their turn:

1. **BEGINNING OF TURN** - Carry out any effects which are described as taking place during the beginning of your turn.
2. **DRAW** - Choose one of the following:
 - a. Choose and draw one card from those face-up and eligible to be drawn from the center. If you do so, immediately replace the card with a new card from the top of the deck, placed face-up and eligible to be drawn.
 - b. Draw one card from the top of the deck in the center.
 - c. If you have less than three cards in your hand, draw cards from the top of the deck in the center until you have three in hand.
3. **CAST** - Cast any number of Spells and use cards' activated effects according to the rules on each card.
4. **END OF TURN** - Carry out any effects which are described as taking place during the end of your turn.
5. **NEXT TURN** - Gameplay proceeds to the next player's turn, going clockwise and skipping any players who have been eliminated.

DRAWING & THE DECK

- When cards are drawn due to Spell effects, they are drawn one at a time, either from the top of the deck, or from those face-up eligible to be drawn (immediately being replaced with a new card from the top of the deck before the next card is drawn).
- If at any time there are no cards remaining in the deck, shuffle the discard pile and put it into the deck, thus refreshing the deck.

CASTING

- When a Spell is "cast," it is removed from your hand and put into a Chain (Chains are discussed in more detail below). All other players are given a chance to respond to the casting of the Spell, which may provoke further responses and may cause the Spell to be countered, prevented, or otherwise not resolve successfully.
- Until a Chain has resolved without the Spell you cast having been countered or otherwise prevented from resolving successfully, the Spell is "casting," or in an "attempting to cast" state. Once it has finally resolved without being prevented or countered, the Spell has been "successfully cast" and its effects are carried out.
- Any targeting decisions which must be made when a Spell is cast are made immediately upon casting the Spell. For example, a Spell which will deal Wounds to a target player when it is successfully cast must have its target declared when it is being attempted to cast.

COUNTERING

The "counter" effect may be found on many cards throughout the game, in various forms. Only a Spell which is being cast may be 'Countered,' which cancels it, prevents its effects from being carried out, and puts it into the discard pile--unless another card rule states otherwise.

CHAINS

- Whenever a Spell is cast, it is first put into a "Chain;" most Spells begin a new Chain when they are cast, while other Spells are cast into a Chain which is already in progress. Follow the rules on each Spell card for how to cast it.
- When Spells are cast into a Chain in progress, they are placed on top of the previous Spell in that Chain in the order they are cast by the players, with the newest Spell being cast being placed on top of the Chain. Unless stated otherwise in a Spell's rules, only the top Spell of a Chain can be targeted by other Spells. If more than one player tries to cast a Spell into a Chain at the same time, and a dispute arises over who cast first, flip a coin or use another tie-breaking method to resolve the dispute.
- Once all players agree that no more Spells are being cast into a Chain, the Chain's effects resolve from top to bottom, in "first in, last out" order (from top to bottom as the cards are laying on the table).

ACTIVATED EFFECTS

- Some Spells may have effects which are triggered by an event, or may be carried out at a player's discretion according to the rules written on the card itself. Carrying out these effects is not considered "casting," and thus does not begin a new Chain or add an effect to a Chain currently in progress.
- These "activated effects" are considered to be 'faster' than those taking place in a Chain, and may interrupt the normal resolution of other effects. If multiple activated effects are used in response to one another, follow a Chain-like progression to resolve the effects in a "first in, last out" order similar to how a Chain resolves.
- Activated effects are 'faster' than the elimination of a player. This allows for situations wherein a character who is being eliminated may be able to carry out certain activated effects between the moment they are dealt Wounds and the moment they are actually eliminated.

SIMULTANEOUS EFFECTS

Sometimes, multiple effects may need to be carried out which take place at the same time and conflict (for example, a Spell which allows a player to draw at the end of their turn, and a Spell which requires them to discard at the end of their turn. To resolve this, effects take place beginning with the player to the left of the player being affected, and go clockwise, ending with the player being affected.

WOUNDS

When a player is dealt a Wound, unless a card rule states otherwise, they may choose how they receive the Wound; Wound Cards are first put into play as a Flesh Wound, and are then converted into Mortal Wounds. This allows a player with one Flesh Wound in play who is dealt another Wound to choose between either putting a second Flesh Wound into play, or converting their existing Flesh Wound into a Mortal Wound.

ELIMINATION

When a player has all of their Wound Cards in play, and all of those Wound Cards are Mortal Wounds, they are eliminated from the game. All the remaining parts of their turn (if it was their turn) are skipped, they put all cards in their hand and in play in front of them into the discard pile, and gameplay proceeds to the next player in rotation.

RULES DISPUTES / CONFLICTS

If at any time the players cannot clearly resolve a rule conflict or dispute, put the issue to a vote. If the vote is a tie, the game owner has final say.