THE STAR OF THE GUARDIANS™
Collectible Trading Card Game

THE UNIVERSE AND YOUR PLACE IN IT

It is far into the future. Seventeen years ago, a bloody revolution resulted in the overthrow of the Starfire monarchy. Peter Robes, now President of the Galactic Democracy, took over leadership of the galaxy. But the government is corrupt, the democracy is crumbling. It is rumored that the heir to the throne is alive and is searching for people to aid him in his return.

You are a Warlord. You act as "sheriff" over your particular sector of space. However, the Warlords have begun jockeying for position, to see which one will be powerful enough to take over when the Democracy falls. As one Warlord, Derek Sagan, put it, "If power is lying around loose, someone will pick it up." The time is ripe for expansion.

In order to gain control of other planetary systems, you are going to need help. Powerful men and women, including other Warlords or perhaps even the young king himself, can add their "Personality" to enable you to defeat your opponents. Certain magical or religious artifacts may come into your possession which will aid your cause. The more planetary systems under your control, the more Influence you have throughout the galaxy. Skill and strategy will benefit you, but you'll need luck and the blessing of the Creator in order to emerge victorious.

GENERAL

1. The game is based on the best-selling series *The Star of the Guardians* by Margaret Weis. Although the flavor of the game comes from the books, there is no need to have read the books to play the game.

2. The goal of the game is to reduce your opponent's Power Point total to zero at the end of a turn. When this occurs, you are considered to have won a victory over the opposing Warlord, thus increasing your power in the galaxy. Victory is accomplished by destroying enemy ships and spaceplane squadrons, as well as bombing the opposing Warlord's Home System. If both players find themselves at or below zero Power Points at the end of a turn, the game is declared a draw. Either player may concede the game at any time.

3. To play the game, both players will need a deck of the STAR OF THE GUARDIANS Collectible Trading Card Game cards (not necessarily the same mix of cards), and both players will need two markers each (pennies or glass beads will do) for keeping score using the Power Point pad, printed on the reverse of the rules.

4. There are three types of "points" used in the game: Power Points, Influence Points and Personality Points. Power Points represent the amount of political power that a player has. Power Points are tracked on the Power Point pad. Players start with 25 Power Points. Power Points are tracked on the Power Point pad. Players lose Power Points by bringing Star cards into play. Players lose Power Points every time a ship or squadron (and any weapon and crew cards assigned to those ships) are lost due to combat. Players also lose Power Points when their Warlord's Home System is successfully bombed.

5. Influence Points represent the political influence provided to the player by planetary systems or other effects. Influence Points are spent in bringing cards into play. Influence Points are generated by "using" (a process described below) a System card, a Special System card, certain Artifact cards and certain Personality cards that provide Influence Points. Influence Points are spent in bringing cards into play, or paying for effects provided by certain cards. Influence points which are not spent provide no effect, and cannot be saved for later turns.

6. Personality Points represent the effect that certain personalities have in political life. Personality Points are spent in bringing cards into play. Personality Points are generated by "using" a Personality card, a Crew card or certain Artifact cards. Personality Points which are not spent provide no effect, and cannot be saved for later turns.

✴ Influence Point   ☗ Personality Point

7. For informal play, players may choose the cards they use in their deck from their collection of cards. We suggest a maximum of 80 cards for playability. Both players should play with a minimum of 40 cards. 60 cards provides the best mix.

8. For tournament play, use a combination of chosen and random cards. The combination may contain no more than two instances of any card. For example, a player can have two Destroyers of one class and two more Destroyers of another class, but not three of one class. Each player selects up to 40 cards from the player's collection of cards, then shuffles the remaining cards. Each player takes half of these cards, up to 40, and adds them to the original 40 cards, making a deck of a maximum 80 cards. Players play with one deck each.

9. Markers are used to keep track of Power Points. Each player starts with 25 Power Points. One marker is placed on the '20' circle and one on the '5' circle, indicating a total of 25 Power Points. The lanes, Power Point pad and the Warlord's Home System are printed on the reverse of the rules. Since each player should have a copy of the rules, keep one set available for reference.

10. A card is "used" when turned sideways. "Using" a card activates one of the properties of the card, such as a special ability described on the card, Influence and/or Personality Points, or a mind link. If a card has both a special ability and provides Influence and/or Personality Points, the player must choose which will be used. Once "used", a card's functions are no longer available until that player's next Ready phase.
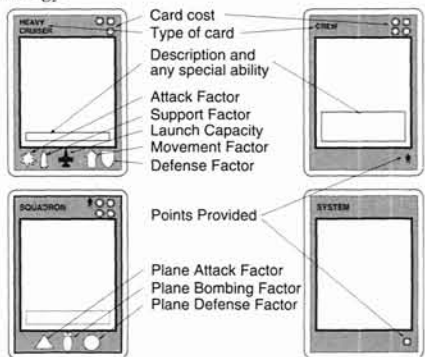
11. A card is "available" when it is in the upright position. This indicates that the card has not yet been "used". All cards are moved to the upright position, or "readied", during the player's Ready phase.

12. All Personality cards, all Special System cards, and all Artifact cards are "unique", unless specifically stated otherwise on the card. If a player brings out a unique card, then the opponent cannot bring out the same card until the first card is removed. For example, if the Personality Warlord Derek Sagan is brought out by Player A, then Player B cannot bring out Warlord Derek Sagan. If, during the course of play, Warlord Derek Sagan is removed by a card effect, then the restriction on playing Warlord Derek Sagan is also removed.

13. Lanes are five columns in which ships may be played. Lanes are designated A through E, and are printed on the reverse of the rules.

14. Effects written on cards always overrule the basic movement, combat and turn sequence rules specified.

15. Card Symbology:

- Card cost
- Type of card
- Description and any special ability
- Attack Factor
- Support Factor
- Launch Capacity
- Movement Factor
- Defense Factor
- Points Provided
- Plane Attack Factor
- Plane Bombing Factor
- Plane Defense Factor

GETTING STARTED

1. A player is chosen to start. This may be done by mutual agreement, coin toss, drawing of lots or any other method acceptable to both players.

2. The player chosen to start becomes the Offensive player and follows the turn sequence. The other player is the Defensive player. The Defensive player becomes the Offensive player, and vice versa, when the first player has finished the turn sequence.

3. Decks are shuffled. Each player may cut the other's deck. Each player then deals a hand of 6 cards, returning the remainder of the deck to the table, face down. This pile is known as the Unused Pile.

4. The Offensive player begins the turn sequence.

TURN SEQUENCE

1. **READY PHASE:** The Offensive player "readies" (turns upright) all cards in play, making them available for use.

2. **DRAW CARD:** The Offensive player draws a card from the Unused Pile. If the player has less than three cards in the hand before drawing, the player may draw cards until three cards are held in the hand. For example, if a player had only one card in the hand before drawing, the player could draw two cards. If there are no cards in the Unused Pile, then the player must play with whatever cards are already in the hand. A player may continue to play regardless of how many cards are in the Unused Pile or hand. Being out of cards does not end the game (although rarely is it a good sign).

3. **SYSTEM PHASE:** The Offensive player may either bring a System card or a Special System card into play. There is no cost to do so. When a System card or Special System card is brought into play, the player receives Power Points equal to the Influence Points that the system provides. For example, if a player brings out a System card that provides one Influence Point, the player raises the Power Point total by one on the Power Point pad. This increase in Power Points only occurs in the turn when the System card is brought into play, not subsequent turns.

4. **DEPLOYMENT PHASE:** The Offensive player may play, by paying the appropriate amount of points, as many of the following types of cards as can be afforded, in any order:
   - Ship cards
   - Squadron cards
   - Crew cards
   - Personality cards
   - Artifact cards
   - Modifier cards and/or
   - Weapons cards.

   The player may also play Fate or Damage cards, since these cards can be played at any time. Cards are brought into play by "using" the requisite amount of Influence and Personality Points. Ships must be played into lanes (as described in the Placement of Ships into Lanes section below). Crew must be played onto ships. Squadrons must be played onto planetary bases or carriers (ships marked with spaceplane catapult ability).

5. **OFFENSIVE MANEUVER PHASE:** The Offensive player may maneuver any or all ships (as described in the Ship Maneuver section below).

6. **ATTACK DECLARATION:** The Offensive player may declare an attack. The Offensive player need not announce the specifics of the attack at this point (which ships are attacking which ships, etc.), only that an attack is to take place. If no attack is declared, the Offensive player immediately skips to the Discard phase. The Offensive player must have FIVE Influence Points provided (from System, Special System and Artifact cards) to declare an attack.

7. **DEFENSIVE MANEUVER PHASE:** If the Offensive player declares an attack, the Defensive player may maneuver any or all defensive ships (as described in the Ship Maneuver section below).

8. **DEFENSIVE TACTICS AND SQUADRON PHASE:** The Defensive player may launch and target any or all available spaceplane squadrons (as described in the Spaceplane Squadron Launch and Targeting section below), and/or play any Tactic cards. Defensive Bomber or Fighter-Bomber Squadrons may not bomb the Offensive Player's Warlord's Home System.

9. **OFFENSIVE TACTICS AND SQUADRON PHASE:** The Offensive player may launch and target any or all available spaceplane squadrons (as described in the Spaceplane Squadron Launch and Targeting section below), and/or play any Tactic cards. Offensive Bomber or Fighter-Bomber Squadrons may bomb the Defensive Player's Warlord's Home System.

10. **SQUADRON COMBAT RESOLUTION PHASE:** All spaceplane squadron combat is resolved (as described in the Spaceplane Combat section below).

11. **FLEET COMBAT RESOLUTION PHASE:** Fleet combat, including bombing from surviving spaceplane squadrons and any bombing of the Warlord's Home Systems is resolved (as described in the Fleet Combat section below).

12. **DISCARD PHASE:** No player may hold more than 6 cards in a hand at the end of a turn. All players holding more than 6 cards at the end of the turn must discard cards of their choice until the limit of 6 cards in the hand is reached.

13. **CREW TRANSFER AND PLANE REBASING PHASE:** The Offensive player may transfer crew from a ship or squadron to the Warlord's Home System or from the Warlord's Home System to a ship or squadron. A crew may only transfer once per turn. If a squadron with a crew is based at the same place as another squadron, the crew may transfer from one squadron to the other immediately. Squadrons that launch this turn may rebase to any available base or carrier.

14. **SWITCH OFFENSIVE PLAYERS:** The defending player now becomes the Offensive player and vice versa.

PLACEMENT OF SHIPS INTO LANES

1. A ship may be brought into any of the five lanes (marked A through E, printed on the back of the rules) by paying the requisite cost in Influence and Personality points, during the Deployment Phase.

2. When a ship is brought into a lane, it enters the front row of lanes (the row of ships closest to the opponent) if there are no other ships in the lane. If another ship is in the lane, the new ship enters the rear of the lane and slides forward until it is behind another ship.

3. There can only be three ships in a lane. A player may never bring a fourth ship into a lane.

SHIP MANEUVER

1. All ships may move during their Maneuver phase. A ship may make a number of moves equal to the movement factors indicated. A move is considered to be a movement into an adjacent lane, backward movement one card length in its current lane, or forward movement in its current lane. A ship must use all movement in one move, and cannot split movement.

2. Ships may not pass through each other. For example, if ships occupy the front ranks of Lanes B, C, and D, the ship in lane C may not move to lane B or D unless the ship in that lane moves out of the way. Ships in lanes B and C may not change places, unless a Tactic card gives them that ability. Two ships occupying the same lane may not change places.

3. Ships may not move diagonally to the front or rear. Using the example above, the ship in lane C may not spend one movement to move behind the ships in either lane D or B.

4. Once all movement has been completed, ships slide forward as far as possible. For example, if a ship, after all movement, is placed in lane D in the third row, and no other ships occupy the two spaces in front of the ship, then the ship will slide forward to the front row of lane D. If a ship is in the front row, or if it is in the second or third row but there are ships occupying the rows immediately in front of it, then no forward sliding takes place.

5. Lanes A and E are not considered adjacent. You must move through lanes B, C, and D to move from A to E or E to A.

SPACEPLANE SQUADRON LAUNCH AND TARGETING

1. Spaceplane squadrons are launched from the bases or carriers on which they are based. The number in the launch catapult symbol represents the number of launch catapults available on the base or carrier. A number of squadrons equal to or less than the number in the launch catapult symbol may launch. The Warlord's Home System, bases and carriers, unless specifically mentioned on the card, can hold an unlimited number of squadrons, but are restricted in how many they can launch.

2. Squadrons launching from a planetary base or the Warlord's Home System can target any ship or the player's own Warlord's Home System. If the player is the Offensive Player, squadrons may target the opponent's Warlord's Home System. If the player is the Defensive Player, the opponent's Warlord's Home System is not a valid target.

3. Squadrons launching from carriers can only target ships in the same lane as the carrier, or in either lane adjacent to the carrier, or the player's own Warlord's Home System. If the player is the Offensive Player, squadrons may target the opponent's Warlord's Home System.

4. Fighter squadrons cannot do damage to ships or the Warlord's Home System. They are used to attack other spaceplane squadrons. When launched, they are placed onto the ship or Warlord's Home System that they are protecting. They can also be targeted with friendly fighter-bomber or bomber squadrons as escorts, protecting the bombing squadrons from enemy fighters.

5. Bomber squadrons are used to inflict damage to ships and the Warlord's Home System. When launched, they are placed onto the ship or Warlord's Home System that they are targeting for bombing.

6. Fighter-bomber squadrons are used to both attack other spaceplane squadrons and to bomb ships and the Warlord's Home System. When launched, they are placed onto the ship or Warlord's Home System that they are bombing, or if not bombing, placed onto the ship or Warlord's Home System that they are protecting.

7. When an attack has been declared, both players may use all squadrons available, if they wish to launch, regardless of how many ships are in play.

SPACEPLANE SQUADRON COMBAT

1. When spaceplane squadrons from both sides are targeted on the same ship or Warlord's Home System, spaceplane combat occurs.

2. A squadron can only attack once. A squadron can only be attacked once, but can be attacked by more than one fighter or fighter-bomber squadron in the same combat.

3. Fighter-bombers act as fighters for this segment of combat. The Offensive player decides which fighter squadrons are attacking which squadrons. The Defensive player does the same. Fighters must target enemy fighter squadrons first. Once each enemy fighter has at least one friendly fighter squadron targeting it, the remaining friendly fighter squadrons may target enemy bomber squadrons.

4. Each combat is fought separately. For each defending squadron, the Offensive player totals the attack factors of all squadrons attacking the defending squadron, and compares this with the defense factors of the defending squadron. If the attack factor total is equal to or greater than the defense factors, then the defending squadron is destroyed. If the attack factor total is less, the defending squadron is not effected. Bombers have no attack factors, and thus cannot attack other spaceplane squadrons. They can, however, be targeted for attack by fighter or fighter-bomber squadrons.

5. The Defensive player repeats the previous step as the Offensive player.

6. **All attacks are simultaneous. Squadrons are not considered destroyed until the end of the Spaceplane Squadron Combat phase, and may be used for attack or defense until the phase is over. Attacks are resolved before any bombing is done. Bombing is done in the Fleet Combat Resolution Phase.**

7. After all combats have been resolved, squadrons destroyed in that combat are discarded, along with any crew or weapons assigned to those squadrons. The owning players remove Power Points equal to the Influence Point cost of deploying the squadron (listed in the upper right of the squadron card), plus the Influence Point cost of deploying any assigned crew or weapons are ignored.

8. Bomber and fighter-bomber squadrons that were engaged by fighters or fighter-bombers, and survived, have their bombing mission aborted and must immediately return to a base or carrier without doing any bombing damage. Bomber and fighter-bomber squadrons that were not engaged by fighters or fighter-bombers can be used during the Fleet Combat phase to do damage to ships and the opponent's Warlord's Home System.

9. For example, Player 1, the Offensive Player, targets a fighter squadron over a friendly Battleship in Lane D. Player 2 targets one fighter-bomber squadron and one bomber squadron over the same Battleship in Lane D. During the Squadron Combat Resolution Phase, Player 2's fighter-bomber squadron. Player 2 must attack Player 1's fighter squadron. Player 2's fighter-bomber squadron. Player 2 must attack Player 1's fighter squadron. Player 1's fighter squadron compares its attack factor to the defending Player 2 fighter-bomber squadron. If the attack factor is equal to or higher than the defense factor, the squadron is destroyed and removed from play. The same comparison is made between Player 2's fighter-bomber squadron's attack factor and Player 1's fighter squadron's defense factor. Since no squadrons attacked Player 2's bomber squadron, it may bomb unimpeded during the Fleet Combat Resolution Phase.

FLEET COMBAT

1. Ships may either attack the enemy ship opposite in their lane (with their attack factor), or support a friendly ship in an adjacent lane (with their support factor). A ship cannot both attack and support.

2. The Offensive player announces the specifics of the attack — which ships are attacking, which ships are supporting and which bomber or fighter-bomber squadrons are bombing — and tallies all attack and bombing factors. The Defensive player tallies the defense factors of the ship being attacked. If the attack total is equal to or greater than the defense factor total, the ship is destroyed **at the end of the combat sequence** along with crew, weapons, modifiers and any squadrons that were not launched. Extra attack factors do not carry over to other ships.

3. If the defense factor for a ship is calculated to be below 1, then the defense factor of the ship is 1. For example, a Frigate with defense factor 2 in a lane with a Minefield strength 2 would normally reduce the defense factor to 0, but is instead changed to 1.

4. The Defensive player may counter-attack, following the procedure above. The Defensive player may use all ships and/or squadrons available. All attacks are simultaneous. Ships are not considered destroyed until the end of the Fleet Combat Sequence is over. Ships may be used for attack, defense or support until the combat sequence is over.

5. After all combats have been resolved, ships declared destroyed are discarded, along with any crew or weapons assigned to those ships. The owning players remove Power Points equal to the Influence Point cost of deploying the ships (listed in the upper right of the ship card), plus the Influence Point cost of deploying any assigned crew or weapons. Personality Points used in deploying the squadron, crew and/or weapons are ignored.

6. Any bomber or fighter-bomber squadron that attacks the opponent's Warlord's Home System inflicts double its bombing factors to the opponent's Power Point total.

7. If the Defensive player has no ships, the Offensive player may declare an attack only if the player has five Influence points provided (from System, Special System and Artifact cards). If the fleet does have the requisite five or more Influence points provided, then the Offensive player may attack the Defensive player's Power Points directly. The attack factors of those ships in the front of their Lane are subtracted directly from the opponent's Power Point total. The Defensive player may still have spaceplane squadrons deployed, so the entire combat sequence is still played.

THE MIND LINK

1. Certain personalities have the ability to "mind link". This means that they can read each other's thoughts unless the mind link is consciously blocked.

2. The mind link is not effective unless both the Personality possessing the mind link capability (as stated on the card) have a target personality are both in play, one on each of the opposing sides. If one player controls both, the mind link has no effect.

3. The mind link is activated by "using" the personality card. If the card has a special ability and provides Personality Points, these may not be used this turn. If the mind link is not blocked, the Offensive player may look at the hand and the top two cards of the unused pile of the Defensive player. The Unused Pile is not reshuffled.

4. The mind link can be blocked if the target personality is not currently "used". Blocking the mind link "uses" the target personality.

5. The mind link may be exercised at any time, as long as the Personality has not already been used. The mind link may be used to interrupt other actions or cards.

OPTIONAL PLAY WITH THREE OR FOUR PLAYERS

1. When playing a game with three or four players, each player must fight on two fronts. Players will place a set of lane markers between themselves and the player to the left. Thus, each player will be fighting a "two front war" — each front is a set of lane markers.

Three Player Game   **Four Player Game**
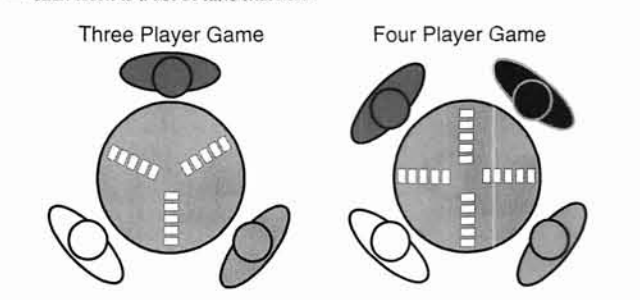
2. If a player eliminates (reduces to zero or less Power Points) either opponent, then the game ends, and the player(s) with the highest Power Point total is declared the winner.

3. A player that declares an attack must declare whether the attack is on the left front, the right front, or both fronts. If only one front is declared, only the opponent on that front may respond. If both fronts are declared, both opponents may respond.

4. If a ship is at the rear of a lane (there are no ships behind the ship), and the player is currently the Offensive player, then the player may move ships from the lanes to the Warlord's Home System during the Offensive Maneuver phase. A player may also move ships from the Warlord's Home System to either front during the Offensive Maneuver phase. The ship enters the lanes as if it were just deployed.

5. Ships and all attached Squadrons, Crew and Weapons located at the Warlord's Home System are effectively out of play, and have no effect on game play until returned to any of the lanes. Squadrons based on carriers at the Warlord's Home System may not launch or rebase from these carriers, but squadrons may be deployed or rebased to these carriers. Crew on ships or squadrons based on ships at the Warlord's Home System cannot be used for Personality Points. Ships at the Warlord's Home System can be bombed by opponents' bomber or fighter-bomber squadrons. Use the ship's modified defense factor (modified by crew and weapons).

6. Damage cards, Fate cards and Modifier cards can be played on any player or lane. All other cards can only be deployed for use by the deploying player.

7. Squadrons based on carriers can only be used in combat on that front, plus the player's own Warlord's Home System. Squadrons based on System or Special System can be used in combat on either front. Squadrons may rebase to any carrier or base on either front.

8. As an optional rule, opposite players in a four player game are partners. If either player eliminates (reduces to zero or less Power Points) either opponent, then the game ends, and the team with the highest Power Point total (both totals added together) is declared the winner. The eliminated player's Power Point total is considered 0.

APPENDIX: TYPES OF CARDS

Artifact Cards

1. Artifact cards may be brought into play by the Offensive player at the start of the turn, "using" the appropriate number of Influence and Personality Points from the requisite pools.

2. Several artifacts are not unique. Unique artifacts are specifically designated as unique on the card.

Crew Cards

1. Crew cards may be brought into play by the Offensive player upon expenditure of the appropriate number of Influence and Personality Points.

2. Crew cards are played on a specific ship, squadron or system and remain with that ship, squadron or system unless transferred. If a ship, squadron or system is destroyed or discarded, the crew is also destroyed or discarded. If a crew is destroyed during combat, the owning player removes Power Points equal to the Influence Point cost of deploying the crew. Personality Points used in deploying the squadron, crew and/or weapons are ignored.

3. Crew may be transferred from a ship, squadron or system to the Warlord's Home System or from the Warlord's Home System to a ship, squadron or system. Transfers take place during the Crew Transfer Phase, near the end of the turn. Crew may not be transferred from ship to ship. If a squadron with a crew is based at the same place as another squadron, the crew may transfer from one squadron to the other immediately.

4. Crew that modify ships can only be deployed to ships. Crew that modify squadrons can only be deployed to squadrons. Crew that modify systems can only be deployed to systems. A crew may be subsequently transferred to the Warlord's Home System, but while there do not provide any ability or any crew function.

5. Crew may be used to either 1) provide Personality Points into a player's Personality pool, or 2) take advantage of the crew member's special ability. Crew do not provide any Personality Points or special abilities if they are between transfers and located on the Warlord's Home System.

6. Crew cards are not unique and may be played by both players simultaneously. For example, Player A plays a Legendary Captain on the Phoenix Class Dreadnought. Player B may also bring a Legendary Captain into play when appropriate. Player A may bring out another Legendary Captain if so desired. No two of the same crew may be played on the same ship, squadron or system.

System and Special System Cards

1. System and Special System cards may be brought into play during the Offensive player's turn at no cost.

2. A maximum of one System or Special System card may be played from the player's hand in a turn.

3. System and Special System cards may be "used" to add their influence to the player's Influence Pool at any time.

4. Certain Special System cards contain a base for squadrons. They are marked with the launch catapult symbol. The system need not be "used" to activate the base. The base functions automatically.

5. Only one of any given Special System card may be in play at any time. If player B plays a Special System called "Vangelis", player A may not play "Vangelis" until the other is removed from play by some card effect. They are unique.

Tactic Cards

1. Tactic cards may be brought into play during the appropriate Tactics Phase of the turn sequence by either the Offensive or Defensive player, "using" the appropriate number of Influence and Personality Points from the requisite pools.

2. Tactic cards modify combat effects and remain in force until the end of the Fleet Combat Resolution phase.

3. All tactic cards played are discarded at the end of the Offensive player's turn.

Weapon Cards

1. Weapon cards may be brought into play by the Offensive player upon expenditure of the appropriate number of Influence and Personality Points from the requisite pools.

2. Weapons cards are played onto a specific ship or squadron in play. The card remains with that ship or squadron and is destroyed if that ship or squadron is destroyed. Weapons cannot be moved from one ship to another or from one squadron to another.

3. There is no limit to the number of weapons that may be added to a particular ship.

4. When a ship with a weapon card is destroyed, the player loses Power Points equal to the Influence cost of the weapon. If the weapon card is destroyed but the ship survives, the player loses only those points that were associated with the weapon card.

Fate Cards

1. Fate cards may be brought into play by either the Offensive or Defensive player, "using" the appropriate number of Influence and Personality Points from the requisite pools.

2. Fate cards may be played at any time. Instructions on the card are carried out immediately.

3. Fate cards can interrupt an action. If an opponent announces the use of a card, a player may play an appropriate Fate card to prevent the use. For example, if an opponent announces the use of a System card to exercise a special ability, the player may play a Fate card that discards a System card. The System card is discarded before the special ability is exercised.

4. Fate and Damage cards may interrupt, or be interrupted by, other Fate cards. For example, if an opponent plays a Damage card, the player may play an appropriate Fate card to remove the Damage card before its effect is generated.

5. Fate cards are discarded immediately after use.

Modifier Cards

1. Modifier cards may be brought into play by the Offensive player upon expenditure of the appropriate number of Influence and Personality Points from the requisite pools, during the deployment phase.

2. The Modifier card remains in play until it is discarded by another card's effect, or is discarded as described on the card.

Personality Cards

1. Personality cards may be brought into play by the Offensive player upon expenditure of Influence Points from the Influence pool and possibly Personality Points from the Personality pool.

2. Personalities may be "used" to: 1) add to the player's Personality pool, or 2) activate an ability of that personality, or 3) activate a mind link. Only one of these abilities may be "used" at a time.

3. Personalities may be "used" at any time, in any player's turn.

4. Only one of any given Personality card may be in play at a time. If player B plays "Lady Maigrey Morianna", player A may not play "Lady Maigrey Morianna" until the first is removed from play by some card effect.

5. If a Personality card is assassinated, then all instances of that card are discarded. If either player has such a card in hand, it is immediately discarded. If a player draws an assassinated personality from the unused pile in subsequent play, it is immediately discarded and does not go into the player's hand. In this case, the player may draw another card.

Ship Cards

1. Ship cards may be brought into play by the Offensive player upon expenditure of the appropriate number of Influence and Personality Points from the requisite pools.

2. Ship cards brought into play must be put into a valid lane.

3. When a ship card is destroyed, the player loses Influence Points equal to the Influence cost of the ship plus the Influence cost of any weapons, squadrons and/or crew currently on board. The Personality cost is ignored.
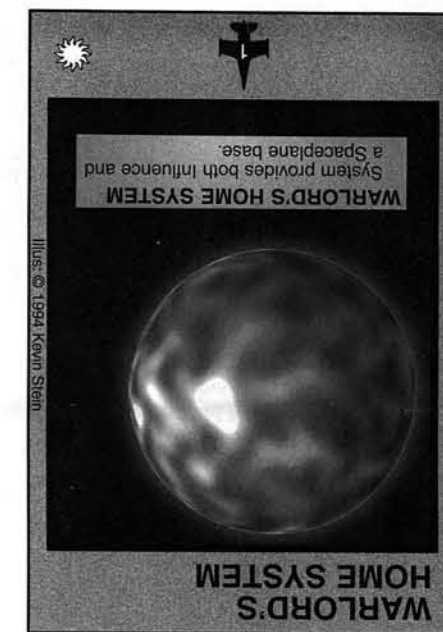
Squadron Cards

1. Squadron Cards may be brought into play by the Offensive player upon expenditure of the appropriate number of Influence and Personality Points from the requisite pools.

2. Squadron cards may only be deployed onto ships or systems with launch catapults. Squadron cards are deployed directly onto the carrier card or base card.

3. A squadron is destroyed when it takes the appropriate amount of damage, or when it is not launched in a turn during which the squadron's base or carrier is destroyed or discarded.
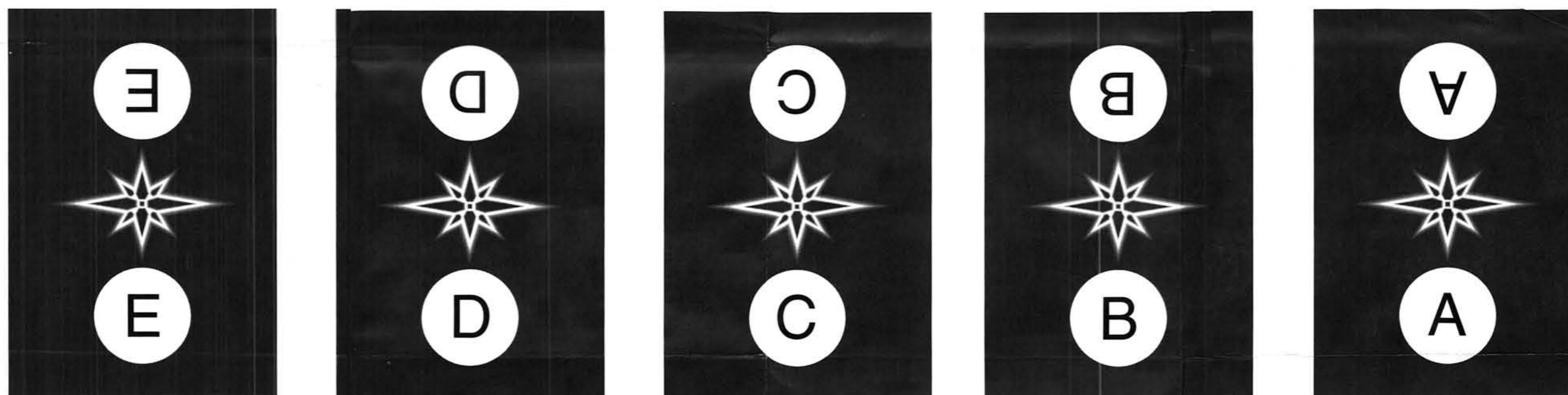
4. A squadron's defense factors are never added to the defense of a ship, nor are a squadron's attack factors added to the ship's attack factors. If the squadron is launched, it operates independently from the ship. If a squadron is not launched, it provides no use or ability to the ship.

THE STAR OF THE GUARDIANS™
Collectible Trading Card Game

A   B   C   D   E

WARLORD'S HOME SYSTEM

WARLORD'S HOME SYSTEM
System provides both Influence and a Spaceplane base.

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SEQUENCE OF PLAY

1. Ready Phase.
2. Draw Card.
3. System Phase.
4. Deployment Phase.
5. Offensive Maneuver Phase.
6. Attack Declaration.
7. Defensive Maneuver Phase.
8. Defensive Tactics and Squadron Phase.
9. Offensive Tactics and Squadron Phase.
10. Squadron Combat Resolution Phase.
11. Fleet Combat Resolution Phase.
12. Crew Transfer and Squadron Rebasing Phase.
13. Discard Phase.
14. Switch Offensive Players.

If no attack is declared

POWER POINTS

0	5
10	1	6
20	2	7
30	3	8
40	4	9