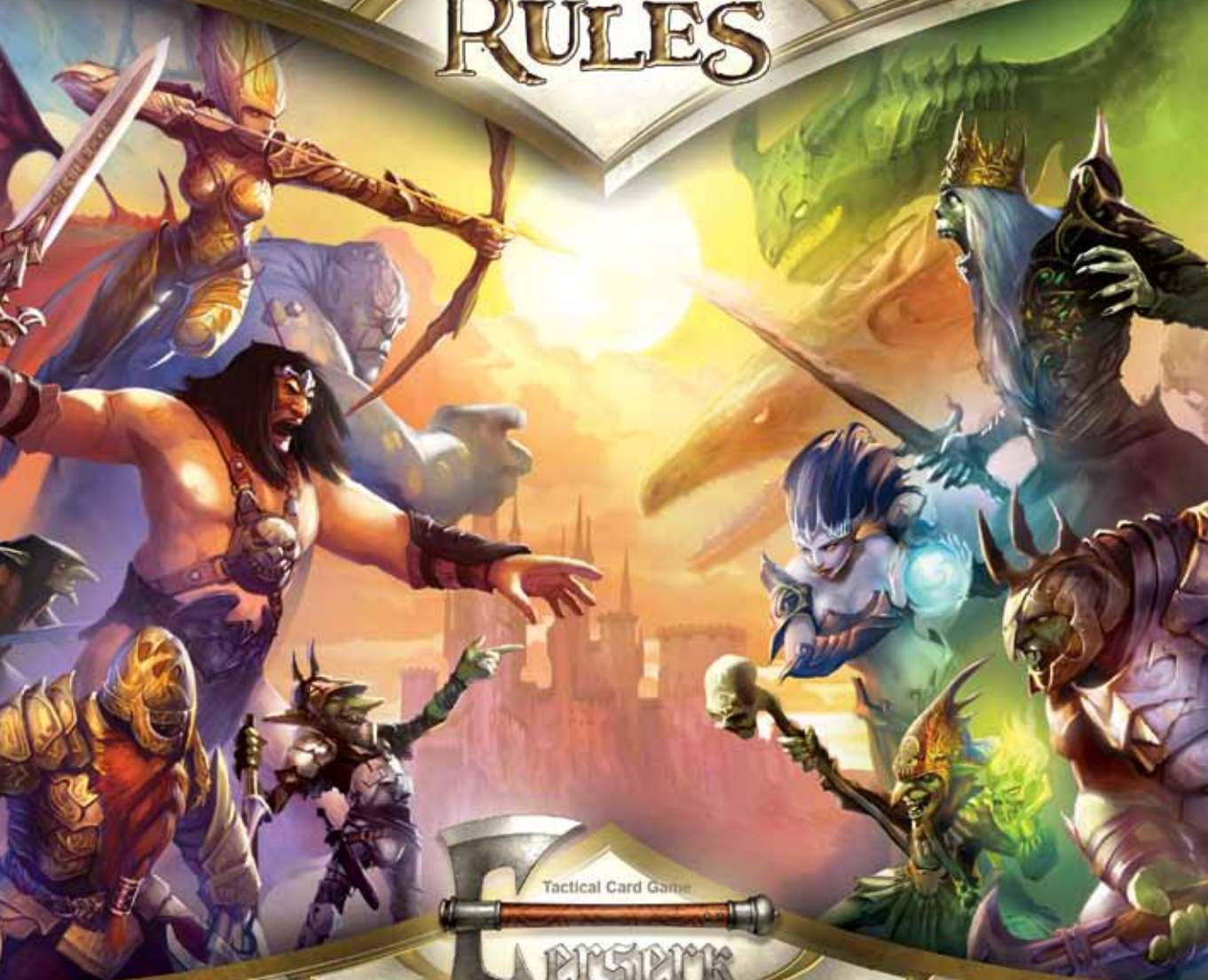


RULES



Tactical Card Game

Warcrafter



The Legend

It all began, when a young boy from an unknown swamp tribe became a new messiah for the weak in the world of Laar. His name was Arhaal. He led a small army, and it claimed one victory after another because of the boy's growing magic powers. But as Arhaal grew stronger he tapped into the sources of power, which should have never been touched. He awoke Uggud, the Ancient Evil, and nobody could stop it.

In the ensuing battle a horrible Cataclysm scorched Laar. Darkness enveloped it like a thick blanket, and then fire rained from the sky. The few survivors learned that this celestial fire was actually a hail of some strange crystals that carried magical power. People of Laar mastered this magic all too quickly.

The new magic wielders of Laar called Ungars became the new lords of this unfortunate world. They had to wander in search of more and more celestial rocks to increase their magical powers. Battles between Ungars erupted. To protect themselves they began to gather small armies of monsters. These creatures started to appear all around Laar in large numbers.

In fact, Uggud was responsible for their arrival. He opened gates to other worlds and sent his servants, the Astral Hounds, to trap monsters and to bring them to Laar. If those monsters died in the battles fought by Ungars, their souls would feed Uggud — the evil master, who weaved a Soul net around Laar.

It is believed that the only hope of destroying the Soul net and its master lies in finding the ancient tower of Thul Bagar, where Uggud has been trapped by Stellar guards. It is located somewhere on the Dark side of the world. But nobody has ever returned alive from the Dark side...



Of course most Ungars do not desire to undertake this quest. They continue to fight each other for power, claiming magical crystals from the fallen rivals. Creatures from other worlds are hired or charmed into Ungars' armies. If those creatures belong to one realm, they tend to coexist with each other; however, the more realms there are in a squad, the harder it is for an Ungar to handle this diverse crowd. Will you become one of the many who live a life of endless battle and strife for power, or will you try to find the cursed tower of Thul Bagar? The choice is yours.



Berserk is a tactical card game for two players. Each of them becomes an Ungar, who strives for magical power with other mighty warlords. There is no place for peaceful negotiations in the tormented world of Berserk, so the only way to achieve your goal is to defeat all opponents in battle. Recruit an army of humans and abominations from other realms. Obliterate enemies' forces and prove yourself worthy.

Berserk is a battle of two armies on a playing field (5x6 squares). Before the battle players select their troops from their decks and place them on the field face down.

You can use a pre-built deck provided in this box or create your own using the deckbuilding rules (see **Deck** in **Glossary**). The game board (battlefield), that you see in this picture is optional. It is not required to play Berserk. You may simply place cards on a table and start the battle. You will have to keep in mind, where the rows are, but it is quite simple to do.



Your first game

In order to get acquainted with Berserk we recommend you to play the first game using the reduced amount of resources to recruit creatures to your army: 10 gold pieces and 10 silver pieces. This way it would be easier for you to watch over your cards. Once you memorize the basic parameters and abilities of the cards, try playing with full amount of resources (see Page 8).

Damage and effect tokens

Press the tokens out of the punchboard — you will need them during the game.



Damage tokens



Extra life point



Poison



Armor 2



Positive modifier



+1 movement point



Incarnation token



Negative modifier



Receives 1 more damage from attacks



Negative condition

Cards



Card types

There are 4 types of cards in Berserk: creature, artifact, area and equipment. Creatures have all properties described on pages 10-12. Artifacts can't move or declare basic strikes. Equipment and area cards can't move or declare basic strikes, also these cards don't have life points.

Creatures

There are flying and non-flying (standalone or symbiotic) types of creatures. After the cards are revealed, flying creatures should be placed in the additional zone. Standalone creatures stay on the battlefield, and symbiotic creatures are placed upon them. For specific rules on creature types see **Glossary**.



Areas

These cards are placed in the additional zone. Each player can only possess 1 area during battle. Area cards cannot attack or receive damage.



Artifacts

These cards are placed on the battlefield. Artifacts cannot attack with basic strikes, roll the defender's die, be declared as protectors, heal or get extra life points. You cannot poison artifacts or use vampirism on them. Also you cannot place equipment on these cards.

Equipment

There are 5 classes of equipment: armor, shield, weapon, shoes and potion. In the beginning of the battle place equipment cards on creature cards — these creatures become the owners of that equipment. You cannot place equipment on flying creatures or creatures without a class. If a creature became flying during battle or has left the battlefield, its equipment must be destroyed — place the cards to the graveyard. If the owner of the equipment loses class during battle, this creature retains its equipment. You can place any number of equipment cards on a creature card, but this equipment must belong to different classes. Equipment moves only with its owner. Equipment cannot attack, cannot be attacked or dealt damage.



armor



shield



weapon



shoes



potion

Playing the game

Resources. The players settle, who will take the first turn. In Berserk you purchase cards using "gold" and "silver". You have 24 gold pieces and 22 silver pieces by default. The amount of gold and silver depends on whether you are the first or the second player. It also depends on how many different realms you have in your army.

Recruiting. Each player shuffles his deck and draws 15 cards from the top of it. Cards that remain in the deck are set aside.

Players look at their cards. If a player does not like those 15 cards, he can return them to the deck, shuffle again and draw 14 different cards (this is called a mulligan). With each subsequent mulligan the player will draw one card less.

From the cards in his hand a player chooses creatures for his army according to the amount of gold and silver at his disposal. All cards in Berserk are divided into elite and regular cards. Elite cards (♦) can only be purchased for gold pieces. Regular cards (◆) can be purchased either for gold or for silver pieces. The cost of a particular card is shown with symbols like this one: 3♦. Note that elite cards are unique, so there can be **no more than one copy** of each in your army. You can recruit as many different elite cards in your army as your gold resources allow.

When choosing your army, it makes sense to pick elite cards first, because they play a key role in battles. If there are some gold pieces left, after you have chosen elite cards, you may use them to purchase regular cards. The remaining cards that were not purchased must be returned to the deck.

Your resources				
Number of realms	Player 1		Player 2	
0/1	24	22	25	23
2	23	22	24	23
3	22	22	23	23
4	21	22	22	23
5	20	22	21	23
6	19	22	20	23

Placing your army on the battlefield



Player 1 uses the central area of his side of the battlefield (3×3 squares) to place his army. Player 2 can use all 5 squares of his Row 1 to place his army.

If a player has used all the squares shown in the picture, he can use the remaining squares of his Row 2 and Row 3. If these squares are used as well, a player can use the remaining squares in his Row 1. Flying creatures are also initially placed face down on empty squares of the battlefield.

Other game zones

Deck. A player's deck contains cards that the player did not draw during the set up of the battle, and those he did not purchase for his army.

Graveyard. Creatures that die are placed to the graveyard.

Beginning the battle

After both armies have been placed on the battlefield, Player 1 turns his cards face up. Player 2 turns his cards face up except for cards in his Row 3 — they remain hidden until the beginning of his first turn. Player 1, however, can declare a "blind attack" on one of the hidden cards. If a hidden card in Row 3 is attacked, Player 2 must turn the attacked card face up.



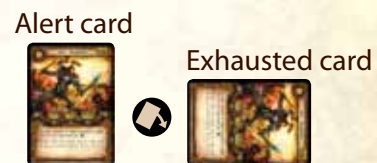
Player's turn

Player 1 moves and acts with his cards. In the texts of the cards we assume all of the actions and movements are performed by the creatures and other cards a player controls.

Movement (🐾). Movement points represent how many squares a creature can move during its turn. Creatures can move to an unoccupied square forward, backward, left or right. Creatures cannot move diagonally or swap places with each other. If a creature moves 1 square, it spends 1 movement point. A creature can move until it has spent all its movement points. A creature regains all its movement points whenever it becomes alert. If a creature has 0 movement points, it cannot move. The illustration shows the most common moves during the first turn of Player 1.



Action (👉). A card acts when it attacks or uses an ability. After a card has acted, it should be turned 90° clockwise. It is then considered exhausted. An exhausted card can no longer move or act.



Basic strike (⊕). A basic strike is a melee non-magical attack. Each creature in Berserk has a basic strike.




Declare a protector. To avoid receiving damage with one of your creatures (particularly if it is exhausted and cannot fight back) you may declare a protector. Any alert card, adjacent to the attacker and to the defender, can become a protector. A protector engages in combat with the attacker instead of the initially attacked card. After that the protector becomes exhausted. The illustration to the right shows the most common situations, when a protector is declared.



Engaging in combat

If both attacking and defending creatures are alert, combat results should be determined as follows.




The defender rolls a defender's black die (you may also use an ordinary D6):

-  — The attacking creature makes a **standard combat roll** (see below) and deals damage based on its result. (1, 2, 3 or 4 for ordinary D6)
-  — Both the attacking and defending creatures miss. (5 for ordinary D6)
-  — The attacking creature misses and the defending creature deals a light basic strike. (6 for ordinary D6)

If the defending creature is exhausted, only the attacking creature rolls a die — it makes a standard combat roll.

Standard combat roll

Whenever your creature attacks, roll an attacker's white die (you may also use an ordinary D6) to determine the attack type:

-  — A creature deals a light attack. (1, 2 or 3 for ordinary D6)
-  — It deals a medium attack. (4 or 5 for ordinary D6)
-  — It deals a strong attack. (6 for ordinary D6)



Note: as you can see from the description above, an attack against an exhausted card is always successful.

Life Points (♥). Any successful attack, spell or applied effect may deal damage to the opponent's card. Damage is represented by Damage tokens, which are placed directly on the damaged card. A creature dies (is placed to the graveyard), when the number of Damage tokens on its card reaches or exceeds the number of life points this card has.

Note: you can move your cards and act with them in any order. You are allowed to move all of your cards and then start acting with them. You can also move one of your cards, then act with it and then move another card. You can even move the first card, then the second, then the third, and only then act with the first card. The sequence depends on your strategic decisions.

Second player's turn. When Player 1 has finished his turn, Player 2 begins his turn. During it Player 1 cannot move his cards or act with them. Player 2 begins his first turn by turning the cards in his Row 3 face up. Then Player 2 alerts all of his exhausted cards. Then Player 2 moves and acts with his cards.

Winning the game. The battle continues, until one of the players loses all his creatures.

Golden Rules

Rule of the Axe. If the text on the card contradicts the text of the Rulebook, the text on the card has priority.

Rule of Legality. If an action cannot be performed according to the Rulebook or the text on the card, it is considered illegal. This action is cancelled without payment of its cost (for example, a card does not become exhausted).

Rule of Cycles. There may be situations, when according to the rules certain sequences must be repeated an infinite number of times. In such cases these sequences must be interrupted after the first repetition.

Rule of Duration. The influence of each character's ability lasts until the end of battle unless stated otherwise.



Glossary

Ability. A card's ability is everything this card can do during the game. This information appears in the text on the card. Each ability is described in one sentence that starts with a capital letter or a symbol and ends with a dot.

Act/Action. Acting with a card means attacking with it, casting a spell, using an effect, or using one of the card's abilities. The chart to the right contains all types of actions in Berserk. Melee attacks are only possible against cards that are adjacent to the attacker. Ranged attacks are possible at a certain range, while adjacent cards cannot be targeted. Other abilities (spells and effects) are not attacks, and so they are neither ranged, nor melee actions. What a particular spell or effect does is described in the text on the card. Sometimes names of actions appear in quotes, e.g. "Bonds of Pain" or "Aether Wave". This is merely a flavor text.

Action Types		
	non-magical	magical
melee attack	basic strike special strike	magical strike
ranged attack	shot throw	blast
not an attack	effect	spell

Adjacent. An adjacent card is a card on a nearby square (in horizontal, vertical or diagonal directions).

Aimed strike (⊕). In case of an aimed strike the defending player cannot declare a protector for his card.

Alert card. An alert card is turned vertically, which means it can move and act. All player's cards become alert at the beginning of his turn. After a card acts it becomes exhausted, i.e. must be turned sideways.

Armor X. Armor is a card's ability to prevent first X damage that is dealt to this card by non-magical attacks during each turn.

Attack. An attack is an action, whereby a creature declares or performs one of the following: basic strike, special strike, magical strike, blast, shot or throw.

Attacker/Attacking creature. A creature card that declares or performs an attack.

Attacked creature. A card that was chosen as a target of an attack or ability.

Attack skill. When a creature with this ability rolls a die to attack, it may reroll that die once. Attack skill X allows a creature to make up to X rerolls for one attack. If you choose to reroll, you must apply the result of your latest die roll, you cannot go back to previous results.

Basic Strike (👊). A melee non-magical attack. Every creature in Berserk has a basic strike ability.

Basic parameters of the card. These are the card's cost (gold or silver), life points (❤️), movement points (👣) and basic strike (👊).

Blast X. Is a ranged magical attack that deals X damage. Damage from a blast is determined by a standard combat roll.

Blessing. Whenever a creature with this ability rolls a die, it may reroll that die once. If you choose to reroll, you must apply the result of your latest die roll, you cannot use the previous result.

Block. A blocked ability does not deal any damage. Any ability associated with the blocked ability does not work either. Note that you must pay for an attack, spell or effect as usual, even if it has been blocked.

Deck. A starter deck contains 30 cards. Players can improve starter decks by combining different cards from various expansions. A player's deck cannot contain more than 3 copies of one and the same card. Each deck must have a maximum of 50 cards and a minimum of 30 cards.

Defense skill. When an alert creature with this ability rolls a defender's die, it may reroll that die once. A defense skill X allows a creature to make up to X rerolls. If you choose to reroll, you must apply the result of your latest die roll, you cannot use previous results.

Destroy. Move a creature to the graveyard without dealing any damage.

Dies. A creature dies when it has a number of damage equal to its number of life points, or when it is destroyed.

Exhaust/Exhausted (🔄). An exhausted card is turned 90° sideways, which means that this card can no longer move or act during this turn.



Flying creatures.

Flying creatures can attack any creature on the battlefield or in the additional zone with a basic strike. A protector against a basic strike of a flying creature can be another flying creature or a non-flying creature adjacent to the attacked creature. A flying creature cannot become a protector for a non-flying creature that is attacked with a basic strike by another non-flying creature. However, any flying creature can be a protector of any other flying creature against a basic strike. Any creature may perform a ranged attack (shot, blast etc.) against any flying creature regardless of the attack's range. Non-flying creatures on the battlefield cannot attack flying creatures with basic strikes (X-Y-Z) as long as there are non-flying creatures on the battlefield that your opponent controls. If there are only flying creatures left in the opponent's army, your non-flying creatures can attack them with basic strikes as if those opponent's creatures were adjacent to your creatures. Whenever a flying creature must be placed to the battlefield, place it in the addition zone, unless it has become non-flying.

Graveyard. A game zone located next to the battlefield. Creatures that die are placed there.

Heal X. An effect, which removes X or less damage from a target creature.

Incarnation X. At the beginning of your turn put an incarnation token on this card, if it is in your graveyard. As soon as there are X incarnation tokens on the card, return it to the battlefield. The card must be placed in Row 3, exhausted. This ability can be used once per card each game.

Jump, range X. This ability is used instead of movement. Jump spends all of the creature's movement points. Move a creature to any empty square in range X.

Magical attack. Magical strike or blast.

Magical strike. A melee magical attack. Damage from a magical strike is determined by a standard combat roll. A protector cannot be declared for a card that is attacked by a magical strike.

Melee attack. An attack against an adjacent card: magical strike, basic strike, or special strike.

Non-magical attacks. These include basic strikes, special strikes, shots, throws.

Poison X. A player's creature under poison effect gets X damage when it becomes alert at the beginning of this player's turn. If the creature is already alert at the beginning of its turn, it will still take damage. If the creature could not become alert (due to some effect or spell) it doesn't take any damage.

Protector. Any alert creature adjacent to the attacker and to the target of the attack can be declared a protector against a basic strike. A protector engages in combat with the attacker instead of the initially attacked card. Then the protector becomes exhausted.

Protection from... If a target of an attack, spell, or effect has protection against this action, then the action is blocked as well as its associated abilities — no damage is dealt to the target.

Protection from blasts (☳). Blocks blasts.

Protection from shots (☶). Blocks shots.

Protection from magic (☯). Blocks blasts, magical strikes and spells (even your own).

Protection from poison (☵). A creature with this ability cannot be poisoned.

Protection from spells (☱). Blocks spells (even your own).

Protection from throws (☴). Blocks throws.

Ranged attack. These attacks are made at a certain range and cannot target an adjacent card. Most ranged attacks have a range parameter.

Range X. This is an important parameter for shots, throws, blasts, spells and effects. It determines the maximum radius of a ranged attack, spell, or effect in squares of the battlefield (the square, where the card is placed does not count). If range is not specified in the text on the card, it is unlimited.

Rank. This ability is described in the text on the card after the word «Rank». It allows creatures that are adjacent to each other vertically or horizontally (but not diagonally) to activate their special abilities. If the rank is broken (one creature moved away or died), rank-associated abilities don't work.

Regeneration X (☺-X). A player's creature with regeneration ability heals X damage to itself when it becomes alert at the beginning of this player's turn. If the creature is already alert, regeneration also works. If a creature could not become alert (due to some effect or spell), regeneration does not work.

Scale. While a creature with a scale has 5 or more damage, it can only receive further damage from basic strikes.

Shot X. A ranged non-magical attack that deals X damage. Damage from a shot is determined by a standard combat roll.

Standard combat roll. You will find 3 numbers, separated by dashes (e.g. 3-4-5), in the text on the card. These are 3 grades of damage that can be inflicted by 3 corresponding types of attack: the first number is for a light attack, the second is for a medium attack and the third is for a strong attack. Roll an attacker die to determine the attack type:



— Light
(1, 2 or 3 for ordinary D6)



— Medium
(4 or 5 for ordinary D6)



— Strong
(6 for ordinary D6)

Special strike. A melee non-magical attack. Damage from a special strike is determined by a standard combat roll. An attacked creature cannot declare a protector against a special strike.

Spell. A card's magical ability, which is not considered an attack. What a spell does is described in the text on the card.



Symbiotic creatures.

In the beginning of the battle place symbiotic creatures on other creature cards (they become hosts). Symbiotic creatures can move only with their hosts but not on their own. You can place only one symbiotic creature on a host. If the host leaves the battlefield, its symbiotic creature dies. Flying creatures and symbiotic creatures cannot become hosts. If a creature can be a protector for the host, it can be a protector for that host's symbiotic creature as well. The host can be a protector for its own symbiotic creature. The symbiotic creature can be a protector of its host. The symbiotic creature can also be a protector for the same creatures as its host.

Teleportation. This ability is used instead of movement. Teleportation spends all of a creature's movement points. Move a creature to any empty square.

Throw. A ranged non-magical attack that deals X damage. Damage from a throw is determined by a standard combat roll.

Vampirism. Whenever a creature deals X damage to enemy's creature with a basic strike, it heals X damage to itself. If the attacked creature had less life points than it was dealt damage, vampirism heals wounds equal to the life points that the attacked creature had. If the attacking creature has its maximum of life points, it gets an extra life point for each extra damage.

Note: Abilities with similar performance do not stack with each other. For example, if the first ability gives your creature 2 additional armor points and another ability gives 3 additional armor points during the same turn, you must use only one ability that has the strongest effect.

Draft game

For 4 or more players

Set-up

Shuffle all cards and make 3 stacks of 12 random cards for each player, so each player gets 36 cards in 3 stacks. To keep the game interesting don't reveal any cards to anyone.

Draft procedure

Each player takes one of his stacks, chooses 1 of 12 cards, passes the rest to the neighbor to his left and takes 11 cards from the opponent to his right. Players continue to choose one card at a time, while passing and taking diminishing stacks. After the stack is completely depleted players repeat the draft with their second and third stacks. Each new stack must be passed between players in a different direction than the previous one. So the first stack is passed clockwise between players, the second stack — counterclockwise and the third stack — clockwise again.

Deck construction

Once each player gets a pool of 36 cards, he has to construct his deck. A game deck must consist of 30 cards or more, so a player is allowed to remove 6 cards from his pool. Draft games aren't different from regular games. Players have to remember that their supply of gold and silver depends on the number of realms in their army (see the reference card).

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