

The Wards of Ursting

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The Wards of Ursting is about the strength of your Faction, Influence, and the ability to keep your wins when the Authorities try to bust you up. Will you expand your infamy while your enemies fall?

Players will try to build the size of their Factions by winning Skirmishes. Each round, players will roll dice, hoping to roll the highest total and win all the dice in The Fray. Players will also be able to play cards forcing re-rolls, manipulating dice values, or rolling extra dice.

SETUP

To play this game you will need:

- A uniform set of polyhedral dice (d20, d12, d10, d8, d6, d4), a different color per player.
- 1 deck of regular playing cards.

Separate the suits from the deck of cards. Assign a dice color to a suit.

Choose a Ward per player (starting suit + dice set). Any unused suits and dice can be put back in the box.

Set aside the Jokers & 5s from the chosen suits. Shuffle the remaining cards together.

Deal out 3 cards per player from this deck. Add the 5s & Jokers to the remaining deck and shuffle to form the Influence (draw pile). Place the complete Influence pile face down within reach of all players

Dispatch each Crew in descending order (d20, d12, d10, d8, d6, d4)

All players roll a d20, the highest value is the first player.

Separate the suits & pick a Ward

Starting Crew:



d20



d12



d10



d8



d6



d4

Optional
faction ability

Set aside Events
(5s & Jokers)



Players Dispatch their dice in any order after their Crew is depleted for the first time.

Faction Abilities - Players may select a Faction Ability Card during setup. These cards provide players passive abilities that they can exploit when the ability condition is met. Each player may set these cards in front of them for reference.



Leave room for the Influence pile, a discard pile, a prison and The Fray to roll dice!



2-4
player.



30-45
min



12+

GAMEPLAY

Players will strategize how best to whittle away at their opponent's Faction. The player who rolls highest in a given Skirmish wins the round. Each round is broken into 3 phases:

Scheme, Skirmish, and Recover.

1. Scheme

What tricks do you have up your sleeve?

The first player (or the winner of the previous Skirmish) will choose members from their Crew to take one of three actions: *Strike*, *Recruit*, or *Fix*. After they have made their selection, play moves clockwise, and each player must choose an action until all players have determined what dice will enter The Fray.

If there is only one die remaining in their Crew, players must take the Strike action because they cannot Recruit from their Safe-house, and do not have another active die in their Crew to Fix.

STRIKE: Send the first member of a crew into The Fray.

RECRUIT: Send the first and second members of a crew into The Fray.

FIX: Send the first member of a crew to its Safe-house. Send the next member in the crew into The Fray. Draw 1 Influence.

When a player draws Influence, they could find advantages like Ward member cards (4, 6, 8, 10, Q, K) or Means (A, 2, 3, 7, 9, Jack). They could also discover Events that they didn't quite expect like the Bust (5) and the Sting (Joker). Fixing is a valuable action for anyone to choose. However, it may come with some unexpected complications.

When a player draws an Event card it resolves immediately. That player does not draw Influence again once the Event has been resolved.

2. Skirmish

Your strength and strategy will be tested.

ROLL THE DICE: All players roll their dice in The Fray simultaneously.

EXERT INFLUENCE: Starting with the first player, each player may play Influence to manipulate the dice rolled in the Skirmish, or to Prison Break dice and bring them into The Fray. A player may use as much Influence as they'd like on their turn before passing. Influence is resolved immediately when played. All means are Exhausted after they have resolved.

Play continues until players have no more cards they wish to or are able to play. If there are no more dice in The Fray, the Skirmish ends immediately.

When manipulating dice with Aces and 2s, the minimum and maximum values of the manipulated die cannot be surpassed but they can be met.

TIES: Dice that are tied after all Influence has been exerted are Imprisoned. Resolve ties in this order: dice that have tying *face values*, then, tying *total values*.

RESOLVE THE ROLLS: The highest rolled value takes all dice in The Fray and adds them to their Faction's Safe-house. If all dice in the Fray were Imprisoned, no one wins or loses the Skirmish. Whoever won a skirmish last would remain first player in the next round.



3. Recover

Time to measure up your new recruits.

If a player has rolled all the dice in their Crew, they must Dispatch a new Crew from their Safe-house. If multiple players deplete their Crew at the same time, the Faction with the larger Safe-house (more dice) Dispatches first. If Safe-houses are equal in quantity, the Faction with the highest value dice Dispatches first: $d20 > d12 > d10 > d8 > d6 > d4$. If tied in quantity and value, whoever won a Skirmish last depleys first.

Whenever a Faction's Crew and Safe-house are depleted, that player is considered Locked-Up. They may keep any Influence left in their hand, and may draw an additional Influence in the Recover phase they were Locked-up. This Influence may be spent during the subsequent Skirmishes to manipulate the remaining Factions or to Prison Break dice (if possible) and attempt to rebuild their Faction.

“If you're clever enough, your time behind bars may present an opportunity for your Faction to grow stronger than before...”

END STATES

The game ends if:

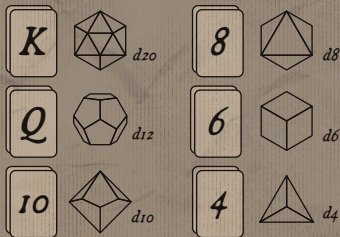
1. There is only one player who has dice in their Faction. They are the winner.
2. All cards have been removed from play. The player with the most dice in their Faction is the winner.
 - A. If there is a tie, the Faction with the highest value dice is the winner:
 $d20 > d12 > d10 > d8 > d6 > d4$.
 - B. If tied in quantity & value, players Skirmish with their entire Faction simultaneously. The higher value is the winner.
 - C. If tied, all Factions are Locked-up and the Wards of Ursting are crushed under the heel of the authorities.

*If an Event is drawn while an Event or Exploit is being resolved, the current Event or Exploit ends and the new Event resolves immediately.

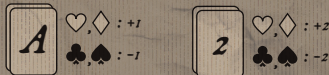
INFLUENCE

Ward Member

Re-roll or Prison Break the assigned Ward's die



Means (E)



3 *Exploit**
Draw 3 Influence, *one at a time*, into your hand.

7 *Lucky Break*
Flip a die rolled in The Fray to its opposite side. (D4s flip 1-4 and 2-3)

9 *Waylay*
All dice with values of 9 or less in The Fray are Imprisoned.

7 *Jack-Roller*
Prison Break any one die of your choice, regardless of Ward.

Events*

5 *Bust*
Discard (or Exhaust) the next 5 cards from the Influence deck.

70 *Sting*
Imprison the largest die from each player's Faction; this does not include active dice in The Fray.

THE RAIDS

When the last Influence card has been drawn from the deck, the discard pile re-cycles.

At the start of the next Scheme phase, the Influence card on top of the discard pile resolves and is Exhausted (the corresponding die is Imprisoned or the event must resolve).

Busts resolve by Imprisoning the next 5 die.

The round continues as normal (any subsequently played Influence is Exhausted from play and not added to the discard pile). Continue to cycle through the discard pile at the start of each Scheme phase until each card has been Exhausted.

GLOSSARY OF TERMS



CREW

The dice that are dispatched and used to perform actions.

FACTION



All of a player's dice, in both their Crew & Safe-house.

fix

To draw Influence, players send the first die from their Crew into their Safe-house and then the next die from their Crew into The Fray.

LOCKED-UP (3p+)

Whenever a player's Crew and Safe-house are depleted. They keep any Influence left in hand and may draw an additional Influence during that Recover phase.

SAFE-HOUSE

Where a player puts all dice that have been used to Fix, or that have been won during a Skirmish, forming the pool of dice from which a player will Dispatch their new Crew.

EVENTS - When drawn, these cards must be resolved immediately, and the player that drew them does not draw Influence again once resolved.

EXHAUSTED (E)

Cards that, when played or resolved, are removed from play; they are not added to the discard pile.

THE FRAY



All the dice players choose to roll during the Skirmish phase.

IMPRISONED

Dice that are tied at the end of a Skirmish are placed in Prison.



"If it ties, it dies."

PRISON BREAK

Influence spent to break a die out of Prison and immediately roll as part of a player's dice in the Fray. The card must match the assigned Ward's die. Jack-Roller may Prison Break a die regardless of Ward.

RECRUIT - Send the first *and* second dice from a Crew into The Fray.

STRIKE - Send *only* the first die from a Crew into The Fray.

DISPATCH

When a player's Crew is depleted, they must take all dice from their Safe-house to form a new Crew. Dice may be placed in any order but cannot change once they have been set.

INFLUENCE - Cards in hand or deck that can provide a potential advantage to a player.

MEANS - Non-Ward Member cards that may be played during a Skirmish to manipulate the results.

1 Scheme - Phase where players choose members from their Crew to Strike, Recruit, or Fix.

2 Skirmish - Phase where players roll their dice in The Fray and spend Influence to win their opponents dice by having the highest total value.

3 Recover - Phase where players Dispatch a new Crew from their Safe-house if their Crew has been depleted.

ward

A Suit of cards and the dice that they represent.

