



INSTRUCTIONS

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CARD AND DECK RULES

OVERVIEW:

War Haven is a game of calculated risk and battlefield tactics, combining the strategy of a deckbuilding game with the spatial maneuvering and chance of a tabletop war game.

A game starts with each player's 6 character cards arrayed in a battle formation of their choosing. Each turn, players have three actions they can use to move a character, attack with a character or play a card from their support deck.

The game is over when a player manages to reach and kill their opponent's commander character, winning the game and bragging rights forever.

(See *Gameplay* - Page 8)



Character Cards

Support Cards



CARD TYPES:

The cards in War Haven come in two basic groups, character cards and support cards, each of which can then be broken down into several more distinct types.

Character cards are divided by class and race, which helps determine which support cards can be played on them.

Support cards, on the other hand, are differentiated by their play type, which determines when and how they can come into play.

CARD ANATOMY:

Though the cards in War Haven are diverse there are some elements they all have in common. Every card has its name listed above the illustration and its card type listed below.

The content area of each card lists any special rule that card can enact, and a character's stats are listed to the left of this area. Some cards have no special abilities, and will feature a flavor text here instead.



CHARACTER CARDS:

Character cards are in many ways the most important cards in a War Haven deck. Gameplay in War Haven revolves around moving and attacking with your character cards in order to defeat your opponent's and improve your position on the board. A character card's race and class also determine which support cards can be played with it, which makes choosing your character cards very important to the overall composition of your deck.

Character Name

Firebreathers

Race & Class

Charzama Hero

Stats and Abilities or Flavor Text

9
6
10
"Don't let them fool you, they like to eat their food raw."
- Sgt. Roberts



Character cards can be easily identified by the stats on the left side of the card's content area. These indicate the card's natural attack, natural defense, and initial health, respectively.

A character card will always have card's race and class below listed below the illustration. **You can also identify a character card's race and class via the class emblem to the right and below the illustration.** The color of the emblem indicates the character's race and the symbol on it indicates their class.

Any unique abilities of a character card will be listed in the content area to the right of their stats. These can have many varied effects, from changing how your dice roll to giving your character or characters around them a conditional stat boost. It's important to keep an eye on these abilities, as they can drastically change the optimal approach from character to character.

Certain characters also have special abilities due to their class. For example a distance character can attack enemies twice as far away.



The six classes that a character can be are **Grunt, Infantry, Distance, Vehicle, Hero and Commander** These are discussed in more detail on the next page.

CHARACTER RACES:

Characters in the first edition of War Haven belong to one of three races: the technologically advanced Delylia; the mystical, reptilian Gharrana; and the wartorn remnants of Humanity.

The race of a character card is represented by the color of their card frame and the backing on their class emblem.

Arriving in a state of societal collapse and cut off from former allies, the survivors on Haven must seek out any support they can find in the battle to survive. **This means players can mix characters and support cards of any racial type in their deck,** but be aware! A character's race is often a determining factor in whether support cards will play with it, so the composition of your army is something to carefully consider.

(See *Support Card Compatibility* - Page 4)



CHARACTER CLASSES:

With the exception of infantry and commander characters (see below,) each deck can only have up to two character cards of each class. Like a character's race, their class can be a determining factor in a character's compatibility with support cards.



GRUNT:

Grunt characters have the lowest natural stats, making them targets early in a game, but they often have access to the most potent support cards and are a favorite for surprise plays.



INFANTRY:

Infantry characters are well-rounded stat-wise with a great potential for enhancement. They have the most support cards that play with them and are also the only class you can have three of in your deck.



DISTANCE:

Distance characters have the special ability to attack at increased range. In addition to the four spaces adjacent to them, distance characters can attack enemies two spaces away.



VEHICLE:

Vehicle characters have increased range for movement, able to move two spaces on the board with a single "move" action. They can also move a single space at their discretion.



HERO:

Hero characters have sturdy stats but also generally have the least potential for interaction with support cards.



COMMANDER:

Commander characters are the primary objective of the game. Every deck has to have exactly one, and you win the game if you can defeat your opponent's. In addition, the commander you choose can determine whether certain support cards may be used in your deck.

SUPPORT CARDS:

Support cards can be summed up as any card that is not a character card. Like character cards, they can be broken down into several different types, although support card types vary more widely, determining when and how they are brought into play. Each support card's type is listed to the left and below the illustration.

While your characters are the principle actors in this battlefield conflict, the cards you choose to support them with will play a huge role in determining your tactical options on the board. Strategic, well timed use of support cards is often key to attaining an advantage that you can exploit with your characters.

SUPPORT CARD COMPATIBILITY:

At the bottom of every support card is the "Plays On" section to specify which character cards they will play with or on. This is generally indicated by a set of character emblems.

If any of a support card's emblems matches the race color and class symbol of a character card, the support card is compatible with that character. **Class symbols on a black octagon are compatible with any character of that class, regardless of their race.**

If a card has a specific requirement, like that you have a particular commander in play, that will be listed in the card's content area.

Some cards will play on Any Ally or Any of Opponent's Allies. This means it will play on any character in your or your opponent's army, respectively, with the exception of commander characters who are considered the player's avatar and not an ally.

Some support cards may also feature a specific character flag attached to an emblem with a chain icon. This means that that card is also specifically compatible with the character named on the specific character flag.



UPGRADE CARDS:

Upgrade cards can be played on a player's character cards as an action during their turn. Any gameplay abilities or stat changes listed in the upgrade card's content area will be added to the character it is played on for the rest of the match or until the upgrade card is removed. Upgrades often prove pivotal in the outcome of a match, but it can be risky to depend on drawing an upgrade card early. Each upgrade card has either a gold or silver medallion. These usually correspond to the type of upgrade the card signifies, with silver indicating an equipment upgrade and gold indicating an upgrade in unit personnel. Each character card can support only one upgrade of each type. Some very powerful upgrade cards have both gold and silver emblems, meaning they are the only upgrade any card they are applied to can sustain. Unless otherwise noted on the upgrade or character cards, **upgrades can be replaced by playing an upgrade on an already-upgraded character** and discarding any pre-existing upgrades on that character which conflict with the new one.

(See *Playing an Upgrade Card* - Page 9)



SPELL CARDS:

Spell cards can be played during as an action during a player's turn, and have the most diverse effect on gameplay of any support card. Essentially, whatever it says in the content area of the card is the effect the card will have. If an effect is indicated by a card that usually requires an action, like moving or attacking with a unit, it can be completed using only the action of playing the card. However, it is important to note that unless otherwise spelled out on the card itself, **a spell card cannot be used on a commander character, or used to compel an ally to move or attack again during a turn in which they have already done so.**

(See *Playing a Spell Card* - Page 9)



ATTACK CARDS:

Attack cards can only be played during the combat phase of a player's turn, and do not cost an action to play. When a player attacks another card they have the option of playing an attack card. Their function is generally to enhance the aggressor's position in the attack. If a player's character has a natural 7 attack stat and the player plays an attack card that gives him +3 attack, that character is now attacking with a base 10 attack. Attack cards can also add different gameplay effects, like allowing you to re-roll a failed attack or dealing flat damage regardless of whether an attack succeeds or fails. Attack cards are great for swinging the advantage in any particular skirmish, but are immediately discarded and only serve to enhance the single attack, unless otherwise noted on the card itself.

(See *Attacking and Combat Phase* - Page 10)



Attack



Defense



Attacker

Attack Card



Defender

Defense Card

DEFENSE CARDS:

Like attack cards, defense cards are only played in the combat phase and do not cost an action to play. After a player initiates an attack and chooses which, if any, attack card to use, the defending player is given the chance to play a defense card before the dice roll. Defense cards generally add to the defense power of the victim during an attack, but they can also have varied effects like causing the aggressor damage or ignoring the effects of an attack entirely. Like attack cards, they lose effect and must be discarded immediately at the end of the attack phase unless otherwise noted on the card.

(See *Attacking and Combat Phase* - Page 10)

REMEMBER!

Attack and defense cards are played as part of an attack action and do not cost an action to play, unlike spell or upgrade cards.

DECK BUILDING:

A valid deck consists of 31 cards in two parts:

The Army - 6 character cards

The Support Deck - 25 support cards

A deck's army must include a commander character and can be composed of up to 2 characters each of any other class, with the exception of infantry class characters, of which there can be 3.

The support deck can be divided any way you wish among upgrade, spell, attack and defense cards, but it's very important to make sure every support card you have in your deck will play with at least one of your character cards. Many support cards will also only work with certain commanders in play.

It is also important to note that a valid deck can only have up to 2 of any particular card, whether it is a character card or support card.

The only exceptions to that rule are rare cards. **A valid deck may only have one of any particular rare card, and can only feature a total of 2 rare cards.**

Rare cards are indicated by a rare mark in the lower right hand corner of their content area, and they typically have a fairly drastic gameplay effect.



Army



Support Deck



RACE RELATIONS:

A deck can be composed of any racial mix of characters and support cards. However, as race and class are deciding factors in which support cards play on whom, the more diverse a deck's army is the less interplay of support cards there will be among the characters. This can make it more difficult to respond to an evolving battlefield.

BATTLE FORMATIONS:

At the beginning of a game of War Haven each player sets their characters up in battle formation of their choosing, with a blinder set up in the middle of the board.

This formation is intrinsically tied to the composition of the deck, and the two must play well off of each other to create a successful strategy.

It is important to remember as you lay out your cards which characters could make you most vulnerable. You do not want to lose a character right off the bat if you have 5 cards that will play only on them, so keep in mind where your characters would leave you if they died when you choose their positions.

It is also important to remember the goal of the game: the most important part of your battle formation is its capacity to protect your commander character.

PLAYING THE GAME

SET-UP AND GAME START

To begin a game a blinder should be set up in the middle of the board and each player given the opportunity to lay out their army in the battle formation of their choice in the rear 4by3 spaces on their side of the board.

Each Player's support deck can then be shuffled and set to one side of the board to draw from before lifting the blinder.

OBJECTIVE:

The object of War Haven is to kill the opposing player's commander character, by any means necessary. The first player to defeat the other's commander wins the game.

THE ROLL-OFF:

Both players then roll their six sided dice, with the higher roll getting to go first. After the order has been decided, both players draw 5 support cards.

TURNS AND ACTIONS:

Each player can perform three actions in a turn. An action can be used to move a character, attack with a character, or play an upgrade or spell support card. If a character card is moved or used to attack, it cannot perform that action again in that turn, even if compelled to by a spell card.

When a player has used all three actions in their turn they may draw a card. Their turn then ends and it becomes the other player's turn.

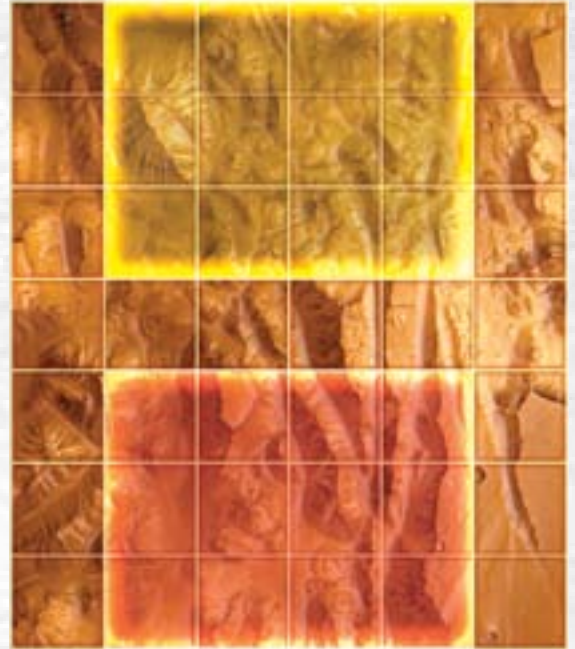
If a player wishes to end their turn and they have not completed three actions, they may elect to pass, but may not draw a card at the end of their turn.

If a player has fewer than three character cards left on the board, the number of actions required to draw is reduced to the number of character cards they have left. But a player with fewer than three characters cards may still perform three actions if they choose to.

MOVEMENT:

Probably the most common action in the game is to move a character card. Most classes of character card can only move one space (no diagonals) per move, but vehicle characters are able to move two spaces.

While certain spell cards can compel a character card to move, a character card cannot be moved as a player action then compelled to move again by a spell card. Neither could it be moved with a spell card, then moved again as a player action.



Vehicle Unit
Movement Range



Standard Unit
Movement Range

SUPPORT ACTIONS:

Two types of support cards can be played as an action on a player's turn, Upgrade Cards and Spell cards.



PLAYING AN UPGRADE CARD:

Upgrade cards represent enhancements to your character cards which, once played, will generally last the duration of that character's time in the game, unless removed by an attack or spell card, or replaced with another upgrade card. Every upgrade card has either a gold or silver medallion, or both. Those with a silver medallion generally represent an upgrade to a character card's equipment, while those with a gold medallion represent an upgrade to a character card's personnel. Each character card can support only one upgrade of each type. In other words, if a character card already has an upgrade card with a silver medallion, another upgrade card with a silver medallion cannot be added. If an upgrade card with both medallions is applied to a character card, it can sustain no more upgrades.



However, unless otherwise noted on the upgrade or character cards, upgrades can be "replaced" by playing an upgrade card with conflicting medallions on a character. In this case, any previously placed upgrades which conflict on the new one are discarded. When an upgrade card is played on a character, it should be left under that character on the board for easy reference.

PLAYING A SPELL CARD:

Spell cards are a one-shot strategic deployment, varied widely in effect and good for one use before discarding. Spell cards have many unique effects and uses; some can be used on your own troops to heal them, some can be used to directly hurt enemies, some simply have a positive gameplay effect like drawing extra cards, and others can pin a negative status effect on an enemy until the end of the game. It is important to note, however, that unless otherwise spelled out on the card, no spell card can be used on a commander character.



While spell cards can cause a character card to perform a maneuver that would usually require one of a player's actions (moving or attacking,) they cannot be used to compel a character who has already moved or attacked to repeat that action in the same turn. Likewise, once a spell card has been used to move or attack with a character, that character cannot perform that particular action again until the beginning of their next turn.

REMEMBER!

Like other support cards, upgrade and spell cards are governed by the class symbols at the bottom of the card, and can only be played on character cards whose class emblem corresponds.

ATTACKING AND COMBAT PHASE:

For obvious reasons, the attack is probably the most pivotal action a player can take in his or her turn. To attack, most character cards have to be directly adjacent to their target. However, distance characters can attack from two spaces away.

Once an attack has been initiated, play enters the combat phase.

After initiating the attack, the attacker must choose whether or not to play an attack card from his hand (if there are any available.) After this is done the defender can judge the threat posed by the attack (and attack card) and choose whether to play a defense card. It is important to check the class emblems on attack and defense cards against the characters playing them to make sure the move is valid.

When an Attack card and defense card conflict in rules, the play of the defense card will always override the play of the attack card. For example, if a distance character attacked an opposing infantry character and played the Daisy Cartridges attack card which adds 1 automatic damage to the attack, but the infantry character played the Positron Energy Shield defense card that states the attack is ignored, the defense card would override the attack card and no damage would be taken regardless of the dice rolled. In the example to the right, the foresight defense card would prevent application of a deadly status effect.

Any effects of attack and defense cards such as damage caused directly by an attack or defense card, are not assessed until the end of the combat phase.

Attack and defense cards are used as part of the attack action and do not cost an action when played.

Standard Unit Attack Range



Distance Unit Attack Range

Attacker



Attack Card



Defender

Defense Card

ATTACKING AND COMBAT PHASE (CONTINUED):

Once both players have made a decision regarding their support cards, they each roll their 6-sided die.

Total attack and defense are then calculated by adding the base attack and defense stats with the rolled dice values. Base attack and defense are calculated by adding a character's natural attack or defense stat with any upgrade card currently played on them and any modifiers from their attack card or defense cards, if used.

The total defense is similarly calculated by adding the defender's base defense stat with their rolled die value and any modifier from their attack card, if used.

If the total attack is greater than the total defense, the attack is a success and the difference is dealt as damage and subtracted from the defender's health. If the total defense is higher than the total attack, the attack fails and no damage is given.



COMBAT SUCCESS AND KILLING

If an attack causes the defender to lose any health it is considered a success. If, on the other hand, an attack fails to take any health from the defender, then the defense is considered a success.

Some attack cards deal damage directly, even if the total attack is lower than the total defense. Any damage or other gameplay effects dealt should be assessed at the end of the combat phase.

If a character card's health is dropped to or below 0 during an attack, it is killed and it and all attached cards are discarded at the end of the combat phase.

Any damage or chance to cause damage in the combat phase should be assessed before a character is killed. This applies to damage dealt by defense cards as well as characters killed by defense cards while attacking.

If a character's health is dropped to or below 0 by an action other than an attack, such as playing a spell card, it is killed and it and all attached cards are discarded at the end of the action.

Damage dealt in War Haven is permanent and should be kept note of with a damage counter. We recommend using a twelve sided die.

END-GAME AND WIN CONDITIONS:

As stated before, if a player has fewer than three character cards left on the board, the number of completed actions required to draw will be reduced to the number of character cards they have left. If a player is down to just their commander character they are only required to complete one action per turn to draw, but are also not allowed to make any move that puts them further from the enemy commander.

The game is over when a player's commander character has been felled. Losing your commander is the only way to be defeated in War Haven, and killing the enemy commander is your only chance to win; all other cards are expendable, all other goals irrelevant. Welcome to War Haven.

CARD SYNTAX & NOTES:

When a card is **exhausted**, it cannot move, attack or have any support card played on it by the controlling player until its next turn, unless otherwise noted.

Any card referring to a player's allies (e.g.: **any ally**) refers to all that player's character cards except for the commander character.

Likewise, any card referring to an opponent's allies (e.g.: **any of opponent's allies**) refers to any character card of the opponent's except for their commander.

An attack is considered "**successful**" if any health is removed from the defender, likewise, a defense is considered "**successful**" if no health is removed from the defender.

Attack cards that say "**plus x attack**" temporarily add x attack points to that character's attack power to aid them in having a successful attack roll and doing extra damage.

Attack cards that say "**plus x damage**" don't affect attack rolls but deal damage directly, automatically making it a successful attack unless overruled by a defense card.

Defense cards always overrule the effects of attack cards when they directly conflict.

If a defense card says "**attack is ignored**" this means the attack does no damage and inflicts no gameplay effect, regardless of any special character rule or attack card played.

Cards which say "**regains x health**" cannot raise a character's health above its initial value plus any increase from upgrade cards played on it.

If an upgrade card that confers 1 or more health points is removed, and the character it was played on loses less than an equivalent amount of health in the action, that character instead loses health points equivalent to the amount gained from the upgrade. If the card was removed in an attack, even if no other damage was done, this would be considered a successful attack.

Cards should always be discarded into the discard pile of the player who started the game with them.