



WARD GAME RULES

HEXFORD GAMES

Components

A full set of Ward consists of 34 Pieces



1 Ward



6 Knights



6 Mages



9 Rogues



12 Cavalry

Game Play Setup

- **2-3 players take all 11 soldiers of one faction and place them face up in front of them.**
- **A faction's army consists of 2 knights, 2 mages, 3 rogues, and 4 cavalry soldiers.**
- **Place the Castle Ward between the players.**

Objective of the Game

- **The objective of the game is to surround the Bastion Ward while simultaneously preventing your opponent(s) from doing the same.**
- **The pieces surrounding the Bastion Ward can be a mixture of any player's faction soldiers, but the first player to surround the Bastion Ward with only their faction soldiers wins.**

Unconditional Surrender

- Alternatively, you can win the game by removing enough of the opposing faction's soldiers from the front.
- A player can surrender if they have fewer than 6 soldiers remaining between the front and their reserves. If a player surrenders in a game with more than 2 players, their remaining soldiers stay on the front but cannot move or use their abilities. The game continues, skipping the surrendered player's turn.

End of the Game

- The game ends as soon as the Bastion Ward is surrounded by soldiers of a single faction, or when there are not enough soldiers from the other factions to oppose you.
- Players may also agree on a draw if the game reaches a stalemate with no possibility of victory.

The Front

- The soldiers in play define the playing surface, known as the Front.
- To start, one player deploys a soldier from their reserves, placing it edge-to-edge with the Bastion Ward.

- **Players then take turns deploying or moving one of their soldiers.**
- **A player can choose to skip their turn, though it is not recommended.**
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Unified Front

- **Soldiers in play must always be touching. At no time can a soldier be left stranded (not joined to the Front) or cause the Front to split into two parts.**

The Graveyard

- **When a soldier is removed from the Front, it is placed face down in the player faction's Graveyard.**

Deploying

- **A new soldier can be deployed to the Front at any time. However, soldiers may not be placed adjacent to a soldier of an opponent's faction.**
- **It is possible to win the game without deploying all your soldiers, but once a soldier has been deployed, it cannot be willingly recalled.**

Moving

- Each turn, you can choose to either deploy a soldier or move one that has already been deployed.
- Each soldier has its own movement rules and abilities. Deployed soldiers can move into positions that touch an opponent's faction soldiers.

Freedom to Move

- Soldiers can only move in a sliding motion. If a soldier is surrounded to the point that it can no longer physically slide out of its position, it cannot be moved.
- A soldier may be deployed into a surrounded space, as long as it does not violate deployment rules, especially the rule against touching an opponent's soldier upon deployment.
- Some soldiers have special abilities (e.g., jumping, teleporting, climbing). Refer to The Ward & Faction Soldiers section for individual movement and ability details.

Unable to Move or Deploy

- If a player cannot deploy a new soldier or move an existing one, their turn is skipped.

- The game continues until the player can take a valid action or the game ends.

The Ward & Faction Soldiers

The Ward

- The Bastion Ward is a contested neutral territory and cannot be acted upon or moved by any faction's soldiers.

Knight

- Moves 1 space per turn.
- The Knight cannot be climbed upon by the Rogue. Soldiers touching the Knight of the same faction color are also immune to being climbed on.

Rogue

- Moves 1-2 spaces per turn.
- The Rogue can climb on top of the Front.
- A piece with a Rogue on top of it is immobilized, and the stack takes on the Rogue's faction color.
- From its elevated position, the Rogue can move across the Front or drop into surrounded spaces inaccessible to other soldiers.
- The Rogue cannot be deployed directly onto the Front.

Mage

- **Moves 1 space per turn or uses one of its special abilities:**

Teleport

Instantly moves an adjacent soldier (friendly, enemy, or stacked) to an empty space adjacent to the Mage.

Exceptions:

The Mage cannot move the most recently moved soldier.

The Mage cannot violate the Unified Front rule.

Translocate

Swaps places with another soldier of its faction color connected by the faction's Front.

Exceptions:

The Mage cannot translocate to the top of the Front.

Any piece teleported or translocated by the Mage is immobilized for the next turn.

Cavalry

- Moves 1-3 spaces per turn.
- Cavalry can remove opposing soldiers:
- Position two Cavalry next to each other while touching the target soldier, or on opposite sides of the target.
- Removing a soldier takes a turn, and the removed soldier is placed face down in the owning faction's Graveyard.
- Cavalry can also remove Rogues from the top of the Front.

