



The Collectible Cardgame
Rulebook v1.1

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Game Rules: The Basics

In this section of the guide you will learn about:

- [Setting up a Game](#)
- [Getting Decked Out](#)
- [Taking Your Turn](#)
- [Attacks of Opportunity](#)
- [Destroyed Panels](#)

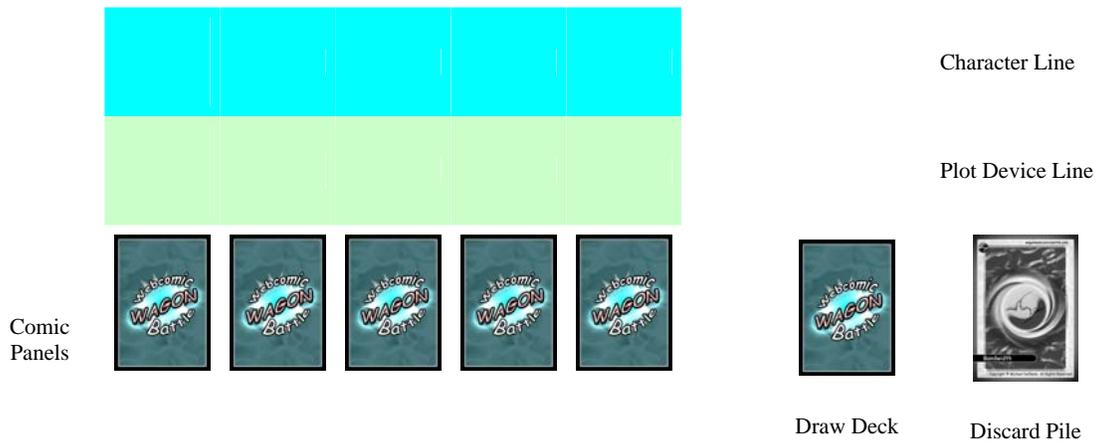
The object of the game is to defend your Comic Panels from the attacks from your opponent while trying to get past your opponent's defenses to destroy their Panels instead.

To play the game you and your opponent will need a deck consisting of 40 cards. This deck of cards will be comprised of [Character Cards](#), [Plot Device Cards](#), and [Bandwidth Cards](#), which you will use to plan strategies and defend yourself against attacks.

Setting up a Game

Shuffle your deck and deal yourself 5 cards facing down. These five cards, referred to as Comic Panels, represent your health during gameplay. If you can manage to destroy all five of your opponent's Panels, you win the battle. Of course if your opponent destroys all 5 of your Panels first, you lose.

Lay out your cards in front of you like pictured below, with your opponent doing the same opposite of you.



This is the Playing Field where the game will take place. Lay out your 5 Panel Cards out in front of you face down. The rest of your deck should be placed beside them. Once gameplay starts, all Characters put into play will go on the Character Line, and similarly all Plot Devices will be placed on the Plot Device Line. Under normal circumstances you may only have a maximum of five Character cards and five Plot Device cards on these two lines as any given time. Whenever a card is destroyed, discarded, or otherwise eliminated from gameplay it should be placed on your Discard Pile.

When the game begins, each player draws 5 new cards from the Draw Deck. This is your opening hand to start off gameplay. Look at your cards and determine which player is going to go first.

Getting Decked Out

While you can certainly play WAGON with a pre-built deck of cards, at some point you might want try building a deck of your own. There are things you must consider when building a playing deck, such as the restrictions an Official Deck Build must abide by. Below is a listing of the official game rule sets to keep in mind for helping you build a standard playing deck.

Standard Game

- 40 Cards total in your deck.
- Maximum of 5 Characters on the Character Line at once.
- Maximum of 5 Plot Devices on the PD Line at once (this total does not include Equipped Plot Devices).
- No more than 3 copies of the same Character or Plot Device in 1 deck.
- Each player may only have 1 copy of any given card on the field at a time. (exceptions where Special Abilities and Effects apply.)
- Equip-type Plot Devices may not be removed from a Character once equipped.

Along with these rules for standard gameplay, you may also play with a **Tournament Deck**, which follows the same rules except that you may use 60 cards instead of 40. A third option for gameplay includes a "Short Game" version for those who want to play a quicker game.

Quick Game

- 40 (or 60) Cards in 1 deck, shared by both players.
- Both players share 1 discard pile.
- Only start with 3 Comic Panels each instead of 5.
- Maximum of 3 Characters on the Character Line at once.
- Maximum of 5 Plot Devices in play for each player at once (this total includes Equipped Plot Devices).
- Each player may only have 1 copy of any given card on the field at a time. (exceptions where Special Abilities and Effects apply.)
- Equip-type Plot Devices may be removed from a Character and discarded.
- If the Draw Deck runs out of cards, the Discard Pile may be shuffled and a new Draw Deck be made.

Taking Your Turn

Your turn can be divided into different stages, which are the order in which you take action on the field. The basic breakdown of your turn goes like this:

- Draw a Card
- Upkeep of Cards in Play
- Play Characters and Plot Devices
- Take Action

Depending on the situation, you might not go through all of these stages. For example, on your first turn of the game you won't have any expired Plot Devices to clean up. You may also choose not to attack your opponent. When these stages are necessary though, this is the order they should occur in.

Draw a Card

At the beginning of each round you must draw 1 card from your deck and add it to your hand. If you run out of cards in your deck, you can instead choose to take one of your panels off the field and add it into your hand. As usual, even by your own hand, once all of your panels are gone the game is over.

Upkeep of Cards in Play

Check your side of the field for Plot Devices or other cards that have only a limited amount of time they can remain on the field. If their time has run out, discard them from the field. Any cards that accumulate Counters or have other per-round changes available should also be done now.

Play Characters and Plot Devices

Character Cards may be put into play with or without spending Bandwidth to do so, depending on the card's cost, or discarded from the field if you desire. If your Character has any kind of game-altering special abilities, this is also the time to use them before your other actions. **Keep in mind that a Character cannot attack in the same turn that it is brought into play.** See the [Character Cards](#) section for more information about Characters.

Whether for affecting other cards on the field, equipping to your Character Cards, or waiting passively until the time is right to activate them, set up your Plot Devices to support your Characters. The type of effect and duration of it is determined by the Effect Count of the Plot Device. See the [Plot Device Cards](#) page to learn more about them.

As long as you have the Bandwidth to pay the costs of whatever cards you play, you may bring as many Characters or Plot Devices into play as you wish. Remember though that you are limited to having a maximum of 5 Characters and 5 Plot Devices laid out on their respective lines at the same time. Equipment Plot Devices, as an exception, are attached directly to a Character and do not take up a Plot Device slot on the field.

Take Action

At this stage you have three or four choices of what to do with each Character Card: take no action, switch positions to Offensive or Defensive, use an offensive Special Ability, or if the Character was already in play you can attack your opponent. Study the situation on the playing field and determine the best course of action to take.

While your Characters begin to take action against your opponent's side of the field, they will have the opportunity to respond to your actions with the Special Abilities of their Characters as well as their protective Plot Devices. Be aware that your actions can easily be turned against you if you don't pay attention to the abilities of your opponent's cards.

Once the exchange of actions and counter-actions is finished, this effectively ends your turn. Now hope you're ready to be the defender because it's your opponent's turn to take to the offensive!



Attacks of Opportunity

The main goal of the game is to eliminate your opponent's Panels, and the easiest way to do this is through attacks of opportunity. As long as your opponent has 1 Character on the field, you can't attack their Panels directly and you must eliminate the defender first. If your opponent has several Characters on the field this may seem like a hopeless task.

However if you destroy one of your opponent's Characters while its in offensive position you create an Attack of Opportunity, essentially a hole in their defenses, which will allow you to use a second available attack to bypass the other defenders and attack your opponent's Panel directly. This opportunity only exists immediately after the original killing blow, so if your don't have another attack available the opening is lost and you'll have to wait for another.

Note that only opponent Characters in offensive position create attacks of opportunity. Characters in defensive position leave no such gaps in the defenses. Of course, if your opponent's side of the field has no Characters on it at all then the Panels are wide open for direct assault. This is why ANY Character, even an extremely weak one, in defensive position is better than having none on the field at all. Keep this in mind when you plan your strategy!

Destroyed Panels

If your opponent manages to destroy one of your panels, you can possibly gain an advantage from this loss! Whenever a Panel is taken out from an Attack of Opportunity, the card is added into your current hand. With some luck that new card will be just the thing you need to turn the fight back into your favor.

Bandwidth Cards

In our webcomic-based card game, Bandwidth is the form of currency we use to carry out actions in gameplay. Bandwidth is used to play more powerful cards, activate certain special abilities, and to power a large number of Plot Devices. Bandwidth can be generated either with the effects of certain cards, or by discarding Bandwidth Cards.



At the top-left corner of every card, next to the Card Type indicator, is a series of five circles. These circles will be filled in with zero, one, two, or more Bandwidth icons. These icons indicate how much Bandwidth must be spent to bring a particular card into play. For example:



The card "Manda the Song Mage" has two Bandwidth icons in the upper-left corner. This tells us that in order to bring this card into play you must send two Bandwidth. By discarding two Bandwidth Cards from your hand, you could then place Manda on the field.

Bandwidth does not only come from Bandwidth Cards however, they can also be generated by a Character's special abilities and by Plot Devices. These other methods of Bandwidth generation can become extremely useful when setting up for bigger and badder strategies as the game progresses.

Cards like "Get a Job" can produce Bandwidth for you every round. When this card is into play it asks you to place a Character on top of it, and whatever that card's Bandwidth Cost is can then be spent every round as Bandwidth. If you happened to use the Manda card from the above example, that means that you'd get two bonus Bandwidth every round to use for whatever you need them for... sacrifice the opportunity to put one card into play for the means to put even more cards into play in the rounds to come. Sounds like a good trade off, eh?



The ability to gather and generate Bandwidth is a very important part of gameplay strategies, letting you power your side of the field while leaving your opponent in the dust.

Game Rules: Attributes

Attributes are properties that almost all cards possess that effect how they interact with other cards. They can affect the amount of damage a card receives or can inflict directly, helping you take advantage of another card's strengths and weaknesses. Both Characters and Plot Devices can carry Attributes that can dictate how it affects the game. Certain cards can only affect cards with certain Attributes, or can't affect them at all.

Current Attributes List



Humanoid - Probably the most common Attribute of them all, Characters that carry this icon are either human or human-like such as elves, dwarves, or ogres.



Animal - Two-footed, Four-footed, birds, fish, reptiles... if it runs wild around the old planet Earth the Character counts as an Animal.



Flying - This Attribute is given to any Character that can take to the air, whether it be by wings or by magic.



Alien - includes all things that come from space or outside Prime Earth-like influence, which could include alternate dimensions.



Machine - Mechanical monstrosities and technology are the name of the game when you see this symbol appear.



Undead - A card with this icon isn't quite as alive as it once was. Whether this is an advantage or not really depends on the situation.



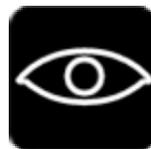
Plant - In webcomics, even the plants can have character! Leafy growths and botanical beasts abound where this icon appears.



Monster - Mutated critters and demonic creatures bring a new kind of terror to the battlefield..



Alcohol - Fairly self-explanatory, any card with this attribute can be associated with alcohol. Some Characters react in unique way when under the influence of an Alcohol card.



Psychic - Mental manipulations and sheer brain power are the key to cards that carry this mind-bending Attribute.



Fire - Some like it hot, and Characters with this icon certainly do! These Cards benefit from a resistance to fiery attacks.



Water - Just the thing for making a big splash on the battlefield! Water attuned Characters never have to fret getting wet.



Dark - Darkness brings the power of shadow and surprise into your arsenal. Characters of Darkness can resist Dark attacks.



Light - Unleash the power of the Sun! Characters of Light are blessed with an immunity to their own power.

Game Rules: Character Cards

Characters are used to attack your opponent, defend yourself, and ultimately will decide if you lose or win a battle. While possessing wide range of different power levels and abilities, most character cards have similar features. Here's the basic breakdown of the parts of a Character Card.

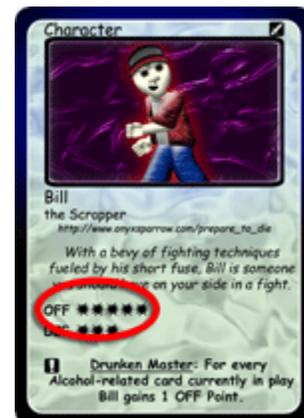
1. The Card's Type, which dictates the way the card is used in play.
2. The home URL of the Card's Webcomic. Visit here and learn all about the card's origins!
3. The Card's Name
4. The Genre of the Card, which may determine how the card is affected by other cards and the character's general style.
5. The Card's Attributes. These can help dictate a card's strengths and weaknesses in a given situation.
6. A brief description of the Character.
7. The Offensive power of the Card, used while in Offense position.
8. The Defensive power of the Card, used while in Defense position.
9. A special ability of the card that can be used under the right circumstances. Not all cards have a special ability.

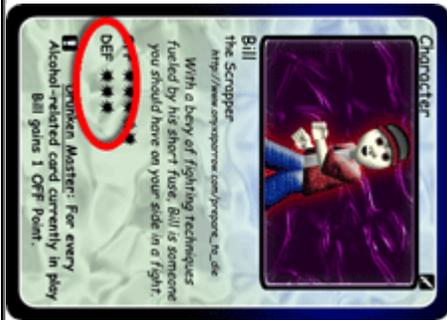


Offensive Vs. Defensive positions

A Character Card can be played in two different ways, offensively or defensively. Depending on which position a Character is played in will determine how the card interacts with others in battle.

While in Offensive position, a card is placed on the field vertically, In this position the Character is allowed to attack your opponent's cards or, when appropriate, your opponent's Panels. While attacking or being attacked, an Offensive Character uses their OFF Points to determine the outcome of the battle. While a card is able to attack while in Offensive position (and hopefully win you the battle), if it is destroyed by an opponent's card it can leave your Panels vulnerable to a direct attack of opportunity.





If you decide to play a Character in Defense position, the card is placed horizontally on the field. Defenders use their DEF Points to determine the outcome of a battle. While in this position the Character isn't allowed to normally attack other cards, but has the ability to defend your Panels from harm. If a Character in Defensive position is destroyed, the panel it was protecting isn't left vulnerable to an attack of opportunity. This allows you time to set up new defenses on your next turn.

Whether your Character is in Offensive or Defensive position dictates how they interact with other cards during a battle. A Character will win or lose a fight based on how its Point number (including any bonuses from special abilities or Plot Device cards) compares to its opposition. If your Character has a higher point total, it wins the fight and your opponent's card is removed from play. If your Character has lower points, it's the one to go to the scrapheap. If it so happens the two Characters have equal point totals, both cards are destroyed and removed from play. Players use their card's Position to know what Points to compare with your opponent's Points. Let's see a few examples:

Offensive Vs. Defensive

The Offensive position card uses its OFF Points to battle. The Defensive position card uses its DEF Points to battle. Let's say "Offensive Bill"(OB) attacks "Defending Bill"(DB). OB has 5 OFF points, while DB has 3 DEF points. OB would win the fight and DB would be removed from the field.

Offensive Vs. Offensive

In this scenario both Character cards are in Offensive position. Let's say one were to attack the other. Since they're both in Offensive position, they both use OFF Points... and since they both have 5 OFF points, both cards would be destroyed.

Defensive Vs. Defensive

While it's true that these cards would both use their DEF Points in battle, and they both have 3 DEF, neither of these cards can attack while in Defense position so nothing happens to either of them.

 **Special Abilities**

Beyond their normal offensive and defensive abilities, some cards have Special Abilities that can affect game play under right circumstances. The conditions for using a card's SA and its effects are spelled out on the cards themselves. On the following page is an example of a typical Special Ability in action:

Bill Vs. Viveka



Both Bill and Viveka are in Offensive position. Bill decides to attack Viveka, so we compare their OFF Points which are both at 5. Under normal circumstances both cards would be destroyed, but Viveka has a Special Ability which reads:

"While this card is in Attack Position, if Viveka attacks or is attacked by a Character that has equal OFF Points this card is not destroyed."

Since both cards are in Offensive Position and both have 5 OFF Points, instead of both cards being destroyed Viveka's SA activates and only Bill is removed from the playing field.

Of course, if there happened to be an Alcohol-related card on the field we'd have an entirely different scenario, but that is an example that will be covered in the [Plot Device Card](#) section.

Game Rules: Plot Device Cards

Plot Device Cards are used to support your own Characters or hinder the actions of your opponent's Character Cards. Some Plot Devices can give an OFF power boost, others can prevent a card from acting, and some others still can destroy another card altogether. The placement and use of your Plot Device Cards can potentially turn around the most hopeless of situations, and can turn a grunted defeat into an upset victory.

1. The Card's Type, which dictates the way the card is used in play.
2. The home URL of the Card's Webcomic. Visit here and learn all about the card's origins!
3. The Card's Name
4. The Effect Count of the Card. It indicates how long a Card's Effect can last before it must be removed from the playing field.
5. The Card's Attributes. These can dictate how and on who the card's effects will work.
6. A brief description of the Card.
7. This is a description of the Card's effects on other cards and how to use it. Some Cards only work under certain circumstances.



Plot Device Special Effects

The main purpose of a Plot Device card is to cause effects on other cards, whether it been through boosting power, lowering defenses, summoning new cards, or destroying other cards outright. The method of how to use a Plot Device is listed on the card itself, and relies on the Effect Count of the Plot Device. Effect Counts will be described later in more detail, but in basic terms they dictate how a Plot Device is used, whether it is has an immediate effect on the field, remains on the field to act over a period of time, or can be attached to a single Character as equipment.

Attribute Affecting Plot Devices

Beyond a Plot Device's stated purpose, the attributes of a Plot Device can affect a Character card in several different ways. Let's look at an example of this:

Let's say we once again have Bill and Viveka going head to head in Offensive Position. Their OFF Points are equal, so usually this should result in both cards being destroyed. For the moment, we're going to ignore Viveka's [Special Ability](#), because it's about to be rendered useless.



The "Barbarian Grog" Plot Device carries the attribute Alcohol, symbolized with this mark next to it's name. On it's own this Attribute does nothing, but when this card is played when Bill is on the field...



Bill carries a Special Ability called "Drunken Master" which reads:

"For every Alcohol marked card currently in play Bill gains 1 OFF Point."

This means that having Barbarian Grog on the field adds 1 to Bill's OFF Points, thus bringing his total OFF up to 6. Since Bill's 6 OFF is now higher than Viveka's 5 OFF, Viveka's special ability doesn't activate and Bill destroys Viveka to win the fight. This of course is only one example of a wide variety of Attribute Effects that you can use to your strategic advantage in battle.

Game Rules: Character Cards - Genres

All Characters are organized into groups called Genres. They represent the kind of personality or methods a character would use in battle, and can dictate the way they are affected by other Character's abilities or by Plot Device cards. Here are a few examples of some of the most common Genres:



Fighter - Fighter Cards generally use melee-type attacks. They usually have higher OFF points and lower DEF points, making them more suited towards attacking your opponent.



Shooter - Shooter Cards use ranged-type attacks, either by using guns or throwing weapons usually. Shooters can have a very wide range of OFF or DEF points, and can usually be switched between Offensive and Defensive position to help wherever they are needed at the time.



Mystical - Mystical Cards use mystical powers to do most of their actions. While not nearly as rich in OFF points as most cards, Mystical Characters tend to have higher DEF points, making them excellent defenders. Many Mysticals also carry special abilities to give aid to your other cards in battle.



Geek - Geek Cards tend to not be as powerful as other Character Cards, but they often have more diverse special abilities, and more often have the chance to become a Boosted Character.



Special - Special Cards often have unique properties that don't fit them into other Genres of characters. They can have such varied abilities, the details of using them in battle will be listed on the card itself.

Game Rules: Plot Device Cards - Effect Count

Plot Device Cards carry what is referred to as an Effect Count. This number represents the number of rounds a Plot Device can remain active on the field before it has to be discarded. Along with the common numbered Effect Counters there are some Plot Devices that will carry other Symbols as well:



Numbered Counter - When in play, Plot Devices with a Numbered Counter can stay on the playing field for the indicated number of rounds. This allows Character Cards to take advantage of their effects to aid their abilities in fights. After the indicated number of rounds is over, the card must be removed from the playing field.



Instant Counter - Plot Devices with Instant Counters have immediate effects on the playing field, and once that effect is used the card is immediately discarded. These cards are used to perform feats such as playing [Boosted Characters](#) or causing a Special Effect on the field.



Infinite Counter - This Plot Device will stay on the playing field until discarded by it's owner, until conditions are met in the card's instructions that dictate it should be removed from the field, or until destroyed.



Equipment - Equipment Plot Devices are permanently attached to a Character directly, giving that one Character new abilities. They stay on the field until the Character is removed.

Boosted Characters

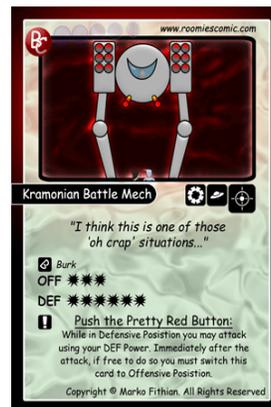
Boosted Character Cards work very much in the same way a regular [Character Card](#) does; they have bandwidth costs, Attributes, Special Abilities, Defensive and Offensive Power. The difference in them is how a Boosted Character comes into play.



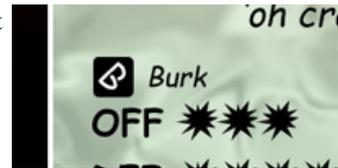
Just above their OFF and DEF Power, Boosted Characters carry this symbol. Next to this symbol is a list of card names or descriptions, which are the cards you're required to have in play and under your control in order to bring your Boosted Character into play. The required card or cards may be called out by name (ex. "Some Guy"), or they may be called out by a card feature (ex. "Any 3 Light Cards"). In any case, the required conditions must be met before the Boosted Character can be brought into play. For example:



Burk →→→→ Battle Mech

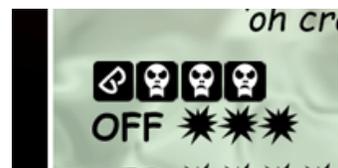


As you can see from this zoom-in of our Battle Mech from above, the Boost Requirement for this card calls for a card called Burk to be sacrificed in order to bring it into play. This means that in order to play the Boosted Character, you must already have Burk on the field. Burk may then be discarded as a sacrifice and Battle Mech then takes Burk's place in play.



It should be noted that the card's name is not absolute... the Character "Burk the Kramonian Captain" will work just as well as a Character named "Burk of the Funk". Unless a subtitle is specified in the sacrifice's name, any Burk will do.

Another example of a possible Boost Requirement would be this, which tells you that three Undead marked cards must be sacrificed to put the Boosted Character into play. Which cards these are specifically doesn't matter, and they can be either Characters or Plot Devices you have in play, as long as they carry the Undead Attribute.



Here's a couple other things to keep in mind:

- Remember that along with a Boost Requirement a Boosted Character may also have a Bandwidth Cost, just like a normal Character does. Also like a normal Character, this cost will be indicated by the Bandwidth circles at the top-left corner of the card.
- You may choose whether a Boosted Character comes into play in Defensive or Offensive Position, unless the card itself tells you otherwise.
- A Character to be sacrificed and its Boosted Character counterpart cannot be played within the same turn. Your normal Character must be played on one turn, and it may be sacrificed to play your Boosted Character on your next turn.
- You do not always have to sacrifice your own cards to play a Boosted Character. For example, if you used the card "[Crossing the Bridge](#)" to take control of your opponent's "[Some Guy](#)" and while you normally couldn't simply discard it from the field you could use it as a sacrifice and summon your own "[Ninja Guy-Den](#)". As long as you have control of a card you can usually use it as if it was your own, but remember if any of your opponent's cards are sacrificed they go to their discard pile and not yours; card ownership is different than control.

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Questions or Comments? Email us at

GameMaster@wagonwebcomicbattle.com

