

Flagbearer Beta Rule Book 3.1

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The Basics

Intro

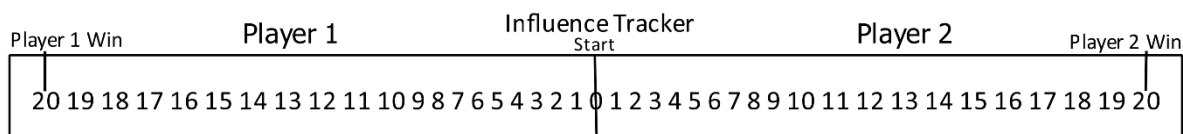
Flagbearer is a card game in which you will use dice to pay for cards whose supremacy will lead you to victory.

Deck Construction

Flagbearer is played by 2+ players with 40-card decks. Cards are either monsters, relics, or actions. Each deck also features a flagbearer. A deck can only contain cards that share a faction with the chosen flagbearer. Every card has a rarity, with the rarity number determining the maximum number of copies you may have of that card in your deck.

What You Might Need

- **6-Sided Dice** – It is highly recommended to have at least 20 regular sized d6's and recommended to have around the same number of smaller d6's. The regular sized dice can be used for pip-dice, counters, and combat. The smaller dice may be used to indicate changes in card stats.
- **4-Sided Dice** – Around 10 4-sided dice will be needed to play with a Flagbearer that uses them for pip dice. Additionally, several cards will require d4's for combat.
- **Influence Tracker** – This can either be a pen and paper, a d20, or a number line, or any other means of tracking a number from 1-20.



- **Combat Indicators** – Combat indicators are numbered counters used for resolving complex attacks. We recommend having 4 counters for at least 4 numbers.
- **Play mats** – Play mats improve the play experience and protect your cards from dirty surfaces.
- **Card Sleeves** – Allows you to mitigate damage to cards and improve shuffling.

Identify Cards

Flagbearer

Flagbearers provide you with unique benefits which will always be accessible.



Monster

Relic

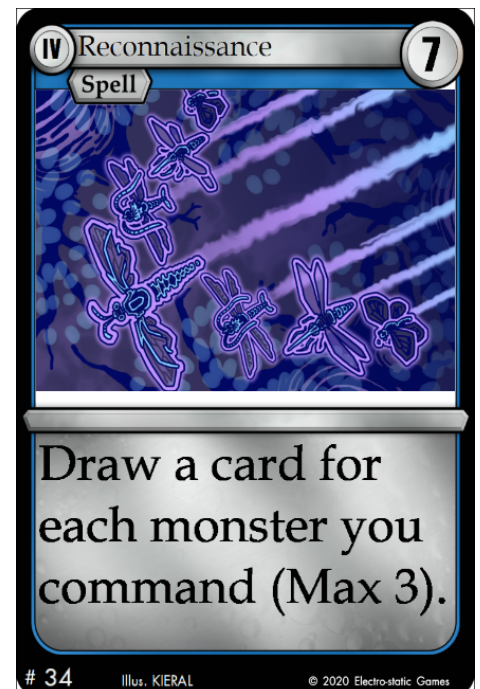
Action

(being changed from spell)

Monsters are the only type of card that can attack. They can also block attacks from your opponents monsters. Monsters may be placed in the front row or back row.

Every relic possesses a card effect. Relics may block attacks targeting your flagbearer. Relics must be placed in the back row.

When played, actions have their card effects resolved and are then discarded.



Flagbearer Breakdown



Name – The flagbearer's identity.

Faction – All cards in a deck must share a faction with the deck's flagbearer.

Lock – Flagbearers start with a counter with this lock value on them. Locked flagbearers may not use any of their abilities or card effects. You can unlock your flagbearer by spending pips.

Note, further expanded upon in main phase.

Dice Type – Indicates the type of pip dice you roll (D4 indicates that you roll 4-sided dice) and any modifications to the number of dice you may roll (+1 means that you roll an additional pip die each turn).

Keyword Abilities – Keywords abilities are common abilities a card may have indicated by a keyword.

Effect Text – Describes what a card does.

Set Number – Where the card fits in the set.

Card Breakdown



Name – A cards identity.

Pip Cost – How many pips are required to play the card from your hand.

Type – Indicates if a card is a monster, relic, or action.

Effect Text – Describes what a card does.

Subtype – Indicates a cards subtype.

Keyword Abilities – Keywords abilities are common abilities a card may have indicated by a keyword.

Assist Text – Describes keyword abilities a card possesses or can obtain.

Set Number – Where the card fits in the set.

Rarity – How many of a card you can have in your deck.

Strength – How many dice are used for offensive rolls.

Toughness – How many dice are rolled for defensive rolls. If a card has 0 toughness it goes to the discard pile.

Supremacy – Supremacy helps you build influence.

Faction – All cards in a deck must share a faction with the deck's flagbearer. The faction can be identified by the card frame (the final versions will feature a faction indicator).

Factions

Omniborg

The Omniborg faction centers around the production and utilization of Plex counters. While Plex itself has no effect, many cards allow you to utilize stored Plex. Plex is stored directly on cards, with most Omniborg monsters and relics having a certain amount of “Plex storage”. You will need to be careful about where you store your plex, as leaving it on vulnerable monsters may lead to it being lost in battle. Usage of plex varies from increasing a single monster's combat stats to spawning legions of monsters.

Naturae

The Naturae faction focus on moving their cards into a special zone called the “mulchyard”. The Naturae have access to the abilities “mill” (which places cards from your deck into your discard pile) and “mulch” (which places cards from your graveyard into your mulchyard). By utilizing these abilities, they gain access to an array of devastating effects. Some of these effects include bringing back deceased cards and creating powerhouse monsters.

Technomancers

The Technomancer faction benefits from both storing and manipulating rolled dice. Technomancers can place pip dice onto monsters and relics with “storage”. They can then convert stored dice into energy. Energy is stored universally and cannot be destroyed once generated. This allows you to save up your energy for powerful turns, without having to worry about protecting it. An excess of ways to benefit from both energy usage and dice manipulation gives the Technomancers a highly nuanced arsenal of threats.

Plague Rats

The Plague Rat faction aims to control the game through the utilization of Plague counters. Plague Rats may generate plague counters on opponents’ monsters by using monsters that “infect” the targets of their attacks. Alternatively, they may use monsters which produce plague counters for themselves passively. Plague counters don’t do anything on their own but gain unique effects when influenced by certain cards. A large array of monsters, actions, and relics will see plague counters manipulating their host’s strength, toughness, and supremacy on a global scale or dialing in to provide a massive boon or detrimental effect to a specific target.

Game Play

Play Field



Setup

To establish the turn order both players roll a die (repeat until one player rolls a higher number), the player with the higher numbered die chooses to go first or second. Following this, all players place a die indicating their 3 rerolls. Finally, both players shuffle their decks, offer their opponent a cut or shuffle, and draw 5 cards. After seeing their cards, both players may choose to return any number of those cards to the bottom of their deck (in any order they wish), giving their opponent 2 influence per card chosen.

Win Conditions

The goal of Flagbearer is to reach 20 points of influence. Influence is gained through playing cards with supremacy. Alternatively, you may win by having your opponent draw a card when they have no cards in their deck or by having a lock value of 20 on the opponent's flagbearer.

Turn Order

1. **Roll** – roll a quantity of pip dice determined by the turn and your flagbearer.
2. **Upkeep** – Reset your activated cards.
3. **Draw** – Draw a card (player 1 skips this step on the first turn).
4. **Main** – Play cards using pip dice and use the abilities of cards or your flagbearer.
5. **Combat** – Determine attackers and resolve attacks.
6. **Influence** – Add up both players supremacy to determine influence.
7. **End** – Transition to the next players turn.

Roll

On a players' turn they roll a number of pip dice determined by the turn number. On turn 1 the first player will roll 1 die and the second player will roll 2 dice. On each subsequent turn all players roll 1 more die than they did the turn before.

Note, your flagbearer may modify the number of dice you may roll.

Upkeep

During the upkeep phase, the beginning of turn effects for all cards the active player commands are resolved. Following this, all activated cards and flagbearers the active player commands are reset. Resetting a card places it into an upright position to indicate it is no longer activated

Draw

The active player draws a card. Player 1 skips this phase on turn 1.

Main

During a player's main phase they may play cards by paying with pip dice. Pip dice are the dice obtained during the roll phase. Pips refer to the dots on a die. A player can spend pips to play cards but must pay using whole dice. i.e. If you want to play a card that costs 3 pips, but you only have a single die with 5 pips on it, you must spend that whole die to cast the card. Multiple pip dice may be spent to play a single card. Relics must be placed to the back row, while monsters may be placed in either the front or back row. When played, actions have their card effects resolved and are then discarded.

Any time a pip die is present the active player may spend a reroll in order to reroll one of their pip die.

Using the same rules as paying for cards, the active player may "unlock" their flagbearer by declaring a number and paying pips equal to that number to reduce the lock value by that amount. A flagbearer is unlocked when it's lock value equals 0 (the lock value may not be negative). Locked flagbearers may not use any of their abilities or card effects. Counters or dice may not be placed on or moved from a flagbearer while they are locked.

The active player may also use the effects of their flagbearer or any cards they command during this phase. Notably, this includes effects which require activation. Activated cards are rotated 90 degrees and cannot be used for further activated effects, declare attacks, or block. Cards you control may not be activated on the turn they are played. Your flagbearer may be activated on the turn it is unlocked.

At any time during the active player's main phase the active player may move a monster from the front row to the back row or vice versa. Each monster you command may only be moved once per turn.

At the end of the main phase all unused pip dice are removed.

Combat

When entering the combat phase, the active player may choose any number of non-activated monsters in their front row they command to attack with. Monsters which have come into the command of the active player this turn or have moved this turn cannot attack. Each monster the active player attacks with needs a target. Viable targets include monsters, relics, and flagbearers your opponent commands. Multiple monsters may attack a single target. Monsters who attack activate. If no attackers are declared the combat phase ends.

Combat con.

Note, it is useful to have numbered combat indicators for resolving complex attacks. Place a number on the target of the attack and on all cards attacking it. Repeat for each attack target. Remove all corresponding combat indicators when the attack has been resolved.

Once all attacks are declared by the active player the inactive player may declare blockers. Monsters may block attacks targeting cards in their row or rows behind them if they have a defense range larger than the attacking monster's attack range (if the ranges are tied the monster may not block the attack). The default attack range and defense range for all monsters is 1. Blockers in the front row gain +1 defense range for each row in between the attacking monster and the monster it is targeting. Monsters and relics may block attacks targeting flagbearers (this block ignores range). If an attack is blocked the blocking monster or relic becomes the new target of the attack. Multiple monsters or relics may block the same attacking monster. If an attack targeting a flagbearer is not blocked, add lock to that flagbearer equal to the attacking monster's strength.

Note, see visual aids for blocking.

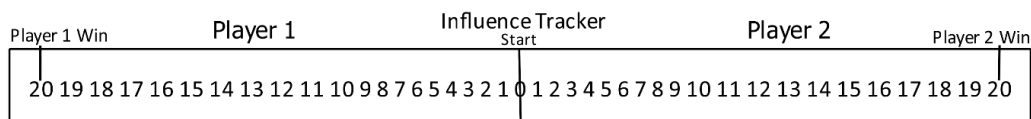
Once any blocks are declared combat occurs. When combat is initiated, the attacking monster rolls a number of d6 equal to their strength while the defender rolls a number of d6 equal to their toughness. If the sum of the attacker's strength roll equals or exceeds the sum of the defender's toughness roll the defender will die at the end of the combat phase. Following the attacker's strength roll, and regardless of its outcome, if the defender has any strength, they will roll a number of d6 equal to their strength while the attacker rolls a number of d6 equal to their toughness. If the total of the defender's strength roll equals or exceeds the total of the attacker's toughness roll the attacker will die at the end of the combat phase.

Note, because dying occurs at the end of the combat phase on death triggers may not influence combat.

For combat with multiple attackers or defenders, the toughness rolls of each attacker and defender are kept separate. The strength rolls are combined and the total number is distributed against the toughness rolls as their commanding player sees fit.

Once all combats resolve the combat phase ends.

Influence



At the start of the influence phase both players add up the supremacy of all cards they command. Then, move the influence tracker (toward the player with more supremacy) a number of spaces equal to how much larger their supremacy total is. You win the game if the influence tracker reaches 20 influence in your direction.

Note, influence can be tracked with a d20, by passing it to the player with the influence lead. Keep in mind that influence can equal 0.

End

During the end phase all end of turn effects are resolved. If the active player's hand has more than 7 cards, they must choose cards to discard from their hand until it contains only 7 cards. Once all effects are resolved the end phase is over and it concludes the active players turn.

Note, card effects triggered by discarding cards are able to be resolved during the end phase. Once the discard effect is triggered, you must continue to check for other triggers until none are present and then repeat this phase.

Generic Effects and Abilities

Effect Order

If multiple effects occur at the same time; first the effects of cards commanded by the active player are resolved in an order of their choosing. Then, if the inactive player has any unresolved effects, they may choose an order for them and resolve them. If dying triggers one or more cards ability, the card(s) are not considered to be in the graveyard or field until all triggers are resolved.

Keyword Effects

Keyword effects are often found in cards' effect text.

X / Y / Z – X = Strength, Y = Toughness, and Z = Supremacy modify each accordingly. A 0 indicates no change.

Note, if a card has 0 toughness it dies.

Activate – Rotate the card 90 degrees to indicate that the card has been activated. Activated monsters may not be activated again or declare attacks or block.

Note, activated cards are reset at the start of the commanding players turn.

Attack – The act of targeting a monster during the combat phase.

Card – A monster, relic, or action.

Note, flagbearers do not count as cards.

Command – Command refers to possession of a card.

Damage – When a card deals damage to a target the target must roll toughness against it. If the sum of the toughness roll is not greater than the damage the target card dies.

Destroy – Place from the battlefield into the discard pile.

Dies – Is placed from the battlefield into the discard pile. If a monster is killed during combat, it dies after combat.

Discard – Place a card from your hand into your discard pile.

Divine – Look at the top X cards of your deck, put any number of them on the bottom of your deck, then return the remaining cards to the top of your deck in any order.

Fight – A monster you command initiates combat with a target monster. This may not be blocked.

Gain – Place counters on to this card or alter target card's stats.

Killed – Dies during combat with a monster or relic.

Max – Limits a preceding effect.

Pay – Spend resources. Refers to pips if no other resource is stated.

Reset – Place into an upright position to indicate a card is no longer activated.

Keyword Effects con.

Sacrifice – Destroy a monster you command.

Search X – Look at the top X cards of your deck.

Summon – Place onto the battlefield under your command.

Summoned – When this monster is placed onto the battlefield.

Unique Effect – When a monster gains a unique effect it loses all effects from all other identical unique effects. To constitute an identical unique effect a unique effect needs to consist of the text of a given unique effect in its entirety.

Note, by default all effects are not unique unless stated otherwise.

Keyword Abilities

Dart – Moving does not prevent this monster from attacking. This monster can be moved during the end phase if they did not move during the main phase.

Intercept – This monster's blocking range is increased by 1.

Ominous X – X additional monsters are required to block an attack from this monster.

Overrun – If this monster's attack is blocked and the blocking monsters are killed. Deal damage equal to excess strength roll to the original target. In combats with multiple other attackers, monsters with overrun keep their strength total separate from other attackers. You can choose to assign the other attacking monsters strength total first.

Rampage X – This monster can attack X additional targets.

Ranged – This monster's attacking range is increased by 1.

Restless – This monster resets (is placed into an upright position to indicate it is no longer activated) during its commanding player's end phase.

Wall – This monster cannot attack. This monster's blocking range is increased by 1. This monster must block all attacks that it is able to. This monster can block a number of attacks equal to its toughness.

Zeal – This monster can attack the turn it is summoned.

Faction Specific Rules, Effects, and Abilities

Faction Specific Rules

Omniborg Rules

Plex Counters – During your main phase, each individual plex counter may be moved once per turn from one card you command with plex storage to another. You may pay for effects using plex stored on any card you command (monster, relic, or flagbearer).

Production Level – The ability “Production X” contributes to your “Production level”. For each production level on a card you command you gain 1 production level.

Naturae Rules

Mulchyard – The mulchyard is a unique zone which may be accessed and manipulated by the Naturae. Cards may be placed into the mulchyard through the process of mulching cards from the discard pile.

Technomancer Rules

Energy – Energy is stored for each player globally. Energy is used as payment for many effects.

Note, energy does not go away at the end of turn.

Storing Dice – During your main phase, you may destroy a pip dice to place a die with an identical pip count on a card you command with storage. You may not store a die which would make a card exceed its maximum storage.

Plague Rat Rules

Plague Counters (active & inactive) – Active plague counters have no inherent effects. Inactive plague counters are replaced with active plague counters during the end phase of the player who commands the monster on which the counter resides. Effects which say “plague counters” apply to both active and inactive plague counters.

Note, plague counters matter for many of the Plague Rats’ card effects.

Faction Specific Abilities

Omniborg Abilities

Extract X – This monster gains (has placed on them) X plex counters when it activates.

Plex Storage X – A maximum of X plex counters can be stored on this card.

Production X – This card adds X to its commanding player's production level.

Naturae Abilities

No Faction Specific Abilities.

Technomancer Abilities

Storage X max. Y – The X refers to the maximum number of dice that can be stored on this card. The Y refers to the maximum pip value of a die stored on this card.

Note, further expanded upon in Technomancer Rules.

Plague Rat Abilities

Aging – This monster gains an age counter during its commanding player's upkeep phase.

Immune – This monster is not affected by effects which only impact nonimmune monsters.

Infect X – When a monster defends an attack from this monster they gain (have placed on them) X inactive plague counter(s) after the combat step.

Faction Specific Keyword Effects

Omniborg Keyword Effects

No Faction Specific Keyword Effects.

Naturae Keyword Effects

Gamble X – Look at the top X cards of your deck, place any number of them into your discard pile, then return the remaining cards to the top of your deck in any order.

Mill X – Place the top X cards of your deck into your discard pile.

Mulch X – Place X cards from your discard pile into your mulchyard.

Scavenge X – Draw X cards then discard X-1 cards. If X=1 discard 1 card.

Technomancer Keyword Effects

Charge X – Pay X energy and gain the stated effect until your next upkeep. Charge effects are unique effects.

Note, when a monster gains a unique effect it loses all effects from all other identical unique effects.

Eject – To eject a stored die, destroy it, then make a pip die with a pip count equal to the destroyed die.

Ignite X – Gain energy equal to the total value of stored dice, then reduce all stored dice by 1. This process is completed X times.

Move (stored die) – Move a die from one storage location to another. Moving does not count as storing a die.

Overload – Pay X energy and give all monsters you command stated effect until your next upkeep. Overload effects are unique effects.

Note, because overload effects are unique, they do not stack with identical charge effects.

Produce (energy) – Add to your energy total.

Note, further expanded upon in Technomancer Rules.

Reduce X – Lower the pip value of a die by X.

Store – (When summoned): create and place a die with the specified value on this card. (When a die is stored): when you place a die on any storage location.

Plague Rat Keyword Effects

Active Plague Counter – Most effects only apply to active plague counters. Effects which say “plague counters” apply to both active and inactive plague counters.

Inactive Plague Counter – Inactive plague counters become active during the end phase of the player who commands the monster on which the counter resides. Effects which say “plague counters” apply to both active and inactive plague counters.

Nonimmune – Nonimmune refers to all cards without the “immune” ability.

Visual Aids

Attacking and Blocking Reference Chart

The following chart is a quick way to check if a unit can block given the positions of the monsters involved and their potential bonus to attack and blocking range.

Each column represents a possible attacker location with and without a bonus. For example the first column would be referenced for attacks made by an attacker in the front row without any special bonuses to attack range like the range ability.

Each row represents a specific combination attack target and potential blocker. "T" indicates the target of the attack and "B" indicates the card trying to block. For example the third row shows whether or not a card in the front row is able to block a card being targeted in the back row.

A "O" in a cell means that the blocker indicated by the row would be able to block the attacker indicated by the column. Whereas a "X" in a cell means that the blocker would not be able to block.

	Blocker				
Attacker		Front row	Front row +1	Back row	Back row +1
	T:Front row B:Front row	X	X	O	X
	T:Front row B:Front row +1	O	O	O	X
	T:Back Row B:Front row	O	X	O	O
	T:Back Row B:Front row +1	O	O	O	O
	T:Back Row B:Back row	X	X	X	X
	T:Back Row B:Back row +1	O	X	O	X
	T:Front row B:Back row	X	X	X	X
	T:Front row B:Back row +1	X	X	X	X

Rule Inquiries

For any rule inquiries please reach out to us directly.

Email: <https://www.electrostaticgames.com/electro-static-games/contact>

Socials: <https://www.electrostaticgames.com/electro-static-games/socials>