



# State of Wonder

*Rulebook v. 1.0*

# Core Rulebook

State of Wonder is a game of States and Sieges. Recruit mighty armies to destroy your enemies or build a Great Wonder to show your power and seize the throne of Scathia.

## What do you need to play?

To play State of Wonder, each player needs to have a State of Wonder deck of 17 cards. If this is your first time playing the game, it is recommended to use one of the preconstructed decks called "expansion decks".

You will also need 6-10 six sided dice per player to track damage, gold and counters on cards.

## Set up

Each player starts the game with their entire deck in their hand. Look through your hand and put the double sided **State** card face up in front of you.

## Who goes first?

Each player rolls a die. Whoever rolls the highest goes first. Each player that did not go first gains 2 gold.

## Winning the Game

The game is over when there is only one State or Wonder card in play or a Wonder has four progression counters on it.

The winner is the player with the last State or Wonder or the first player to reach four progression counters on their wonder card.

## Example Set up



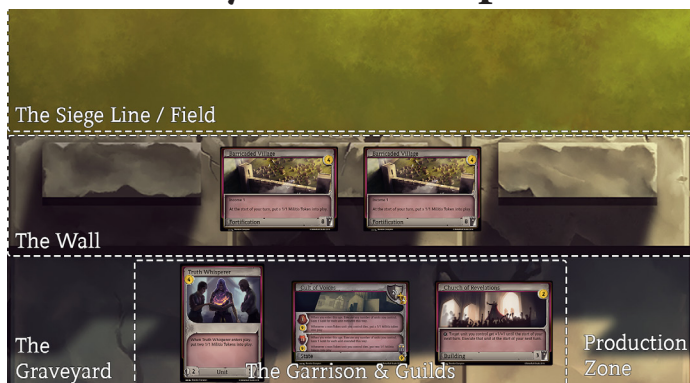
Player 1 puts their state down on the left side, in front of them, while Player 2 puts their State card down in front of them, on the right side.

# Areas & Zones

## Areas

In State of Wonder there are 2 types of areas; The City Area and the Field Area. Each player controls a City Area, meaning that if there are 2 players in a game of State of Wonder, there is a total of 3 Areas. Player 1's City Area, Player 2's City Area and the Field Area.

## City Area Example



## City Zones

Each City Area is separated into Zones; The Production Zone, The Siege Line, The Wall, The Garrison, The Guild Quarters, The Hand and The Graveyard.

### The Production Zone

Whenever a player plays a card it is put face-down into their production zone. At the start of the Active Player turn, they put all cards in their production zone into their garrison and guilds. When a card is put into a production zone, it does not count as being in play or put into play.

### The Siege Line

All enemy cards that attack or enter your city are put in your Siege Line. As long as any enemy cards are in this zone, you are under siege.

### The Wall

All of the players' fortifications reside within their wall zone.

### The Garrison & Guild

All of the Players' units, heroes and buildings reside in the Garrison & Guilds.

### The Graveyard

Whenever a card is destroyed or is discarded it is placed into the owner of that cards graveyard.

### The Hand

All cards you have available to play is in your hand, this is a hidden zone.



# Cards & Abilities

## Cards

There are 5 different types of cards in State of Wonder: State, Unit, Hero, Fortification and Building.

## How to Play Cards

To play a card from your hand, pay an amount of gold greater than equal or to the cost of that card and put the card into the production zone face down. Put dice with the number of gold spent on the card, remove the dice as the card enters play.

Paying extra allows you to bluff your opponent, giving your opponent a harder time to predict what you are playing. The gold is still spent when you pay extra.

## State Cards

Each faction has a double sided State Card that represent their base of operations. When a state goes down to 0 structure points it is destroyed and the controlling player loses the game. At the start of each of the controlling players turn, that player gains gold equal to the cards Income.

Each state card has 2 ages and you start in age zero. To advance a State card to its next age, pay that age's gold cost. You can only advance a state card once per turn. Only use the ability text from the age you are currently in.

After reaching the 2nd age players may pay to advance the state a 3rd time the cost is equal to the cost of the 2nd age. When a State card is advanced a 3rd time it is flipped over to its Wonder side. Wonders become exhausted when they are flipped over.





## Unit and Hero Cards

Units and Heroes are the soldiers of your State. They are used to wage war and protect your state.

Each Unit and Hero card has a Name, a Cost, a Keyword Bar, An Ability Textbox, Attack, Health and Type.

Heroes are unique versions of Unit cards. They can not be targeted by your opponents abilities and there can only be one Hero card in your deck. A Hero also need to have the same faction alignment as your state card.

## Building and Fortification Cards

Buildings and Fortifications are the supportive structures of your state. They can improve your economy or protect you from attacks or strengthen your military.

Each Building and Fortification card has a Name, Cost, Ability Textbox, Structure Points and Type.

Fortifications protect your city. If a player is attacking your city, they have to attack the fortifications first. More information on this is available in the Battle Phase Rules.

Fortification cards are put in front of your state, in the wall zone, as they symbolize the walls, towers and castles of your state.

## Unit Card Anatomy



## Building and Fortification Card Anatomy



## Abilities

There are four kinds of abilities: Static, Triggered, Activated and Combat.

**Static Abilities** are always active as long as the source of the ability is in play.

**Triggered abilities** happen when a certain event occurs, such as whenever a unit dies or declares war.

**Activated abilities** can only be activated during the Main Phase. All activated abilities have a cost and can only be activated during the main phase of the player who controls the card with the abilities.

**Combat Abilities** Can only be used during the battle phase and is used instead of attacking with a unit. The card that activates a combat ability is then exhausted

## Exhaust & Delay

When a card is exhausted, it cannot be used again until it is readied. As a reminder you should turn the card 45 degrees.

A delayed card does not ready during the next start phase.

# Turn Order & Main Phase

## The Turn Order

State of Wonder is a turn based game, where players take turn producing and training units, building fortifications and progressing their plans. Each turn is broken up into 5 phases which are played in the following order:

### 1. Start Phase

During the start phase resolve the following steps:

- All players ready their exhausted cards. Turn them back 45 degrees
- The Active Player gains gold equal to their income.
- All start-of-turn abilities are resolved.
- All cards in the Active Player's production zone are put into play.

### 2. Main Phase

In the Main Phase, the Active Player can play cards and activate abilities.

### 3. War Phase

In the War Phase, the Active Player can choose to send units to war or send all their units home.

### 4. Battle Phase

Resolve any battles in play.

### 5. End Phase

During the end phase resolve the following 2 steps.

- Resolve all end-of-turn abilities
- The Active Player may put any number of cards from their graveyard into their hand.

## Main Phase

During the main phase the Active Player can place cards into production by paying gold equal to or greater than the cards cost.

The Active Player may also advance their state card and activate their cards' activated abilities. An example of an activated ability would be:

“**2**, **E**; Put a +1/+1 counter on target unit.”

To activate such an ability, a player would have to pay 2 Gold and exhaust the card. When they have done this they can put a +1/+1 counter on a target unit.

## Saving Gold

Players can save gold between turns. This allows players to play bigger and more dangerous cards as well as activate more powerful abilities.

# Game Terms

## Token Cards

Some abilities create a Token. A token is a card that is created by another card.

An example of a card that creates a Token is the Truth Whisperer. Its ability reads as follows: "When Truth Whisperer enters play, put two 1/1 Militia Tokens into play." This means that the player who puts the Truth Whisperer into play, also puts 2 more units into play that have 1 Attack and 1 Health. Those are the Militia.

All Tokens become the same faction as the card that created them. When a Token dies it is removed from the game.

## Counter

Counters are modifiers that modify a card as long as it remains in play. The two most common types of counters are +1/+1 counters and -1/-1 counters. If a card has a +1/+1 counter on it, it adds 1 attack and 1 health/structure points to its current stats. If a card has a -1/-1 counter on it lowers its attack and health/structure point by 1.

## Variables

Variables are values that some abilities and keywords use, such as Income (X). When a card has the Income (X) ability, the X is replaced by a number to indicate the value of that specific ability.

## Example Tokens



*All 3 Token cards from the Soldiers of the State Accessory Pack. These are created by cards, but you can use anything to represent them, a card back or a die with a number will do if both players agree.*



# *The War Phase*

## **War Phase**

During the War Phase players have a number of actions available to them. Players can only use one of these actions during their War Phase:

- Have all units in enemy cities sent home.
- Send units to war.
- Do nothing.

A player that chooses to have all their units sent home has to send all their unit home, they cannot pick and choose.

If a player chooses to send units to war, they need to pick a player they want to attack; that player is now the defending player. The Active Player must then declare which units to send to war. The player can choose any of their units that are in their city, who are ready and not newly recruited.

The defending player can now choose if they want to send units to protect their city in the field or stay within their city wall. The defending player can send any units that are ready and are in their city. If a player chooses to send units, a Field Battle will occur.

If the defending player does not choose to send any units, then a Siege Battle will occur.

## **The War Phase while Besieged**

When a player is under siege the war phase is affected in two major ways for the player.

If the Active Player is under siege, they immediately proceed to the battle phase.

Also, if a player is under siege they cannot send units into a Field Battle to defend themselves during an enemy war phase.

### **Newly Recruited**

Units and Heroes can not be sent to war on the turn they come into play. This is called being newly recruited.

Units and Heroes can still fight in the combat phase while newly recruited.

## Sending units to War - Example

Player 1, the player in the bottom, wants to send their units to war against player 2, the player at the top. They send 3 Militem Footman and a Forge knight into the Field Zone during their war phase.



Player 2 decides to send a Militia Token as well as both their Siren of War into the field to defend their city. This starts a Field Battle!



If Player 2 had decided not to send any units to meet the enemy in the field, Player 1's units would have pressed on, starting a Siege Battle instead!



# *The Battle Phase*

## **Battle Phase**

In the Battle Phase, the players armies fight each other.

The Active Player starts by activating one of their cards in the current battle. Only cards with either an attack value (0 counts as a value) or a Combat Ability can be activated in battle. Exhausted cards cannot be activated.

After the Active Player has activated a card and resolved that action, the next player in turn order gets to activate a single card in battle. Repeat this untill all cards in all battles have been activated. When activating a card the controlling player may either Attack, Activate Combat Ability or Pass.

When a card Attacks, the activating player may select any enemy card in the same area.

When attacking with a card it deals damage equal to its attack value to an opposing card.

When attacking an opposing card that has an attack value, that card deals damage equal to its attack value to the attacking card. It does this even when exhausted.

After resolving the attack, exhaust the attacking unit.

To activate a Combat Ability the card needs to have a combat ability. After resolving the effect and paying the appropriate costs the card is exhausted.

A card that can be activated can always pass instead of being activated. To pass, Exhaust the activated card.

## **Types of Battle**

There are 2 types of battles in state of Wonder: Siege Battles and Field Battles.

**Siege Battles** occur in a Player city area. If an enemy player controls a unit that is in your city area, you are under siege. Siege battles end whenever the besieging player retreats or all of the besieging players units have died.

### **Fighting over Fortifications**

The Defending player can use their units to attack over their fortification during a Siege Battle.

This works exactly as attacking normally, except that the besieging player has to destroy any fortification the besieged player controls before they can attack anything else.

**Field Battles** occurs in the Field Area. Field Battles end when all players have activated all their cards in the open field area or all cards that belong to one player die.

When all players have activated all the cards in the open field area, all remaining cards go home to their respective controllers.

If all cards that belong to the defending player dies, the attacker may choose to take all their units home, or press on, starting a siege battle.

## **Damage and Regeneration**

Everything can be dealt damage, but heroes and units regenerate all their health at the end of each turn.

Make sure to mark damage on other card types using a dice or beads!

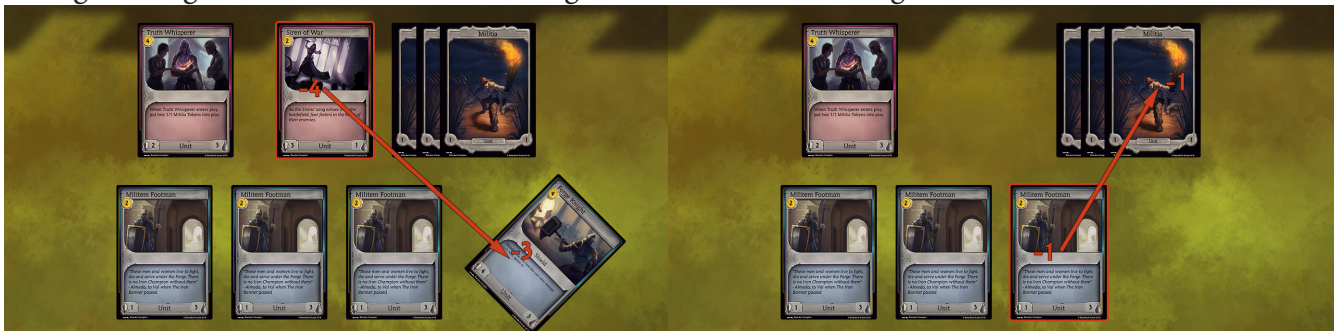


# Field Battle

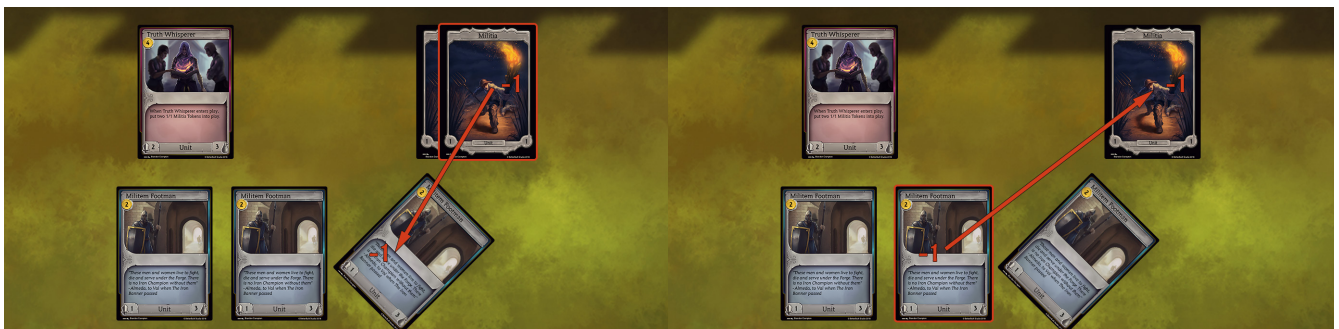
Below we can see the start of a Field Battle, Player 1 on the bottom and Player 2 on the top. As it is Player 1's turn, they go first. They activate their Forge Knight, attacking a Siren of War with the Forge Knight. The Forge Knight deals 4 damage to the Siren, killing it, while the Siren deals 0 damage back, as the Forge Knights keyword "Shield" prevents all damage from the first hit it takes each turn.



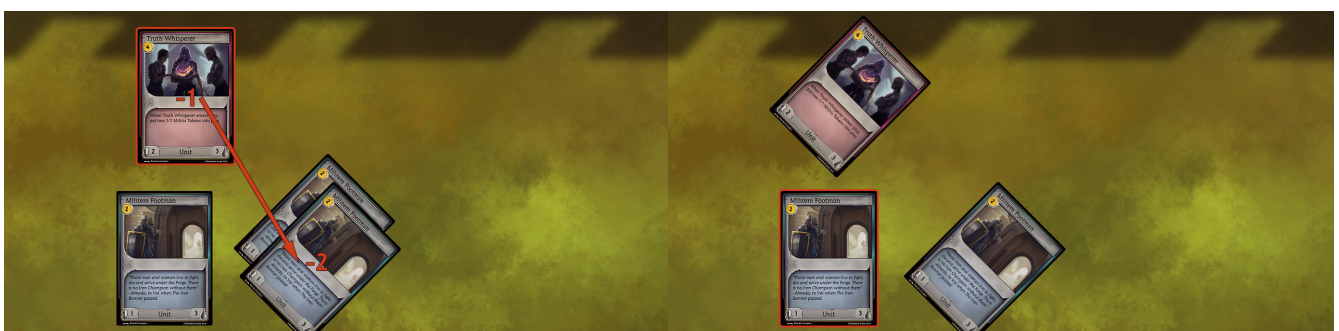
After Player 1 has activated the Forge Knight, Player 2 get to activate one unit. They activate their Siren of War, attacking the Forge Knight, dealing 3 damage to it, killing it, while the Forge Knight deals 4 damage back and kills the Siren as well. Player 1 Activates one of their footmen, attacking a Militia for 1 damage, killing it, but not before the militia get to retaliate for 1 damage.



Following this, Player 2 activates one of their 2 remaining Militia Tokens. The Footman is dealt another damage, but it kills the Attacker as it only has 1 health when it retailates. Player 1 now activates another one of their footmen, killing the last Militia without losing the footman that has taken 2 damage.



Player 2 takes their final action, attacking one of the injured Footmen for 2 and kills it. The Footman deals one damage back. Player 1 activates their last Footman, passing this time as there is no point in attacking the Truth Whisperer for 1 as it has two health left. All units that are still alive has now acted and the Battle ends.





## Siege Battle



This is the start of a Siege Battle. Player 1 has sent their units to war and successfully reached the enemy city. Player 1 is the player at the bottom and Player 2 is the player at the top. The Middle zone with the two fortifications belong to Player 2.



The battle starts with Player 1 activating their Forge Knight. The Forge Knight attacks the Barricaded Village for 4 points of damage, half of its health of 8. Player 1 can only attack Player 2's fortifications as long as there are any fortifications in the city.



After Player 1 has activated their Forge Knight, Player 2 gets to activate a unit. They activate the Truth Whisperer to attack a Militia Token, dealing 2 damage to it. The Militia token dies, but not before it has dealt 1 point of damage to its attacker.



Now, Player 1 gets to activate again. They activate their remaining Militia token, dealing 1 damage to the already damaged Barricaded Village.



Player 2 follows this up with activating a Militia Token, attacking over the wall and dealing 1 damage to one of the Footmen. The Militem Footman deals 1 damage, killing the Militia token.



Player 1 identifies the threat of the 2 remaining Militia to their injured Militem Footman. They activate it, attacking the Barricaded Village, dealing another damage to it.



Player 2 now activates one of the two remaining Militias, to attack the injured Footman. They deal 1 damage to each other, killing the Militia. The plan is to kill it with the last Militia in the long run.



Player 1 activates their last Militem Footman. Dealing a seventh point of damage to the Barricaded Village.



Player 2 activates the final unit that can be activated, the Militia, attacking the Militem Footman that has 2 points of damage. The Militem Footman has now taken 3 damage and is killed. It retaliates and kills the Footman.



The final results of the battle end up looking like this as the battle phase ends and the End Phase begins. All damage is removed from all units. The seven points of damage dealt to the Barricaded Village remains.

As Player 2 is under siege, they will have to fight the attackers in their next battle phase as well.



## Siege Battle - No Fortifications



For this second example of a Siege Battle, Player 2, the player at the top has no fortifications. This means that the attacking player, Player 1, can attack any of the cards in Player 2's city.



The battle starts with Player 1 activating the Forge Knight, Attacking the Cult of Voices, Player 2's State Card and dealing 4 damage to it.



Player 2 in turn, activates one of their Militia Tokens, Attacking the Forge Knight, Dealing 0 damage to it, but removing the Shield for this turn. The Militia takes 4 damage back and dies.



Player 1 activates their Infantry token, Attacking Player 2's last Militia. They deal 1 damage to each other and the Militia Token is killed.



Player 2 activates their Truth Whisperer and attacks the only thing they can kill with their Truth Whisperer, the Infantry Token. The Truth Whisperer takes 1 damage from the Militia.



Player 1 activates their only remaining readied unit, the Militem Footman, attacking the Church of Revelations Building card, Dealing 1 point of damage to it.



This concludes the battle as all units in it has acted. As this is a Siege Battle, player 2 will have to to fight the attacker in their next turn as well.

# Deck Building

## Building your Own Deck

If you want to create your own custom deck to play with in State of Wonder, the rules that you need to adhere to are the following:

- A deck can only have a single State Card. The State Card in turn determines your faction allegiance.
- A deck can only have a single Hero Card and that Hero Card must have the same faction allegiance as your state card.
- Each deck has 16 Card Slots. Cards that do not share your faction allegiance cost 2 card slots to put into a deck. State Cards do not take up a Card Slot.
- Your deck cannot contain more than 3 of any specific card, unless stated otherwise.

## Faction Allegiance

Faction Allegiance determines which of the three in-game factions a card belongs to. These are the following: The Crux Militem, The Frifolk and the Ritualists. Cards can be faction locked, this is indicated by a Faction Icon on the card.

Each of these factions have their own associated colour and Icon.

- The Crux Militem's colour is Blue.
- The Frifolk's colour is Green.
- The Ritualists colour is Pink.

These are the three faction icons, starting with Crux Militem followed by The Frifolk and the Ritualists.



## Deck Example 1



Here the player has removed 4 of the cards from the Frifolk Ivory Syndicate Expansion deck and added in two Garrison of Steel from the Iron Legion Expansion Deck. This is still a legal deck.

## Deck Example 1



This Player has rebuilt their deck entirely, adding 7 out of faction cards to their deck. This is a legal deck with a total of 10 cards in it!



# Reference Sheet

## Turn Order

### 1. Start Phase

Gain your Income, resolve start-of-turn Abilities, Put all cards in your production zone into play.

### 2. Main Phase

Play cards and Activate Non-Combat Abilities.

### 3. War Phase

Send Units to War, or retreat all of your units, or do nothing.

### 4. Battle Phase

Resolve all Battles you are part of. If there is more than 1 Battle, The current Active Player chooses the order to resolve them in.

### 5. End Phase

Resolve any end-of-turn Abilities, then the current Active Player may return any number of cards from their graveyard to their hand.

## Keywords

### Ambush

This unit is activated before units without ambush

### Assault

This unit can be sent to war on the turn it enters play.

### Command (X)

Whenever this unit attacks, if it was not activated by another card, you may immediately activate X other units.

### Cavalry (X)

Whenever this unit attacks a unit, it get  $+(X)/+(X)$  until end of turn.

### Shield

The first time this unit takes damage each turn, ignore it.

### Siege

Damage dealt by this card against structures is doubled.

### Volley

Whenever this unit attacks, it is immune to damage.

## Icons



### Structure Points (SP)

When a card reaches 0 SP it is destroyed. SP does not Regenerate at the end of turn.



### Health (HP)

When a card reaches 0 HP it dies. HP regenerates to full HP at the end of every turn of every player.



### Attack Points

When this card attacks or is attacked. it deals damage equal to its AP to that card.



### Income

A card with this symbol provides X Income, the income is the number in the symbol.



### Cost

This symbol represents the cost of a card. A player needs to pay equal to or more this number to play a card.



### Exhaust

Whenever an ability has this symbol in its cost, the card has to be exhausted for the ability to be used.