

# The Fempiror Chronicles Customizable Card Game Rules

## Introduction

Within the Fempiror world, there are factions at odds with each other, and there are times when they meet each other on the battlefield. Rarely traveling in armies, these groups force one another into a standoff until one emerges victorious. Whether you pit Rastem versus Tepish or engage two groups of Rastem in a "training exercise" against each other, a well-chosen strategy will always triumph.

Like a commander on a field of battle, you have resources available to you. For you, these are the cards in your deck. Your deck is your life. Any damage you take will cause cards to be discarded from the top of your deck into your discard pile. Once you run out of cards in both your deck and your hand, your game is over.

## Basics of game setup

### Card layout



**A. Resource cost:** For characters, this is the amount of turn resources you must have available to bring the card into play. Resources are gained by sacrificing up to one card per turn. On turn 4, you could bring in this Assassin or bring in, perhaps, three characters whose costs are 2, 1, and 1. For Modifiers and Events, the resource cost indicates how many characters you will need to use as resources to bring that card into play. For character-specific Modifiers, you must use the character you are placing it on as the resource.

**B. Card type:** There are 5 types of cards: Character, Modifier, Event, Element, and Location.

**C. Attack rating:** This number indicates the damage the character can deal in a battle. For Modifiers and Locations, this number shows how the card modifies the character's attack rating.

**D. Defense rating:** This number indicates the damage the character can take in a battle. For Modifiers and Locations, this number shows how the card modifies the character's defense rating.

**E. Speed rating:** This number indicates how fast the character can move which can affect the attack rating in a battle. For Modifiers and Locations, this number shows how the card modifies the character's speed rating.

**F. Card Name**

**G. Art/Picture**

**H. Card Class:** There are 6 classes within the game: Elewo, Fempiror, Human, Mutation, Rastem, and Tepish. If no class is listed, then the card is considered "classless."

**I. Card Text:** Tells any special information about the card in regards to special abilities, restrictions, or rules changes. Any card that appears to "break" the rules takes precedence over them. This area can also contain "flavor text", which gives incidental information about the card and its place in the Fempiror world.

## The Decks

The key to playing The Fempiror Chronicles is how you construct your individual deck, which can contain as many or as few cards as you want. You are the commander of this group and so you go into the wild with what you feel you need to protect yourself and those who travel with you. As you use cards and move through your deck, your options become more limited. Your deck serves as your life in this game. If you run out of cards in your deck and your hand, you lose.

This first core set contains 216 cards from which you can select the class you wish to play and then refine those cards down to the strategy you feel will work best for you. Some cards specifically act against certain classes while others are very general in nature and work against anyone. The best way to learn the art of building any deck is to play the game and decide what works for you and what doesn't. Over time, you will figure out your style and which cards work best for you.

A recommendation on deck construction is to limit your total deck size to 40-50 cards and include no more than 4 of any non-persona card. This allows both for variety, fair play, and to make sure you get the cards you need to play effectively.

## Card Classes

Cards are divided into different classes, designated by color:

**Dark Red:** Tepish

**Blue:** Rastem

**Red:** Mutation

**Yellow:** Human

**Green:** Elewo

**Grey:** General Fempiror

**White:** Not Class Specific (Classless)

Event, Location, and Modifier cards of a specific class can only be played when there is a Character card of that class in play on your side. Character cards do not require the existence of other cards of that class to come into play. Cards cannot cross classes at any time with one exception.

The Fempiror race includes the orders of Tepish, Rastem, and Elewo, so Fempiror class cards apply and can be played with all three of these other classes. However, while all Tepish, Rastem, and Elewo are Fempiror, not all Fempiror belong to these orders, so though you may have a Fempiror card in play, you cannot play a Rastem card until there is a Rastem character in play. While Mutations are technically Fempiror as well (some may argue), their particular development places them in a class by themselves.

Classless can be played whether character cards of any class are in play or not and on a character of any class.

## Resources

Resources are what allow any battle to take place. Resources are created by placing a card face down in a "resource pile" at an optional rate of one per turn. These cards cannot be regained or played during the course of the game. The number in the upper left hand corner of the character shows how many resources it requires to come into play. You may continue to lay down characters until you "exhaust" the available resources.

Resource requirements listed on Modifiers and Events are provided by the characters in play. A character can only provide one resource point per turn.

## Characters

Warriors and people who defend you. The characters may only block incoming attacks on the round they come into play. They cannot be used as a resource for modifiers or events, use any special abilities, or attack. A character can only be used once for any purpose per turn and cannot be used again until the next reset. In addition, abilities that affect an entire class only affect the player's class, not any of those of its opponents.

Characters have attack/defense/speed ratings. All three of these ratings factor greatly into deciding the victor of a battle.

## The Fempiror Chronicles Customizable Card Game Rules

How these factor into combat will be covered in detail in the attack phase portion of this manual.

The following terms are used in conjunction with character cards:

**-Preemptive Attack:** This ability is only effective for the attacking character and reduces the blocker's speed to 0 for that turn. This ability has no effect if the character is blocking.

**-Leader:** Allows a character to be used as a resource in placing modifiers on other characters or moving modifiers between characters of the same class.

**-Mob:** Allows several characters to function together as a single force combining attack, defense, and speed into one. Damage to a mobbed group is distributed by the characters' owner and can be broken up among the mobbed characters.

**-Rally:** Allows a character to be used as a single resource in bringing in additional characters of the same class.

**-Persona:** Only one of any named persona can be in play at any time. This includes named characters across multiple classes and across multiple players. However, if you have one persona in play and wish to play the same persona, and you have the necessary resources available, you may replace your existing persona with the new one. This new card adopts the state of the one removed, so if the previous persona had been used to attack or add a modifier, the new one would retain the modifier, but could not attack. If, however, the previous persona was able to attack, then the new one could attack on the turn it comes into play.

### Location

Places where confrontations may occur. Locations will be notated as either Inside or Outside. If no location is in play, the location is an outside, open plain. When played, these remain in play until another location is played or another card removes it. Only one location card can be in play at any time. If another location is played, the previous location is discarded. The instructions on these cards, unless otherwise specified, affect all players regardless of who plays it and any player can use a Location's special ability provided they have the resources.

Locations have no cost to play and may be played during the deploy phase of your turn at a rate of one per turn.

### Element

Weather or other conditions that could affect your warriors. Like locations, these have a global effect, only one may be in play at any time. When a new element is played, the previous one is discarded. Elements generally remain in effect until acted upon by another card. If no element is in play, it is assumed to be night.

Elements are played immediately after they are drawn regardless of the phase of the game or whose turn it is. It is

possible to be in the midst of your opponent's turn and draw an element which could unexpectedly change the course of the game.

If you draw more than one Element in the course of a turn, you may choose to wait no longer than the beginning of your next turn to play it.

### Event

These are one time actions that are discarded at the end of the turn. They can be played at any time during phases 3-5 of anyone's turn unless the card specifies otherwise. When an event is played in response to another action, that event takes precedence over whatever action came before it.

Events are brought into play using characters as resources. When used as resources, the character is out of play for that turn.

### Modifier

These permanently modify a character or a situation. These remain in play unless acted upon by another card. Modifiers related to an entire class only affect the class on the player's side. Modifiers that are specific to a character must be brought into play by that character, which counts as using that character's ability during that round.

Global Modifiers affect the class specified on the card on your side only.

### Playing the Game

#### Preparation

The only thing you must do before any game begins is build your deck and then shuffle well. Once shuffled, draw 7 cards. A round counter is optional, but because the game depends heavily on the round number, it is a good idea to have something available to count the rounds. Increase this number at the beginning of each round.

#### Phases of Play

Phase 1 – Reset  
Phase 2 – Draw  
Phase 3 – Resource  
Phase 4 – Deploy  
Phase 5 – Attack  
Phase 6 – Block

Each of these phases are exclusive. You cannot Draw an extra card (above your minimum of 5) in the midst of an attack. You cannot play new characters or locations after blocking is declared.

#### Phase 1: Reset

At the beginning of your turn, all resources are replenished and characters' abilities and any damage are restored. To an extent, nothing is done during this phase except the acknowledgement that you are ready to go again.

#### Phase 2: Draw

This is an optional phase, but you have two options that should be carefully weighed. You may draw one card to add to your hand. If you feel the cards you hold will not give you an advantage, you may elect to discard your entire hand and draw 7 cards. You must have 7 cards available to draw in order to do this.

There is no limit to how many cards you have in your hand, and when the number of cards in your hand drops below 5, you may draw cards to bring your hand back to 5. As with any card draw, this is optional, especially when there are very few cards remaining in your deck. In addition, this additional card draw up to 5 can be done at any time during any phase on anyone's turn. If you draw an Element during this draw, you must play it immediately.

In addition, you may discard any unwanted card at any time. If this elective discard drops your hand count to below 5, you may draw enough cards to bring your hand count back to 5.

#### Phase 3: Resource

As with the Draw Phase, this phase is optional, but if you choose to skip it, you cannot return to it during this turn. You may select one card per turn to be used as a resource to bring out characters. These cards are placed face down to indicate that they are being used as a resource.

#### Phase 4: Deploy

Characters, locations, or modifiers must be played in this phase. Events can be played at any time. You can only play as many characters for which the round counter allows resources. If you are on round 4, for instance, you may play one character with a resource requirement of 4 or 3 characters whose requirements are 1, 1, and 2.

#### Phase 5: Attack

## The Fempiror Chronicles Customizable Card Game Rules

Declare all of the characters with which you wish to attack the other player(s). Attacks are made against the players, not against individual characters. Any Mob abilities to be used by the attacking party must be declared during this phase. Once you allow your opponent to declare blocking, no other attacks can be declared during your turn.

### Phase 6: Block/Assess Damage

Once the attack is established, it is up to the attacked player to decide whether the incoming damage should be assigned to themselves or whether they wish to block the attackers with their own characters. If the attacked player decides to take the damage, then they will discard the number of cards equivalent to the damage from the top of their deck into the discard pile.

If the attacked player opts to use their characters to prevent the incoming damage, then they'll need to assess the attack, defense, and speed of the incoming characters versus their own. These attributes are assessed among all characters simultaneously.

The difference of the speed (or "Speed Differential") between the combatants decreases the attack of the lesser while increasing the attack of the greater. A battle of a Rastem Fighter (2/2/2) versus Mutation Level 2 (2/1/3) would be factored as follows. The Fempiror speed of 2 versus Mutation speed of 3 leaves a differential of 1 in favor of the Mutation. This 1 decreases the Fempiror's attack rating from 2 to 1 and increases the Mutation's attack from 2 to 3. However, since the Mutation's defense is only 1, this move would defeat the Mutation, but at the expense of the Fempiror who also only has a defense of 2 versus the Mutation's new attack of 3 because the attack and defense are assessed simultaneously.

If a Character is not killed during a turn, its defense restores to its original state during the next player's reset phase.

### Winning The Game

To emerge from the confrontation victorious, you must wear your opponent's deck and hand to nothing. It does not matter how many cards your opponents has in play at the time their deck runs out, once they have no more cards to play, you have won.

### Definitions

**-Counter:** Any device that provides a numerical representation of the number of elapsed turns. Counters can consist of glass beads, dice, a smart phone app, other cards, or anything else that will allow players to keep track of which turn they are on.

- Deck:** The stack of cards from which a player draws new cards to play the game.
- Discard:** Placing one or more cards from your hand or deck into a face-up pile next to your deck.
- Draw:** Taking one or more cards from the top of a face-down deck into your hand.
- Game:** The collection of rounds from the first phase until one player wins.
- Hand:** The cards taken from a player's deck and held in that player's hand, hidden from the other players.
- Kill:** Moving a character card from the gameplay area to the discard pile.
- Out of Play:** The card remains in the play area, but cannot be used again until your next reset phase.
- Persona:** A named individual of which only one can be in play at any time.
- Phase:** A segment of gameplay for a single player.
- Remove a Card from Play:** Moving a card from the gameplay area to the discard pile.
- Remove a Card from the Game:** Remove a card completely out of the game, not just the discard pile. This card cannot be recovered in any way during the course of the game.
- Resource:** General term for the requirements to use a particular card.
- Round:** The time it takes for every player in a game to play one turn.
- Speed Differential:** The difference between the speed rating of two Character cards.
- To Play a Card:** Placing a card face-up in the gameplay area subject to the information contained on the card and to actions from any player.
- Turn:** A collection of the five phases of gameplay for a single player.

For any questions, concerns, or comments, please visit [www.fempiror.com](http://www.fempiror.com).

Based on The Fempiror Chronicles series of novels by George Willson.

Game created by George Willson and Tim Hawn.