

GUARDS! GUARDS!

A DISCWORLD® BOARDGAME



Backspindle
Games Ltd.

2012 REVISED EDITION

Guards! Guards!

A Discworld® Boardgame

by

Leonard Boyd & David Brashaw

Illustrated by Stephen Player.

Based on the books of Terry Pratchett®

Contents of Box

- 1 Rule book
- 1 Player's Guide
- 1 Playing Board
- 1 8 sided die
- 6 Coloured Playing Pieces
- 18 Attribute Markers (red cubes)
- 25 Great Spell Markers (gold cylinders)
- 5 Plastic card holders

Cards

- 8 Guild Cards
- 4 Dragon Cards
- 30 Lords & Ladies Volunteer Cards
- 30 Man & Beast Volunteer Cards
- 30 Shades & Shadows Volunteer Cards
- 20 Curses & Cures Scroll Cards
- 20 Odds & Sods Item cards
- 36 Fate Cards

Punch Boards

- 6 Saboteur Tokens - Fools Quadrant
- 6 Saboteur Tokens - Thieves Quadrant
- 6 Saboteur Tokens - Assassins Quadrant
- 6 Saboteur Tokens - Alchemists Quadrant
- 6 Spell Run Tokens
- 6 Alchemists Fire Water markers
- 6 Pox Markers
- 1 Luggage Piece
- 36 Spell Returned Tokens
- 56 Silver 1 Ankh-Morpork \$ coins
- 39 Gold 5 Ankh-Morpork \$ coins

Rules

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INTRODUCTION

“It was early in the morning in Ankh-Morpork, the oldest and greatest and grubbiest of cities. A thin drizzle dripped from the grey sky and punctuated the river mist that coiled among the streets. Rats of various species went about their nocturnal occasions. Under night’s damp cloak assassins assassinated, thieves thieved, hussies hussled. And so on.”

(Terry Pratchett)

In the heart of this wondrous metropolis stands the Unseen University. In the heart of the Unseen University stands the Library. And in the heart of the Library stands an Ape, although like most Orangutans its posture leaves a lot to be desired.

Currently however, the curvature of his spine is the least of the Librarian’s problems. The greatest treasure housed within the stark, aged walls of the Unseen University is missing. His first worry is how he will explain to the Wizards Council that the Octavo has been stolen. Especially since, as an Ape, he has a vocabulary of one word, “OOOK !” But he fears more for the consequences that may befall the entire Discworld if the eight ‘Great Spells’ are not returned to their rightful place soon.

As word of the theft spreads through the streets and alleys, Captain Vimes of the City Watch assembles his men.

“I’m sure you are all aware of my feelings on these matters, however it falls to us to ensure the Spells are found and returned to where they belong. Nobody wants something that powerful to fall into the wrong hands. The Thieves Guild has denied any involvement in the theft and is offering to assist in finding the Spells. The Assassins and Fools Guilds have done likewise. Even the Alchemists, possibly the only people to dislike magic even more than myself, realise the danger we are facing, and have offered their help. “

“I have given you all instructions on which of the Great Spells you are looking for, and need each of you to work with one of the Guilds to find out what you can, and get me those Spells.”

IT’S THAT SIMPLE.

Or at least it would be if this wasn’t Ankh-Morpork. Pitted against the other players, who will be all out to return the Spells first and will be just itching to use their new found Guild abilities on anybody who might get in their way, and the everyday perils of life in the busiest, most populated and least law-abiding city on the Discworld, things are never quite that simple.

Throw in, trolls, saboteurs, cut-throat street sellers and an 800 pound set of luggage thundering around the city on hundreds of tiny legs. Here begins an action packed, fast paced adventure through the streets of Ankh-Morpork in which the players will need all their wits just to survive the day, never mind retrieving the Spells and saving the Discworld from looming destruction.

GAME OBJECTIVES

1. Each player will be assigned a unique selection of 5 of the 8 Great Spells (shown on their Guild Card - see illustration overleaf) which they must collect and return in any order to the Unseen University via their own Start Gate.
2. Players use their Charm, or their money, to convince some of the Discworld’s best loved characters to join them and help protect and return the Spells to the Unseen University.
3. Players develop their character abilities, arm themselves with Scrolls and magical items, and equip their recruited Volunteers with weapons and armour to aid in their mission.
4. Players can use Magic and Guild Abilities, or plant a Saboteur to hinder their opponents’ progress.

WINNING THE GAME

Full Game

The winner is the first player who successfully returns all of their 5 assigned Spells to the Unseen University.

Short Game

This can be achieved either by agreeing a lower number of Spells to be retrieved, or by stopping play at any time and judging the winner by; firstly the number of Spells collected; and then (or if this is tied between players) by the amount of Dollars each player holds.

GETTING READY TO PLAY

Playing Board.

The Playing Board represents the city of Ankh-Morpork. The city is divided into two halves by the River Ankh, Turnwise and Widdershins. Each of these is further divided into two sectors which will be referred to in these rules as Guild Quadrants.

Only the Stone tiles, Bridges and named place tiles are used in the game. The spaces in between, printed with buildings etc. are not in play and cannot be moved onto or through. Hospital tiles, City Watch tiles and Bridges are the only spaces on the board which can be occupied by more than one player at any time.



Guild Card



Attribute Table. Use the Attribute markers (red cubes) to keep track of your current attribute levels. The red dots represent the starting positions.

Sabotage Skills. These are the two methods a Saboteur can use to target a Spell Run.

Guild Ability. Each Guild has a different ability which can be used to hinder your opponents.

Great Spells. These are the five Great Spells which you must return to win the game. They can be returned in any order. Use the Spell Returned Tokens to cover each spell when it is returned.

Saboteur Markers



Pox Marker



Fire Water Token



Spell Run Marker



Ankh-Morpork 5 Dollar Coins



Ankh-Morpork 1 Dollar coins



Spell Returned Token

SET UP

- 1 Place the Luggage on its starting position marked on the board.
- 2 Place each of the Dragon Cards into a clear plastic base then set them face down to one side the board.
- 3 Shuffle and place the Fate Card deck face down beside the board leaving enough space next to it for a discard pile.
- 4 Shuffle the Odds & Sods Deck and deal into 2 piles of 10 cards. Place one pile in each 'Items' card space marked on diagonally opposite corners of the playing board.
- 5 Do the same with the Curses & Cures Deck. This time set them on the two 'Scrolls' card spaces marked on opposite corners diagonally on the playing board.
- 6 Shuffle each of the three Volunteer decks: (Man & Beast, Lords & Ladies and Shades & Shadows). Deal 1 card from the Man & Beast deck and 1 from the Lords & Ladies deck to each player. Place the remainder of the three decks face down beside the board. Lift the top card of each deck and place it face up beside the deck. Leave a space for a discard pile. (see illustration opposite)

Players must collect any Items/Scrolls or attribute bonuses marked on the two Volunteer cards they have been dealt before starting the game. If they have a card which reads +1 Scroll, they take the top Card from the closest Curses & Cures deck.

If they have a card which advises +1 Item, they take a top card from the closest Odds & Sods deck. (Players cannot be infected with the Pox and do not collect Fate Cards from these cards).

WHAT PLAYERS NEED TO BEGIN A GAME

Each player picks a Guild Card and selects one of the colour coded Start Gates marked on the board in the same Guild Quadrant as their chosen Guild House.

Each player begins the game with the following items:

- 1 Character playing piece (the same colour as their chosen Start Gate)
- 1 Guild card.
- 4 Saboteur Markers (one marked for each Guild Quadrant)
- 1 Spell Run Marker (colour coded to match chosen Start Gate)
- 3 Attribute markers (red cubes) - These should be used to mark the starting levels of the Character Skills on their Guild Card. (Magic, Guild & Charm). The starting positions are identified on each Guild Card by a red circle.
- 5 Ankh-Morpork Dollars
- 1 Lords & Ladies card and 1 Man & Beast card

Any player selecting to join the Guild of Alchemists also receives 3 - Fire Water tokens.

The remaining coins (The Bank), Great Spell Markers (gold cylinders), Pox tokens and the Spell Returned Tokens should be set aside until needed during the game.

Any players starting on a 'Black' or 'Green' Start Gate must assume their gate is in the same quadrant as their Guild House, not both quadrants. i.e. If a player begins on the green Start Gate and has chosen to be a Thief then the Green Start Gate is counted as being in the Thieves' Quadrant only and not in the Fools'.

BEGINNING THE GAME

Each player places their playing piece on their chosen Start Gate in the centre of the playing board.

- At this point, if you have not already done so, it may be beneficial for one player to read aloud the 'Introduction' passage at the beginning of this booklet to set the scene for the ensuing adventure.
- Each player rolls the dice. The player rolling highest begins the game.
- Play then moves to the player on their left.

A PLAYER'S TURN

A player's basic turn consists of Movement and Actions.

Movement

A player can move their playing piece up to a maximum of 6 spaces per turn. This is automatic and players DO NOT have to roll the die to move. Players can move their playing piece in any direction on the board except through the Unseen University.

Bridges count as 1 space.
There are some magic Scrolls & ailments, which may reduce or increase players' movement throughout the game.

Basic Actions

There are certain tiles on the playing board where players 'must stop' on to perform specific actions. These are:

- **Volunteer tiles** and Taverns where players can attempt to recruit a Volunteer. (*see illustration opposite*)
- **Great Spell tiles** where players can collect one of the Great Spells they require and attempt a Spell Run (*see page 6*)
- **Hospital tiles** where players can get cured (*see page 15*)

There are other tiles on which players' only have to 'pass through' which allow them to take other additional actions. These are:

- **Shop (Merchant) and Temple tiles**, where players can buy Items (Odds & Sods) or buy Scrolls (Curses & Cures) respectively in each location. (*see page 8*)
- Their home **Guild House** where players can collect payment. (*see page 8*)
- A **City Watch House** where players can claim a Reward for turning in Wanted Volunteers. (*see page 15*)
- **Any adjacent tile** to another players playing piece allows players infected with the Pox to share it (*see page 15*)

In addition to these actions players can also do the following 'on any turn':

- Attempt to Plant or Recall a **Saboteur** (*see page 11*)
- Attempt to cast a **Scroll** (*see page 9*)
- Attempt to summon or fight a **Dragon** (*see page 13*)

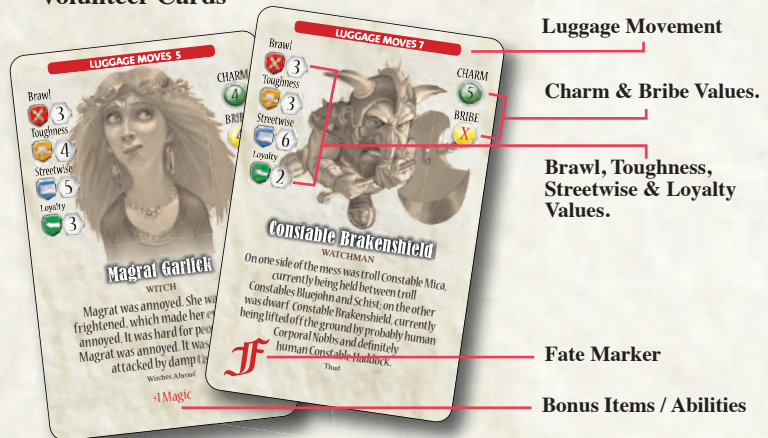
Finally, players can do the following actions when it is 'another player's turn':

- Use their **Guild ability** against another player (*see page 10*)
- Attempt to **Sabotage** another player's Spell Run (*see page 11*)
- Cast a Scroll our use a Magical Item (*see page 9*)

RECRUITING VOLUNTEERS

Captain Vimes has assigned 2 of the new City Militia, recently founded by Carrot Ironfoundersson, to your service. He has also given you the authority to recruit and deputise the good, and the not so good, people of Ankh-Morpork as you see fit, to assist you on your mission. From the highest nobility to the lowliest street beggar, all will be expected to play their part. All you have to do is convince them that yours is the quest they should join.

Volunteer Cards



There are 12 locations (Volunteer Tiles) marked on the playing board where players may recruit Volunteers of specific types of townsfolk. (See illustration on right)

4 x Lords & Ladies, 4 x Man & Beast and
4 x Shades & Shadows

Each class of townsfolk has different strengths, which can be used to help protect the Spells, overcome the Wizards' Challenges and return them to the Unseen University:

Lords & Ladies are usually loyal, Man & Beast tend to be more streetwise, and Shades & Shadows are generally tougher.

Recruiting in Taverns

Random Volunteers may also be recruited in the two Taverns marked on the playing board. There are special rules for recruiting in Taverns described on the 'Player's Guide'.

TO RECRUIT A VOLUNTEER

A player 'moves and stops' their playing piece on one of the tiles marked with the Volunteer class they wish to recruit. They may select either the Volunteer card currently displayed face up, or turn over the top face down card of the appropriate deck. If a player wishes to recruit the chosen card they read aloud the Volunteer's Charm rating and Bribe value. (see illustration on left)

**Always try to Charm a Volunteer in the first instance, as it's free.
If you fail you can Bribe the volunteer on the same turn.
There is no limit to how many Volunteers a player have in his hand.**

To 'Charm' a Volunteer

A player rolls the die and adds the result to the current Charm Level marked on their Guild Card. - If the total is equal to, or higher than the Volunteer's Charm value, they succeed and that Volunteer joins their quest.

If they roll a Natural 8 on the die when making a Charm Roll, it means their impassioned plea for support has not only won over the chosen Volunteer, but others around them have gathered to listen. That player may lift another Volunteer card from the same Volunteer deck and immediately try to recruit them by Charm or Bribe. This does not apply when making a recruiting roll in a Tavern.



Volunteer Tiles

You must stop on one of these tiles to recruit a Volunteer.



Tavern Tiles

Stop on a Tavern tile and roll on the Tavern table on the Players Guide to recruit a random Volunteer.



Temple Tiles

Pass through a temple tile on your turn to buy Scrolls. (Curses & Cures cards)



Shop (merchant) Tiles

Pass through a merchant tile on your turn to buy Items. (Odds & Sods cards)

Players may recruit only one additional Volunteer after rolling a natural 8. (even if they roll a second natural 8 while recruiting the additional Volunteer)

If a player rolls a Natural 1 on the die when making a Charm Roll, it is an automatic failure; however they may still try to Bribe the Volunteer.

To 'Bribe' a Volunteer

Almost every man has his price - Simply hand over the money. (Return dollar coins equal to the Volunteer's Bribe value to the Bank).

Volunteers marked with a Bribe value 'X' cannot be bribed.

WHEN A PLAYER SUCCESSFULLY RECRUITS A VOLUNTEER

- They add the successfully recruited Volunteer card to their hand and apply any Player Bonuses or Penalties indicated in red text on the card to the Skill Values (Magic, Guild & Charm) on their Guild Card. (*see illustration page 4*) These effects are permanent, and remain even if they lose that Volunteer at a later stage of the game. Some Volunteers may also give players money or Scrolls.
- If a Volunteer card states +1 Scroll, the player takes the top Curses & Cures card from the deck nearest to their playing piece.
- If a Volunteer card is marked with a 'Fate' symbol (*see illustration page 4*) the player lifts the top card from the Fate deck. They must immediately read the Fate card aloud to the other players and apply its effects.
- Players finally read aloud "Luggage moves ... spaces." from the top their newly recruited Volunteer card. The player should then move the Luggage the corresponding number of tiles along its track in a clockwise direction.

If a player fails to recruit a Volunteer the card is placed face up on top of the relevant 'face up' pile.

There should always be at least one card of each Volunteer deck displayed face up. If a player recruits the last card in a 'face up' pile they must turn over the top card from the 'face down' pile to replace it.

If a chosen Volunteer is not recruited, the Luggage does not move and the player does not get any bonuses or a Fate card marked on the Volunteer card. The player can however still catch The Pox!

INFECTED VOLUNTEERS

If a Volunteer is marked in red text as 'Infectious', that player becomes infected with 'The Pox' instantly when they touch the card; even if they fail or choose not to recruit that Volunteer. (*see The Pox – page 15*)

This applies even if they are just turning over a face down card to replace one recruited from the face up pile

COLLECTING THE GREAT SPELLS & MAKING A SPELL RUN

Collecting one of the Great Spells

Players may collect the 5 specified Great Spells shown on their Guild Card in any order. To do this they must move to a 'matching' coloured Spell tile marked on the board.

However before doing this there are a number of factors players need to consider.

- Have they got at least one Volunteer to take the Spell back to their Starting Gate at the Unseen University?
- Do the Volunteers they are sending have the right attributes to help them pass the next Wizard's Challenge?

MAKING A SPELL RUN

On the same turn as their playing piece lands on the Spell tile a player may attempt a Spell Run to return the Great Spell they have just collected.

To do so they must:

1. Select the Volunteer/s they are sending back as Runners with the Great Spell, (initially up to a maximum of 4). If they wish, they may equip their chosen Volunteer/s with any Items they have acquired (a maximum of one Item per Volunteer).
2. Place the chosen Spell Runners and any equipped Items on the table.
3. Announce to the other players that they are making a Spell Run and indicate through which Guild Quadrants their Runners will pass on the way back to their Starting Gate.
4. Place a Spell Run Token on their Start Gate.

The player does not move their playing piece at this time, as their Runners are on their way through the streets of Ankh-Morpork carrying the precious Spell on their behalf.

THE WIZARDS' CHALLENGES



If any of the Runners successfully reach the Unseen University on the same turn, the player may immediately attempt the next 'Wizard's Challenge' to return that Great Spell.

Spell Runs can be challenged by Saboteurs and the use of Magic (see page 11 & 9 respectively)

Originally created to protect the Unseen University, the Wizards' Challenges are 5 Magical Gates. Each one designed by a higher level wizard as a hindrance to the unwanted and the unworthy.

Unfortunately, with the Great Spells missing, there simply is not enough raw magic left in the University to de-activate them. As if our heroes didn't have enough to overcome, they must now defeat each of these challenges one by one to return the Great Spells to their proper place.

- Challenge 1** Windel's Wisdom will test your Volunteers Streetwise.
- Challenge 2** Stibbon's Stumper demands a Toughness test.
- Challenge 3** Ridcully's Revenge is a test of Loyalty.
- Challenge 4** Malich's Melancholy demands two tests, one for Brawl and a second for Streetwise.
- Challenge 5** The final test, Rincewind's Redemption will test the player's own Guild and Magic abilities.

It is important for players to build up their own Guild & Magic abilities during the game. Remember you can also buy Attribute points at your Guild House to help boost your abilities.

ATTEMPTING A WIZARD'S CHALLENGE

The player adds up the required attribute/s for the test from the Volunteers who reached the gate. Then add/subtract any additional points gained/lost from Items or magical effects. Add this total to the roll of the die.

If the resulting total is equal to, or higher than that required for the Challenge, their Runners have passed the test and have returned the Great Spell to the University.

A roll of a Natural 8 allows the player to re-roll the die again, and add the result to the overall total.

A roll of 1 is an automatic failure!

If a player passes the Wizard's Challenge they:

- Remove their Spell Run Token from their Start Gate.
- Collect a Spell Returned Token and a Great Spell Marker (gold cylinder). Place the Token on the corresponding coloured Spell on their Guild Card and the gold cylinder on the corresponding Wizard's Challenge above their Starting Gate in the Unseen University.
- Discard their Runners - Volunteers used in a successful Spell Run must be returned to the relevant discard decks with any Items they carried with them being returned to the bottom of an Odds & Sods deck.
- Collect 5 Ankh-Morpork dollars.
- Gain 1 Attribute Point: This can be spent to increase any of their Character's attributes marked on their Guild Card. ie. Magic, Guild or Charm.

If a player fails the Wizard's Challenge

THEIR TURN ENDS. Their Spell Run Token remains on their Start Gate and their playing piece remains on the Spell tile until their next turn.

Runners who have reached the Start Gate are immune from Sabotage. The character cards for these runners and any equipped Items must be kept separate from the player's hand.

TO RE-ATTEMPT THE WIZARD'S CHALLENGE

On the player's next turn they can either; re-attempt the Wizard's Challenge with the runners that have made it to the Start Gate, by again rolling the die, and again adding the total from the Volunteers that they sent;

or

they may choose send additional Volunteers from their hand to assist those at the Start Gate, by adding the new Volunteer/s relevant score to that of those already at the Gate and then re-rolling the die.

A maximum of 6 Runners in total are allowed at a Start Gate to return a Spell. Additional Runners sent are immune from Saboteurs, as they are not carrying a Spell through the city.

If a Player making a Spell Run fails the Wizard's Challenge, but has no remaining Volunteers in their hand, or wishes to keep any remaining Volunteers currently in their hand for another purpose: - On their next turn, the player may move to a location on the playing board where they can attempt to recruit another Volunteer. If they succeed, they do not need to return to the Spell Tile, but can immediately send the new Volunteer/s, on the same turn as they have been recruited, to the Unseen University and re-attempt the Wizard's Challenge as above.

Players must complete the Spell Run as soon as possible. They may only move away from the Spell tile to recruit additional Volunteers to send to the Gate. (Any Volunteers recruited in this way must be sent immediately to assist in completing the Spell Run)

RETURNING THE FINAL SPELL

To collect the last of the Great Spells, a player must land on the Spell tile as before, but this time the player's turn ends. – 'On their next turn' they can begin to move their playing piece back to their Start Gate (using the normal method of movement). They can, if they wish to do so, stop along the way to collect money, or recruit Volunteers etc.

Players may not use Magic, or Fate cards to automatically return their Final Spell.

Players do not send Runners with the Final Spell but must have at least one Volunteer with them when they collect their Final Spell and when they reach the Start Gate for the final Wizard's Challenge.

On reaching their Start Gate they must face the final Wizard's Challenge, first rolling the die and adding the result to their character's current Magic Level and then roll again and add the result to their character's current Guild Level.

They must achieve a score of 9 or above in both cases to successfully return the Final Spell.

If either roll fails, they must wait and re-attempt only the failed roll on their next turn.

A PLAYER'S GUILD HOUSE

At any point in the game, a player, on their turn, can move through their chosen Guild House and collect payment of 3 Ankh-Morpork Dollars.

Buying Attribute points

Players may also buy Attribute Points when they pass through their chosen Guild House (to help to boost their Magic, Guild and Charm levels). Points cost 8 dollars each and no more than two points can be purchased on any one visit.

A player cannot collect money or buy attribute points from their Guild House on two consecutive turns, or if they are forced to return to their Guild House by a Fate card or by another player. A player may collect payment and buy attribute points on the same turn if he passes through his Guild House.

TEMPLES AND SHOPS

There are two Temples and two Merchants buildings in the city where players can buy Scrolls or Items to aid them in their quest. Items such as weapons and armour can be bought at the merchants. Scrolls carrying magical curses, cures or incantations may be bought at the temples.

CASTING SCROLLS AND USING MAGICAL ITEMS

To buy Scrolls or Items a player must;

- pass through, or end their movement on one of the two Temple or Merchant tiles marked on the board.
- if a Temple, lift the Scroll deck nearest to the Temple they have passed through and select which Scroll/s they wish to purchase. (If a Merchant's, apply the same process for an Odds & Sods deck)
- pay the cost marked on the card and return the remaining deck to the board.

The **Curses & Cures (Scroll) cards** are marked with the following:

- The Scroll Name and a description of the Magic;
- The Magic Target Value needed to successfully cast the Scroll;
- The Effects and Duration of the Scroll; and
- Details of any Defence Rolls the targeted player/Volunteer may attempt in order to avoid the effects of the Magic.

Each **Odds & Sods (Item) card** carries a description and an explanation of the uses and effects of the Item..

Players do not need to disclose what Scrolls or Items they purchased until they decide to use them. However they should show other players the dollar price on the Scroll/s or Item/s purchased.

Some Items like 'City Map' have an immediate effect and should be displayed face up until the effect has expired.

Scrolls may be cast either on a player's own character or Volunteers; or it may be targeted against an opposing player or their Volunteers, 'anywhere on the board and on any player's turn.'

1. The player names their target, announces the name of the Scroll or magical Item they are attempting to use, and reads out the Magic target value marked on the card.

Scrolls may be cast at any time during the game. It does not have to be your turn.

Magical 'Items' do not require a Magic roll to use.

2. Players roll the die for their magic Roll and add the result to the current Magic Skill Level on their Guild Card. If the total is equal to or greater than the Target Value of the Scroll they have successfully cast the Scroll.

Some players may have Volunteers in their hands that give an automatic +1 or +2 to defend against Magic. If targeting such a player, the attacking player must add this value on to the Magic Target Value required to cast the Scroll.

i.e. If a Scroll's Target Value is 5 and the player they are attempting to cast it against has a +2 to defend against Magic; the attacking player requires a total from their die roll plus their current Magic Skill Level of 7 or higher to succeed in casting the Scroll.

If a player successfully casts a Scroll, they read aloud the Scroll description, the effects and duration and any defence rolls the targeted player may attempt, to escape the effects of the Magic.

Once it has been successfully cast, a Curses & Cures Card must be discarded and returned to the bottom of one of the Curses & Cures decks.

If a player is unsuccessful casting the Scroll – If result of the die roll and their current Magic Skill Level is lower than the required Target Value they have failed to cast the Scroll. That card is kept by the player who may attempt to cast it later in the game.

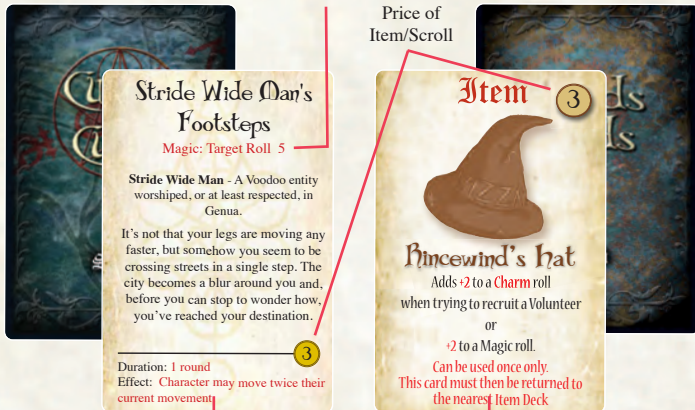
Players may not attempt to cast the same Scroll twice on the same turn.

SCROLL CARDS

Magic Score needed to successfully cast the Scroll

ITEM CARDS

Price of Item/Scroll



Effects/Duration of Item/Scroll

GUILD ABILITIES AND SKILL ATTRIBUTES

Although Captain Vimes likes to encourage a certain amount of healthy rivalry between members of the Watch, he draws the line at seeing Watch Men brawling in the street. This means that players entering into direct Combat with their opponents is out of the question. This is where a player's Guild Ability can be useful to slow the other players' progress.

If an opposing player 'on their turn' is foolish enough to pass or land within 2 tiles of another player's playing piece, the player they are passing may attempt to use their Guild Ability against them.

Guild Abilities cannot be used during a Player's own turn.

To do so, the player says aloud "Guild Ability." They then make a Guild test of 6 or more by rolling the die and adding the current Guild Skill Value marked on their Guild Card. If successful, they must read out loud the effects of their Guild ability and any Defence Rolls the targeted player may make.

Guild Abilities are:

- **Guild of Thieves** - Cut Purse
- **Guild of Fools** - Street Theatre
- **Guild of Alchemists** - Fire Water
- **Guild of Assassins** - Unnatural Selection

Full details of the Guild Abilities, target rolls & defence rolls are printed on individual Guild Cards.

BUYING ATTRIBUTE POINTS

If players wish to increase the level of their Charm, Magic or Guild skills, they can purchase attribute points at a cost of **8 Ankh-Morpork dollars** per point. To do this they must pass through their home Guild House. They may buy a maximum of two points on a single visit.

Players cannot buy attribute points on two consecutive turns.



Guild Ability Range.
A player on the tile marked in red may attempt to use their Guild Ability on any opposing player who passes within 2 tiles of their playing piece.

ELUCIDATED BRETHERN OF THE EBON NIGHT

One of the many secret brotherhoods in Ankh-Morpork, the Brethren are mostly honest people from all walks of life who seek nothing more sinister than a little bit of Mystic Enlightenment. Unfortunately the current Supreme Grand Master has bigger dreams.

He aims to summon a Greater Dragon to Ankh-Morpork as part of his plan to overthrow the governing powers and restore the monarchy. He has already picked his own king, of course.



Members of the Brethren all carry a secret mark to identify each other. This mark is shown on their card.

RECRUITING THE BRETHERN

Volunteers who carry the 'Mark of the Brethren' can be recruited as normal. Their membership of the Brethren has no effect until either a 'Fate Card for the Elucidated Brethren of the Ebon Night is drawn' or a 'Player Summons a Dragon'.

THE BRETHERN AS SABOTEURS

The panic and confusion which has spread throughout the city since the loss of Great Spells is providing the perfect smoke screen to aid the Grand Master in his plot. This makes him and his followers somewhat unusual in that, unlike everyone else in the city, they would rather not see the Spells returned to the Unseen University just yet.

Only Volunteers carrying the 'Mark of the Brethren' may be planted as Saboteurs.

PLANTING A SABOTEUR

Players can attempt to plant Saboteurs to use against other players who are making Spell Runs. ‘At the beginning’ of their turn, a player can attempt to plant a single Saboteur by making a Guild Test. They roll the die and add the result to the current Guild Level marked on their Guild Card. If the result is 5 or higher they can plant one Saboteur in the quadrant of their choice.

A roll of 1 is an automatic failure.

They place their chosen Volunteer card face down then secretly selected a Saboteur Quadrant Marker and place it face down on top of it. A Saboteur may be equipped with one Item if the player wishes.

The selected Item should be placed face down along with the Saboteur card.

Once planted, a Saboteur may attempt to stop any Spell Run passing through the quadrant where they have been placed using the Sabotage Abilities marked on the Player’s Guild Card.

A Saboteur may be removed from the board and recalled to a player’s hand only during the player’s turn. Players may not recall a saboteur and re-plant the same or another on the same turn.

IMPORTANT: ONCE A SPELL RUN HAS BEEN ANNOUNCED BY A PLAYER, NO SABOTEURS MAY BE PLANTED OR MOVED BY OPPOSING PLAYERS IN THAT ROUND.



Sabotage Abilities

SABOTAGE - STOPPING A SPELL RUN

Players must have a Saboteur in play on the board to attempt to sabotage a Spell Run.

A player with a Saboteur planted in a Quadrant through which a Spell Run is passing, may attempt to Sabotage that Spell Run. They can do this by using either of the Sabotage Abilities marked on their Guild Card.

If there is more than one Saboteur active ‘in the same Quadrant’, all players with a Saboteur in the Quadrant must make a Guild Test. Only the Player with the Highest Result may attempt to sabotage the Spell Run.

In the case of a draw, players should roll again. As players must be accompanied by at least one Volunteer on their Final Spell Run, the Volunteers may be targeted as the player moves through any quadrant where a Saboteur is in play.

ALTER ALLEGIANCE

The player attempting to stop the Spell Run picks one card ‘at random’ from the targeted opponent’s Spell Run Volunteers. The targeted player ‘must make a Loyalty test of 7 or higher for the chosen Volunteer’, adding the chosen Volunteer’s Loyalty Value to the dice roll.

If the roll is successful, the Alter Allegiance has failed and the targeted player can continue with their Spell Run and the Saboteur remains in that quadrant.

If the Loyalty test fails, the Volunteer has decided that they have been on the wrong quest after all and immediately switch their loyalty to the attacking player. The Volunteer card must be passed to the attacking player.

The Attacking Player may then choose to re-plant their successful Saboteur in any Guild Quadrant without making a Guild test to do so. (Secretly select a Saboteur quadrant marker as before and the face down Saboteur card.)

The targeted player can then continue with the Spell Run with their remaining Volunteer Runners.

If they have no remaining Runners, the Spell Run fails and they may begin a new Spell Run on their next turn.

AMBUSH

The attacking player may enter Combat with one of the Spell Runners using their planted Saboteur - Combat Rules apply - see below.

The player making the Spell Run can select which one of his Runners will face the Saboteur in Combat.

If the 'Saboteur defeats the Spell Runner in combat' the player making the Spell Run must discard the targeted Volunteer Card along with any Item cards equipped to them. They may then continue their Spell Run with their remaining Spell Runners.

The Attacking Player may then choose to re-plant their successful Saboteur in any Guild Quadrant without making a Guild test to do so. (Secretly select the appropriate Saboteur quadrant marker as before.)

If the 'Saboteur is defeated by a Spell Runner' the attempted ambush has failed. The Attacking player must discard the Saboteur Volunteer card along with any Item cards that had been equipped to the Saboteur.

COMBAT RULES

Any combat during the game is resolved by the following steps

1. Offensive magic

The Saboteur/Attacker may attempt to cast any Scrolls or use any magical Items.

2. Defensive magic

The targeted player may attempt to cast any Scrolls or use any magical Items.

3. Offensive Brawl Test

The Saboteur/Attacker rolls the die and adds the attacking Volunteer's Brawl Value (including any additional points gained from Items or magic) and announces the result.

4. Defensive Toughness Test

The targeted player rolls the die and adds the defending Volunteer's Toughness Value (including any additional points gained from Items or magic) and announces the result.

During Combat, any roll of a Natural 8 allows the player to re-roll the die and add the result to the overall total.

A roll of 1 is an automatic failure.

VICTORY IN COMBAT

If the Saboteur/Attacker's total Brawl Score is greater than the Defenders total Toughness Score the attacker's blow hits its target and the Defender is defeated. The defeated Volunteer must be discarded. Any Items carried by the defeated Volunteer may be taken by the victorious player.

A FAILED ATTACK

If the Attackers total Brawl score is lower than the Defender's total Toughness score the attacker has failed to strike their opponent. The Defender then gets one chance to strike back in the same way as above. (with the positions of Attacker & Defender being reversed)

If the counter-attack is successful the Saboteur is defeated. The defeated Saboteur must be discarded. Any Items carried by the defeated Saboteur 'may be taken by the victorious player'. The targeted player may continue their Spell Run

If the counter attack is unsuccessful, the Saboteur remains in play in the same Guild Quadrant. The targeted player may continue their Spell Run.

DRAGONS



“So you think an extinct, and indeed a possibly entirely mythical, dragon flew into the city, landed in this narrow alley, incinerated a group of criminals, and then flew away?” Said the Patrician. “One might say, it was a very public spirited creature.”

Guards! Guards!

EFFECTS OF DRAGONS

While Health and Safety legislation on the Discworld often leaves a lot to be desired, the people of Ankh-Morpork know a fire risk when they see one. As a result, the first sign of anything larger than a gull in the sky is enough to send them scurrying to their basements, frantically barricading their doors behind them as they go. Especially if there's the slightest whiff of sulphur in the air.

When a Dragon is in play in a Guild Quadrant no player may recruit a Volunteer, collect a Great Spell, collect money or attribute points from their Guild or buy an Item or Scroll in the affected quadrant.

Players may still pass through the quadrant and be sent to the a Hospital or be taken to a Watch House within the Quadrant.

HOW DRAGONS COME INTO PLAY

A Dragon can be called into play in two ways.

If a player draws the Fate Card in which the Supreme Grand Master sends out a 'Call' to all his Brethren, follow the instructions on the Fate Card.

The 'Call' effects planted Saboteurs as well as those held in players' hands; however players do not need to disclose where they are planted. If more than two Brethren members are subsequently placed face up on the board, a Dragon is summoned.

Take a random Dragon Card and place it on the home Guild House of the player who drew the Fate Card. If there is already a Dragon in the targeted Guild Quadrant, the new Dragon is summoned to the next available Guild House moving clockwise. The face up Brethren Volunteer cards are returned to the players' hands or re-planted as Saboteurs in the quadrant they were hiding in.

or:

If a player holds '3 or more members of the Brethren at one time' they can choose to 'Summon a Dragon' to a quadrant of their choice. This takes 'one full turn' the player may not move or take any other actions this round.

The player must show their 3 Brethren Volunteer cards to the other players to do so. Then take a random Dragon card and place it on a Guild House of their choice and discard one Brethren Volunteer card from their hand to the relevant discard pile.

There may only be one Dragon in a quadrant at any time.

If a player has only two Brethren in their hand, they may recall a planted Saboteur to their hand before summoning a Dragon. Subsequently they then have to wait until their next turn to re-plant a Saboteur.

FIGHTING A DRAGON

If the **Grand Master summons a Dragon** all players **must** select one Volunteer from their hand to fight the Dragon. Each may be equipped with one Item. (This may mean recalling a planted Saboteur if they have no available Volunteers in their hand).

A combined attack will then take place. The 'player who has sent the Volunteer with the highest Brawl' rolls the die and the result is added to the total combined Brawl of all Volunteers sent to face the Dragon.

If the result is 'equal to or higher than the Dragon's toughness' the Dragon is wounded and it will withdraw from the city. The Volunteers can return to their quests with 1 dollar each in payment from the Patrician for their service.

However if they fail to wound the Dragon, each Volunteer must make a Toughness test against the Dragon's Brawl Value. Any Volunteers who fail must be discarded from the players' hands. The Dragon remains in play.

If a player holds three Brethren Volunteers and chooses to summon a Dragon they do not have to send a Volunteer to face it. All other players **must** immediately send a Volunteer to fight the Dragon as above.

Players may choose to fight the Dragon again at any time to clear the quadrant. This can be done either individually on a player's turn or in co- operation with one or more other players.

Players may choose to send more than one Volunteer to face a Dragon. A 'maximum of 6 Volunteers' may face the Dragon at any one time.

THE DRAGONS WIN!

If, at any time during the game, there is a Dragon in each of the four quadrants simultaneously, the players will have one chance to fight the final Dragon in the usual way. If they fail the game ends. - All players lose!

(Although the "winning loser" can be decided by the greatest number of Spells returned, most dollars etc.)

THE LUGGAGE

Every Tourist's greatest wish, - luggage that carries itself. This magical chest, skilfully crafted from Sapient Pear Wood, follows its owner wherever he goes, faithfully marching along on hundreds of tiny feet. Sadly, even soaked as it is in powerful magic, it is not immune from the curse that is mis-directed baggage. As Twoflower, the Luggage's current owner, headed off for a short break in the Ramtop Mountains, the Luggage was accidentally sent on to Ankh-Morpork where it is currently charging through the streets searching for him.



When a player successfully recruits a Volunteer, they must read aloud the movement of the Luggage indicated at the top of the card then move the Luggage the corresponding number of tiles around the Luggage track (marked out with footprints on the board) in a clockwise direction. If the Luggage passes through a tile where the Luggage track splits, the player moving the Luggage chooses which path (grey or orange) the Luggage takes.

If a player is hit by the Luggage, they will be taken directly to the nearest Hospital, where everyone is amazed they survived. The player's turn ends. (see Hospital Rules Page 15)

If the Luggage is stationary, players may pass through, but not stop on any tile occupied by the Luggage.

If the 'Luggage moves through a Dragon', the Dragon sensibly does not risk a dangerous encounter and flies to the next available Guild House in an 'anti-clockwise' direction around the board.



The Luggage Track
Marked on the board with orange and grey footprints.

Where the track splits, the player moving the Luggage may decide which path it takes.

THE POX

As everyone knows, in over-inhabited cities such as Ankh-Morpork, disease spreads fast. Players who are infected with the Pox can, of course use this to their advantage by sharing it with opponents (after all, no-one likes to suffer alone).

All a player needs to do is land or pass 'within one tile of an opponent' and they automatically pass on the Pox and its effects. This rule also applies if a non-infected player (during their turn), passes or lands within one tile of an infected player.

Players infected with the Pox must take a Pox Marker and place it beside their Guild Card. Their movement is reduced to four spaces per turn and they lose one point from their current Charm level until cured.

The Pox can be cured by visiting a Hospital (Hospital rules apply - See below) This can be by moving there on a turn, or ending up there after being hit by the Luggage. There are also Volunteers who can help cure, or prevent a player from being infected by the Pox.

If a player touches a Pox card at ANY time during the game, they become infected, with the exception being when shuffling a discard pile to create a new deck.

HOSPITALS

If a player is unfortunate enough to find themselves injured or infected and end up in one of the Hospitals in Ankh-Morpork they have two choices. Either:

1. **pay for Private Health Care** (At a cost of 1 dollar per ailment). Their current turn ends but they begin their next turn as normal. (i.e. if they visit Hospital seeking a cure for The Pox it will cost 1 dollar, but if they have the Pox and get hit by the Luggage before they are cured, their private health care will cost 2 dollars.)
or, if they have no money:
2. **trust their care to the City Health Service**, and wait their turn to see a physician – (Their current turn ends and they miss their next turn)

To be cured, a player must stop on a Hospital tile. While in a Hospital players may not use, or be targeted by Magic or Guild abilities. More than one player can be in the same Hospital at the same time.

CITY WATCH HOUSE

Although our intrepid heroes are all undercover members of the City Watch, it is vital that the Guilds do not discover they have been infiltrated. Because of this their mission has been kept on a need-to-know basis, meaning that the ordinary rank and file of the Watch, if encountered, will treat players as they do any other inhabitant of Ankh-Morpork; - with deep suspicion, and a strong tendency to believe that everyone is guilty of something!

There are 2 Watch Houses marked on the board. (The Old Watch House and Pseudopolis Yard)

If a player is arrested and sent to the Watch House their turn ends and they may take no further actions. On their next turn they can attempt to either talk their way out by making a 'Charm Roll of 7' or higher, or failing that pay bail of 2 dollars.

If they cannot do either, they simply stay in jail and miss one turn.

While in a Watch House players may not use, or be affected by Magic or Guild Abilities.

More than one player can be in the same Watch House at the same time.

WANTED VOLUNTEERS

If a player holds any Volunteer cards marked **Wanted**, they can choose to pass through a Watch House on their turn and turn in the Volunteer to claim a reward equal to the 'Bribe Value + 1 dollar' (from the Bank). Players may turn any number of Volunteers on one turn. Turned in Volunteer/s go to the relevant discard pile/s.



This Volunteer has a bribe value of 4 which means he can be turned in at a Watch House for a reward of 5 dollars.

ANSWERS TO FREQUENTLY ASKED QUESTIONS

How long is one round?

A round is one complete series of player turns.

Can more than one player share the same tile?

Players cannot occupy the same tile, with the exceptions of Bridges, Hospitals and the City Watch Houses.

Can I move through a tile occupied by another player?

Players can move through a tile currently occupied by another player or by the Luggage.

Is a roll of 1 always a fail?

A roll of 1 is always a fail, except if it is rolled after a natural 8. (when it is added to the 8 to give a total roll of 9)

Why are the Curry Gardens and the Sunshine Sanctuary marked on the board?

The Curry Gardens & Sunshine Sanctuary are normal tiles, which you may be sent to by Fate Cards.

Can Nanny Ogg's Cure all cure anything?

Yes, Nanny Ogg's Cure All 'can' be used to avoid any event or illness that would normally make a player go to Hospital.

What happens when we reach the end of a deck?

If any deck runs out, the discard pile of that deck is shuffled and a new deck created, remembering to place a face up character card alongside if it is a Volunteer deck.

What happens to used or defeated Volunteers?

Used or defeated Volunteer cards must always be placed in the relevant discard pile, unless a player has a Scroll or Item that can resurrect them. If they do they can keep the Volunteer and any Items they carried.

Having reached the University, if I move off my Start Gate during the Final Spell Run, can I be sabotaged?

Players who step off their Start Gate while on Final Spell Run to recruit, or move around the board may be targeted.

If I start my turn within 2 tiles of an opponent can they use their Guild Ability on me?

A player starting their turn within two tiles of an opponent cannot be targeted by a Guild Ability if their first step moves them further than two tiles away from the opponent.

What happens to a fire water token once it has exploded?

Once an Alchemist's Fire Water explodes, the victim's turn ends (any actions being taken automatically fail) and the token is returned to the Alchemist and can then be re-used.

What does 'until healed' mean?

Some Scrolls may say 'until healed.' This means the effects last until the affected player visits a hospital (or uses Nanny Ogg's Cure All) to be healed.

What do I do with discarded Scroll or Item cards?

Discarded Scrolls or Items are returned to the Temple or Merchants nearest to the player's pawn on the board at that moment. The cards should be placed at the bottom of the relevant deck. This includes Items from Volunteers succeeding with a Wizard's Challenge.

What is different about returning the Final Spell?

You must return your Final Spell 'in person' to the Unseen University and have at least one Volunteer with you when you collect the Spell and when you return to your Starting Gate.

HINTS

Buy Items and Scrolls to give advantages/protection to your Spells and use Saboteurs and to hinder your opponents.

Magical Items or Scrolls can be used at any time (it does not have to be your turn) and they can be used against Dragons.

Don't forget your Guild Ability on a passing player's turn - 'let em have it'. Clever use will slow your opponents' progress (and probably irritate them greatly, which is always fun).

Don't be selfish - Share the Pox with your opponents. - It's a gift that keeps on giving!

Remember, it is a race to return the Great Spells. It may be safer to recruit more Volunteers to help defeat the next Wizard's Challenge, but while you're trying to Charm your next Volunteer your opponent could be already be on their way to the Unseen University to return their next Spell.

TO THE WINNER!

If, by pure chance, skill, luck, misfortune or any other manner of deviousness you collect the Spells you need, complete the last of the Wizards' Challenges and successfully reunite all eight Spells of the Octavo, you will be welcomed in the Unseen University as a hero. The Patrician will proclaim you as a legend in Ankh-Morpork and reward you handsomely; well, hmmm, until the next time something goes array in the city, and maybe then you'll look just as guilty to Captain Vimes as everyone else....

WHAT CAN I DO ON MY TURN

MOVE

On any normal turn you can automatically move your playing piece a maximum of 6 spaces in any direction and then take any combination of the following actions

ACTIONS WHICH REQUIRE YOU TO **PASS THROUGH** A SPECIFIC TILE

COLLECT MONEY / BUY ATTRIBUTE POINTS FROM YOUR GUILD HOUSE

If you pass through your home Guild House Tile on your turn you may collect payment of 3 Dollars. You may also buy Attribute points at a cost of 8 dollars each. (maximum 2 points per visit)

You may not do either on 2 consecutive turns

PURCHASE ITEMS

If you pass through a Merchant's Tile on your turn you may purchase Items from the nearest Odds & Sodds deck

PURCHASE SCROLLS

If you pass through a Temple Tile on your turn you may purchase Scrolls from the nearest Curses & Cures deck

TURN IN A WANTED VOLUNTEER

If you pass through a City Watch Tile on your turn you may turn in any wanted Volunteer from your hand and collect a reward.

INFECT AN OPPOSING PLAYER

If you have the Pox, you can choose to infect an opposing player by passing within 1 tile of their playing piece.

ACTIONS WHICH REQUIRE YOU TO **STOP** ON A SPECIFIC TILE

RECRUIT A VOLUNTEER

If you have stop on a Volunteer tile you may try to recruit a Volunteer card from the appropriate deck.

RECRUIT IN A TAVERN

If you have stop on a Tavern Tile you may try to recruit a random Volunteer card
See Tavern Table on Players Guide

VISIT A HOSPITAL TO BE CURED

If you stop on one of the two Hospital Tiles you can be cured of any curses or illnesses.

Note: If you stop on a Hospital Tile to be cured you may take no further actions on that turn.

START A SPELL RUN

If you have stopped on a coloured Spell Tile which matches one of the five shown on your Guild Card, you may attempt a Spell Run.

ADDITIONAL **FREE** ACTIONS YOU CAN TAKE ON YOUR TURN

PLANT A SABOTEUR

If you have a Volunteer card marked as a member of the Brethren, at the start of your turn you may make a Guild test (target 5) and if successful plant that card as a Saboteur in a quadrant of your choice.

RECALL A SABOTEUR

If you have a Volunteer planted as a Saboteur you can recall that card to your hands at any time during your turn

CAST A SCROLL

You can attempt to cast a Scroll at any time during the Game. (either on your own turn or on another players turn)

SUMMON A DRAGON

If you have 3 or more members of the Brethren in your hand you can attempt to summon a Dragon
Note: You may take no other actions on this turn.

FIGHT A DRAGON

On any turn you may select Volunteers to send to try and remove a Dragon from a Quadrant.
Note: A maximum of 6 Volunteers may be sent in total (this includes any sent by other players)

WHAT CAN I DO ON ANOTHER PLAYERS TURN

CAST A SCROLL

You can attempt to cast a Scroll at any time during the Game. (either on your own turn or on another players turn)

SABOTAGE A SPELL RUN

If you have a Saboteur planted in a Quadrant which an opponent's Spell Run is passing through you may use that Saboteur to attempt to disrupt the Spell Run.

USE A GUILD ABILITY

If an opposing player passes or stops within 2 hex tiles of your playing piece on their turn, you may attempt to use your Guild Ability against them.



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