

Rules of ASHLAR

(1/6)

Players: 2 or more players

What you need: Ashlar cards, any ruler (1 foot is best), 4,6,8,10 and a 12 sided die, pen & paper

Choose your team color: You can not have 2 or more colored cards in your team.

Set up: Seperate your cards into piles so you know where everything is and place your cards on the table for the type of game you are playing. (buildings must be at least 1" away from another.)

Flip over for the terms of the cards

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Terms of the cards:

ATK: This is how damage something does

Range: This is how far something can shoot. (Note: this will always be in inches.)

Move: This is how far something can move. (Note: this will always be in inches.)



This is how much life something has. Once something has 0 life then it is destroyed and removed from play.



This is a structure die. Matching the die or rolling higher than it allows you to damage it.

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Basic Rules

Actions: Every 2 character cards gives you 1 action to use per turn. If you have 2 or more characters made during a turn, then those don't count for this turn. Your actions will increase at the start of the next turn.

Moving: Moving is an action. Place a ruler in front of the card in the direction you want it to move to. Make sure 0" is next to the card. You can move characters in a group as 1 action. This can be done by having those character cards within 1/2" of the chosen card or have them in a pile underneath the chosen card.

Collecting Gold: Have any number of Peasants move onto a Gold Mine and place them underneath of it so you can still see both cards. (Note: this takes 1 entire turn)
On the next turn, move them to your Keep.

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Basic Rules Continue

Building: Have a Peasant somewhere on the board and look at the left hand side of the building that you want to build. Spend the Gold for it and place it face down underneath your Peasant. Now roll the die shown on the card to the left. If roll the number shown or higher than flip it face up. You may have more Peasants on top to roll that many times for 1 action. If you fail a roll then you must take another action to re-roll.

Repairing: If any building have taken damage then you have a Peasant near it and spend half the Gold from it's build cost and roll it's build die. If you are successful then heal 5 damage from it.

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Fighting: After you and your opponent have finished using your actions, you will check to see if any character is within range to attack anything. If you are within range to attack then you may choose to attack or pass. If players are in range then roll a die to see who gets to attack first. You may attack with as many character cards as you want, but only if they are within range.

Attacking another character: If a character is within range then both players roll a 6 sided die. Ties and lower means that the attack fails. Subtract your character's ATK from the opposing character's Life if successful.

Attacking a Building: When attacking a building you must roll its Structure die. If you can't match or beat that number then your attack fails. Otherwise subtract your ATK from its Life.

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Ending a Fight: Once both players have completed fighting with all their characters then count your actions to begin the next turn.

Objectives:

Either destroy other player(s) keep or have the most characters after a set number of turns.

Short Game Setup:

1 Gold Mine, Level 2 Keep, Level 2 Barracks, Level 1 Artillery, 4 Peasants, 2 Knights, 2 Rock Throwers, and 500 Gold

Long Game Setup:

1 Gold Mine, Level 1 Keep, 1 Peasant, and 2,000 Gold

For more ways to play and details of the game along with video tutorials visit:

www.SapphireLeaves.com/Ashlar