



Official Rulebook



The Night Maiden



Valor, Queen of Old



Khaos

CORE RULES EDITION 1.3

July 2026 core rules.

Stealth and targeting clarification: September 2026.

START HERE

Learn the game from the table outward

Read this page, follow setup in Chapter 1, then play with the round and battle chapters open. Later chapters answer card, timing, keyword, status, and unusual-ruling questions.

The golden rule

Card text overrides a general rule when the card is more specific. Resolve as much of an effect as possible unless its cost or condition cannot be met.

What you need

- Two players and two decks, each containing 40-60 cards with no more than 4 copies of any card.
- A six-sided die for each player; two dice per player are recommended.
- Counters or tokens for Resolve, Energy, permanent stat changes, statuses, and once-per-turn tracking.
- A clear play area with Combat, Support, Coin, Action, Side, Treasury, void, Forbidden, deck, hand, and shared Field zones.

Core numbers

Rule	Current value	Reminder
Starting Resolve	20	A player at 0 Resolve loses.
Starting hand	5 cards	The first player does not draw in their first Resource Stage.
Starting Energy	5 maximum / 5 available	Maximum Energy rises by 1 each round, to 10.
Hand limit	8 cards	Discard to 8 during End Stage.
Action Zone	3 slots	Set, Cycle, and attached Equip cards occupy slots.
Side Zone	3 Units	At End Stage, choose which 3 Units remain.

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CHAPTER 1

Set up the duel

The objective and starting values are summarized on the previous page. Complete these steps in order before either player takes a turn.

Setup

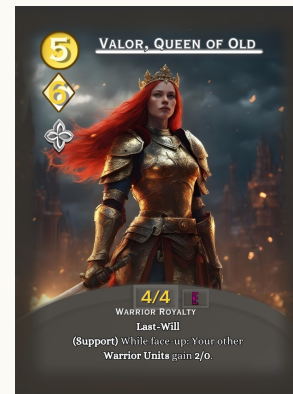
- Place decks face-down and leave space for every zone shown in the play-area diagram.
- Set each player's Resolve to 20 and Maximum Energy and available Energy to 5.
- Shuffle decks and draw 5 cards each.
- Each player rolls two six-sided dice. Reroll ties. The higher total chooses who acts first.
- Keep hands hidden. Coin cards and Units may be played face-up or set face-down when a rule permits.



Actions create momentum



Treasury pays future costs



Units form your battle line

No automatic deck-out loss

When a deck is empty, shuffle that player's void/discard pile into a new deck. If both are empty, the draw simply stops. A player still loses if they cannot produce a required wager.

DECK BUILDING

Build an effect deck

An effect deck is built around a repeatable plan. Its cards should help find, enable, protect, or reward the same core interactions instead of relying on a single isolated combination.

Part of the deck	How it supports the plan
Core plan	Choose the primary way the deck creates an advantage or closes a game. Every major inclusion should advance that plan or protect it.
Engine	Use effects that search, draw, Seek, Recover, recruit, move cards between zones, or generate the resources your plan needs.
Payoffs	Include cards that become stronger when the engine succeeds, such as Units or Actions rewarded by a shared name, type, element, zone, or status.
Interaction	Reserve space for removal, protection, responses, cleansing, and ways to recover when the opponent disrupts the main line of play.
Cost curve	Balance low-, middle-, and high-cost cards so early hands can act while later draws still provide impact. Check both Energy and Treasury demands.
Wager resilience	Keep enough legal non-True-Recruit cards available to maintain the required wager throughout the game.
Redundancy and testing	Within the four-copy limit, use several cards that perform similar jobs. Test opening hands, record cards that are frequently unusable, and adjust the ratios.

How named references match

Reference	A card qualifies when...
Archetype or name	The named word or phrase appears in that card's printed name. If an effect mentions Whisper, it applies only to cards with Whisper in their name. Art, flavor, or story association does not qualify.
Type	The requested type must be printed on the card's type line. A Warrior reference applies only to cards with Warrior printed as a type; an Action reference requires an Action card.
Element	The requested element is printed on the card or shown by its element symbol. A multi-element card qualifies for each element it actually displays.
Multiple requirements	The card satisfies every listed requirement when the effect uses and. When it uses or, satisfying either listed requirement is enough.

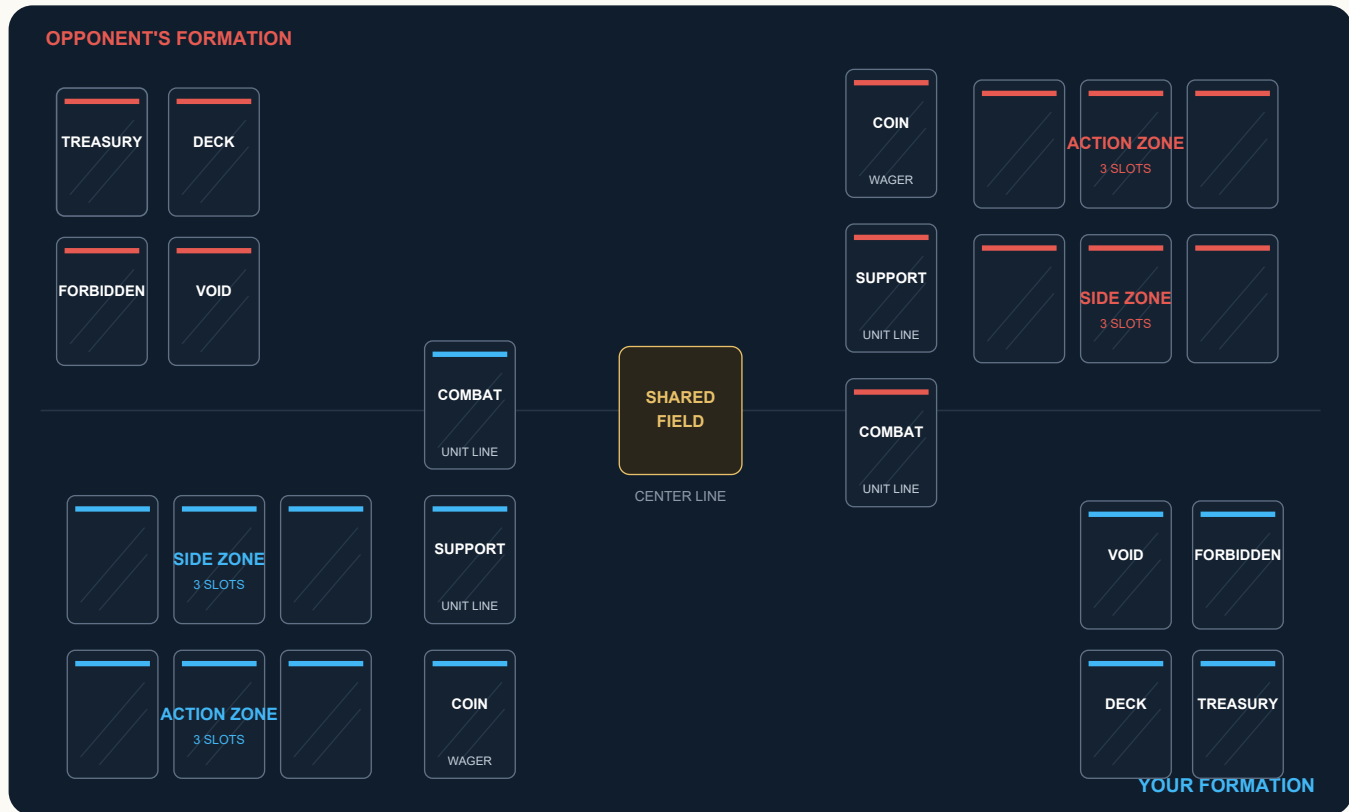
The synergy test

For each card, ask three questions: What enables this card? What does this card enable? Is it still useful when the main combination is interrupted? Strong decks create overlapping answers.

CHAPTER 2

The play area

Zones determine where a card can be played and whether its parenthetical effects are active.



Mirrored setup

The two formations face one another across the center line. Place Combat closest to the center, Support behind it, and the Coin wager behind Support. Keep each player's piles and three-slot zones on that player's side.

PLAY AREA REFERENCE

Zones and card placement

Each zone has a defined capacity and purpose. Keep all public cards readable and separate from neighboring zones.

Zone	Rule
Combat	Your front line. One normal Unit; an Additional Recruit effect can raise the line to 2 Units.
Support	Your second line. One normal Unit; an Additional Recruit effect can raise the line to 2 Units.
Coin / Wager	One wager. The loser of battle gives this card to the winner's Treasury.
Action	Three slots for set Actions, continuing Cycle cards, and attached Equip cards.
Side	A public reserve of up to 3 face-up Units. Normal Recruit may use a Unit here.
Field	One shared Field card. Replacement and upkeep rules apply.
Treasury	Claimed wagers and played Treasure cards. Their coin values can pay costs.
Void	Cards destroyed, discarded, burned, pitched, or resolved here unless another rule moves them.
Forbidden	Spent Treasury cards and forbidden cards. They normally cannot return.

Effect-zone notation

Text such as (Combat), (Support), or (Side Zone) is active only while the card is face-up in that zone. A face-down card does not apply its continuous text.

CHAPTER 3

Round sequence

Wardom uses five stage types arranged as eight ordered steps. Each player receives their own Start, Resource, and Main stages; Battle and End are shared.

Step	Stage	What happens
1	First player - Start	Resolve start-of-stage effects and legal response sequences.
2	First player - Resource	Refresh Energy. In round one only, the first player does not draw.
3	First player - Main	Recruit, play or set cards, activate effects, and secure a wager.
4	Second player - Start	Resolve start-of-stage effects and legal responses.
5	Second player - Resource	Refresh Energy, draw, resolve Resource effects, and pay Field upkeep.
6	Second player - Main	Recruit, play or set cards, activate effects, and secure a wager.
7	Shared Battle	Reveal set Units, resolve sequences, compare totals, damage, destroy, and coin.
8	Shared End	Resolve effects and statuses, route Units, enforce hand limit, and choose next order.

Resource draw

Except for the first player in round one, draw until you have 5 cards in hand. If you already have 5 or more, draw exactly 1. Then refill available Energy to Maximum Energy. Resolve Resource effects and Field upkeep in their required order.

Moving to the next stage

Finish mandatory effects and open response sequences before advancing. A player may not leave their Main Stage without a legal wager in the Coin Zone.

CHAPTER 4

Costs, Energy, Resolve, and Treasury

Pay a card's complete cost before it is recruited, played, set, or activated. True Recruit Units use their written procedure instead of ordinary currency.

Payment	Ruling
Energy	Pay the full cost from available Energy.
Treasury	Choose one or more Treasury cards whose total coin value meets or exceeds the cost. Forbid all chosen cards. There is no change.
Mixed	Use selected Treasury value first, then pay the remaining cost with Energy.
Danger	A Danger Action can use Energy first and pay the unpaid remainder with Resolve. This payment cannot reduce its controller to 0 Resolve.
True Recruit	Follow the card's written True Recruit procedure. Do not pay Energy, Treasury, or Resolve unless that procedure explicitly says to.

True Recruiting, step by step

Step	Procedure
1. Begin from hand	A True Recruit Unit can only begin its first True Recruit from its owner's hand during that player's Main Stage. It cannot be set face-down or recruited from the Side Zone for this first recruitment.
2. Check space	Choose an open Combat or Support position. The normal line limit still applies unless another effect has created room for an Additional Recruit.
3. Check the requirement	Identify every named card, status, owner, and zone required by the True Recruit text. If every required item is not currently legal, the recruitment cannot begin.
4. Pay the procedure	Send or move the required cards exactly as written. This is the recruitment cost, so it happens before the True Recruit Unit enters the line and cannot be replaced with Energy or coins.
5. Place face-up	Place the True Recruit Unit face-up in the chosen line. Then resolve its Placed, Recruited, or other resulting triggers through the normal response sequence.
6. Mark that copy	After a specific copy has been True Recruited, keep a marker with it for the rest of the game. If that copy later returns to hand, it remains True Recruited and does not repeat its original procedure unless card text says otherwise.

True Recruit restrictions

A True Recruit Unit can never be used as a wager. Its printed 0 or blank cost is not an ordinary free recruit. If its written requirement cannot be paid in full, leave it in hand.

Treasury cards

A claimed wager enters the winner's Treasury after battle. Its coin value is its current cost unless a card gives it another value. Spend enough Treasury value to meet a cost, forbid the spent cards, and do not take change.

Field upkeep

During its controller's Resource Stage, pay a Field's upkeep. If the upkeep or a stated condition cannot be met, send it to the void. Only one Field occupies the shared zone.

CHAPTER 5

Main Stage actions

During your Main Stage, take legal actions in any order. Complete each action and its response sequence before beginning another.

Action	Procedure
Normal Recruit	Pay a Unit's cost and place it face-up or face-down in an open Combat or Support line. A normal line holds 1 Unit.
Additional Recruit	Only an effect can do this. It can place a second Unit in Combat or Support; each line has a hard limit of 2 Units.
Play an Action	Pay its cost, place it in an open Action slot for resolution, and follow its destination rule.
Set an Action	Pay its cost and place it face-down in an open Action slot. Danger Actions must be set before activation.
Play a Field	Pay its cost, meet its condition, and place it in the shared Field Zone. Resolve the replacement requirement if a Field is already there.
Use a Treasure	Place an eligible Treasure from hand into Treasury as coins according to its rule.
Activate an effect	Use a legal face-up effect in its printed zone and timing. Once-per-turn and once-per-round limits must be tracked.
Place a wager	Move a legal non-True-Recruit card from hand or Side to the Coin Zone. Wagering itself is free.

Mandatory
wager

Before leaving your Main Stage, you must control one legal Coin card. If a wager leaves later, replace it from hand or Side when instructed; if neither is available, reveal the top legal card of the deck. If no legal card exists, you lose.

CHAPTER 6

Card types

The card frame, type line, and written timing determine how each card enters play and where it remains.

Type	Core rule
Unit	Has Level, element, types, Combat, and Support. Units occupy Combat, Support, Coin, or Side as permitted.
Ability Action	Normally used in its controller's Main Stage. It usually enters the void after resolving.
Bolt Action	Can join eligible Resource or Main response windows from hand, or any legal stage when already set.
Danger Action	Must be set, meet its trigger condition, and can use the Danger Resolve payment rule.
Cycle Action	Remains face-up in an Action slot and continues to apply or activate according to its text.
Equip Action	Attaches to a legal Unit. It grants printed bonuses and statuses and is destroyed with that Unit.
Field	Occupies the shared Field Zone, can affect both players through Rule text, and may require upkeep.
Treasure	Enters Treasury when its requirement is met. Its cost number is used as coin value, not a play cost.



Action



Field



Treasure

CHAPTER 7

Battle

Battle converts the formation into Resolve damage, Unit destruction, and Treasury value.

Order	Ruling
1. Reveal	The first player flips their set battlefield Units, then the second player. Add mandatory flip and start-of-battle triggers.
2. Build sequences	Players alternate legal responses. Resolve the completed sequence newest effect first.
3. Total each line	Add all face-up Combat values for Combat total. Add all face-up Support values for Support total.
4. Compare	Combat total + Support total is Battle total. Higher total wins. A tie deals no Resolve damage and claims no wager.
5. Damage	Winner's Combat total minus loser's Support total, minimum 0. Piercing treats the losing Support total as 0.
6. Battle destruction	If winner's Combat total exceeds the relevant stat of the loser's first occupied line, destroy the eligible first Unit unless protected.
7. Coin	Move the losing wager into the winner's Treasury, then check loss conditions.

First occupied line

Check the losing Combat line first. If it is empty, check Support. Against a Combat-line target, compare the winner's total Combat with that Unit's current Combat. Against a Support-line target, compare with that Unit's current Support.

Multiple Units in a line

An Additional Recruit can create two Units in a line. If a choice is required, the battle winner chooses an eligible Unit from the first occupied line. The current implementation resolves the leading eligible Unit when no separate choice window is created.

BATTLE RULINGS

Destruction, protection, and damage

Battle destruction is separate from card-effect destruction. Protection applies only when its wording covers that cause.

Battle destruction protections

- Shielded prevents battle destruction. It does not stop destruction by card effects.
- Tenacity(X) prevents battle destruction when the individual destroying Combat Unit's current Combat is X or lower.
- Last-Will delays the first destruction in the turn, then destroys the Unit during End Stage.
- Stability does not prevent battle destruction; it prevents destruction by card effects.
- Sword of Souls can forbid the battle destruction while its condition is active.

Resolve damage

Resolve damage uses the winner's entire Combat-line total and the loser's entire Support-line total. It is independent of whether a Unit is destroyed. Damage can be 0 even when a player wins the battle.

Coining

Coining is not destruction. Move the losing player's wager directly to the winner's Treasury face-up. Any Coined trigger sees this movement. A tie leaves both wagers in place.

Example

A player has 7 Combat and 3 Support for a Battle total of 10. The rival has 4 Combat and 4 Support for a Battle total of 8. The first player wins and deals $7 - 4 = 3$ Resolve damage. The rival's first-line Unit may also be destroyed if 7 exceeds that Unit's relevant current stat and no protection applies.

CHAPTER 8

End Stage and routing

End Stage completes delayed effects, applies persistent status penalties, moves battlefield cards, and prepares the next round.

Step	Procedure
Start-of-End triggers	Add mandatory and chosen End Stage effects in stage order, then resolve response sequences.
Weaken / Poison	Each face-up Unit permanently loses its current Weaken value from Combat and Poison value from Support.
Expiring statuses	Remove statuses whose duration ends this round.
Last-Will	Destroy Units whose Last-Will delay was used this turn, then apply Comeback or Loyalty replacements in order.
Round effects	Remove temporary stat modifiers and reset once-per-round action counts.
Routing	The battle winner chooses Side Zone cards first, then the loser. On a tie, use current player order.
Side limit	Choose up to 3 Units from the current Side Zone and incoming Combat, Support, and Unit wagers. Unchosen cards go to the void.
Hand limit	Each player discards to 8 cards.
Next order	The battle loser chooses whether to act first or second next round. A tie keeps the current order.
Energy growth	Increase each player's Maximum Energy by 1, to a maximum of 10, then begin the next round.

Routing is a choice

Do not automatically keep the strongest Units. Each player may choose any 0 to 3 eligible Units. Non-Unit cards cannot remain in the Side Zone and go to the void.

CHAPTER 9

Timing and response sequences

Wardom resolves interactive effects through response sequences. Players build the sequence in priority order and resolve it in reverse order.

Timing step	Rule
Open	A trigger, Swift effect, or legal activation opens a response window.
Priority	Starting with the appropriate active player, each player adds one legal effect or passes.
Both pass	When both players pass consecutively, close the sequence.
Resolve	Resolve the newest effect first, then work backward to the first effect.
New information	Targets and conditions are checked as required by the effect. Resolve remaining legal instructions when possible.
Mandatory text	An effect without 'you can' is mandatory when its trigger and requirements are met.
Optional text	An effect using 'you can' may be declined.
Limits	Track once-per-turn, once-per-round, and other printed limits by card and controller.

Set cards

A set card is face-down and hidden from the opponent. A set Unit flips during Battle. A set Action stays hidden until legally activated. A card that requires a full round set must have remained set since an earlier round.

Face-up information

Resolve, Energy, zone counts, Treasury cards, Side Zone cards, void, Forbidden Zone, face-up card characteristics, statuses, and tracked stat changes are public information. Hands, decks, and face-down cards are hidden unless an effect reveals them.

CHAPTER 10

Keyword reference

Use these definitions whenever a printed card uses the keyword. Card-specific restrictions still apply.

Keyword	Definition
Recruit	Pay the required cost and place a Unit into an eligible Combat or Support line.
Normal Recruit	A standard recruit from hand or Side Zone into a line below its normal 1-Unit limit.
Additional Recruit	An effect-based recruit that can place a second Unit into a Combat or Support line. The hard limit is 2 per line.
True Recruit	A face-up recruitment from hand using a written procedure instead of ordinary currency. Mark a copy after it succeeds; see Chapter 4 for the complete procedure.
Set	Place a card face-down. Keep its identity hidden and mark the round if duration matters.
Flipped	Turn a set card face-up. Flipped triggers are added at the proper timing window.
Search	Look through the stated zone for a matching card, move it as instructed, then shuffle a searched deck.
Seek X	Reveal the top X cards, use qualifying cards as instructed, then return the rest in the stated order.
Burn X	Send the top X cards of the deck to the void one at a time.
Pitch	Send the specified card directly from the deck to the void.
Recover	Move a matching card from the void to the hand.

KEYWORD REFERENCE

Keywords, continued

These terms cover movement, card removal, attachments, and response timing.

Keyword	Definition
Rebound	Return the specified card from its current zone to its owner's hand.
Cleanse	Remove all statuses and all added stat increases and decreases from a Unit.
Destroy	Send a card from the field to its owner's void unless protection or a replacement changes the result.
Forbid	Move a card to the Forbidden Zone. It normally cannot return.
Equip	Attach an Equip Action to a legal Unit. The Equip occupies its Action slot and is destroyed with that Unit.
Coined	Move the losing wager into the battle winner's Treasury. This is not destruction.
Swift	An effect speed that can join an eligible response sequence during its legal timing window.
Sequence	A response chain that resolves newest effect first after both players pass.
Rule	Field text marked Rule applies to both players while the Field remains active.

Targeting
versus
selecting

An effect targets a card only when its text explicitly says 'target'. Selecting or choosing a card without that word is not targeting. Stealth prevents targeting by card effects, not non-targeting selections. All other restrictions still apply.

Example: Chaggai, Joker of Old selects a card but does not say 'target', so its effect can select a card with Stealth. An effect that says 'target 1 Unit' cannot target a Unit with Stealth.

CHAPTER 11

Status effects

Statuses apply to face-up Units unless a card states otherwise. Use labeled counters and record values and duration.

Status	Current ruling
Stealth	A card with Stealth cannot be targeted by card effects. Only effects that explicitly say 'target' target a card. Stealth does not prevent selection by a non-targeting effect.
Stability	This face-up Unit cannot be destroyed by card effects. Battle destruction still applies.
Guardian	If another friendly Unit with Ward would be destroyed by an effect, a face-up Guardian can be destroyed instead.
Ward	Marks a Unit as eligible for protection by a friendly Guardian.
Loyalty	After this Unit is destroyed and reaches the void, return it to its owner's hand if another replacement such as Comeback did not move it first.
Weaken(X)	At each End Stage, this Unit permanently loses X Combat while Weaken remains.
Poison(X)	At each End Stage, this Unit permanently loses X Support while Poison remains.
Comeback(X/Y)	After destruction, recruit this Unit from the void into an open Combat or Support slot with X/Y stats. If no slot is open, it stays in the void.
Tenacity(X)	Prevents battle destruction when the individual destroying Combat Unit's current Combat is X or lower.

STATUS EFFECTS

Statuses, continued

Apply persistent stat changes directly to the Unit's tracked current values. Temporary changes expire at the stated time.

Status	Current ruling
Frozen Touch	At the start of Battle, roll one die. On 4-6, freeze an eligible opposing first-line Unit until the end of the next turn.
Frozen	This face-up Unit is unaffected by card effects, cannot receive other statuses, and does not apply its continuous effects while Frozen.
Corruption	At the start of Battle, roll two dice. The results become this Unit's Combat and Support for that battle.
Silenced	This Unit's effects are inactive. Printed stats, element, Level, and types remain.
Last-Will	The first time this Unit would be destroyed during a turn, it survives. Destroy it during that End Stage.
Shielded	This Unit cannot be destroyed by battle. Card-effect destruction can still apply.
Rampage	When this Combat Unit destroys a Unit in battle, it permanently gains 1 Combat.
Piercing	When its controller wins battle, treat the losing player's Support total as 0 for Resolve damage.
Pure	Remove this Unit's statuses and prevent new statuses from being applied while Pure remains.



Status interactions



Comeback



Shielded

CHAPTER 12

Detailed rulings

Use these rulings to resolve common situations consistently.

Situation	Ruling
Current stats	Start with printed Combat/Support, apply permanent changes, continuous modifiers, and then temporary changes. A value may fall below 0 unless a specific effect prevents it.
Dice	Unless a card says otherwise, roll ordinary six-sided dice. Reroll only when a rule explicitly instructs you to do so.
Targets	An effect targets only if its text says 'target'. Choose every required legal target before paying and resolving; a card with Stealth is not a legal target. If no required target exists, the activation cannot begin.
Non-targeting selection	Selecting or choosing a card without the word 'target' is not targeting. Stealth does not prevent it. For example, Chaggai, Joker of Old can select a card with Stealth.
Partial resolution	After costs are paid, resolve as much as possible in written order. Do not undo earlier instructions because a later one fails.
Replacements	Apply destruction replacements before moving the card. Then apply post-destruction movement such as Comeback or Loyalty.
Attached Equips	An Equip remains tied to its Unit, occupies its Action slot, and goes to the void when that Unit leaves the field unless text says otherwise.
Control and ownership	A card returns to its owner's hand, deck, void, or Forbidden Zone even if another player controlled it.
Hidden random cards	If the top card is automatically wagered, reveal it. Skip and void illegal True Recruit cards until a legal wager appears.
Simultaneous triggers	Order a player's own simultaneous triggers as that player chooses. Use current turn order between players, then build responses normally.
Illegal game state	Pause immediately. Restore the last mutually verified legal state when possible; otherwise call a judge. Do not make strategic choices while correcting.
Conceding	A player may concede at any time outside resolving a judge call. Concession ends that game immediately.
Match format	Core rules describe one game. Best-of match structure, timers, sideboarding, and tournament penalties belong to the event policy.

GAME ADMINISTRATION

Clear play and organized events

A well-run game keeps every tracked value easy to verify. Use consistent markers and keep public zones readable.

Recommended markers

- Resolve tracker from 20 to 0.
- Maximum Energy and available Energy trackers.
- +Combat / -Combat and +Support / -Support counters for permanent changes.
- Named status counters, including values for Weaken, Poison, Comeback, and Tenacity.
- Once-per-turn and once-per-round markers.
- A set-round marker for Danger Actions and other cards that must remain set.

Communication shortcuts

Announce stage changes, every cost and payment source, the card or effect entering a response sequence, both Battle totals, Resolve damage, destruction checks, and every card moving to Treasury, void, or Forbidden. Allow the opponent to verify public information before continuing.

Judge hierarchy

For organized play, use this order: current card text, current official card-specific ruling, this rulebook, then event policy. A head judge's ruling controls that event. Report unclear interactions for publication after the event.

Deck checks

Before a match, confirm that each registered deck contains 40-60 cards and no more than 4 copies of any exact card name. Record card names clearly enough to verify archetype, type, and element references during deck review. Sideboards, rotation, and event-specific restrictions are defined by the applicable event policy.

CHAPTER 13

Quick reference

Keep this page beside the play area during early games.

Checkpoint	Remember
Setup	20 Resolve; 5-card hand; 5 Maximum and available Energy; roll 2d6 for opening choice.
Deck construction	40-60 cards; no more than 4 copies of any exact card name.
Round order	P1 Start / Resource / Main; P2 Start / Resource / Main; shared Battle; shared End.
Round-one draw	The first player skips the draw in their first Resource Stage.
Resource draw	Draw to 5; if already at 5 or more, draw 1.
Normal lines	1 Unit in Combat and 1 Unit in Support.
Additional lines	Effects can raise Combat or Support to a hard limit of 2 Units each.
Action / Side	3 Action slots; 3 Side Zone Units.
Wager	Required before leaving Main. True Recruit Units are illegal wagers.
Battle total	Combat total + Support total.
Resolve damage	Winner Combat - loser Support, minimum 0. Piercing ignores Support.
Battle destruction	Winner Combat must exceed first-line target's relevant current stat.
End	Resolve statuses and Last-Will, route to Side, discard to 8, loser chooses next order.
Next round	Maximum Energy +1, to a cap of 10.

Official updates

Use the Wardom website card database and rules page for newly published card fields, clarifications, and future tournament policy.

Build your domain. Wager your fate.