

THE RED,  
**JOKER**  
40¢  
**COMICS**

# GUARDIANS' CHRONICLES #1



## RULE BOOK

**FAN EDITION**  
BY TRACERBULLET23



TRACERBULLET23



DEEP WITHIN THE CAVES LEADING TO DOKTOR SKAROV'S LAIR, THE LIBERTY PATROL HAS ENCOUNTERED HEAVY RESISTANCE.



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# OVERVIEW

GUARDIANS' CHRONICLES recounts the conflict between the evil Doktor SKAROV and the members of the famous hero team, the LIBERTY PATROL. As Doktor Skarov pursues his evil agenda, the members of Liberty Patrol penetrate his lair in order to put a stop to his devious designs.

One player takes on the role of Doktor Skarov and his Villains, and controls the various traps in the base. The other players each choose one of the super heroes from the Liberty Patrol.

Will the heroes foil Doktor's Skarov's plots and earn praise on the front page of the Guardians' Chronicles? Or will Doktor Skarov succeed in his evil schemes and thereby heap public scorn upon the heroic do-gooders?



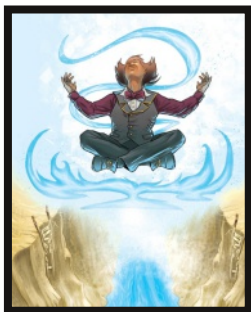
# DISCLAIMER

I (tracerbullet23) do not own any rights to Guardians' Chronicles or any of its characters. Most of the text and images in this PDF belong to The Red Joker. All I've done is repackage the information from the rule book and FAQ to help players get into their first game faster and make it easier to find the answers you need when rule issues arise. Guardians' Chronicles is a great game, however the official rulebook can be somewhat cryptic to first-time players. Hopefully, this will help in your play sessions. Happy Gaming!

# LEARNING RESOURCES & FAQ

You can find more resources, such as gameplay videos, extra scenarios, an FAQ and solutions to common problems encountered during play at the following locations:

The game's official website - <http://www.guardians-chronicles.com/en/>  
IELLO USA's YouTube channel - <https://www.youtube.com/user/ielloUSA>

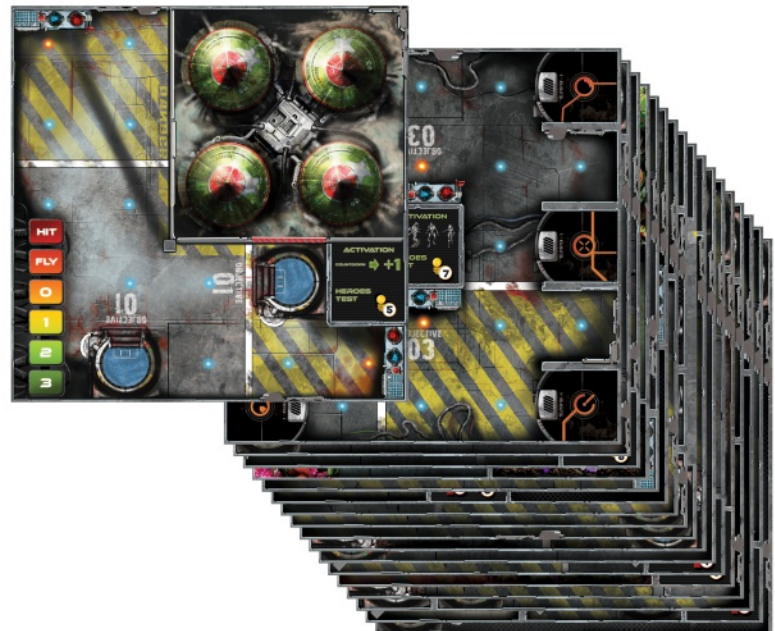


I recommend looking at some of the game review videos out there for additional insight. Also, be sure to check out the solo and full co-op variants on BoardGameGeek.com for additional gameplay options.



# COMPONENTS

- 4 Hero miniatures
- 5 Super Villain miniatures
- 30 Robot miniatures
- 1 Damsel in distress miniature
- 16 ID cards
- 48 Power cards
- 4 Initiative cards
- 20 Event cards
- 20 Wound cards
- The Guardians' Chronicles articles
- 9 double sided tiles
- 9 cartes describing the tiles
- Some Bonus/Malus tokens
- Some Damage tokens
- Some Resolution tokens
- 4 Activation tokens
- 9 door tokens and 5 airlock tokens
- 5 Combat dice
- 5 Power dice
- 6 Value check dice



# SETUP



## VILLAIN

One player selects Doktor Skarov and opposes the other players. That player controls the supervillain, his minions and the various traps in the base. Skarov's player sets the character ID card and initiative cards of the Doktor and his Villains in front of him/her. They then build the base as indicated in the scenario booklet and pick up the corresponding room cards, setting them in a convenient spot for quick reference. Alternately, Doktor Skarov can create his/her own scenario. Scenario difficulty can be adjusted as follows:

KIND OF GAME	NUMBER OF TILES	DETAILS OF TILES USED TO MAKE THE BASE
EASY	4 TILES	ENTRANCE, THE CONTROL ROOM, 1 OBJECTIVE + 1 TRAP.
CHALLENGING	6 TILES	ENTRANCE, THE CONTROL ROOM, 1 OBJECTIVE + 3 TRAPS
DIFFICULT	9 TILES	ENTRANCE, THE CONTROL ROOM, 2 OBJECTIVES + 5 TRAPS

Doktor Skarov's player places connecting Door counters between the tiles to determine the path the Heroes will take through his base.



DOOR TOKENS





# SETUP

## VILLAIN - CONT'D

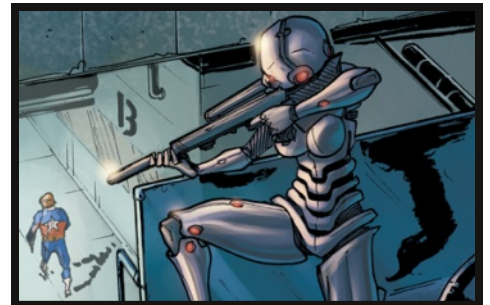
Doktor Skarov then places Minions on each tile that has at least one Reinforcement space. The number of minions Skarov can place on each tile is equal to the number of players. Each reinforcement space states the number of Heroes it should be used with it.

Example: In a 2-player game, use the 1+ and 2+ squares, but not 3+.

Doktor Skarov places a lieutenant in each Objective room. If there are any lieutenants left to set up, he can place them anywhere he wants in the base (maximum of one per tile).

Doktor Skarov then sets up the appropriate tokens on each tile of his base, as indicated on the Room description cards.

Last of all, Doktor Skarov places his figure on the Control Room tile. When the base is ready, Doktor Skarov draws as many Event cards as there are Heroes.



# SETUP

## HEROES

Each other player chooses one LIBERTY PATROL member, sets the character's ID card and initiative card before him/her. They each roll a die to determine their Personal Mission for the game (see the back of the Normal rank ID card). The Personal Missions are accomplished during the game and success will be reflected in the headlines of the newspaper.



A Hero lives, fights and sometimes dies, but above all a Hero evolves, trains and grows stronger. This aspect of our Heroes' lives is reflected in a Rookie/Veteran system. If you choose to play in Rookie mode, the game will be more difficult. Conversely, if you play in Veteran mode, your Hero should repeatedly make the front page of the Guardians Chronicles. Each member of the Liberty Patrol has two Rookie and two Veteran cards, and one Rookie and one Veteran ID card.



Rookie: when you play a campaign, you can begin with your Hero's Rookie ID card. Replace two Power cards with the two Rookie cards. At the end of an adventure, you may replace one of your Rookie cards with one of the original cards you had discarded. When you've replaced your two Rookie cards with the two original cards, take your Hero's Normal ID card.

Veteran: once you've become a Normal Hero, you add a random Veteran card to your Hand at the end of an adventure. When you've added your two Veteran cards, take your Veteran ID card. This system lets you watch your Hero evolve over four adventures.

Feel free however to adjust these rules and come up with different situations to make your Heroes evolve. Rookie and Veteran cards also enable you to balance scenario difficulty if you do not have the recommended number of Heroes. Feel free to play Rookie Heroes in an easy scenario, and Veteran ones on a more difficult scenario with less than four players.

Once their mode is selected, Heroes put their ID cards before them and take all their Power cards in their hands. They start the game in the green spaces of the Entry tile.





# ID CARDS

These cards present the various values for each Hero, Doktor Skarov and his Minions, as well as their special power.

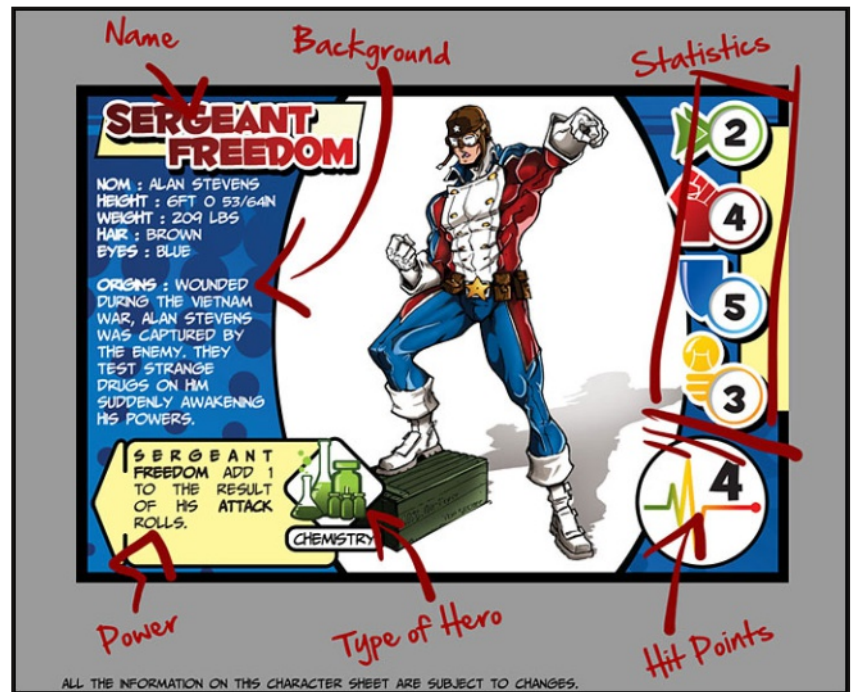
Each ID card shows the following values:



**HIT POINTS:** Represents the character's resilience. It indicates the number of damage tokens a hero may take before getting a Wound.

**POWER:** A character's power is always active as long as the character is in play.

**TYPE:** Type indicates which category the Hero or Villain belongs to.



**SPEED:** The Speed value indicates the number of Areas a character can cross during a move.



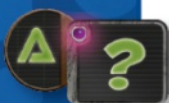
**COMBAT:** The Combat value indicates the number of Combat dice one must cast when making an Attack roll.



**DEFENSE:** The Defense value indicates the number of successes an opponent's Attack roll needs to deal Damage. In order for an Attack to succeed, the result of the Attack roll must be equal to or higher than an opponent's Defense value. A successful Attack roll deals 1 Damage token.



**MENTAL:** Mental lets you avoid Traps, resolve Objectives, and carry out Special Actions. Mental is usually used in a Value check. Note: Only Heroes have this ability.



**NUMBER OF ACTIONS:** The number indicates the number of actions that the character can carry out when activated. NOTE: Only Minions have this ability as Heroes always have 3 Actions.



More details on how these factor into gameplay can be found in the Game Turn section.



# GAME TURN

A game turn is composed of the following phases:

- 1 - Strategy (simultaneous)
- 2 - Activation (one player after the other)
- 3 - End of turn

## PHASE 1 - STRATEGY

During the Strategy phase, players plan out their next moves. This phase is simultaneous for both Doktor Skarov and the Heroes.



## HEROES

Each Hero plays 1 or 2 Power cards, choosing a Secret Technique and/or a Special Power. They don't have to talk it over, but it is often better if they do. They then put the appropriate cards to the right or the left of their ID card depending on their use.

After the Power cards are placed, they remain in place until the end of the turn. Once the cards have been set on the table, the Heroes secretly choose the order in which they are activated by stacking their initiative cards face down. The top card of the stack is the card of the Hero who plays first in the following Activation phase.

NOTE: Doktor Skarov can hear and observe everything the Heroes do during this phase before preparing his own Initiative stack. It is only natural as there are microphones and cameras everywhere.

It is up to the Heroes to proceed smartly and keep him from guessing their true intent. They can even use misinformation to lead him astray. They can for instance play their Power cards face down until the Activation phase.

When the card is placed to the left, only the Special Power is active.

When the card is placed to the right, only the Secret Technique is active.

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# POWER CARDS

## SECRET TECHNIQUE

Secret Techniques modify heroes statistics. The chosen modifiers apply throughout the turn.

- **SPEED MODIFIER:** Your Speed value is increased or decreased by the indicated modifier.
- **ATTACK MODIFIER:** When making an Attack roll, roll as many bonus dice as the bonus value or remove combat dice equal to the penalty.
- **DEFENSE MODIFIER:** Your Defense value is increased or decreased by the indicated modifier.
- **MENTAL MODIFIER:** Your Mental value is increased or decreased by the indicated modifier.

## SPECIAL POWERS

The power remains active as long as the card is in play. If the words Action or Unique Action are only activated when the Hero spends an Action during activation phase:

- **ACTION:** spend one of your three Actions and use the Power as described. You may do it as many times as you have Actions.
- **UNIQUE ACTION:** spend one of your three actions and use the Power as described, but no more than once per turn.

Make sure you take into account the order in which the Heroes are activated! In order for your allies to use a Power that requires an Action, you may need to activate before them.

Special Powers come in several types:

- **MOVEMENT:** The Special Power affects how a Hero, its Allies or its Enemies move.
- **ATTACK:** The Special Power either improves a hero's attacks for the turn or lets him attack under special conditions (i.e. ranged attacks).
- **DEFENSE:** The Special Power either improves a hero's or its allies defense or lets him respond to an attack.
- **MENTAL:** The Special Power modifies the success requirements of Value checks.
- **COORDINATION:** The Special Power affects a Hero's partners.
- **WEAKNESS:** This card has a negative effect on a character and/or the team but lets you heal.

NOTE: Special Powers that have no word before them have a permanent effect as long as the Power card is in play. You do not need to spend an Action for them and they are active throughout the turn, even if the Hero has not yet been activated.





# POWER CARDS (HEROES)

Each member of LIBERTY PATROL has his own set of Power cards.

They can be used two ways, for the Secret Technique modifier or for the Special Power.

When playing a Power card, choose one of the two uses.

Place it to the left of the Hero's ID card to use its Special Power, and the Secret Technique modifiers remain inactive.

Place it to the right of the Hero's ID card to use its Secret Technique modifiers, and the Special Power is inactive.

Note: some cards have only one of Secret Technique or Special Power. Make sure you put them on the appropriate side.

Every turn, choose one or two cards to play. A Hero must play at least one card per turn.

At the end of the turn, put the cards you played in your discard pile.

On the following turn, your choice of Power cards will be smaller.



At the start of a turn, if you have no more Power cards in Hand (you may have Wound cards), you must take back all your Power cards from the discard pile (Power and Wound cards).

# WEAKNESS CARDS

Every super hero has a weakness, a moment of doubt or a character flaw that may hinder the hero's efforts or his partners'. It is reflected by a weakness card (it is still a Power card and governed by their rules).

It can only be used as a Special Power (to the left of the Hero's ID card) and it has a negative effect on the character and/or his allies. A partner's weakness can only be covered by team play.

Because new power cards are drawn only after ALL of them have been played, the Weakness card eventually has to be played! On the other hand, the Weakness card enables you to heal as many Damage points as your Health value.





# EVENT CARDS

## VILLAIN



During the Strategy phase, Doktor Skarov can play as many cards as there are Heroes.

At the same time as the Heroes, Doktor Skarov can use one or more Event cards by placing them to the right of his ID cards to increase the Values of the corresponding characters. He doesn't have to play them all, it's all a matter of strategy.

In addition, when Doktor Skarov eliminates a Hero, the number of Event cards he can play drops by one.

Just like the Heroes, he can put his cards face down so as not to reveal any clues. Heroes decide when they are ready (they don't have to reveal their cards to do this). Doktor Skarov can at that point modify the way his cards are arranged one last time before announcing the Activation phase.

## EVENT CARDS (DOKTOR SKAROV)

are not used like Power cards.

They can be used two ways, for the Secret Technique modifier or for the Event.

When playing an Event card, choose one of the two uses.

As it is for Heroes, during the Strategy phase, you can only use the Secret Technique modifiers if the card is to the right of the Villain's ID card.

The event is not activated.

During activation Resolution, when Doktor SKAROV activates a Villain, he can play a card to use his Event.

The card is immediately discarded.

No more than one card can be played for the Event during a character's Activation.

Note: an Event does not have to be linked to the activated villain.

EXAMPLE : you can Activate a Kinoshi and use the «Kamikaze» Event card to sacrifice a Robot.



At the end of the turn, cards played as Secret Techniques are put into Doktor SKAROV's discard pile.

When the Even draw pile is empty and Doktor SKAROV needs to draw, shuffle the discard cards into a new draw pile.

# PHASE 2 - ACTIVATION

Heroes and Doktor Skarov reveal their Power and Event cards.

Then the Heroes flip the top card of their Initiative stack and activate the corresponding Hero. Every time a Hero is revealed, he gets a maximum of 3 Actions which can be used to:

- Move.
- Attack.
- Make a value check
- Use a Special Power

**CAUTION: UNUSED ACTIONS ARE LOST.**



Once the first Hero has finished its Activation, it is Doktor Skarov's turn to choose a Villain by putting an Activation token on the corresponding ID card and then by using some or all of the selected Villain's Actions to:

- Move
- Attack

**NOTE:** ID cards with the keyword Minions are associated with several figures. When activated, you can use all the figures associated with the card. At any time during the Activation of an ID card, Doktor Skarov can play an Event from his Hand and trigger its effect. This Event does not have to be tied to the activated Villain.

Doktor Skarov may also play Event cards during Activation. Doktor Skarov can only play 1 event card per activated ID card. The effects of an Event card played during activation are applied immediately. Discard the card at the end of Activation.

If an Event modifies a rule, every character linked to the activated ID card are affected by this modification. Once the first Villain's Activation is over, it is Liberty Patrol's turn to play again. The Heroes turn up the second card of the Initiative stack and activate that Hero.



Doktor Skarov then activates a Villain that hasn't received an Activation token yet on its ID card. Continue in this fashion until the Initiative stack is empty, and as many Villain ID cards have been activated as Hero ID cards.

Eliminated Heroes decrease the number of Villains that can be activated. If Doktor Skarov has less Villains in play than Heroes, the remaining Initiative tokens are used to draw Event cards.

## ACTIVATING DOKTOR SKAROV

If the objectives have been met and the door to the Control Room opened, Doktor Skarov can be activated like any other Villain. He can exit the room or wait there and prepare for the final showdown.



# MOVEMENT

You can use a Move Action to:

Sgt Freedom has Speed 2, he can move 2 Areas for 1 action. He moves to any Space in the end Area.



Move through as many adjacent areas as the Speed value

Exit the area you are in if an opponent is also in it. In this case, the Move Action ends in an adjacent area even if you exceed the character's Speed value.



As there is an enemy in his Area, Sgt Freedom needs 1 Action to exit his Area.

Sgt Freedom can spend 1 Action to move to any Space in his Area.



Place yourself in any unoccupied space of the area you are in

# MOVEMENT

## MOVEMENT RULES ARE

- You can only cross an area if there are no enemies in it. If you enter an Area occupied by at least one opposing character, you must stop and your Move is over. If you enter an Area occupied by at least one opposing character, you must stop and your Move is over.
- If all the spaces in an area are occupied by allies, you may not stop there but you can go through. However, if at least one of the spaces is occupied by an opponent, you cannot cross the area.



Sgt Freedom can spend 1 Action to move to the Adjacent Area but he has to stop there because there is an enemy in it.



All the spaces in the Area have enemies in them, so Sgt Freedom cannot go through. On the other hand, the Android can because it has no enemies in the Area. It can end its move in any Space in the destination Area.

- You can place a figure on any unoccupied space in the final area. Positions of other figures have no relevance.
- Doors open and close automatically for Doktor SKAROV's Villains, but interrupt Hero movement.



Android blocks the area Sgt Freedom must stop his movement.

The 3 robots take over all the area spaces Sgt Freedom can't go through. But, the Android in front of the door can.

Mutated Alison blocks Golden Boy. Golden Boy has to use a complete Action go out of the Area and moving to the adjacent one.



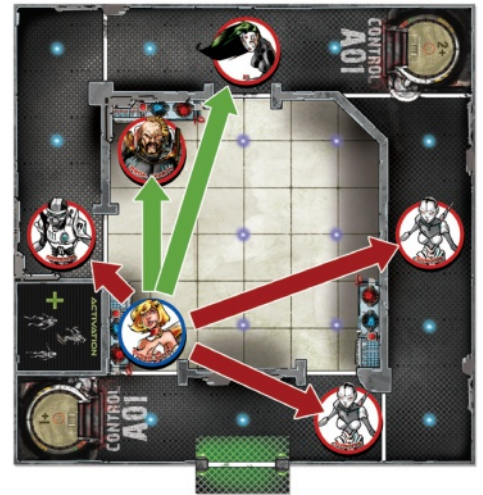


# COMBAT



## MELEE ATTACK

Your character can make a combat roll against a target in an adjacent space (even if the two of you are not in the same Area). Two characters in ADJACENT spaces are considered adjacent ONLY when a straight line can be drawn from the active character's space to the target's space. If no wall or closed door is in the line of sight, you may make a combat roll (setting elements do not block line of sight).



## RANGED ATTACK

If a power allows it, your active character can make a ranged attack. You need to have a line of sight to the target with no opponent in the way. Line of sight is determined by drawing an imaginary straight line from the active character's space to the target's space. If no wall or closed door or enemy is in the line of sight, you may make a combat roll. Allies do not block line of sight.

## COMBAT RESOLUTION

Determine the result of your Attack by rolling as many Combat dice as your Combat value. If you are using a Power card for its Secret Technique, add a number of Special (red) Dice equal to the Attack Bonus (i.e. a base attack power of 4 with +2 modifier means you roll 4 white Combat Dice and 2 red Bonus Dice). If the Attack modifier is negative, subtract that number of Combat Dice. Roll all the dice simultaneously and add up the successes.

Add 1 success for any POW result and reroll the die. If the number of successes is equal to or higher than the target's Defense value, the attack succeeds and deals 1 Damage to the target. The target takes a Damage token and puts it on its ID card.

**15** If the Attack does not eliminate the target, the attacker can push the target back into an adjacent space.

**Example:** GoldenBoy performs an attack roll using his ATTACK Value without any modifications.



He gets the following result:



$POW+POW+2 = 4$ , so he will re-roll the two dice showing a POW result.



Then he gets  $4+POW+1 = 6$  (where 4 is his previous result); he will again re-roll the dice showing a POW result.



He then gets one successful attack. The final result will be as follows: first roll = 4 + first re-roll = 2 + second re-roll = 1, which makes a total of 7.

# VALUE CHECK

A Value Check is sometimes required for a Hero to resolve goals, open doors or avoid traps. Usually, you must be on the orange space of the appropriate area to make the check.

The check is explained in the description of the corresponding tile. The diamond's color indicates which statistic to check. The check may also require you to add a number equal to the number of heroes to the dice roll. Your Hero rolls as many 8-sided (orange) dice as the difficulty of the check indicated on the tile. **The check is successful if the result is equal to or lower than your check value.**



If you succeed, the description of the challenge says what happens. If you fail, the character may try again later with a -1 modifier applied to the result of the check, indicated by a -1 token for modified difficulty. If the difficulty is brought down to 0, the check will automatically succeed but will still cost an Action. NOTE: An Attack check can be made from a distance as long as there is clear line of sight to the target, and a Power lets you make a ranged attack.

EXAMPLE: Sgt Freedom attempts to stop the Missiles. He spends 1 Action to move to a orange space. The difficulty is 4 dice (Base) +3 (number of Heroes).

- He spends 1 action to roll 4 dice, gets 0, 0, 1, and 2, to which he adds +3 = 6.
- His Mental value is 3 +1 = 4 (bonus from the Secret Technique).
- The check failed BUT he puts a -1 token so the difficulty is now 4 dice +2 instead of +3.
- With his last action, he attempts the Check again and rolls 4 dice, gets 0, 0, 1, and 1, to which he adds 2 = 4.



It's a success, he disarms a missile! One down, three to go...



## DOORS

In order to open a door, your Hero must:

- be in the space in front of the door.
- choose between an Attack

or Mental Value check.

If your Hero uses a Power that allows ranged attacks, an Attack Value check may be attempted from afar provided he has a clear line of sight to the space on front of the door.

- attempt the appropriate Value check.

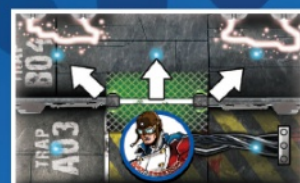
If you succeed, flip the Door token to its «open» side.

If you fail, the difficulty of the next check with this Value is lowered by 1, indicated by a -1 token next to the Difficulty.

## OPEN DOORS

When a door is open, Spaces on the other side become adjacent. Doors automatically open for and close behind moving Villains and do not block their movement.

A Villain cannot however attack through a door. He may decide to spend an Action to open it in order to attack a Hero on the other side, but then the door remains open.





## PHASE 3 - END OF TURN

The End of Turn is composed of three phases:

- 1 - Room Activation
- 2 - Objectives
- 3 - Cards & Wounds

### ROOM ACTIVATION

If the door to the Control Room is not yet open, Doktor Skarov can be placed on any space with a light corresponding to one of the tiles in the base. That tile is activated. Follow the directions on the room card.



### OBJECTIVES

Objectives that haven't been neutralized by Liberty Patrol are resolved as indicated on their description card.

### CARDS & WOUNDS

The Heroes and Doktor Skarov discard the cards they played during the Strategy phase.

Doktor Skarov draws 2 Event cards.



If the number of Damage tokens on your Hero's ID card is equal to or higher than its Health value, discard as many as his Health value and draw one Wound card into Hand. Excess Damage tokens remain on the ID card.

A wound card is played like a Power card. However, during each Strategy phase, a Hero must always use at least one Power card and cannot play two Wound cards at the same time. Whenever a Hero's player has 3 Wound cards in Hand, they are eliminated from the game.

If the number of Damage tokens on your Hero's ID card is lower than his Health value, leave them on the ID card. Whenever a Villain has as many Damage tokens on its ID card as his Health value, the Villain is immediately eliminated from the board.

# FINAL SHOWDOWN

When every objective has been neutralized and/or met, the Final Showdown begins. Heroes can now open the door to the Control Room. As soon as this door is opened, Doktor Skarov can no longer activate rooms at the end of the turn. The showdown ends when all the Heroes are defeated, or Doktor Skarov gets away. During the Final Showdown, but not before then, whenever Doktor Skarov eliminates a Hero he can spend 1 Action during his activation to make an emergency exit out of the base to safety. He wins the article that tells of his victory against Liberty Patrol.

The game ends when the Heroes beat Doktor Skarov. The surviving Villains escape the base or surrender, and the Heroes win the press article describing the arrest of Doktor Skarov. The Showdown has taken place, whether the Heroes neutralized Skarov or let him get away, and their actions have made it to the public. The front page of the Guardians' Chronicles is ready to go to press.



# THE GUARDIANS' CHRONICLES



When an objective is neutralized by Liberty Patrol or met by Doktor Skarov, the corresponding article is added to the front page of the GUARDIANS' CHRONICLES in the section of the victorious side. At the end of the game, if a Hero has carried out his Personal Mission without being knocked out, reporters add the praising article in the right column of the front page. When a Hero is knocked out, reporters add the shaming article in the right column of the front page.

At the end of the game, if there's space left between the various articles, you can insert ads to finance the newspaper! Depending on the Final Showdowns outcome, add an article that tells of Doktor Skarov's arrest or escape. Once the game is concluded, compare the articles in favor of each side. Refer to the accompanying image and insert the designated title. It can praise Heroes who were exceptionally successful, or stress how serious a threat Doktor Skarov is!!



## **QUICK REFERENCE**

### **SETUP**

- **VILLAIN:** SET UP BASE AND MINIONS PER SCENARIO, DRAW X EVENT CARDS (X = NUMBER OF HEROES)
- **HEROES:** SELECT HERO & RANK, ROLL FOR PERSONAL MISSION

### **GAME TURN PHASES**

#### **1) STRATEGY**

- **PLAY IS SIMULTANEOUS**
- **HEROES:** CHOOSE INITIATIVE ORDER, PLAY POWER CARDS
- **VILLAIN:** PLAY EVENT CARDS

#### **2) ACTIVATION**

- **FIRST HERO, THEN VILLAIN**
- **REPEAT UNTIL VILLAIN HAS ACTIVATED X TIMES**
- **HEROES PERFORM UP TO 3 ACTIONS**
  - +MOVE, ATTACK, VALUE CHECK, SPECIAL POWER
- **VILLAIN PERFORMS MAX. NUMBER OF ACTIONS ON ID CARD(S)**
  - +MOVE, ATTACK
- **VILLAIN MAY ALSO PLAY EVENT CARD(S)**

#### **3) END OF TURN**

- **VILLAIN ACTIVATES ROOM (REFER TO ROOM CARD)**
- **CHECK OBJECTIVES**
  - +RESOLVE UNMET OBJECTIVES
- **CARDS & WOUNDS**
  - +HEROES AND VILLAIN DISCARD POWER AND EVENT CARDS
  - +VILLAIN DRAWS 2 CARDS
  - +HEROES WITH 3 WOUNDS IN HAND ARE ELIMINATED

