

Rules:

1 action per turn

Adding a card does not count as an action

Guardian moves and attributes cost a 2 turn penalty

Passive attributes do not cost a turn to activate e.g clock k

If a stun attribute from a guardian is used that affects the entire enemy deck played a 2 turn penalty will be added. stacks if guardian attacks a card.

Stun attributes stack unless said otherwise

Attributes and attacks used by protectors use a turn