**Wizard Kings 2nd Edition: Chinchar House Rules**

**Spells**

* Foes Begone (Level I Feudal Spell): command ***1d3-1*** enemy units (caster choice) to retreat.
* Sacrifice (Level III Undead Spell) – this spell is an exception to the rule that spells cannot eliminate units.

**Clarification on Block Strength**

When the Strength of a block is modified by a spell or an ability while in combat, this does not affect the block's steps (i.e. if a block with 1 step and an ability granting +1 Strength loses one step, it is destroyed).

**Combat Reserves**

The Combat Reserves optional rule does not apply to attacking units but does apply to all defending and summoned units (except units summoned by the Feudal spell Herald).

**Morale**

During any combat, at the end of a combat round (after every block has attacked/retreated), if a side has lost 50% of their steps from when the battle started (blocks that retreated voluntarily count as having been lost in the battle), each block on that side must roll a morale check. Their morale is the gold cost per step. Castles do not roll morale. Units must roll their morale or less on 1d6. If they roll above that value they must retreat following Retreat rules. If they cannot retreat, they are eliminated. This is done each round once they have lost 50% of their steps.

Modifiers to morale value:
+1 if the block is defending a castle.
+1 if the block is in the terrain that matches their type.

For example, a Dwarven Lowguard defending in a city that has a castle is on the losing side as they have lost over half their steps at the end of the current combat round. His GP is 1 so his base morale is 1. But he is defending a castle (+1) and he is in his terrain type (+1) so he has a modified morale value of 3. He rolls 1d6 and gets a 4! Arrgh he has failed his morale roll. He must retreat.

**Revised Build Phase**

A hex may only contain one castle or haven (i.e. you cannot build or place a castle in a hex that already has a castle or haven in it).

During set-up, each player may designate a city with a B4 castle in it as his or her Capital. If an opponent takes your Capital, you lose the game. For each step on the castle in your Capital, during the Build Phase, you may move one GP marker as if it were a Silver block (Silver blocks have Move 2) to end on your Capital. This movement does not count against port capacity or hexside limits.