

WIZARD KINGS™

ALLIANCE EXPANSION

BY: GRANT DALGLIESH

MAPS & SETUP

Maps 13-16, 2 Players

Each player picks 2 armies. Determine first choice of armies with a die roll. Each **army** begins with 5 blocks and a **capital city** is chosen on each map where all 5 blocks are deployed. All cities must be garrisoned to remain friendly. They revert to Neutral (no build) if vacant. New blocks may be built as desired including Chaos.

EACH ARMY	
Block	Steps
Wizard (A+)	4
Castle (cost 2)	2
Arrow Fodder (cost 1)	4
Average Troops (cost 2)	3
Elite Troops (cost 4)	3

To win a player must destroy **both** enemy castles. Loss of one castle causes all remaining blocks from that army to disband. Continue until 1 player wins.

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ARRIVAL

BY: CHRIS FARRELL

Year 2013: It was without much fanfare that He Who Shall Remain Nameless took up occupancy in the abandoned fortress of Neya. It was mostly a sparsely populated wilderness in the far northern reaches of the Dwarves kingdoms, with only a few smaller barbarian tribes for neighbors. When a large Barbarian fleet sent from distant lands looking for him was completely destroyed, curiosities were piqued. Ambassadors were sent, but returned empty-handed. When he took a handful of troops, a bound Demon, and an allied Dragon and single-handedly ripped apart a northern Orcish splinter kingdom, his neighbors became concerned. Ambassadors were sent with more urgency; they were summarily incinerated.

The Dwarves immediately mobilized for war, spearheading an alliance with several of the northern barbarian tribes. Despite his aggression, The Necromancer was apparently caught by surprise at the rapidity of the Dwarvish response. Despite some success with local counterattacks, his outposts were shattered and his forces pushed into retreat; his Orcish mercenaries and slaves proving less reliable than he had hoped. Fortunately for him (but unfortunately for history), the rebuilt defenses surrounding Neya were very strong and proved extremely tough for the Alliance to breach.

There followed a protracted and bloody conflict in which he just barely managed to keep the Alliance at arms length from the source of his power. Even when reinforcements from the southern Elvish kingdoms eventually arrived, the decision was made that it would be too costly to dig the Necromancer out, and the Alliance decided on simply keeping him isolated and under siege in Neya.

This would turn out to be a decision with fateful consequences. The time gave the Nameless One a chance to increase his own already formidable personal power. Next time, he would not so flaunt it until he was completely ready; it would only be a matter of a century before he would have sufficient strength to shatter the encircling armies and unleash the most widespread and devastating war the continent had ever seen.

MAPS & SETUP

Purchase blocks simultaneously. Undead then sets up first, followed by the Allies.



SCENARIO RULES

1. See the additional Necromancer spells.
2. Undead controls the following cities on boards 12, 11, and 9 at start: Fayn, Sevona, Nivlak, Roda, and Lymarn. Additionally, if the Necromancer is in Neya, the Undead player may spend an additional 3GP to add steps to the Necromancer.
3. At any time during the game, the Necromancer may take refuge in Neya. Remove him from the board; he can be eliminated only if Neya is captured by the Alliance. He may never re-enter the game.
4. Undead may not build new Chaos blocks during the game; eliminated Chaos blocks may not be rebuilt.
5. The two Alliance players are Allies; they have one combined player turn.
6. All cities on board 9 (not initially friendly to Undead) are friendly to the Barbarians, in addition to Zure and Hadyn on board 11. All other cities not initially friendly to Undead are friendly to Dwarves.
7. Neither Alliance player may ever have more than two Wizards in play at one time (a third Wizard is buildable).
8. Neither Neptunis nor Khax have any special properties in this scenario (any block may be built in Neptunis and sea-transported out; Undead will require Flyers or Aquatics to seize it).
9. Any non-flying block crossing a wall hexside to attack Neya is immediately subjected to an attack of 2d6 @ F1. If this attack eliminates the block, that (now-eliminated) block still counts towards hexside limits. When attacking Neya, the Alliance may stack 2 Wizard blocks instead of the normal one (for a total of 8 possible blocks).

NECROMANCER SPECIAL RULES:

1. The Necromancer himself is a special Necrom block. He has a maximum strength of 8 instead of the usual 4. Use a coin off to the side to help indicate this; heads, and his indicated strength is actually strength+4; tails, and his strength is as indicated. Purchasing strength costs only 1GP per point (instead of the usual

2GP for a Wizard). He also may receive additional spells; see the lists below.

2. In any scenario involving The Necromancer, the player controlling him loses if he is eliminated.
3. Allies: If the Necromancer has Allies, he may purchase blocks from other Armies at the beginning of the game. There is an additional charge of 1GP per block to purchase these; so to buy a 3s Orc at start would cost 7GP instead of the usual 6GP. No more than one Wizard may ever be purchased for each Allied army; if it is lost, it may not be replaced. New allied blocks may not be built during the game; so if eliminated, allied blocks are eliminated for good. When adding strength to an allied block during the game, there is an additional 1GP penalty (per block, not per strength point); adding 2s to the Orc above would cost 5GP instead of 4GP.
4. (Optional) Undead should be given a selection of the more powerful Chaos creatures (Demons, Dragon, etc).

ADDITIONAL NECROMANCER SPELLS:

- Cost 1 - Raise Dead:** Cast this spell if an enemy block was eliminated in the last combat round. Bring a new 3s Zombie block into the game in the battle hex; it may temporarily over stack.
- Cost 2 - Teleport:** Cast during the movement phase. Move caster to any friendly hex or battle involving friendly blocks.
- Cost 3 - Sands of Time:** Cast during the Initiative phase, before the dice are rolled. The casting Wizard's side automatically wins the initiative.
- Cost 4 - Hand of Death:** Cast 6d6@F3. Targeting allowed.

FORCES

Undead: 140GP of blocks, plus one 4s Castle and the Necromancer at 8s in Neya. Remove the other two Necrom blocks from the game. Set up in any friendly city (see Special Rule #2), at least 2 blocks per city. May use Orc pieces as Allies.

Alliance 1 - Barbarians: 70GP of blocks. Set up in friendly cities on boards 12 and 11 (see Special Rule #6).

Alliance 2 - Dwarves: 90GP of blocks. Set up in friendly cities on board 9 and 11 (see Special Rule #6).

VICTORY CONDITIONS

The Alliance wins by controlling Neya at the end of the game. Otherwise, Undead wins.

BARBARIAN RAID

BY: GRANT DALGLIESH

MAPS & SETUP

Map 16, 2 Players

The Amazons have become complacent, believing that Niko's Wall protects them from all threats. A large Barbarian force has gathered in the Sobara Desert. They are threatening to swarm over the wall and into the Amazon heartland. Their Vikings threaten to outflank the wall.

FORCES

AMAZONS		
Block	Combat	Steps
Charmer	A+	2
Amazon	C1	4
Amazon	C1	3
Amazon	C1	2
Guardian	C2	1
Guardian	C2	2
Bowlyn	A2	1
Castle	C4	2

BARBARIANS		
Block	Combat	Steps
Runeka	A+	4
Huscarl	C2	4
Huscarl	C2	4
Spearmaid	C1	4
Cleric	C2	3
Viking	B2	3

Deploy all Amazon blocks at their noted strengths, with at least 1 block in each of the 7 cities.

Deploy the 6 Barbarian blocks in the two Sobara Desert hexes. The Viking must be in the coastal hex..

Barbarians move first; Amazons do not move in Turn 1. Barbarian gold for the Build Phase is generated only from captured Amazon cities.

Eliminated blocks are permanently out of the game. Barbarians win by destroying the Amazon castle. Amazons win if they hold five or more cities at the end of any game turn after Game Turn 5.

WIZARD KINGS™

BOOK OF DOMINION

BY: JAY SCHINDLER

The Book of Dominion holds the darkest of magical secrets. Any wizard who masters the secrets of the Book can control and manipulate the minds and hearts of men and beasts.

Magister Lucicrast, a great wizard of black magic, made a pact with a demon over 100 years ago to obtain the Book. He mastered its lore and then proceeded to decimate all opposition on his rise to claim the throne of the realm. Tales are told of how soldiers—intent on destroying the Dark Wizard—would suddenly go mad and then turn on each other and destroy their own comrades. Many great leaders across the realm mysteriously became despondent and killed their brethren, then themselves. Those were known as the Times of Despair. Only after Lucicrast was consumed by the same demon from that dark incantation was the Book of Dominion recovered by younger wizards.

These wizards decided to form the Council of Wizards to watch over the indestructible book and to make certain no future wizard would use their magic to follow the corrupt path that Magister Lucicrast had followed. Rather than be tempted by the Book of Dominion's power, the Council decided to combine their skills and seal the book securely with magical lock and key. They agreed that one wizard would take the locked Book of Dominion into his safekeeping and travel to the far eastern reaches of the realm. There he would become a wandering mendicant, never mentioning the book to anyone, but always keeping the Book safe from others.

Another wizard would take the Key to the Book of Dominion to the far western reaches of the realm and do the same, living a life of solitude and secrecy. Again using their collective power, the Council devised a scrying crystal that could view the location of the Key on the full moon and the Book of Dominion on the new moon. The scrying crystal was kept by the Council of Wizards in the central regions of the realm so they could watch and be certain that the Key and the Book were kept far apart in the distant lands to the east and west.

But all this happened decades ago. Now new vigorous leaders sprout up across the land. Some are bold and fearless, while others are quietly cunning. Most aspire to bring the smaller feuding factions of the realm together under a unified, peaceful leadership. Others simply wish to conquer

the lands in order to benefit from the riches it contains. However, all know that battles will soon come, and all would rather be party to victory than be counted among the vanquished. Everyone recognizes the Book of Dominion holds the key to controlling such a vast realm.

Stories of the Book of Dominion and the Key to unlock its power have been verified by the aging Council of Wizards, but they will not disclose the location of either. They have warned that the wandering wizards protect the Book and the Key with their lives. But what is one wizard's life to a fresh army of warriors looking for battle and glory? The Council now realizes that it may be only a matter of time before a new general gathers the Key and Book together to make its power available to his cause. However, such a leader must make his own pact with a wizard, for only a master wizard can learn the dark secrets within the Book. And only those wizards on the Council are skilled enough to divine the Book's lore. Any leader would be foolish to give so much power to one wizard, but then the world is filled with foolish leaders who believe they can ally with a wizard. And any wizard who would abandon the Council and study the Book of Dominion must certainly be hungry for the almost limitless power that comes from it. This is what some men fear. However, one leader who has dominion over the land, with a powerful wizard at his side, could bring a lasting peace to the realm. This is what some men pray.

MAPS & SETUP

3 players: Use three maps

4 players: Use four maps

5 or 6 players: Use six maps

(For 5 players, one player sets up in either of the two Central Maps.)

SCENARIO RULES

COUNCIL OF WIZARDS

The Council is located in one hex closest to the center of the map set, but at least 4 hexes from any city. A neutral Level 4 tower on this hex represents the location of the Council of Wizards. Every player places one Level 4 wizard within this tower—their member on the Council.

THE KEY AND BOOK OF DOMINION

The Key to the Book of Dominion is located in one of 6 cities in the western third of the realm. The one player in the western realm puts 6 markers on 6 cities (or if 2 players in the west, they alternate placing the 6 markers). During the Combat phase, each player can explore as many cities per

turn as he would like. When a player's forces occupies the first city to be searched, a 1 on a 1D6 roll discovers a wizard and the Key. If the die roll is a 2 through 6, the wizard is not in that city. A search through a second marked city will discover the wizard and Key if a 1 or 2 occurs on a 1D6 roll. If the die roll is 3 through 6, the wizard is not in that second city. This progression continues until the Wizard and Key are discovered.

The discovered Level 4 Wizard always attacks (A+) in the first combat round using a Fire Arrow (3D6@F3; Targeting allowed. Cost: 1). In the second and subsequent combat rounds the Wizard always attempts to retreat either by movement or by using an Invisibility Spell. Only after the Wizard is killed will the Key be recovered successfully by the attackers. (The player furthest from the discovered Wizard makes the moves for the block.) The wizard automatically recovers 1 Level during the Build phase.

Invisibility Spell: Costs 1 level. Roll 2D6. On 8 or higher, the wizard disappears (is removed) from the hex. Combat is over. On the wizard's next Movement phase he reappears 1 hex away from the original hex and then can move normally provided he does not begin movement in an enemy occupied hex. The Wizard will attempt to flee away from the attacking forces during his Movement phase. If the wizard reappears in an enemy occupied hex, he behaves as earlier: attack the first Combat round and then attempt to retreat/become Invisible subsequent rounds.

The Book of Dominion is located in one of the 6 cities in the eastern third of the realm. It is found and obtained the same way the Key to the Book of Dominion is discovered and taken.

Once the Key and the Book are discovered and taken from the protecting wizards, the current owner(s) of the Key and Book must place a block on the board representing the item. The item cannot move on its own, but may travel with any block that can move.

THE SCRYING CRYSTAL

As long as a player has a living wizard in the Council, he is privy to the results of the Scrying Crystal on the new and full moon. The Council meets and discusses actions (players act as their own wizards) for a 5 minute period at the beginning of each turn. The Council does not leave their tower, but individual wizards may choose to leave the Council. If the player moves his wizard out of the hex where the Council is located, he may not know the results of the

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Scrying Crystal. The Scrying Crystal cannot be stolen from the Council of Wizards unless the wizard thief successfully kills all other wizards who choose to defend it, or all wizards who choose to defend the Crystal are destroyed by enemy forces attacking the tower. Wizards on the Council also know the Fire Arrow and Invisibility spells and may use them during Combat rounds.

UNLOCKING THE BOOK OF DOMINION

To unlock the book, a wizard must combine Key and Book in the seclusion of a tower. It is considered an A2 attack on the Book and costs 2 levels. However, if the tower or wizard is successfully attacked that combat round the wizard's concentration is broken and the Book of Dominion is not unlocked, although the wizard still loses 2 levels. To read the Book and divine its magical secrets the wizard must be free from successful attacks (physical or magical) for 3 turns. These turns need not be consecutive.

ADDITIONAL DARK WIZARD SPELLS

Mind Control (Single Block):

Cast 2D6@F3. Targeting allowed.

Cost: 1 level. If any hits occur to the single block, that block is now controlled by the Dark Wizard. Until the wizard is killed or farther than 3 hexes from this block, the single block moves and attacks during the wizard's turn doing the wizard's bidding. This includes having the block attack itself.

Mind Control (Multiple Blocks in the same hex):

Cast 3D6@F3. Targeting allowed. Cost: 2 levels. The number of hits determines the maximum number of blocks in that hex now controlled by the Dark Wizard. Until the wizard is killed or farther than 2 hexes from these blocks, the blocks move and attack during the wizard's turn doing the wizard's bidding. Blocks may attack themselves.

[Don't read the following if you want to play the scenario—for Gamemasters only.]

Destroy the Book of Dominion:

This spell is only shared with the player whose wizard successfully reads and divines the secrets of the Book of Dominion. On the last page of the Book is the spell that describes how the Book can be destroyed. This spell is an A2 attack on the Book and must do 2 points of damage (possible over multiple turns). Cost: 2 levels.

Note: The Book of Dominion is a source of magical power once fully read. It can be tapped once each Combat Phase (not each round) for 1 point of magical power.

However, this magical power cannot be used in attempts to destroy the Book of Dominion.

TURN PHASES IN THE GAME

COUNCIL PHASE:

During this phase, lasting usually 5 minutes, those players with wizards at the Council can choose to discuss and make diplomatic maneuvers. As per the regular rule set, any declared alliances may be broken at any time. Once this phase is over, discussions among Council members are over until the next Council phase.

When it is a full moon turn the possessor of the Key must reveal the hex location of the block to the Council. Likewise, when it is a new moon turn the possessor of the Book of Dominion must reveal the hex location of the block to the Council. Players without a wizard on the Council of Wizards should not be informed of these details.

INITIATIVE PHASE

Instead of rolling 2D6 for initiative, each player puts into their fist a number of tokens representing the number of GPs they are spending for spies and covert operations. Players cannot spend more GPs than they have available from currently controlled cities. The player who spends the most GPs chooses which turn order he will go for that turn. Note that he may choose to go first, or last, or anywhere in between. Those who spend no GPs will have last choice of turn order. Ties on GP expenditures roll a die to determine priority of selecting turn order. Note that players will probably not go in consecutive clockwise order. Any GPs spent on spies and covert operations are then unavailable for use during the Build Phase at the end of the turn.

MOVEMENT PHASE:

Normal

COMBAT PHASE:

Wizards on the Council may combat each other during this time.

BUILD PHASE:

Normal

FORCES

Each player places one Level 4 tower within one city hex to represent their capital. A simple majority of their blocks must begin the game within this city hex (may violate stacking limitations for setup only) or within 1 hex of the capital city hex. Remaining blocks may begin within other cities on their map. Cities on their initial map are considered friendly. Opponents who occupy non-friendly cities may use the cities' gold

resources, but must keep one block in the city or it reverts to the original friendly player. Friendly cities contribute economic points to strengthen existing forces or building new forces, but new blocks must appear within a city on the player's original map.

Each player can use the following points in the generation of their initial forces:

3 players: 50 points, 10 blocks max

4 players: 45 points, 8 blocks max

5 players: 40 points, 7 blocks max

6 players: 35 points 6 blocks max

Each player may add one Level 1 Wizard to their forces at the beginning of the game. This young wizard and future wizards may not mature beyond Level 3 for the duration of the game.

VICTORY CONDITIONS

Single Leader Victory: One player's wizard successfully reads the Book of Dominion and joins at least 1 other block of Level 4 within his home tower.

2 Player Joint Victory: One player's wizard successfully reads the Book of Dominion and joins at least 1 other block of Level 4 from another player in either player's home tower.

Wizard Council Victory: The Council of Wizards learns how to destroy the Book of Dominion and successfully destroys it.

The "End to Magic" Victory: One player has possession of the Book of Dominion and the Key to the Book in his home tower, and all members of the Council of Wizards are dead.

VARIATIONS

None

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BOOTY RAID

BY: FRANK NOVAK AND KEVIN MCCARTHY

INTRODUCTION

The cities of Khara, Koro and Olom represent the cultural center of the Orc empire. The Orcs consider this area very friendly and cosmopolitan and encourage others to visit, spend money and enjoy themselves. The Orcs do not feel they want to associate the image of a police state with their cultural center. As such, the area is marginally garrisoned with production not geared to supporting a standing army.

The Amazons, unfortunately for the Orcs, have envied the treasures and artifacts in these cities for quite some time. They have assembled a large force to attack and raid these cities in an effort to obtain the treasures and artifacts for themselves. The Orcs must hold off the raid long enough to move the treasures and artifacts stored in these cities to a safer location.

MAPS & SETUP

Maps: 3 and 5 are used. The Amazons player sits with Map 3 in front of him with the 3 in his lower left corner. The Orc player sits with Map 5 in front of him with the 5 in his upper right corner. The Orcs set up first on map 5. The Amazons set up next on map 3. Setup follows the normal procedure.

SCENARIO RULES

- Number of Players: 2
- Type of Game: Delaying action.
- Number of Turns: 9
- Estimated Time: 1 to 2 hours
- Amazons have the Initiative Turn 1.

At the start of the game the Orc player secretly writes on a piece of paper the following information:

City	Value of Treasures (GP)		
Khara	10	20	30
Kord	10	20	30
Olom	10	20	30

Circle one of these numbers for each city. There can be no duplicates. This means that if 20 is circled for Khara, it can not be circled for Koro or Olom. This represents the value of the treasures and artifacts in each city. The total value for all treasures and artifacts is 60.

Whenever the Amazons capture one of these cities, the Orc player must reveal the value of the treasure and artifacts in that city. The Amazons receive this amount and keep it even if the Orcs retake the city.

FORCES

Orcs		
Block	#	VALUE
Shakla 4	1	8GP
Ogre 2	2	16GP
Troll 2	2	16GP
Orc 4	4	32GP
Goblin 2	4	24GP
Castle 3	3	16GP
TOTAL	16	106GP

ORC FORCEPOOL

No new blocks allowed.

Amazons (Amazons)		
Block	#	VALUE
Charmer 4	1	8GP
Bowlyn 3	2	24GP
Chariot 2	2	16GP
Guardian 3	2	12GP
Amazon 4	6	24GP
Castle 3	2	12GP
TOTAL	15	96GP

AMAZONS FORCEPOOL

Any blocks except there can be only one Charmer on the board at any one time.

If the Charmer is eliminated, it cannot be rebuilt. The Orc Shakla **can** be rebuilt.

VICTORY CONDITIONS

Victory conditions are determined by the value of treasures and artifacts (booty) held by the Amazons and the end of turn 9:

Amazon Booty	Level of Victory
60	Decisive Amazons
50	Decisive Amazons
40	Marginal Amazons
30	Draw
20	Marginal Orc
10	Decisive Orc

If the Amazons control Khara, Koro and Olom before turn 9, the game is over and they score a decisive victory.

VARIATIONS

None

WIZARD KINGS™

CHAOS WARS

BY: GRANT DALGLIESH

Wizard Kings scenario for 2-7 players.

INTRODUCTION

The forces of Chaos are pawns confined to the arena of the Wizard Kings. The sport is battle among the myriad creatures. The Wizard Kings battle to control the greatest army of magical beasts. Magic keeps the beasts loyal in life but, once slain, any Wizard may call upon them to fight. This is the way players gain control of more blocks (the primary victory condition).

Only Chaos blocks are used. The player who controls the most Chaos **steps** after 10 turns wins.

MAPS & SETUP

2 players: Use 1 map

3 players: Use 3 maps

4 players: Use 4 maps

5+ players: Use 6 maps

Each player starts in just 1 city of 1 GP value. All forces begin in that city (stacking limits are ignored for set-up only).

All other cities are neutral/enemy and must be garrisoned once captured to keep them friendly (allowing building).

SCENARIO RULES

The maps are wraparound. Edge half-hexes have a corresponding match on the other edge. Full edge hexes abut with edge hexes on the opposite side.

Normal rules for Initiative, Movement and Combat. Eliminated blocks go into the chaos pool.

BUILDING

Building is NOT simultaneous. **Reverse** Initiative order applies for the Build Phase. The player who moved last gets to build first, etc.

Instead of GPs, players build **1 step** of **any** Chaos block for each Gold Point. Blocks located in the city **must** be built if not full strength. **Only if excess points** are available in that city, may a player draw from the pool of chaos blocks.

For example in a 3 GP City, a player can build three steps of Chaos blocks. If the block(s) located there need just 1 step to be at maximum strength, the player may then draw 1 new blocks randomly from the pool and deploy it in that city at strength 2.

Stacking limits may cause points to go to waste. Saving is not allowed in this scenario. Merging is also prohibited.

Aquatic blocks drawn for inland cities are returned to the pool and a new draw is made.

It is a challenge to maintain garrisons in multiple cities to maximize building while not spreading oneself too thin to defend. Remember that retreats are not allowed on the first round of combat; a weak force can sometimes be overwhelmed before it can flee.

Players can control blocks of any color (be careful not to lose track of ownership).

FORCES

2 Players	3 armies each; one in pool.
3 Players	2 armies each; one in pool.
4 Players	1 army each; three in pool.
5 Players	1 army each; two in pool.
6 Players	1 army each; one in pool.
7 Players	1 army each; none in pool.

An army is four blocks of one color at maximum strength. Any block types (labels) may be part of any army. In 2 and 3 player games, players command all their armies as one.

VICTORY CONDITIONS

Play ten turns. Winner is the player who controls the most Chaos steps at the end of the game. If players are tied, controlled City GPs are totalled to determine the winner. If still tied, continue the game and check after turn 11 etc.

VARIATIONS

None

WIZARD KINGS™

CITY OF CHAOS

BY: CHRISTOPHER ALLEN

INTRODUCTION

On the last day of the fifth moon, after months of bad omens, your priests perform a risky divination. Crying in pain, they tell you...

"The dead awake again in Neya! If the walls of Neya don't fall by the dark of the next moon -- the dead shall rise to reap our souls!"

The black city on the island of Neya has been in the hands of the Grand Necrom Llv'k for just over 66 years. Built originally by the blocked craftsmanship of elves, dwarves, and human tribes, they city has never been taken by combat, only treachery. Now you, the leader of your people, must find a way to breach Neya's walls and save your people.

MAPS & SETUP

The Undead Army starts on Map #10, with the walled island fortress of Neya (as per the map rules, all defending blocks on Neya get +1 on combat, i.e. B2=B3). In addition, any spell casters (not chaos monsters) may cast level 1 spells at no step cost while residing in Neya.



Up to 4 players choose any map.

SCENARIO RULES

Requirements: Undead Army, Chaos block, Map #10, up to four additional Armies for the first 4 players.

A die is rolled, whomever has the highest dice roll controls the Undead Army for this round, in addition to their own troops. Then initiative is rolled by each player, including the Undead Army. Unlike regular games, initiative does not go clockwise, but in order of the dice until all have played the turn including the Undead Army. At the beginning of the next turn, the control of the Undead Army for the next turn is rolled again.

At the beginning of the 29th turn, if the Undead Army has not been driven out of walled city of Neya, every city and every henge on every map, at the Undead Army discretion, will generate 1d6 gold that can be used at that city or henge to generate Undead or Chaos troops under the control of the Undead Army. If the city or henge

is occupied, the Undead or Chaos troops generated get a free retreat before initiative is rolled. The Undead Player can use these troops to capture enemy cities, or harass the rear lines of his enemies.

FORCES

The Undead Army gets 60 gold of troops for each of the first 4 players, and has first choice of monsters among the Chaos Army, and may add Chaos troops at any time.

Up to 4 players choose any map, any army, and each has 60 gold of troops. All players must compete for the availability of monsters in the Chaos Army before the game begins by bidding for them to be available among their "pool" of troops, a minimum of 1 gold. Any Chaos Monsters not in the "pool" may not be hired later, and are available to the Undead Army for the rest of the game. The player going first picks the first 60 gold of troops for the Undead and places them on Map #10.

The second players picks the next 60 gold of Undead troops and places them, etc. After all the Undead Army have been placed, the first player places his map anywhere adjacent to #10, second player adjacent to #10, etc. Then the first player places his 60 gold of troops, the second, etc. If a fifth player is in the game, they will run the Undead Army, but at a disadvantage of only 50 gold of troops per other player. Undead setup must be completed before other Armies are setup.

VICTORY CONDITIONS

Each turn, victory points are accumulated for each city in possession. When Undead are driven out of Neya, the person with the most accumulated Victory Points is declared the winner. The Undead are declared the winner if, starting on turn 29, they control at least two cities (or optionally all cities) on every map at the end of each full turn. (Optionally, when the Undead are defeated, the person having the most gold value of troops in Neya wins. Or on turn 29, whomever controls Neya wins.)

VARIATIONS

In a 1-4 player game, the Undead Army is run by each player on different turns by a roll of dice. If there is a 5th player, that player plays the Undead Army with fewer troops (see Forces).

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CIVIL WAR

BY: CHRIS FARRELL

INTRODUCTION

Year 1367: The slave revolts of 1231 had resulted in the establishment of an independent Orcish nation from a number of tribes that had never worked together. In the years after the wars, a newfound nationalistic fervor had sufficed to keep the new nation of recently-oppressed peoples together. However, as time went by, cracks began to show.

While Uglyk the Strong remains one of the most revered figures in Orcish history for his prowess in battle, he made a crucial mistake in the immediate aftermath of the revolts by not consolidating the power of the Orcish central government rapidly. As individual tribes asserted their own power, it rapidly became impossible to do so, and so once intertribal resentment broke into serious armed conflict the central government did not have the power to keep the federation together.

MAPS & SETUP

Purchase all blocks simultaneously. Unionists set up first, followed by the Separatists. The islands containing Jusana and Akelas are out of play.



SCENARIO RULES

1. This scenario requires two armies of Orcish blocks, and a good selection of Chaos blocks.
2. Saved gold may only be used to hire, pay, or add strength to mercenaries (see #3 below).
3. Chaos blocks: Neither player may use Chaos blocks at start, nor may they be bought through the normal means. Instead, they are offered by auction. At the beginning of the game, select Chaos blocks to form a pool of mercenaries. Then starting on turn 2, at the very end

of Build phase of every even-numbered turn, randomly select one Chaos block from those available in the mercenary pool. Players then secretly bid (from their Gold Reserve) GPs they are willing to pay, **per turn**, to employ the block. High bidder receives the block at full strength in any home city and pays his bid, marking it in the boxes above. As long as the Chaos block is alive (at any strength), the bid amount must be paid every Build phase; failure to pay the mercenaries results in an immediate loss! Once so "hired", Chaos blocks may have steps added as usual (using Saved Gold or regular production), but if eliminated they are removed from the game.

FORCES

Unionists - Orc: 115GP of blocks and/or Gold Reserve (see 1. below). Maximum 2 Wizards. Set up in Saros, Juslac, and Tava. Additionally, chose two 1GP cities on map 3. Set up at least one block in each city, with no more than 4 blocks in any city on map 3.

Separatists - Orc: 100GP of blocks and/or Gold Reserve (see 1. below). Maximum 2 Wizards. Set up in all remaining cities, at least one block per city.

Mercenaries - Chaos: Use at least 6 blocks. You can use any blocks, but the following are recommended: Dragon, Demon, Kraken (x2), Manticore, Pegasus (x2), Minotaur, Spider.

VICTORY CONDITIONS

The Unionists win by holding Salahn at the end of game turn 15. Any other result is a Separatist victory.

Dragon	Demon	Kraken	Kraken	Manticore	Minotaur	Pegasus	Pegasus	Spider
F S	F S	F S	F S	F S	F S	F S	F S	F S

VARIATIONS

1. Dwarves: Same as above.
2. Ferkin: Substitute map 1 for map 3. Federalists must hold Langara to win.

WIZARD KINGS™

DRAGONIA

BY: TIM TAYLOR

In the midst of the Great Eastern War, several raiding forces approach the Wasted Shores. Their goal is to capture Dragonia. Widespread rumors speak of terrible beasts, perhaps even dragons, rampant on Dragonia, but each commander scoffs at such stories. The strategic advantage of holding Dragonia far outweighs such concerns. Since these raids represent but one small part of the Great Eastern War, each commander realizes that he's basically on his own. All these difficulties do not dissuade them — for every commander dreams of being the conqueror of Dragonia!

MAPS & SETUP

Use map #7. Player A controls the land with cities named Torpool and Hope. Player B controls the land with cities named Fairhaven and Milton.



SCENARIO RULES

In this scenario, Dragon blocks may build up to 4 Strength (they're not limited to 2 steps).

Dragons are limited to two blocks in play (except in three/four player game).

Dragons do get GP for their friendly Dragon Nests. They save these GP from turn to turn until enough have been accumulated to build a step. The Peak of Tears hex is also worth 2GP for Dragons (only).

A random Player moves Dragons' blocks last, and must always take the most direct route back to one of their Dragon Nests — Redheart, Wormly, and the Peak of Tears. Dragons may also Retreat (if reduced to 1 or 2 Steps) or Regroup, determined by an opposing player. Eliminated Dragon blocks may be rebuilt in any Dragon Nest hex: Redheart (3), Wormly (1), or the Peak of Tears (2).

Dragons may cast a Firestorm spell instead of firing in the block's normal Combat Phase (not at the same time as Wizards). Firestorm costs one (1) step of the Dragon block; Dragons may not eliminate themselves casting Firestorm spells. Each Dragon may only cast one spell per Combat Phase. Firestorm: cast 6d6 @ F3. Targeting allowed. Spell **can** eliminate enemy blocks.

DRAGON NESTS:

The GPs from the cities of Redheart and Wormly (as well as the special Peak of Tears hex) represent Dragon Nests and are unusable by players. Players do not receive GP for controlling them and their blocks may not be built there.

THE PEAK OF TEARS:

The hex in Dragonia labeled Peak of Tears is considered a lava flow and counts as a Dragon Nest worth 2 GP. No Ground blocks may enter this hex. Although both Flyers and Aquatics may move through the Peak of Tears hex, only Flyers may have Combat therein. Only Dragon blocks may remain in the Peak of Tears hex after Combat — other players' successful forces must Regroup to another nearby friendly hex. The Peak of Tears hex acts like a Henge, but only for Dragons (i.e. Dragon blocks cost a mere 4 GP to build here).

RAVENSTONE HENGE

Ravenstone is inactive at the start of this scenario. A Wizard must cast a Level 1 spell in lieu of Movement to activate this Henge. After activation, this Henge functions normally.

THE GREEN ISLE

The hex between Milton and Hope, labelled Green Isle, projects a powerful aura of restorative magic. One block of a Player's choice located in the Green Isle hex is increased by one (1) step at no cost in GP during the Build Phase.

THREE PLAYER GAME

Add Player C, whose lands contain the friendly cities, Kynlee and Brigadon. Increase the number of Dragon blocks to three, one block per Dragon Nest. Dragons are limited to three blocks in play.

FOUR PLAYER GAME:

As Three Player Game, except add Player D, the Dragons! Dragons may use Dragon Nests just like cities (Redheart @ 3GP, Wormly @ 1GP, & the Peak of Tears @ 2GP). Player D may freely move Dragon blocks however he wishes. Player D cannot enter into battle alliances with any other Players — the Dragons always fight alone. Dragon blocks may raze cities on

the map by spending one complete Turn alone in a city hex, after which that city is considered totally destroyed (no GP, no builds). Player D wins by razing every city on the map or by eliminating all enemy blocks.

FORCES

Players choose one of the following armies, placing their forces so that each of their cities is occupied:

Place one 4 Strength Dragons in each city on Dragonia (Use two orange Chaos blocks):

Player A: Barbarians	
Block/Strength	#
Viking/3	1
Viking/2	1
Hippogryph/1	1

Player B: Elves	
Block/Strength	#
Pixie/3	1
Pixie/2	2
Mermaid/2	1

Player C: Undead	
Block/Strength	#
Vampire/2	1
Kraken/2	1

BUILDING:

Each Build Phase, players receive a random amount of help from off-map. Roll 1d6: 1-3 = 1GP 4-6 = 2GP. Players may save their GP from turn to turn instead of spending it. However, when a player does spend saved GP, all of it must be spent. Any available new blocks except Chaos blocks may be built in Friendly Cities.

VICTORY CONDITIONS

Players seek to be sole possessor of Dragonia using only limited resources.

VARIATIONS

Enemy Cities: The cities of Kynlee and Brigadon are hostile to both Players A & B. They must be garrisoned to receive their GP and blocks may not be built there. They're friendly to Player C.

WIZARD KINGS™

EXXXTREME CONQUEST

BY: DON LYNCH

INTRODUCTION

The intent of these rules is to play Wizard Kings in a style of eXplore, eXploit, and eXterminate. Wizard Kings rules apply except where noted below.

MAPS & SETUP

Set up maps randomly in a pattern as close to a square as possible. For example, 2x2, 3x2, et cetera. Blocks may move off any edge onto the corresponding hex on the opposite edge. A half hex on an edge is part of the same hex as the half hex on the opposite edge for all play purposes. Ensure there are no large islands, after allowing for the wrap-around effect of movement and adjacency.

Each map edge wraps around to the corresponding opposite edge, North edge to South edge and East Edge to West edge, as if the map edges were adjacent. (The Kamchatka effect.) Thus blocks on a half hex on an edge are considered to also be in the corresponding half hex on the opposite edge.

Choose any army. High roll chooses first etc. Each player will need a set of markers to show control of unoccupied conquered cities.

Randomly choose a number of available maps equal to the number of players. If there is an odd number of players, add one map to the mix.

Each player in choice order selects a home city by placing a 2 step castle in any city with a value of at least 2.

After home cities are chosen, each player in reverse choice order then selects a 1 point city to start as part of a growing empire.

Players should seat themselves near their home cities such that their blocks face only their owning player. After seating arrangements are completed, each player rolls 2 dice for first player. High roll plays first, and turns pass to the player on the left. All other cities are neutral. Choose a random army for neutrals.

SCENARIO RULES

MOVEMENT

Each player moves, attacks, and then builds as a player turn. Blocks must stop when entering a neutral city hex.

Only a player's home city is considered to be naturally friendly to him. Other cities are neutral until conquered. A city is friendly

to the last player to conquer it. Players should mark the cities they have conquered for control purposes.

COMBAT

Blocks moving into an unoccupied enemy or neutral city must stop. Then the active player may regroup as the victor.

Neutral cities defend with a number of blocks equal to the city value. Randomly select that number of blocks from the neutral force pool to be the city's defenders. Aquatics may not be selected for all-land hexes. If the active player has less than 10 gold points income at the start of the current turn, any defending blocks will not include wizards or chaos creatures. Reselect defending blocks until all criteria are met.

Neutral blocks' actions are controlled and performed by the player to the left of the active player. A neutral block always starts at its maximum strength. Neutral blocks do not retreat, even as a result of magic spells (magic can eliminate them).

If a neutral force is not eliminated, note the location and all surviving neutral blocks. If that neutral city is attacked again on any future player turn, the city is defended by its previously surviving blocks plus one additional random reinforcing block. All surviving blocks return to maximum strength.

BUILDING

The build phase is part of a player's turn and is not simultaneous.

A player's Home City is worth 4 GP to the controlling player, not the printed value.

Only cities that start the turn under the active players control produce GPs. A city that was just conquered does not produce.

BOAT TRANSPORT

A boat can be used to ferry 1 friendly block. A boat may load, move, and unload on a given turn, but the transported block may not otherwise move that turn (no chain transporting). A loaded boat counts as 1 block for stacking. Boats may remain at sea.

In this scenario, boats defend normally, but may **only attack other boats**, 1 boat per hexside. Blocks on boats fight at C level, not printed letter grade. Embarked blocks may attack when unloaded, but lose one letter grade for the first combat round and have no retreat. If a boat sinks, the block being transported is lost.

EXXXTREME CONQUEST NOTES

Use the rules for set up and placement as guidelines. The hexes on one edge of the maps may be exactly half land and half

water. We usually choose eligible maps by consensus and roll dice to determine the Armies' relative locations.

Some adjustment to thinking is necessary now that a player's entire turn is completed prior to another player moving/attacking/building. Reinstating the initiative rule makes this even more true.

FORCES

Each player selects 24 GPs worth of blocks and places them in his starting cities. Each Starting city must contain at least 1 non-wizard block. Chaos blocks may not be chosen to start the game.

VICTORY CONDITIONS

A player wins if he starts a turn with at least 66% of available city gold points. Alternatively, a turn or time limit can be used; most GP value wins.

VARIATIONS

1. Players may elect to start with only 1 home city or with their home city and 2 additional 1 point cities. The third city is chosen in the original army choice order.
2. Each friendly unoccupied city has a garrison of two steps of C1 combat value. Garrisons are not represented by blocks. If a city is attacked but not conquered, the city garrison is reset to two steps.
3. Re-institute the initiative roll at the start of the Game Turn. (established each time that all players have had a turn). Players may secretly allocate any saved GP to the initiative dice roll. This allocation may be positive or negative. Each allocated GP affects his initiative roll by 1. Any GP so allocated are immediately spent.

WIZARD KINGS™

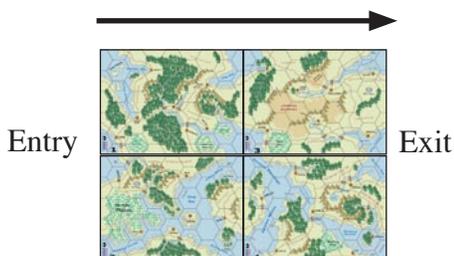
GOLD TRAIN

BY: TED KUHN

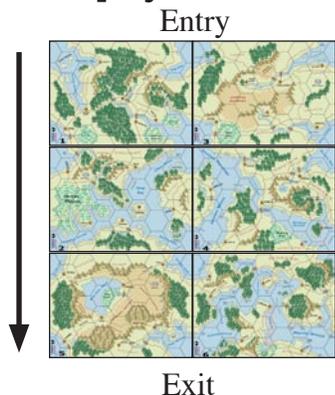
INTRODUCTION

One player leads a gold train on a dangerous cross-country expedition. The other players conspire to stop the train, while competing against each other for glory.

3 or 4 players



5+ players



SCENARIO RULES

Select an even number of maps for use, depending on the number of players. With 3 or 4 players, use any 4 maps; with 5 or 6 players, use any 6 maps. Position the maps so that a large rectangle is formed (See Diagrams at right). The gold train will need to traverse the longer axis of this large map, beginning on a map-edge road hex and exiting from the opposite side of the map via any road hex edge.

The Gold Train player selects one of the road entry hexes at the map edge for use. All blocks must enter this hex, and all blocks must enter on the first turn. Once the Gold Train player has indicated the entry hex, each non-gold train player selects a unique map on which to begin. Non-gold train players may not select the map on which the Gold Train enters. Each nongold train player starts all blocks in the city (on each selected map) closest to the exit edge of the entire map (choice of cities if equidistant).

SPECIAL RULES

1. All cities are neutral unless occupied. (Note: This implies that no additional blocks (except castles) may be constructed in this scenario. Original blocks may receive replacements, but if destroyed, they are eliminated).
2. The Gold Train must be maintained at full strength if gold is available.
3. The Gold Train may not be moved through the use of spells.
4. No alliances are allowed.
5. The Gold Train player moves first on Turn 1. The Gold Train player may choose, each turn after the first, whether to move first, last, or by initiative roll (choice is made prior to initiative roll).

FORCES

Gold Train player has choice of available armies to escort the gold train. Gold Train player selects blocks worth $10*(N-1)$ gold points (where N is the number of players). In addition, this player receives the Gold Train (use a castle block of a different color) at 3 Strength. The Gold Train is a C4 land block with movement of 1 hex (2 along road).

The other players select their armies in the reverse order from which map selection was made. All other players select blocks worth 20 gold points. Each of these players may begin with no more than 4 blocks.

VICTORY CONDITIONS

The Gold Train player wins if the gold train exits the far side of the map from any road hex. If the Gold Train is destroyed en-route, the player destroying the gold train wins.

VARIATIONS

Players may construct new blocks in cities they hold. Note: This will drastically change the play of this scenario. Our experience is that the Gold Train will need to function as a City for production purposes, and that non-gold train players should be excluded from selecting either entry-side map.

WIZARD KINGS™

HELL'S CARGO

BY: TIM TAYLOR

INTRODUCTION

Powerful orcish raiding parties have stolen an awesome artefact of the elves. The Red Skull is a living crystalline demon's skull shaped like a ruby squid. Although the Red Skull's powers are reputed to be manifold, it's arcane nature frustrates all attempts by Orc Shakla to wield those powers. Angry Shakla have placed the Red Skull in an enormous chest protected by a great steel lock, guarded and transported by the finest orcs. The Orc BattleMaster calls off his raid, mustering his troops to carry this hellish cargo back to Orc lands.

MAPS & SETUP

Maps are set up as shown above. Player A controls none of the maps. Player B controls maps # 1, 3, and 5. Player A sits nearest map #1, while Player B sits at the #5 end.

SCENARIO RULES

Player A (Orcs) must transport demonic cargo across three enemy maps and exit it off-board.

Player B begins with no blocks. Player B's builds are limited to a city's gold value in blocks per turn (e.g., only two steps of any type may be built in the city of Zard each build phase).

Player A chooses one block to represent the Red Skull: the hellish cargo. This block does not fight nor move on its own. The Red Skull cargo block does not count against stacking limits nor hexside limits.

When in combat, the Red Skull is revealed just like other blocks but it has no combat abilities. One orc block (but not a Wizard) must transport the Red Skull in order for it to move. This block must be present in the hex with the cargo at the start of movement and can carry it as far as it can normally move. The Red Skull cargo stays with its transporting orc block for the whole movement phase; it can't be relayed from one block to another during movement. The Red Skull cargo cannot be retreat or regroup off the edge of map #5; it must be moved.

Orcs enter from this edge.



Red Skull must exit from this edge.

FORCES

PLAYER A: ORCS

An army of 120 GPs. No Chaos blocks may be chosen. May not build any new blocks, except Castles, since all maps are friendly to Player B.

PLAYER B: ELVES

No starting forces. May build any blocks including Chaos blocks. Building is limited to a city's gold value in blocks per turn. All maps are friendly to Player B.

VICTORY CONDITIONS

Orcs must exit the Red Skull, a block representing this demonic cargo (as well as its transporting block), from the bottom-most edge of map #5, that is, the edge nearest where Player B sits.

Elves must prevent this by capturing the Red Skull block; it is captured whenever alone with Elven blocks.

VARIATIONS

1. To help Player A, increase initial army to 150 GPs.
2. To help Player B decrease Orc army to 100 GPs.
3. Instead of Orcs for Player A, try Amazons or Feudals.
4. Instead of Elves for Player B, try Barbarians, Dwarves, or Undead.

WIZARD KINGS™

IF AN ORC DIES IN A FOREST DOES ANYONE CARE?

BY: BRIAN & SHANE HUBENIG

Greetings Warchief, I fear your name, I respect your clan.

Lord Dasgar has received word of your successful infiltration of the Elven lands, and hears your call for reinforcements. Alas, your brethren do not share your zeal, nor heed your call to battle. Their quivering hearts fear our last campaign in the forests of the fair ones. They need a sign to thaw their cold dread and heat their blood for combat.

Lord Dasgar believes that sign to be Langara, the great fortress at the joining waters of the Kona and Helyn. Has not this stronghold protected the foul Elves for ten hundred suns and moons? If you can shatter that stone, or cage it like a bird, your brethren will wake from their slumber and the clans will march. If you fail your children will be eaten and your name forgotten.

Tarkan Mon Urvak Battlemaster of the Orcs.

MAPS & SETUP

Use Map #1. Elven player sets up first. The strength 4 castle must be set up in the city of Langara. The Wicana also starts in Langara. All other Elves must set up, 2 blocks per city. This map is friendly to the Elves. All empty cities are considered Elven.



Orcs are player 1 for the first turn. The Orc player chooses a map edge. All Orc blocks enter the map in any hex on that map edge. The first hex entered counts as their first movement. Count partial hexes as full hexes.

SCENARIO RULES

Only one Castle may exist in Langara Hex. Elves may build any of their own blocks, except no new Wicana blocks. Elves may have only 1 chaos block on the board at a time. The Orc player may not build any new blocks, except castles in captured cities. Existing blocks may be built up. The Orc player has no production until he captures cities. Orc player must keep cities occupied to collect gold for them (they revert to elven control if abandoned).

FORCES

Orcs		
Block	#	VALUE
Shakla 4	1	8GP
Ogre 2	3	20GP
Troll 3	2	18GP
Orc 3	4	24GP
Goblin 4	6	24GP
TOTAL	16	94GP
Elves		
Block	#	VALUE
Wicana 2	1	4GP
Ranger 1	4	16GP
Pixie 2	2	8GP
Glader 3	6	18GP
Castle 4	1	16GP
Castle 2	2	16GP
TOTAL	16	62GP

VICTORY CONDITIONS

Orc: 1) Destroy castle block in Langara,
OR 2) Control all the following cities at the end of the combat phase: Zard, Ardyn, Jak, Hopenkeep and Romakyn. (This represents cutting off all roads to Langara).

Elves: The Elves win by preventing Orc conditions.

VARIATIONS

None

WIZARD KINGS™

IGNORE NOT THE LITTLE ONES

BY: BRIAN & SHANE HUBENIG

Scout reporting - Jabari desert region.

Lord Commander, I have witnessed Goblin activity that deserves your attention. It would seem that the foul creatures have built an extensive network of breeding warrens, the scale of which we have not seen since the great wars. Organized Goblin production on this scale can only mean that we are in for a major raid. Oddly, I have not seen any tribal infighting or clan wars in the area. I believe these events may be related. I will remain on station till further orders.

Engibial - Ranger Scout

Commander, it is with great urgency that I bring this note to you. It was found on the body of our scout's pixie dispatcher. It would appear that a great Warchief has arisen among the desert Orcs. We must destroy his Goblin warren before this desert chief becomes a great threat. Regrettably, we have lost contact with Engibial and we don't know this Goblin warrens' location. Watch your back commander, the desert Goblins know their way around in the sand.

Ningal - Ranger Captain.

MAPS & SETUP

Use Map #3 and another of Elf players' choice. Orc player chooses map orientation. Map #3 is friendly to the orcs; the other map is friendly to the elves.



Orc player sets up first on map #3. Orc player secretly writes down which city on map 3 is the Goblin warren. This city builds one 4 strength Goblin EVERY build phase for free! A Goblin block must be available. Orc player may disband or merge Goblins to make one available. Elf player sets up second on elf map.

SCENARIO RULES

Both players may build any of their own blocks but may have only 1 chaos block on the board at a time.

FORCES

Orc Goblins are Desert Folk (and Mountain Folk).

Desert Orcs		
Block	#	VALUE
Shakla 2	2	8GP
Ogre 2	3	24GP
Troll 2	2	12GP
Orc 2	4	16GP
Goblin 2	2	4GP
Castle 4	2	16GP
TOTAL	15	80GP

Elves		
Block	#	VALUE
Wicana 3	2	12GP
Ranger 2	4	32GP
Pixie 3	3	18GP
Treek 2	2	12GP
Glader 3	6	18GP
TOTAL	17	92GP

VICTORY CONDITIONS

ORCS: Achieve Production of 15GP (capture 5GP on Elf map).

ELVES: Capture the City with the Goblin warren.

VARIATIONS

None

WIZARD KINGS™

ISLAND OF THE DEAD

BY: GRANT DALGLIESH

MAPS & SETUP

Map 13, Solitaire or 2 Players

Undead control the Island of Thilenius which they cannot leave. Deployment cities are given in brackets. Undead moves are automated for solitaire play.

UNDEAD		
Block	Combat	Steps
Castle (Bethi)	C4	2
Skeleton (Bethi)	C2	2
Skeleton (Anzar)	C2	2
Zombie (Baven)	C1	2
Zombie (Kreba)	C1	2
Zombie (Atami)	C1	2

ELVES		
Block	Combat	Steps
Wicana (Logyn)	A+	4
Ranger (Logyn)	A2	3
Pixie (Logyn)	B1	3
Pixie (Logyn)	B1	3
Glader (Garundy)	C1	1

Garundy and Logyn are Elven home cities. Elves win by destroying the castle at Bethi within 10 turns. Undead win otherwise.

The Undead always move second. They move unpinned blocks **one by one** as follows. Each block moves to attack an Elven block within its movement allowance, including to join a battle the Elves started. If there is no Elf in range, that Undead block does not move. When there is more than 1 possible destination hex, a random die-roll determines which location is chosen. All target hexes in range have equal priority.

For example: if there are 2 possible hexes, roll 1d6: 1-3 is one hex and 4-6 is the other. Or, if there are 4 possible hexes, number them 1-4, and roll 1d6 re-rolling on results of 5-6.

An undead block **must** retreat if it is at Strength 1 on its Combat Turn. Retreat priority is to a friendly hex, then a neutral hex. Retreats are made along roads when possible.

Build Phase is normal. Gold Markers are used to save GPs as needed. Elves can build 2 additional Gladers and a Castle in a Friendly city. No new Undead blocks are allowed. Eliminated Undead blocks must be rebuilt to strength 1 before steps are added to existing blocks. Remaining Undead GPs are spent on the cheapest blocks first and saved only if no building is possible.

There are other instances when Undead "choices" must be resolved with a die roll, such as retreat hexes, building, or when there are more blocks able to attack a hex than hexside limits or stacking allow. Determine the "odds" as in the example above. Moving blocks one at a time will resolve most issues. Undead losses are applied to cheapest blocks first. Use common sense where necessary.

VARIATIONS

With 2 players, the player handling the Undead has normal control. Initiative sequence and victory remain the same.

WIZARD KINGS™

LAST WIZARD STANDING

BY: GRANT DALGLIESH

MAPS & SETUP

Maps 14–15, 2 Players

Choose an Orc or Feudal army, first pick determined by die-roll. Player with second army choice has first map choice.

FORCES

EACH ARMY	
Block	Steps
Wizard (A+)	4
Arrow Fodder (cost 1)	4
Arrow Fodder (cost 1)	4
Arrow Fodder (cost 1)	4
Average Troops (cost 2)	3
Average Troops (cost 2)	3
Elite Troops (cost 4)	3
Castle (C4)	4

Both wizards know an extra Level 2 spell called *Heal*, that may only be cast in Move Phase. Roll 1d6:

1-3: heal 1 step

4-6: heal 2 steps

Add steps to block(s) in the same hex.

Each player's wizard is **automatically** rebuilt two (2) steps during the Build Phase. **No other building occurs**, except a bonus Wizard step is gained on a **Henge**.

Deploy all blocks at their noted strengths. Each player deploys on 1 map.

Winner is the player with the **most** block value (in GPs) after 10 turns.

The challenge is deciding when to use Wizard steps in combat, and when to use them to heal damaged blocks.

VARIATIONS

Use clerics instead of wizards.

WIZARD KINGS™

LOST RELICS

BY: TED KUHN

Each player searches for a lost relic hidden on their map. Then, the relic must be taken to its rightful place of worship off map.

MAPS & SETUP

Select 4 or 6 maps for use, depending on the number of players. Position the maps so that a large rectangle is formed. Each player selects a different map on which his relic is hidden (lost).

Each player selects one of the two road entry hexes at his map edge to enter. All blocks must enter via this hex, and all blocks must enter on the first turn.

SCENARIO RULES

All cities begin the game as neutral. To capture a city, the player shows his attacking forces (as in a regular combat), and then must roll a number of dice equal to the city's gold value. The resulting number is the number of strength points that the attacker must lose. Strength points are lost just as in regular combat; i.e. strongest blocks lose points first. If any attacking blocks survive, the city is captured. If all attacking blocks are destroyed or if the city is ever vacant at the end of a move, it reverts to neutral status. Captured cities provide gold for production normally and may be used to build new blocks.

A relic lies hidden on each map. Players will need to search up to 6 of the cities on their chosen map to find the relic. As a player captures each city, roll 1d6. The relic is found in the first city if a "1" is rolled; the relic is found in the second city if a "1" or "2" is rolled, and so forth. The player may "search" the cities on his map in any order. Once located, place a block of a different color in the hex to represent the relic:

1. A relic is a basic land block, must be "carried" by a block, has no combat value, and cannot be destroyed.
2. If all blocks in the relic's hex are destroyed, a relic is captured.
3. A player may control more than 1 relic.
4. A relic must be "carried" by a non-flying block. (If only flying blocks remain with the relic, it may not be moved.)
5. A relic may not be the subject of any spell.

FORCES

Each player buys blocks worth X gold points, depending on the number of players. Each player may buy no more than Y blocks.

# Of Players	Initial GPs (X)	Max. Initial Blocks (Y)
4	50	9
6	33	6

VICTORY CONDITIONS

The winner is the first player to find his lost relic and return it to the initial entry hex.

OPTIONAL VICTORY CONDITIONS

After returning with a found relic, re-enter the map and continue playing until a relic has been found and carried off each map. Winner is the player who found and retrieved the most relics.

MOONS OF TARKUNE

BY: PETE SMITH

Most folk believe that of the three moons of Tarkune, only Golieth, the great golden moon, has any influence on the Werecreatures of the land... They are wrong.

Tarkune has three moons, each with its own strange influences over the world of mortals. Werebeasts are in tune with each of these moons, and the influence of these moons is felt by all the werebeings who roam the face of Tarkune. Often these three forces will contradict or nullify each other, while other times they will augment each other. Careful Wizard Kings can plan their strategy based on astrology, and when able to forecast events in the future the legions of the Werebeasts can be the mightiest force on Tarkune.

THE MOONS



Arkor, the Blood Moon, is Tarkune's nearest moon, and completes an orbit in 22 days. Thanks to its reddish colour, many believe that

Arkor is a symbol of warfare, violence, and bloodshed. Arkor has a thin, wispy atmosphere, and sometimes sandstorms are visible from Tarkune, often sweeping across the entire face of the moon. Some armies, such as the Orcs, worship the blood moon, and their shamans search the face of the blood moon for signs and omens. Often the decisions for important events, such as when to go to war or to sue for peace, are based on the shaman's readings of the blood moon.

Arkor has the effect of making Werebeasts stronger when full (they roll extra dice), and weaker when new (they roll less dice).



Golieth, the Golden Moon, is the largest of the moons, large enough that it appears larger than Arkor, even though Arkor is nearer to Tarkune than Golieth. Golieth completes a revolution in 36 days.

From Tarkune Golieth appears to be shrouded in thick bands of golden clouds. The features of Golieth rarely change much, so few astronomers worry about interpreting the omens that are revealed by the changes on the surface.

Golieth is taken to have influence over a variety of things; it is the moon that represents magic, and chaos, but also wealth, and intellect. It is the moon most associated with mankind and their exploits, but also is associated with the strange creatures of darkness and of other dimensions, beings that all humans dread.

Golieth has the effect of making Werebeasts more effective in combat (their combat factor improves) when full, and less effective (combat factor is reduced) when new



Quelioree, the Life Moon, is a dim and slow-moving moon, and orbits Tarkune at the furthest distance, and appears quite small, taking a full 60 days to

complete one revolution. It is known as the "Life Moon" because its greenish colour is reminiscent of plants and growing things. It is seen as the harbinger of birth and growth, though also of death, since all these things are part of the cycle of life.

Quelioree is revered by the elves, who see it as representing harmony with nature and their surroundings. Since Quelioree does not always show the same face towards Tarkune, astrologers, elven and otherwise, make a fair bit of analysis of the current face of Quelioree in their calculations. Which face is showing, combined with the moon's phase, contributes to the "mood" of Quelioree.

Quelioree has the effect of making Werebeasts easier to develop (their costs drop) when full, and harder to develop (their costs increase) when new.

GAME SYSTEM

Rather than tracking the motions of a single moon, players now must track the motion of all three moons separately. Use the chart below to indicate the lunar

phase of each moon. The innermost moon is Arkor, the middle moon is Golieth, and the outermost moon is Quelioree. You will need some sort of counters to indicate the positions of each moon. At the start of the game, assign the phases of the moons randomly, as follows:

Start on the new moon for the innermost moon, Arkor. Roll a die, and count this many phases around the circle, going clockwise (follow the direction arrow in the center). Place the counter on the innermost (red) spot at the position you have indicated. Now roll the die again for the moon Golieth, and count further around the circle until you reach the number of phases away as this die roll. Place a counter on the middle (yellow) spot to represent Golieth's position. Repeat the process for Quelioree.

During each initiative phase, a die is rolled to determine how far each of the moons move on the track.

Roll	Arkor	Golieth	Quelioree
1	2	1	0
2	3	1	0
3	3	2	1
4	4	2	1
5	4	3	1
6	5	4	2

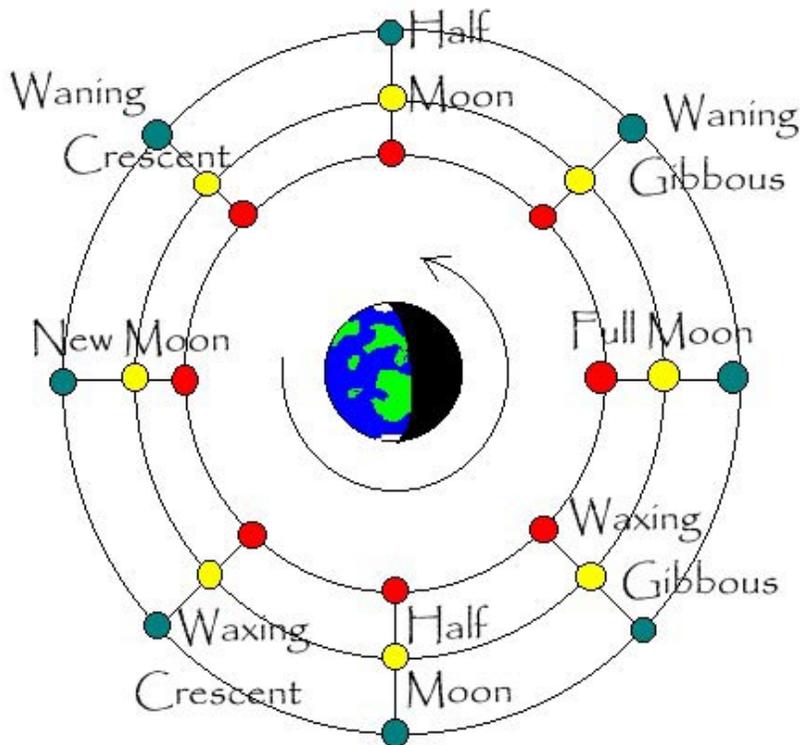
The same roll is used for all three moons; use the table above to determine how far along the track each moon moves. The random roll is used because each game turn is of an indeterminate length, the real length of which being affected by things like weather, season, and economic conditions. Also, the randomness prevents the phases of the moons to be too predictable.

EFFECTS

Once the positions of the moons have been determined, each moon may have an effect on the disposition of Werebeasts. The moons each have an entry for each phase and each moon's entry takes effect on each turn. However, moons may also be in conjunction. Each entry has a listing for if the moon is alone in that phase, or is in conjunction with one or more other moons. This conjunction effect works if there are two or three moons in the conjunction. If there are only two moons in a conjunction, then the moon not in the conjunction is referred to as the "third moon."

See the tables on the next 2 pages.

WIZARD KINGS™



Lunar Phase	Arkor	Golieth	Quelioree
Full Moon	Solo: Werebeasts are at +1 <i>Strength</i> . Conj: as above.	Solo: Werebeasts are at +1 <i>Combat</i> . Conj: as above.	Solo: Werebeasts cost 1 less Gold Point to build or increase per step. Conj: as above.
Waning Gibbous	Solo: Werebeasts are at +1 <i>Strength</i> . Conj: no effect.	Solo: no effect. Conj: Werebeasts are at +1 <i>Combat</i>	Solo: no effect. Conj: Werebeasts cost 1 less Gold Point to build or increase per step.
Waxing Gibbous	Solo: no effect. Conj: Werebeasts are at +1 <i>Strength</i>	Solo: Werebeasts are at +1 <i>Combat</i> . Conj: no effect.	Solo: no effect. Conj: Werebeasts cost 1 less Gold Point to build or increase per step.
Half Moon	Solo: no effect. Conj: no effect from this or third moon.	Solo: no effect. Conj: no effect from this or third moon.	Solo: no effect. Conj: no effect.
Waning Crescent	Solo: no effect. Conj: Werebeasts are at -1 <i>Strength</i>	Solo: Werebeasts are at -1 <i>Combat</i> . Conj: no effect.	Solo: no effect. Conj: Werebeasts cost 1 more Gold Point to build or increase per step.
Waxing Crescent	Solo: Werebeasts are at -1 <i>Strength</i> . Conj: no effect.	Solo: no effect. Conj: Werebeasts are at -1 <i>Combat</i>	Solo: no effect. Conj: Werebeasts cost 1 more Gold Point to build or increase per step.
New Moon	Solo: Werebeasts are at -1 <i>Strength</i> . Conj: as above.	Solo: Werebeasts are at -1 <i>Combat</i> . Conj: as above.	Solo: Werebeasts cost 1 more Gold Point to build or increase per step. Conj: Werebeasts cannot be built or increased this turn.

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GREATER CONJUNCTIONS

Greater Conjunctions occur when all three moons are in a given phase. These have greater effects above and beyond what the moons normally do, and a table below lists the effects for all possible greater conjunctions. These effects are in addition to the effects of the moons when they are alone. These conjunctions are quite rare, and can be very powerful.

Lunar Phase	Greater Conjunction Effect
Full Moon	Wild Moons: Any Werebeasts who received combat damage this turn but remain on the board may <i>regenerate</i> , and recover one lost Strength step at no cost. Any creature who is in the same hex as a Werebeast, or was in combat with a werebeast this turn may be <i>disbanded</i> , and their gold value may be used as credit towards building a new Werebeast block in the same hex.
Waning Gibbous	Moons of War: All werebeasts gain the following spell:
Waxing Gibbous	Moons of Light: All werebeasts gain the following spell:
Half Moon	Harvest Moons: Any city with one or more Werebeasts present this build phase produces one extra gold.
Waning Crescent	Dying Moons: One Werebeast may be <i>disbanded</i> this turn and its Gold cost added to that player's treasury this turn.
Waxing Crescent	Birthing Moons: One Werebeast may be built in any hex that contains a friendly Wizard this turn, even if it is not a home city hex.
New Moon	Chaos Eclipse: All non-Werebeast Chaos Creatures gain +1 Strength (1 extra die) for this turn. The first spell cast by every creature this turn costs one (1) less strength point to cast (even if this reduces the cost to zero). Further spells cost the normal amount.

NEUTRAL BUFFER ZONE

BY: MIKE GARCIA

This two player scenario requires three armies. The players each control one of two Kingdoms bent on conquering the tribal lands that separate them.

MAPS & SETUP

This scenario requires a third set of blocks for the neutral cities' blocks. Three maps are set out as normal. Players A and B each choose and position a map. The neutral map is then chosen at random and positioned between the others as shown.

SCENARIO RULES

Remove the Wizards and Chaos blocks from the neutral blocks. Place one face up Castle in each 2GP and 3GP city on the neutral map. The remaining blocks are the neutral force pool. Randomly select blocks from neutral force pool and add them face down to neutral cities so there are two blocks per GP of the city. A 1 GP city will have two face down blocks. A 2 GP city will have a face up Castle and three face down blocks. A 3 GP city will have a face up Castle and five face down blocks. The remaining blocks are set aside, they won't be used.

The cities on the middle map start the game neutral toward both players. When a neutral city is attacked it becomes hostile towards the attacking player and allied to the other player. The allied player controls all neutral blocks in the city. Face up Castles starts at full strength. Face down blocks start at strength 2.

Allied blocks may move through each other's cities. Neutral blocks may move away from their starting city. Eliminated neutral blocks are removed from the game. A player may add steps to allied neutral blocks.

Allied and captured cities must be garrisoned.

FORCES

Both players raise 80 GP armies. Players set up simultaneously. All blocks must start in cities and at least one block must start in each city.

VICTORY CONDITIONS

The player who controls the most GPs of starting, captured, or allied cities at the end of the game wins.

VARIATIONS

None

WIZARD KINGS™

OBSTACLES OF FATE - RANDOM MONSTERS

BY: BRADLEY PAYNE

The time has come when chaos and disorder have invaded the lands. The city-states have splintered and famine has taken over. Most of the lords of the city-states are powerful wizards, who live in luxury off the high taxes. While their people starve and grow sick the wizards live a life of leisure.

You and others have decided to challenge the power of these wizards. You know that the fractured city-states must be blocked for the people to survive. But even you few cannot decide who should rule in the end.

A test of fate has been decided. Those who want to unite the lands will fight for the honor. The fight will not be to the death, but will result in enough damage that all will know who is supreme. Those which do not want a blocked land will do all in their power to interfere with your efforts.

MAPS & SETUP

Start with 4 maps and 4 different Armies. (In a 3 or 4 player game you will need to start with 6 maps and 6 different Armies). Players cannot attack the enemy next to them. See diagram.

SCENARIO RULES

You can only attack Player territories as shown on the diagram. If a player is not in his territory you may still attack him/her.

When in a Neutral territory you must roll 1d6 for every hex you enter. If you roll a 6 then you need to pull 1 block out of the Neutral Army's bag and place it in that hex and you are NOT allowed to move further during this turn (flyers do not need to check while moving over Neutral hexes. If you manage to take full movement, you will need to check for random monsters when you end your movement phase (this includes ALL types of blocks, including fliers). The new block will be at full strength and will begin attacking all blocks in that hex. The Neutral army will attack first (providing that it's combat letter is higher than your blocks, your blocks do NOT get the normal defensive first strike). If you retreat the Neutral army will strike at your back for one additional attack on any retreating blocks. Once a Neutral block(s) is in a hex, it will stay there until it is destroyed. Re-entering the hex will allow for a 1d6 roll to see if the Neutral block will get an additional "reinforcement" block. If a Neutral City is taken, it will produce gold for you but will

not count towards victory. Each turn you are in a Neutral city, even if you are the occupying force, you will need to roll 1d6 for each point of the city to check for random encounters. All battles in Neutral territories are resolved after all players have had their movement phase, but before any players get their combat phase.

FORCES

Each of the Player Armies will begin with 50gp. They may start with 1 Wizard and no more than 3 Chaos blocks (werebeasts do count as Chaos blocks). All other blocks can be duplicated as you wish.

If a Wizard or Chaos block is killed it is permanently removed from play. Place your blocks in your territory (map) as you wish, but you must have at least one block per city.

Place the two Neutral Armies in different bags. Randomly take one block per gold value of a city and place it on their territory; i.e. a city with a 3 would get 3 starting blocks on it.

VICTORY CONDITIONS

The game is won when any player has 13 victory points (cities) at the end of the combat phase. Only cities on the maps of real players count (not neutrals). If no one wins after 15 turns, the world ends and all lose.

Player 1	Neutral
Neutral	Player 2

Player 1	Player 2
Neutral	Neutral
Player 3	Player 4

IMPORTANT: Players cannot attack players beside them. They must cross neutral territory to attack another player.

WIZARD KINGS™

QUEEN OF THE AMAZONS

BY: JIM MASON

Our story begins with the capture of Princess Ismalla, daughter of Amazon High Wizard Queen Haralla. She was ambushed by Undead Wizard King Dagool's undead minions during her vision quest at the sacred henge. Now his Necrom wizards are using the henge to focus Ismalla's powers against her people. The Necrom's spells transport Amazon warriors to the henge where they are sacrificed and turned into zombies.

Dagool is using this newfound power to enlarge his undead kingdom. Cities which fall under his cloud of doom can expect no mercy. All inhabitants are immediately sacrificed, then resurrected into undead soldiers for his unholy Undead army. Dagool knows nothing but evil, feels nothing but greed, cares for nothing but conquest.

Faced with this genocidal threat, Haralla has placed the entire resources of her lands at the disposal of the Amazon army. They must fight the evil undead and free Ismalla from her vile captors. Once Ismalla is free of Dagool's clutches, the Necrom zombie spell will be broken and Dagool's advantage will be lost. But if they fail, soon all of the Amazon people will be put under Dagool's spell. It will mean the end of the noble Amazons once and for all.

MAPS & SETUP

Undead player chooses any map containing a henge and places it so that the long edge is facing the opponent and with the henge closer to the opponent. The Amazon player then chooses any other map and places it accordingly. (Note: In this scenario, only the henge on the Undead map has the special spellcasting ability. It has no other powers, nor does any other henge have powers.)

SCENARIO RULES

At the beginning of each turn, Undead player chooses any Amazon block and transports it to henge. If it is a Wizard, it blocks the spell, is reduced one strength and returned to the original hex. If it is any other block, it is immediately killed and transformed into a similar strength undead zombie and placed in the henge. Any extra strength points are lost. If no zombie blocks are available, block is still killed, however no zombies are created.

The hostage Charmer wizard (Ismalla) must be guarded at all times. Once unguarded she escapes, which results in an immediate win for the Amazon player.

FORCES

Undead: Player constructs any army totaling 100 GP. Blocks must be initially placed with at least two blocks per city, with at least one block guarding hostage block in henge. A castle may NOT be constructed in the henge.

Amazon: Player constructs any army totaling 140 GP. Blocks must be initially placed with at least two blocks per city. One Charmer (strength 0) is placed in enemy henge.

Chaos: Players may choose up to three chaos blocks to purchase at the beginning or during play. Once killed, these Chaos blocks are removed from play.

VICTORY CONDITIONS

Undead: Capture 3gp worth of Amazon cities and hold them for one turn, while retaining control of Amazon wizard.

Amazon: Capture henge and release hostage wizard without losing more than 1gp worth of Amazon cities.

Draw: Any other result.

VARIATIONS

None

WIZARD KINGS™

RAID

BY: CHRIS FARRELL

Year 1619: The Amazon “state”, actually a (very) loose confederation of tribes, had been in existence for some 200 years since the Elves had (for reasons completely opaque to history) taken them under their wing, settled them in a neighboring region, and guaranteed their security against all comers. As time went by, and the Amazon population grew to respectable size, a distance slowly came between the Elves and their Amazon protectorate, and the Elves lost interest in their protection of the Amazons and their rather nebulous right to be.

While the Amazons became culturally advanced, with strong sense of solidarity and a strong moral code (at least when dealing amongst themselves), they remained politically basically tribal. Combined with their absolute desire for self-sufficiency and distrust of the entanglements of commerce, this led to numerous border incidents in which individual Amazon tribes would resort to violence to obtain food or other needs from their neighbors in times of shortage. This was not appreciated by their more civilized Dwarven neighbors. In 1619, a southern Dwarven state put together an expedition to see if they could permanently discourage the Amazons from this behavior.

MAPS & SETUP

Use maps 3 and 5. Purchase all blocks simultaneously. The Defender then sets up, with the Raider entering his or her blocks on turns 1 and 3.



SCENARIO RULES

1. Occupation/control of onboard cities does not affect production in any way in this scenario. The only available production is defined in special rules #2 and #3.
2. Each Raider Column receives 4GP of production per turn after entry. This production may only be used to add strength to blocks on the board as part of that Column; no new blocks may be built.
3. The Defender receives 6GP of production per turn.
4. Raider blocks may be exited off of the north edge of the board without penalty. Such blocks may never reenter the game.

5. The Raider earns Victory Points for the following activities: Each player receives 1 Victory Point for each non-Wizard enemy block eliminated; 3VPs for eliminating an enemy Wizard; the first time the Raider solely occupies any city, he or she receives VP equal to its GP value. City VPs can never be lost, and can only be earned once for each city. The Raider loses VPs for the following: Each eliminated friendly block is -1VP; each eliminated friendly Wizard is -2VP. Any Raider blocks left on the board at the end of the game are considered eliminated.

FORCES

Raider - Dwarves: Purchase two “Columns”, each of which contains 45GP worth of blocks. One Column will arrive on turn 1, and one on turn 3; each column must enter on or adjacent to one of the road hexes exiting the north edge of the board. Secretly predesignate which column will enter on which hexes on which turn prior to Amazons setup.

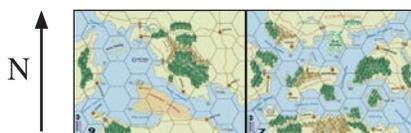
Defender - Amazons: 80GP of blocks. Deploy at least on block in each friendly city.

VICTORY CONDITIONS

The Raider wins if has at least 10VP at the end of the game.

VARIATIONS

Maps 9 and 7. Barbarians Raider vs. Orc defender. Use the map layout below. Barbarians need 12VP to win.



REVOLT!

BY: CHRIS FARRELL

Year 1231: The Elven and Dwarven kingdoms had been dominant for thousands of years, but they were by no means the only races on the continent. Year 530 was when Orcs and their sister-races were first recognized, with the Ferkin following shortly thereafter. At first, these two races were enslaved by the Elves and the Dwarves. This particular period is a difficult one to explain, as slavery was clearly against the moral standards of both the Elves and the Dwarves; it has been widely assumed that the master races simply didn't realize that their servants were sentient, or perhaps that Orcs (and their sister-races) and Ferkin came to develop a social consciousness only when brought together under their masters.

Regardless, the end result was a widespread slave revolt. While both elder races would fight their erstwhile slaves to some degree, the worst fighting would be with the Dwarves. The Orcs took up arms first, and rapidly fought a bloody and bitter war with the Dwarves, eventually soundly defeating Dwarves and establishing an independent kingdom of their own. The Ferkin had a much harder time of it, being denied a military victory by the relative lack of interest by the Elves in keeping them enslaved once their intentions were known, and lacking a leader of any organizational talent. So while the Orcs would take their place on the world stage as a nation, the Ferkin remained as wandering tribes.

MAPS & SETUP

Use map 1. Purchase all blocks (including reinforcements) simultaneously. Empire then sets up, followed by the Rebels.



SCENARIO RULES

1. The Rebel's chosen starting city is friendly to him; all other cities are friendly to the Empire.
2. The Rebel player receives the following steps for free each turn: Up to and including turn 5: 1 Wizard and 5 steps of 1GP blocks. After turn 5: 1 Wizard and 3 steps of 1GP blocks.
3. The Empire does not receive full production immediately. Maximum Empire production is 2GP times the turn number; for example, on turn 3, he receives a maximum of 6GP.

4. On the first 3 turns, the Empire must roll a die when attempting to move blocks starting their turn in a city (roll only once for each city). On turn 1, a 1-2 is required in order to move blocks; on turn 2, a 1-3, and on turn 3, a 1-4. All Empire blocks may move normally starting turn 4.
5. Treat the Helyn Pass as a clear hexside.
6. The Rebel player moves first on turn 1.

FORCES

Empire (Elves): 80GP worth of blocks at start, which must include at least one Castle. Place the Castle in any city of value 2 or 3 and reveal it to your opponent. That city is then your Capital. Use only 1 Wizard. max. Set up all blocks in cities, at least 2 (but no more than 4) per city. 40GP worth of blocks enter on turn 6 along the west edge.

Rebel (Ferkins): One Castle at strength 4, one Wizard at strength 4, and 20s of 1GP blocks. After Imperial setup, chose 1 city of value 1; this is your home city. Imperial blocks in that city are displaced to any other city of the Imperial player's choice. Set up all your blocks in that city or in hexes adjacent to it (which are not Elven cities).

VICTORY CONDITIONS

The Empire wins by holding both his own Capital and the Rebel home city at the end of any turn. The Rebel wins by holding the Imperial Capital at the end of any turn. At the end of the game, the Rebel player wins if he holds at least 3GP of cities; otherwise, the Imperial player wins.

VARIATIONS

1. Dwarves vs. Orcs: use board 3. The Empire is Dwarves, the Rebels are Orc. Ignore special rule 5.
2. Dwarves vs. Ferkin: use board 3. The Empire is Dwarves, the Rebels are Ferkin. The Rebels receive an extra 5GP of blocks at start. Ignore special rule 5.
3. Elves vs. Orcs: Rebels are Orc.

WIZARD KINGS™

SIEGE OF NEYA

BY: ANDREW BLANK & JON NICHOLAS

The Elves and Orcs had been at war for a long time. After years of conflict, the Elves were forced to concede the great fortress at Neya to the Orcs along with the villages of Spruce and Pine. That is where the line held, and peace was finally negotiated.

Years passed, and the Orcs became complacent with their superior position. They used the control of the channel that Neya afforded them to tax outside ocean trade with the Elves. They assumed their greatness would continue unabated.

The Elves had another fate in mind for the Orcs. After rebuilding their forces, and with careful planning, a trap was sprung. A great force of Elves rolled out of the East from the Cherwood Forest catching the Orcs completely by surprise. The lightly defended villages of Spruce, and then Pine quickly fell. After securing these prizes, the Elves swept northward to the gates of Neya. Elven armies from north of the channel swarmed down the roads to complete the surrounding of the great fortress.

The plan was almost perfect, but not quite. An Orc runner from Spruce had made it to Neya just barely ahead of the Elven armies. Neya rallied what defenses it had, and secured its gates. An Orc Shakla sent a magical message south to the Orc homeland, requesting relief. The Elves took up position surrounding the fortress, and the Siege of Neya began.

MAPS & SETUP

Player A - Map 10

Player B - Choose any map



ANY MAP

Player B (Any map at any orientation may be used by Player B.)

SCENARIO RULES

All standard game rules apply, and in addition all special map rules apply as listed in the version 1.6 rules, except where altered by the scenario.

INITIATIVE

- Player A (attacker) automatically gets initiative on turn 1. Initiative is rolled normally thereafter.

MOVEMENT PHASE

- No movement phase spells (i.e. flight, troll tracks, etc.) may be cast in Neya or in any of the 3 besieging hexes, nor may the effects of such spells (i.e. flight) carry blocks into or out of Neya, even if cast from a legal casting hex.. These spells may be cast elsewhere on the board and may effect movement on the board to hexes other than the 4 named hexes above.
- Sea moves are disallowed into and out of Neya. Neya may still be attacked by aquatics as specified in the standard rules.

COMBAT PHASE

- All blocks defending in Neya get +1 combat value (i.e. C1 = C2), as specified in the standard rules. This includes the castle block, and any other blocks except Wizards.
- Summon spells (including the Barbarian horde spell) do not work in Neya, nor in the 3 besieging hexes.
- It is expected that blocks may attack out of Neya into a besieging hex. This may be done in coordination with blocks attacking from elsewhere.
- Ground blocks which attack out of Neya into a besieging hex may only retreat back into Neya, even if other friendly blocks in the combat came from elsewhere.
- Similarly, ground blocks attacking a besieging hex from elsewhere may not retreat into Neya.

BUILD PHASE

- Neya does not generate any income. The 3 GP are ignored for this scenario. Those 3 GP represent trade taxes, which are not being collected at the moment.
- Neya is considered friendly to Player A (attacker). Player B (besieged) may not raise troops in Neya
- Blocks in Neya during build phase may not be reinforced (i.e. no gold may be spent adding steps to them). The exception to this rule is Wizards. Wizard blocks in Neya may have steps added.

- At the end of each build phase, a single hit is applied to the force in Neya as if it had been taken in combat. This hit must be applied to the largest of the besieged grunt (C1) blocks. This hit may not be applied to the Wizard (or any other flier who has landed in Neya), nor may it be applied to the castle block. This hit represents the slow starvation of the grunt troops.

VICTORY CONDITIONS

- Player A (attacker) wins if either of the following occur, each of which represent a successful siege:
 - He controls Neya at the end of any turn.
 - All of Player B's grunt (C1) blocks in Neya are eliminated either through combat or through starvation.
- Player B (besieged) wins if he controls both Neya and any of the 3 besieging hexes at the end of a turn. This represents a successful lifting of the siege.
- If Player B gains control of a besieging hex and loses control of Neya in the same turn, then he has lost.
- If Player B gains control of a besieging hex and all of his grunt blocks in Neya are eliminated in the same turn, then he has lost.

FORCES

Player A (Attacker) builds a 100 GP Army, and places it on map 10 (his home map) using the standard setup rules, with the following exceptions:

1. No blocks may start in Neya.
2. In addition to covering all cities with at least one block, exactly two blocks must start in each of the three hexes directly North, Southeast, and Southwest of Neya (bridges to Neya). These are the besieging hexes.

Player B (the Besieged) builds two forces, totaling 100 GP. The first is the besieged force starting in Neya. This force consists of:

1. 1x Full Strength Wizard (8 GP)
2. 1x Full Strength Castle (8 GP)
3. 3x Full Strength C1 blocks (i.e. Goblins, also known as grunt blocks) (12 GP)

The second force, known as the relief force, is built using the remaining gold (72 GP) according to the standard rules, and placed in cities on the Player B home map.

VARIATIONS

Any army combinations are possible.

SLEEPING WYVERN

BY: MIKE GARCIA

This two player scenario gives Player A an advantage in starting forces but a disadvantage in production. Player A must win quickly or face certain defeat by the “sleeping wyvern.”

MAPS & SETUP

Select any two maps and place two long sides together.

SCENARIO RULES

Player A has the initiative on the first turn.

Player B's home cities (starting cities) get extra production. Each city produces one more GP than is printed on the map. This means a 1 GP city produces 2 GPs and so on. Player A gets this extra production for all cities captured from Player B.

FORCES

Player A raises a 100 GP army and sets up first. All blocks are deployed in cities. At least one block must be deployed in each city.

Player B raises a 60 GP army. All blocks are deployed in cities. At least one block must be deployed in each city.

VICTORY CONDITIONS

When either player is down to half of their initial production in GPs from all sources including captured cities during the Build Phase, the other player wins.

VARIATIONS

None

WIZARD KINGS™

SURPRISE ATTACK

BY: CHRIS FARRELL

MAPS & SETUP

Appropriate matchups are: Elven defender vs. Dwarven or Undead attacker;

Barbarian defender vs. any attacker;

Amazon defender vs. Elven or Undead attacker.

Purchase blocks simultaneously.

Defender sets up first.

SCENARIO RULES

1. Both players may use a chaos pool of up to 4 blocks.
2. The North and West edges of the northern board are friendly to the Attacker.
3. Attacking at-start blocks enter on turn one through any friendly board-edge hex.
4. The Attacker has 5GP of off-board production. This may be used to increase the strength of on-board blocks normally, or may be used to purchase new blocks. Newly purchased blocks enter the following turn on any friendly board edge.
5. The Defender may not move on turn 1. Defender blocks on board 4 may not move on turn 2. The Attacker moves first on turns 1 and 2.
6. There is no production on the first turn.

FORCES

Attacker: 115GP worth of blocks.

Attacking blocks enter from off-board on turn 1.

Defender: 85GP worth of blocks. All

Castles must be purchased and set up on board 1, no more than one per city.

Purchased Wizard blocks may not start with more than 1s. Set up at least two blocks in each city on board 1. Set up at least one block in each city on board 4.

Elves always receive one fewer block in their Chaos pool.

Dwarves get one extra Chaos block in their pool.

Against defending Barbarians, all armies get one extra block Chaos block in their pool.

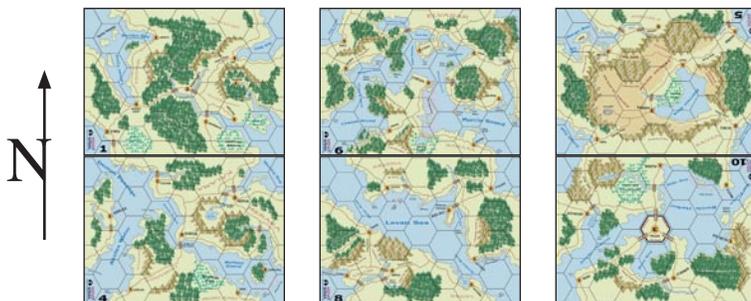
VICTORY CONDITIONS

The Attacking player wins by holding at least 10GP worth of Defending cities at the end of turn 10.

VARIATIONS

None

MAP LAYOUTS



WIZARD KINGS™

TWO FRONT WAR

BY: MIKE GARCIA

MAPS & SETUP

Select any three maps and arrange them as shown.



SCENARIO RULES

No special scenario rules.

FORCES

Player A raises a 100 GP army and sets up first on the center map. All blocks are deployed in cities. At least one block must be deployed in each city.

Player B raises two 50 GP armies and deploys one on each of the outer maps. All blocks are deployed in cities. At least one block must be deployed in each city.

VICTORY CONDITIONS

Player A wins if they control 20 GP worth of cities during a Build Phase.

Player B wins if they control 25 GP worth of cities during a Build Phase.

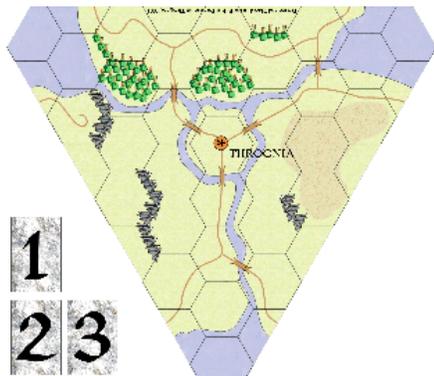
VARIATIONS

For a three player game, one player controls each map. The players that control the outer maps are allied and are trying to defeat the other player.

WIZARD KINGS™

THROGNIA FOR THREE

BY: RICHARD MINER



3 player scenario with a triangle map.
(Download Map + Cards separately)

IMPORTANT: Click the link above to download the map

The lands around Thrognia had long been coveted for their fertility and wars blossomed there every summer. No sooner would the crops be in than some petty wizard would seek to gain dominance and cause another burst of bloodshed. The calendar was even broken into four seasons: Planting, Mayhem, Harvest, and Scheme – a cycle as regular as the rains of Planting.

And then the cycle was broken. A foul and brutal wizard by the name of Thrallox came forth one Mayhem. The wizard cast a powerful binding on the hearts of his army which held them past Mayhem, through Harvest, Scheme, and Planting; and through another and another year. While other wizards let slip the bonds and allowed their soldiers to return to the fields, Thrallox would bind his army tighter, and carry the wars through the peaceful seasons.

After three years, Thrallox ruled all the lands about Thrognia and had broken all the other wizards to servitude. The peace brought prosperity though much of the wealth went to buying luxuries for Thrallox and his royal court.

Thrallox encouraged old racial fears. Hatred grew deep in hearts of the enthralled, and grew darkest in the hearts of the lesser wizards, for they were bound to Thrallox as drones and clowns and slaves. Fear and revenge became the watchwords. For thirty-seven years, Thrallox's domain was solid and cruel and unchallenged. For thirty-seven years, wizards grew old and faded and died.

In the thirty-eighth year of Thrallox's reign, during the season of Harvest, Thrallox

was bit by a viper and died a few days later. The newly freed petty wizards agreed to meet at the next Planting and work out a new government of shared power. But between Harvest and Planting comes Scheme. By the time Planting arrived, feelings of mistrust had resurfaced. The wizards all spoke of peace and honor, but each sought to regain the knowledge of Thrallox for their own rule. Soon the old alignments of race had replaced the unity of freedom. The wizards returned to their haunts, and as Planting gave way to Mayhem, their armies began to march again to control the libraries of Thrallox.

MAPS & SETUP

Place the triangular map in the middle of the table, and a normal map on each of its sides.

Each player builds forces worth 100 points, chooses two blocks, and places them on the city of Thrognia. Each player then deploys all remaining blocks in cities of their own map. Every city must have at least one block at setup.

The game starts with a battle in Thrognia. The cards are randomly dealt, and the player getting "1" goes first, followed by player "2" and then "3". The battle continues until only one player has blocks left in Thrognia. Players are free to attack either or both of their opponents.

SCENARIO RULES

When the first battle is over, the player controlling Thrognia gets one marker, and 1GP for control of Thrognia to add to the value of his cities. Players then have a normal build phase. Play continues much as in regular play, except that before each turn, the cards are randomly dealt to determine order of play for the turn. Stacking limits apply distinctly for each player, so it is possible for each player to have six blocks plus a wizard in a hex, a total of 21 blocks at a battle.

All wizards get an additional combat spell, called "Sword of Glory", which costs no magic points, and allows the wizard to attack at 1D6:F1.

At the end of each Combat phase, whoever owns Thrognia gets a marker and an amount of gold equal to the number of markers they already hold.

FORCES

100 GPs per player.

VICTORY CONDITIONS

Play continues until one player holds six markers. If the winning player has a wizard in Thrognia at the end of the game, then that wizard will use "Thrallox's Iron Binding" to secure a new reign of slavery. If the winning player does not have a wizard in Thrognia, the forces of good have overcome the evils of magic, and a peaceful reign of artisans, merchants, and laborers ensues.

OBSERVATIONS

Taking over another player's homeland is of course profitable, but must be weighed against the risk that one player will get six tokens while letting their homeland go to rot. Since play is terminated when one player has six markers, this leads to a maximum of 16 turns. Expect to see a few brutal battles for Thrognia. Note that the weakest player will likely be the "king-maker", siding with one of the other players... be careful of your early game trickery, it could come back to deny you the throne later.

VARIATIONS

None

WIZARD KINGS™

TOTAL WAR

BY: PETE SMITH

Wizard Kings and their minions, despite their violent and ruthless power struggle, had always held on to a certain code of honour. Their goal was the domination of the world, not its destruction, and so as the armies of the Wizard Kings clashed they by and large left the humble peasants and civilians of the land alone. This suited most of the minions in the armies as well, who usually had some sort of honour code regarding unarmed folk or a martial pride that refused to fight a foe that was not worthy.

All this began to change, however, when the Wizard Kings, becoming desperate in the apparent stalemate that they faced in their many-sided wars, began to target the economic structure of their enemies. It is unclear who started this; many blame the Orc and their rapacious desire for plunder and destruction, while others point at the Undead, and their willingness to sacrifice the living to raise an army of the dead. The Barbarians, Ferkin, and Amazons have also been accused of starting this cycle of destruction, though no one knows who really started it.

The result is that the once the common folk left the armies of the Wizard Kings to clash amongst themselves, but now the hordes of the Wizard Kings have targeted the hapless civilians for plunder, destruction, slavery, and death. In this titanic struggle, it seems as civilization itself might be torn apart, and a new dark age will descend upon the world. Only a truly mighty Wizard King has a chance of conquering the land and holding back this dark tide. Now more than ever the world needs a strong leader to end this chaos once and for all.

MAPS & SETUP

Any combination of maps may be used, following the normal rules for their use.

After the initial placement of pieces, each player must put 15 of their farmer tokens on the board.

All these tokens must be placed "O" side up (representing that they are Farmers and not Refugees). Once all these blocks are in place, the game may begin.

Placement rules depend on the army being played:

ELVES

- One Token in any Forest Hex
- One Token in any River Hex
- One or Two Tokens in a hex that is both a

Forest and River hex

- One Token in any hex with a Forest hexside
- Remaining Tokens may be placed in open non-city hexes (one per hex) if no more of the above types are available
- No Tokens may be placed in Desert or Henge hexes

ORCS

- One Token in any Mountain hex
- One Token in any Swamp hex
- One Token in any River hex
- One or Two Tokens in a hex that is both a Mountain and River hex
- One or Two Tokens in a hex that is both a Swamp and River hex
- One Token in any hex with a Mountain hexside
- Remaining Tokens may be placed in open non-city hexes (one per hex) if no more of the above types are available
- No tokens may be placed in Forest or Henge hexes.

UNDEAD

- One Token in any Open hex
- One Token in any Swamp hex
- One or Two Tokens in any Open River hex
- One or Two Tokens in a hex that is both a Swamp and River hex
- No tokens may be placed in Forest or Henge hexes.

DWARVES

- One Token in any Mountain hex
- One Token in any River hex
- One Token in any Open hex with a City
- One or Two Tokens in a hex that is both a Mountain and River hex
- One or Two Tokens in any Open River hex that contains a City
- One Token in any hex with a Mountain hexside
- Remaining Tokens may be placed in open non-city hexes (one per hex) if no more of the above types are available
- No tokens may be placed in Desert or Henge hexes.

BARBARIANS

- One Token in any Mountain hex
- One Token in any Desert hex
- One Token in any River hex
- One Token in any Forest hex
- One Token in any Coastal hex

- One Token in any hex with a Mountain or Forest hexside
- Remaining Tokens may be placed in open non-city hexes (one per hex) if no more of the above types are available
- No tokens may be placed in City, Swamp, or Henge hexes.

AMAZONS

- One Token in any Desert hex
- One Token in any Forest hex
- One Token in any River hex
- One or Two Tokens in a hex that is both a Desert and River hex
- One or Two Tokens in a hex that is both a Forest and River hex
- One Token in any hex with a Forest hexside
- Remaining Tokens may be placed in open non-city hexes (one per hex) if no more of the above types are available
- No tokens may be placed in Swamp or Henge hexes.

FERKINS

- One Token in any Forest hex
- One Token in any Swamp hex
- One Token in any River hex
- One or Two Tokens in a hex that is both a Forest and River hex
- One or Two Tokens in a hex that is both a Swamp and River hex
- One Token in any hex with a Forest hexside
- Remaining Tokens may be placed in open non-city hexes (one per hex) if none of the above types are available
- No tokens may be placed in Desert or Henge hexes.

SCENARIO RULES

In order to run this scenario you will need to make a variety of tokens and markers for your game.

POPULATION TOKENS:

You will need a total of about 20 Tokens per side. These tokens should be made from card that is the same colour as the pieces belonging to the player. They need not be more than 1 cm / 1/2 inch square. On one side, mark an "O" for "Farmer," and on the back mark "X" for "Refugee."

RUIN MARKERS

Made from a neutral colour, these markers are to indicate when a city has been destroyed and should just say "Ruin" on one side (you can draw a picture if you like).

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NEW CITY COUNTERS

These should be round and have numbers on them, just like the cities on the board. Since it is possible to build new cities or increase the size of old ones, you will need about a dozen of these, mostly "1"s but a couple of "2"s and "3"s would also be of use. Or you can just use "1"s and stack them.

MOVEMENT

Refugee Tokens move like ordinary blocks during movement, but, unlike other blocks have less control over where they can move. A Refugee block in a space with no blocks must move towards the closest friendly City, by road if possible. They are not permitted to move into a battle hex or an enemy city. Once a Refugee block reaches a friendly city it will stop and remain there until it is escorted by a friendly block, built into a city expansion, or captured.

A Refugee Token in a space with a friendly Army block may move with that block. It may not move away from a City unless accompanied by a friendly Army block, and if it is left alone (i.e. there are no more blocks with it when it starts its next move) it must move back towards the nearest (as in, the city can be reached in the least number of turns) friendly city again. If two cities are equally close the controlling player may choose which city it will go to. One friendly block may accompany any number of Refugee tokens.

STACKING

Farmers do not affect stacking limits. However, at no time can more than two farmers be present in any hex, and most spaces can only hold at most one farmer. See Setup, above.

Refugees do affect Stacking limits, but do not have as serious an effect as normal blocks. Every four (4) Refugee Tokens (or fraction thereof) counts as a single army block for stacking purposes. In other words, if you had five blocks in a hex, you could have up to four Refugee tokens in that hex.

HEXSIDE LIMITS

Refugee tokens cannot move into an enemy hex, so Hexside limits do not affect them in this way. However, since Hexside limits do affect Retreats, Hexside limits do apply to Refugees who are retreating. In this case, Refugees are considered the same as blocks for the purposes of Hexside limits during a Retreat.

HEX CONTROL

Farmer Tokens and Refugee Tokens do not "control" a hex the way blocks do;

enemy blocks are not required to stop when encountering Refugees or Farmers. However, if an Army block is present in a space with an enemy Farmer or Refugee at the end of movement, that space is still considered a battle hex, and the Army Block must attack.

SEA TRANSPORT

Refugee and Slave Tokens are allowed to use Sea Transport only if accompanied by a block. Otherwise, a Refugee Token must remain in the Friendly City it is in.

PINNING

Refugee and Farmer Tokens are subject to Pinning just like ordinary blocks. However, if any friendly blocks are in a hex with Refugees or Farmers, all blocks must be pinned first, before any Refugee or Farmer Tokens can be pinned.

COMBAT

All Refugee and Farmer Tokens have a Strength of 1 (1 die rolled) and a Combat rating of D1, meaning that Farmers and Refugees fire last, after every other block has fired in a Combat Round, and they hit only by rolling a "1".

HIT ALLOCATION.

Since Refugee and Farmer tokens have a strength of 1, and friendly blocks are assumed to be "protecting" them, they can only be allocated hits after all friendly blocks are either killed or have retreated.

When Refugee and Farmer tokens are taking hits, the enemy player decides how the hits are allocated. A Refugee or Farmer token can be allocated either one or two hits in a combat round. One hit means that the block is dead, while two hits means that the block has been captured, and the enemy player gains control of it. If so, the Refugee or Farmer block is placed under the capturing block to indicate it is now under the control of the enemy, and it is considered a Slave Token until the enemy loses control of it, either by leaving the Slave Token without a block present, or by having the the controlling block (or blocks) killed in battle.

If the captured token is a Farmer, the capturing player may choose to leave it as a Farmer (which will count as a Slave Plantation (see Building, below), or he may convert it into a Refugee Token immediately.

Chaos Blocks are not permitted to capture tokens or be in custody of Slave Tokens. If a Chaos block captures a Farmer or Refugee Token, and no regular friendly blocks are present, the captured token is removed from the board.

TARGETING

Refugee and Farmer tokens can be targeted by spells, though more than one hit does not result in capturing (see above).

RETREATS

Refugees and Farmers are subject to the same rules for retreating as any normal blocks, and for the purposes of Retreats each Refugee Token counts as one block (rather than four Refugees counting as one block, in Stacking, above). Should a player choose to retreat a Farmer token, it is converted to a Refugee token immediately, and retreated.

SACKING CITIES

If an attacker successfully captures an enemy city, he may capture it as normal, or he may Sack the city instead.

If he chooses to Sack the city, a "Ruin" marker is placed on that city, indicating that it no longer exists. Also, a number of Refugee tokens belonging to the original owner of the city are placed on the space; the number of tokens is equal to the gold value of the city being sacked. The attacker may allow these blocks to retreat; if not, he must engage them in combat; a new battle takes place in that hex immediately.

The Sacking player will also gain gold equal to twice the value of the city being sacked on his Building phase (see below).

BUILDING

The number of Gold points recieved into the treasury is no longer strictly limited to the number of points worth of cities controlled.

Firstly, count the number of Farmers you have in play. This is the amount of food that is being produced in your country, and the number of points worth of cities they can support. Then count the gold value of the cities you control, and add the number of Refugees you have in your cities. If the number of Farmers you have in play is equal to or exceeds the gold value of your Cities plus the number of Refugees in your cities, then you recieve the full value of those cities. If the number of Farmers is less than this, then you recieve an amount of gold equal to the gold value of your cities minus this shortfall. (famine).

You also gain one gold in your treasury for every enemy Farmer you have killed (but not for killed Refugees), and you gain twice the gold value of any city you have Sacked this turn. Slaves in a friendly city where an Army block is present may be sold for 2 gold each. Sold Slave tokens are removed from the board.

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You may choose, however, to offer to sell some or all of these Slaves back to your opponent; if the opponent has enough gold in his treasury this turn, he may agree to buy them back at the price you ask; you are allowed to haggle over a price, but once both sides agree, the deal is made. If so, the Slaves are returned to the nearest of your opponents friendly cities by Road or by Sea if they are currently in a port, and are placed there as Refugees. The gold is deducted from his treasury immediately and added to yours.

Gold may be spent in the normal ways, but also may be spent in creating or expanding cities. The below options are things that can be done during the Build phase After the income for the turn has been calculated. Some of the things that can be built in the list below will affect the player's income, but will not affect it until the turn after they are built.

BUILDING NEW CITIES

Building a new city requires at least two Refugee tokens to be together in a non-city space, along with a friendly army block. The base cost to build a new city is 5 GPs, but is modified as follows:

- -1: Space is a River Hex
- -1: Space is a Road Hex
- -1: Space is the site of a ruined city
- +2: Space is a Forest Hex
- +2: Space is a Mountain Hex
- +2: Space is a Swamp Hex
- +2: Space is a Desert Hex
- n/a: Space is a Henge Hex (not allowed)

Simply add up all the modifiers that apply; that is the total price to build a new city in that location. Once the GPs cost is paid, the two Refugee tokens are removed from the board, and a new City token (value 1) is placed in that space.

EXPANDING EXISTING CITIES

The process of expanding a city is similar to the process of building a new city. However, at no time may a city be expanded more than one level in a given turn, nor may a newly built city be expanded in the same turn it is built.

Expanding an existing City requires a payment of 5 GPs (no modifiers this time) and also requires that two Refugee Tokens, two Slave Tokens or one Slave Token and one Refugee Token be sacrificed in that space. These tokens are removed from the board. Likewise, a friendly army block must be present in any expanding City. Once the cost in gold and tokens has been paid,

place a marker on the board which indicates that the city is one size larger. No city may ever be expanded beyond a level of five.

CONVERSION

If an Army block is present in a space with a friendly Farmer Token (or a Slave Farmer token) during the Build phase, and thus no enemy blocks are present, he may voluntarily convert the Farmer Token into a Refugee Token.

RESETTLING REFUGEES

Refugees who are in a space with a friendly block during this phase may be Resettled and made into Farmers again. As long as the space is a valid space for the player to have a Farmer token (see the Setup section) then the Refugee may be flipped over and turned into a Farmer.

However, setup limits apply (most spaces can only hold one Farmer, and never more than two).

SLAVE PLANTATIONS

Slaves can be used as farmers as well, and can be used to support cities of the capturing player.

Slaves are resettled in just the same way that Refugees are, although one advantage is that the slaves can be settled either in areas the controlling player can settle his Farmers, or in places that the original owner could have stilled his Farmers. Thus the Slaves gain the abilities of either race; they can remain the way they were or they can be compelled to live like the conquering race.

However, once the Slave token has been flipped over from "X" to "O", symbolizing that it is now a Farmer, nevertheless an occupying force still needs to be present to maintain their loyalty. If the Slave Farmer is ever left alone at the end of the Combat phase (i.e. no occupying blocks remain in that hex), then the Slave Farmer is considered Free and under the control of the original player. The original player then has the choice of allowing the block to remain as it is (a Farmer) or having the block become a Refugee again.

In this way the ownership of a Slave token is always clear by the Army block that is present with it. If no Army block of a different colour is present, then the block belongs to the original player.

A Castle can be used as the controlling Army Block for Slave Tokens. Chaos blocks may not be used for this purpose.

NOTES

Place your starting Farmers as far away from the enemy border as possible. The

border area will quickly become a warzone, and the Farmers will likely be killed, captured, or driven out.

It's better to use Slave Tokens to expand your cities than Refugees, because only Refugees can found new cities. It's not a good idea to sacrifice your own Farmers in order to make new cities, but if you start to get ahead by taking slaves, it's a good way to increase your wealth.

If a momentary advantage can be gained, it is a good strategy to conduct raiding attacks, whose goal is to cause damage, destroy enemy cities, and take slaves. Sack cities that you don't think you can hang on to.

Using Slaves for Plantations can be costly since it requires the presence of a friendly block. If you are able to place Farmers in a City hex, this is probably the best way to do so, since the Farmers and City can be protected by the same blocks. However, this will make the city a more inviting target. Otherwise, it is best to find a spot where two farmers can be played, and protect that space with an Army Block. Don't use expensive blocks to guard slaves, unless they are in a spot that already needs to be defended.

It can be of value to buy back slaves from your opponent, since there is no way to recover them otherwise if the player decides to sell them to the bank. However, be careful of getting too many back; they will become refugees and crowd out your cities. If you don't have enough Farmers to support them, you could be in trouble. In fact, it can be of an advantage to the Selling player to sell back the slaves, or even return them for free if this is the case, especially if the opponent cannot spare the blocks to take the refugees out of the city.

Always keep track of how many Farmers you have producing food. This is just as important as how many cities you have. At the Start of the game you have a surplus of five Farmers, but as the war progresses this supply will dwindle.

DESIGNER'S NOTES:

This scenario was designed to showcase the more destructive aspects of warfare, and it is designed the game so that the net population and wealth available in the game will always decrease as the war drags on. It is possible to win this Scenario without having gained any enemy cities at all; conceivably if both players are sacking enemy cities the winner could even be left with only one city, while the loser has none.

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If this is a little too bleak for you, you could use house rules that allow for some population growth. A way that would work is that you may buy either slaves or Refugees in a given Build Phase. The limits would be as follows:

- A friendly Refugee token costs 4 GPs and can be played in any city that does not have any Refugee tokens there already. Only one such token can be purchased per turn, and they can be purchased only on turns that No Combat occurred!
- Slave Tokens (of a neutral colour) can be bought in any friendly port city at 4 GPs each during any turn. These Slave Tokens, being neutral, will simply disappear if left in a non-city space without a guarding block.

FORCES

Normal rules for army building apply.

NEW UNITS (TOKENS)

Farmers represent settled people who contribute to economic production.

Refugees are displaced persons in search of safety.

Farmers and Refugees are represented by the Population Tokens mentioned above. The same Tokens are used to represent Farmers and Refugees; periodically Farmers can become Refugees and vice versa; when this happens simply flip the token over. The "O" side represents Farmers, while the "X" side represents Refugees.

The stats for these blocks are as follows:

	MOVE	COMBAT
FARMER	0	D1
REFUGEE	1	D1

Both of these tokens have no steps and always have a strength of 1, though this can be affected by spells. They cannot be bought. The only difference between these blocks is that Refugees can move but do not contribute economically, while Farmers contribute economically but do not move. The two types function identically in combat.

It is possible for Farmer and Refugee tokens to become captured by the enemy. When this occurs, the Tokens are referred to as Slave Tokens, though the attributes of the tokens remains unchanged. The tokens remain on the board as they are, but an enemy piece is placed on top of them to show that they are "in custody."

VICTORY CONDITIONS

One of Two Victory Conditions can be used in this scenario:

1. All-Out: All but one player must be completely eliminated.
2. Economic: If one player ever controls Ten points of Cities plus five points for each enemy player in the game, he wins. If a player ever earns no gold (and has no gold Stored) on two consecutive turns, he is removed from the game. In a multiplayer game, his Blocks remain on the board and defend if attacked but no longer move.

VARIATIONS

SUPPLY LINES

If this rule is used, only Farmers who can trace a line of unbroken Friendly or Vacant land spaces back to a Friendly City are counted towards food production. Any other Farmers are not able to get their foodstuffs to the city markets, and cannot prevent Famine.

WIZARD RUN

BY: CAL STENGEL

Escort captured Wizards through enemy territory. Wizard Run is a two player scenario for any armies.

MAPS & SETUP

Maps are set-up as shown. Player A controls map 1 and player B controls maps 4 and 2 except that Player A places three Castles in the three full hexes along the far edge of map 2. These hexes are not playable other than as destinations for the captured Wizards.



Castle

Castle

Castle

SCENARIO RULES

Player A has captured three Wizards and must escort them through enemy territory to friendly castles.

Three captured Wizards are controlled by Player A provided they are always guarded by at least one friendly block (any type). The captured Wizards do not count toward the Stacking limit for either player. Captured Wizards may be forced to enter a battle but are not involved in the battle. They may not be compelled to fly but may be moved by sea movement.

FORCES

Player A begins with an army worth 200gp. Player B begins with an army worth 100gp. All Player A forces begin on map 1 deployed in Cities. Player B forces begin in any cities on Maps 2 and 3. All maps are friendly to Player B (ie. all empty cities are friendly).

VICTORY CONDITIONS

Victory is determined only by the number of Wizards successfully escorted to friendly castles:

- 3 Wizards = Player A Decisive Victory
- 2 Wizards = Player A Minor Victory
- 1 Wizard = Player B Minor Victory
- 0 Wizards = Player B Decisive Victory

VARIATIONS

None