

WIZARD KINGS

“Peril & Plunder”

A 2 Player Scenario

By Christopher Brandon

This scenario can be played right out of the box!

Story:

The long ships emptied their fury, fire, and steel on the city of Ertona. In the midst of the pillage and plunder, riders went forth to raise the alarm. The Vikings are out to pillage and destroy the Kingdoms northern cities to weaken it for future colonization. Stretched thin due to rumors of an invasion from the south, the knights and Wizard King ride north to organize forces and expel the raiders before much damage can be done! Though lightly defended, the Kingdom's northern reaches could hold should help arrive in time and levies be raised fast enough to halt the Vikings advance.

Maps & Setup

MAP 15 only, Feudal & Viking army units

Barbarians move first for turn 1. Normal initiative rules apply for all future turns.

BARBARIAN ARMY	
BLOCK	Steps
Spearmaid	4
Spearmaid	4
Spearmaid	4
Huscarl	4
Runeka	1
VIKING	1

4 Barbarian blocks start in Ertona, it is considered pillaged and no longer produces gold.

The Viking ship block and 1 other Barbarian block it is transporting start at sea in either adjacent all ocean half hexes.

You may want to use pennies to cover pillaged cities and show their destruction.

FEUDAL ARMY	
BLOCK	Steps
Spear	1
Spear	1
Spear	1
Templar	2
Knight	3
Wizard	4

All three Spear blocks and the one Templar block start out in any city (except ERTONA) on the map. ONE block only may be placed in each city. The Knight and Wizard blocks start out on the road together in the half hex just above the Wizard kings logo and to the left of the hex containing HAHN on map 15.

GOAL

Barbarians must capture & destroy as many cities as possible. Viking captured cities no longer produce gold and are considered destroyed for the entire game. The Feudal army must stop this from happening..

Victory for Barbarians:

Game ends when Barbarians capture and destroy cities which total 6+ points of potential gold production.

Victory for Feudal Units:

Game ends when Kingdom destroys all Viking foot units and save cities which total 6+ points of potential gold production.

Scenario Specific Rules:

- 1) Barbarians may NOT produce nor re-supply units in this game. They simply destroy cities!
- 2) One barbarian block may not move for one turn after capturing a city. This is necessary to pillage and destroy it. This is true of the first turn in Ertona, one block must remain behind in the first move to pillage & destroy it.
- 3) A City recaptured after Barbarians captured it is worthless. It may not produce gold nor re-supply Feudal units.
- 4) Feudal units may not build any new blocks! It may only add on to (re-supply) the units starting the game.
- 5) Once a block is lost by either side, it is gone for the duration of the game.
- 6) All cities occupied or not are considered Feudal Friendly

WIZARD KINGS

“Chaos & Crowns”

A 2 Player Scenario

By Christopher Brandon

This scenario can be played right out of the box!

Story:

Riding south to Niko, fresh from the victory against barbarian raiders in the north, the Wizard King is met by another herald. “Sire, the feared invasion from the south has begun. Two cities are already in enemy hands! You must ride south with all haste to defend your crown!”

From his horse, the Wizard King’s herald sounds the war horn and the tired but triumphant army quick marches south to quell the chaos and defend the crown!

Map & Set up

Map 16 only, Feudal & Amazon army units. Feudal moves first Turn 1. Normal initiative rules apply for all future turns

AMAZON ARMY	
BLOCK	Steps
Amazon	4
Amazon	4
Amazon	4
Bowlyn	3
Guardian	3
Guardian	3
Charmer	2

4 BLOCKS start on TANGA, 3 blocks start in BREDUN

FEUDAL ARMY	
BLOCK	Steps
Spear	1
Spear	1
Spear	2
Templar	2
Knight	3
Wizard	4
Castle	2

The 3 spear blocks, the Castle, and the Templar block each start in any city but TANGA and BREDUN. Each city may only contain 1 block.

The Knight and Wizard Block starts on the road hex north of Whale Reef. This is the half hex on the opposite side of the map from the half hex containing the #16.

GOAL

The Kingdom is in the balance. The Amazons have come to claim the Crown and do so by capturing NIKO. The Feudal Army must defeat the Amazon invaders and hold Niko at all costs!

Victory for Amazon Army: Capture Niko, capture the kingdom

Victory for Feudal Army: Hold Niko, and defeat Amazon Army.

Scenario Specific rules

1. Amazons may NOT produce nor re-supply units in this game. They simply occupy cities and keep Feudal army units from using them!
2. A City recaptured after Amazons occupation is available for Feudal army re-supply.
3. Feudal units may not build any new blocks! It may only add on to (re-supply) the units starting the game.
4. Once a block is lost by either side, it is gone for the duration of the game.
5. All cities occupied or not are considered Feudal Friendly

Scenario Options

Ideally this should be played right after my other scenario “Peril & Plunder.” If it is played after that:

If the Feudal Army won Peril & Plunder it chooses any 3 surviving units from that scenario (at their scenario end strength) and starts them in place of the Knight & Wizard blocks in this scenarios set up.

If the Feudal Army lost Pillage & Plunder scenario, it picks 1 surviving block (at their scenario end strength) and starts them in place of the Knight & Wizard blocks in this scenarios set up.

The blocks start in the hex where the Knight and Wizard start in this scenario.

A second option is for the Feudal Army to exchange 2 spearmen at set up in favor of placing another 2 step castle on another city. The castle MAY NOT be increased nor re-supplied during this scenario.